



Juxtabo

If you enjoy abstract (themeless) games like *Connect 4* or *Qwirkle*, *Juxtabo* just might be the game for you. While it gives off a sense of familiarity, it is quite unlike any game we've played.

The object of the game is to stack colorful, double-sided discs to create patterns of 3 or 4 discs that match those on your Challenge cards. The game begins with a single layer of discs arranged in a square formation and players add a stack of discs on exactly 2 spaces during each turn. Discs must be stacked so that similar colors are on top of each other. For instance, a player can convert a yellow space to blue by placing a yellow/blue disc on top of it. Colors can also be "chained" using multiple discs — so, converting yellow to blue can also be accomplished with a yellow/green, green/purple, and purple/blue disc stack.

When a player spots a pattern that matches one of his two Challenge cards, he shouts "Juxtabo!" and wins that card. This can occur on any player's turn. When the draw bag is depleted and no more discs can be played, the game ends and the winner is the player who captured the most Challenge cards.

MSRP: \$30

Designer: (Uncredited)

Publisher: Funnybone Toys

1-4 players, ages 6+, 30-40 mins.

Juxtabo has a very simple premise, yet it is deceptively challenging. It requires much planning and thought to identify potential matches and create the right color combinations with stacks of discs. Since everyone shares the same play area, stacking discs on the right spots can also hinder an opponent's carefully crafted plans. To facilitate play among a variety of skill levels, it is possible to customize the game by changing the size of the play area, using cards with easier or harder patterns, adding a timer, etc. While the game is very well made, with a sturdy draw bag and brightly-colored components, the discs could benefit from poker-chip-style "teeth" to aid in stacking.

