

Tillywig Toy Reviews

2013



ARRAZZLES

Price \$24.99

By **Funnybone Toys**

Age 4+



Arrazzles is both a game and a creative medium that allows the creator to build a surprising array of shapes and structures quickly and easily. That ease, rooted in the simplicity and variety of how the pieces interconnect, unleashes the imagination. Every Arrazzles outcome has a certain beauty, freeing the mind from the kind of negative self-criticism that can hinder creative thought and expression. The building blocks of Arrazzles, while flat, are not cards in the conventional sense. They're thick and durable, with different metallic colors on either side, which, when part of a configuration, reflect off one another tantalizingly. Each card has a series of slots along its multiple edges (five distinct patterns in all) that allows them to slide snugly together when placed at right angles to one another. A hole in the center of each card, sized perfectly for standard plastic straws, allows further exploration using straws, string, pipe cleaner, and other elements. The instructions include a memory game, a guess-the-creation game, and a game in which players take turns adding cards to a structure and are eliminated if they cause it to shift and fall into a new position.



DISRUPTUS

Price \$24.99

By **Funnybone Toys**

Age 10+



The creative mind is capable of seeing things in surprisingly new and different ways. This innate human ability is what Disruptus taps into, spurring us to new levels of innovation and creativity, with bouts of silliness and hilarity erupting frequently along the way. Everything about Disruptus has a unique look and feel. Its packaging, cards, die, and especially the instructions (part of which consists of a dialogue between a cat and dog) are perfectly suited to a game whose purpose is turning your thinking sideways. Play is simple: roll the die, flip a card, flip the timer, get busy innovating. Each card contains an image of an object (headphones, flyswatter, skateboard . . .). Players look at images and follow whichever of the four innovation methods (Create 2, Improve, Transform, Disrupt) is face up on the die as they jot down their ideas with pencil and paper. The player with the craziest, most innovative idea for modifying the objects (or, in some cases, achieving their purpose differently) wins the round. The two remaining sides of the die, Judge's Choice, and Player's Choice, add additional spice by allowing a player to pick which innovation method to use. There are several play variations. The most common, with 3 or more players, has a rotating judge determining the round's winner.