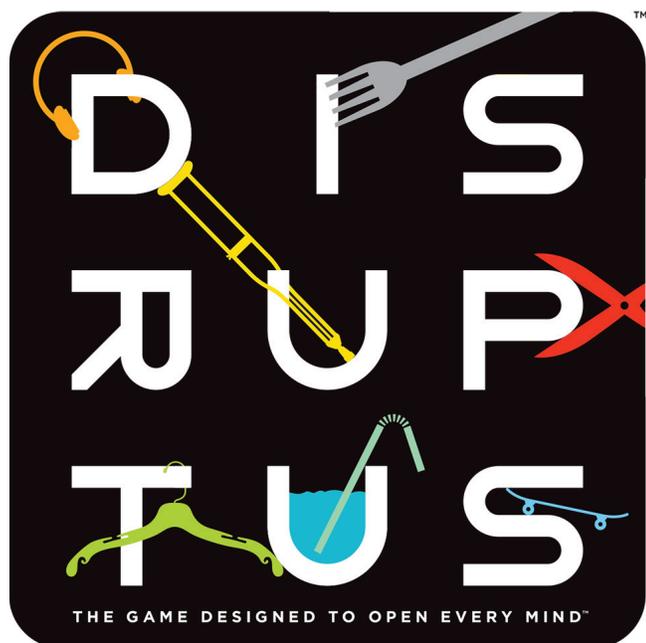


**Santa needs help: The 2017 Gift Guide presents practical, enjoyable and unusual gift ideas**

SALT LAKE CITY — Santa asked for a helping hand this year with his gift list. After scouring store shelves, browsing endlessly online and accepting more suggestions than anyone can imagine, the 2017 family friendly gift guide is here to help with items in every price range. Some gifts don't have to be in the categories we assigned them, so don't take it too literally.

Merry Christmas!

DISRUPTUS by Funnybone Toys, \$24.99, ages 10 and up, asks players to look at objects and ideas and use approaches determined by rolling a die to innovate.



Disruptus asks players to look at objects and ideas and use different approaches — as determined by the roll of a die — to innovate. Disruptus™ draws inspiration from the very important practice of ‘disruptive thinking’. Disruptive thinking is one of the most powerful ways to innovate.

It has been used to create ideas and objects like digital music, and car sharing programs.

Disruptive thinking is looking at an object or idea and coming up with an entirely different way to achieve the same end.

So, in the case of car sharing, the innovators looked at the car rental industry and came up with a new approach that ‘disrupted’ the old conventional method.

Object of the Game: Place your game pieces on the board to create as many Challenge Card color combinations as possible.

Game includes: 125 Challenge Cards, 126 Juxtabo playing pieces and carry bag, 8 card holders, 1 minute timer, and rules booklet.

This 2-4 player game starts by constructing a game board with Juxtabo pieces. You can create a 4x4, 5x5, or 6x6 grid with random colors. Each player gets 7 Juxtabo pieces and 2 Challenge Cards to start. The rules booklet offers several different forms of game play and suggestions for different games ranging in difficulty. But the basic version has players place their game pieces on the board to create a matching color combination to a Challenge Card in their hand. Each player continues play until they can no longer create a match and then play passes to the next player. At the end of the game, the player with the most completed cards wins.



**About Funnybone Toys:**

Celebrating 6 years in business, Funnybone Toys® makes art-inspired games, toys and gifts that use good design to stimulate creativity. They will be at the North American International Toy Fair, February 18-21, 2017 in New York City. Visit them at booth #6248 (in the Modern Design aisle, of course!).

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