

FOR IMMEDIATE RELEASE

Game Review: Disruptus

***“This game is all about innovation” write the creators of Disruptus. For the Pittsburgh Zulama Team, this game was not only about innovation, but also about silliness.***



Disruptus centers around a thoughtfully illustrated deck of cards. Each card depicts a different physical product, such as a sewing machine or a sailboat, and players have one minute per round to come up with original ways to improve, transform or disrupt a product. Everyone takes turns serving as “judge” and deciding which player’s idea wins the round. According to the instructions, the “craziest, most innovative” idea should win, but we interpreted that rule loosely. During some rounds, the most hilarious invention triumphed; other rounds, the most useful product took the cake. And ultimately, a player’s ability to pitch their idea could determine their success.

Disruptus revealed that each of us approaches problems from a different angle. Some of our players had an amazing knack for coming up with practical ideas like the rent-a-tablet station or shopping cart compartments. Some players took the high-tech, future-oriented approach, with products like transporter shelves and self-driving nap pods. And others went the wacky route with ideas like Pillowland, roller-coaster pills, and a service where humans act as hammocks.

The emphasis on creative problem solving makes Disruptus particularly appropriate for the workplace or classroom. Challenging our expectations about everyday products forces us out of normal patterns

of thinking; it pushes our brains to look at problems sideways, upside-down, and inside-out. It helps us stay open-minded about our team-members’ ideas and our own.



Not only does Disruptus motivate players to use their imagination in thinking about products, but it also encourages players to be inventive in how they play the game. The creators write at the end of the instructions, “The bottom line is... the rules can be viewed as suggestions that you can modify.” You could alter the game to make ideas anonymous, you could decide that players get points for coming up with a perfect name for their invention, or you could require players to combine three different product cards into one new invention.

Disruptus CardsThe game also comes with design-your-own cards, and our team in Pittsburgh discussed the possibility of adding in cards depicting pop culture figures or animals. A classroom could even create cards that include elements from their curriculum; for example a 3D Modeling class could make cards with different 3ds MAX tools on them, and students might have to think about how to improve the Select or Background tool.

This game is all about what you put into it. I found that in order to fully engage with it, I had to let go of my pride and expectations. It seems that silliness is inevitable in the brainstorming and innovating process. And sometimes the craziest ideas can lead you to the best ideas. If you let yourself embrace the hilarity of it all, you might find yourself thinking in completely new ways.

Game title	Disruptus		
# of players	6		
Time to play first (learning) round.	5 minutes		
Time to play second round	3 minutes		
Reviewer name	Lily Taylor		
	Possible Points	Points Awarded	Judging Criteria
Components	5	4	How do the pieces feel, look, and function?
Setup	5	5	Is the game easy and fun to set up?
Rules	5	5	Are the rules clear & concise?
Quality of gameplay	10	9	There are lots of different kinds of games. Ice breaker games, strategy games, fillers, epic journeys. Decide upon the genre for your game and rate how well it fulfills that genre.
Fun-ness	10	9	10 being “I want to play it all the time” down to 1 which is “I never want to play this thing again!”
Overall group score	5	4.5	Each person gives an overall score, this is the average of the players’ scores.
Notes	<ul style="list-style-type: none"> <li>• High replay value</li> <li>• No clear ending, no clear way to win</li> <li>• Judging is subjective and personal</li> <li>• Many possible variations, easy to modify</li> <li>• Good icebreaker, mindbender</li> </ul>		

Designer	NA
Artist(s)	NA
Publisher	Funnybone Toys
Year published	2013
# of players	1+
Suggested ages	10+
Suggested playing time	~1 hour
Language dependence	Yes
Honors	Academics’ Choice Brain Toy, Creative Child Magazine 2013 Game of the Year, Tillywig Toy Awards, 10 Best Dr. Toys Games, Best Housekeeping Best Toy Awards 2013
Genre	Creative Problem Solving Game, Party Game
Game mechanics used	Storytelling
Website	<a href="https://www.funnybonetoy.com/product/disruptus/">https://www.funnybonetoy.com/product/disruptus/</a>

**ABOUT FUNNYBONE TOYS:**

While most people love to play games, very few appreciate the “art” that goes into their creation. This is because, for the most part, the art is hidden in the background, secondary to game play. But a new game design company was tired of seeing the art of games taking a back seat to play...so they decided put artwork on equal footing. Funnybone Toys was created in 2011 to provide products that are a true combination of form, function, and beautiful, minimalist design. One of our favorite elements of design is color, so color reigns supreme in every one of our products. We launched Funnybone Muse in 2013, allowing us to offer other items that inspire us, that are outside the toy and game category. Every product that comes out of our design studio will show our company’s commitment to beautiful, minimalist design.