



Arrazzles,

the abstract game of shapes and colors (and throwing stars)

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BY ANTHONY ZUCCARINI

“Throwing star!”

The 5-year-old zings the moderately large disk-shaped card across the room where it strikes the wall, tumbling next to my 2-year-old. Eventually, by the end of the day, the disk is gnawed to death, its carcass left crumpled in the corner next to an armless stuffed doll.

Welcome to the world of Arrazzles, the dazzling array of colorful cards that connect to build various abstract inventions, or used to challenge the brain. Playable for ages 4 to 99, the game has cards with five different patterns of slots for users to create 3-D arrangements. In addition, the colored cards can be flipped over to make a Memory-style game.

New to the gaming realm, Funnybone Toys makes a handful of other games, such as Funny Bones, Disruptus, Cubu, Spectrix and Array. The majority of their games involve color and shapes and the ability to be innovative and creative. Ironically, each game comes in a perfectly square box – a play on the idea that they want you to climb right out of it and expand your mind.

Arrazzles sells for \$19.99 and can be purchased online at <http://funnybonetoys.com/product/arrazzles>.

Components

45 cards (or throwing stars) in five metallic colors.

Gameplay Summary

The gameplay is simple. You take two cards and slide them together via their slots. You then take another card and slide it together with the others. You continue for as long or as short as you would like. Let your imagination take over. If you become bored, you flip all the cards over and start playing a version of Memory based on the colors.

The Good

Simple gameplay makes a parent's life that much easier. I didn't have to explain the concept to the 5-year-old. After learning that they're not flying, he quickly began assembling the pieces into a spacecraft. Even the 2-year-old picked up the concept by watching the 5-year-old, although it was still hard for him to turn the pieces just enough to slide them together.

The game certainly spurs creativity regardless if the child is putting the cards together the suggested way or not. With thousands, if not millions, of ways to arrange the cards, your child will log many hours.

It's also not Legos, so stepping on them is a whole lot easier on the feet.

The Bad

Surprisingly, there are not many negative things to say about this product. Possibly because being simple makes it easier to love.

The biggest problem was that the pieces don't want to stay together. When our children began building, they had to go back and reattach pieces because the slots are too loose. Of course, our children were also flying the "spaceship" around the room at warp speed – even the most well-built star cruiser would start disintegrating with this type of handling.

The memory component went largely unnoticed until I mentioned it to them. They didn't seem interested in flipping cards over. They just wanted to build, fly and crash.

Bottomline

Kids will get plenty of enjoyment out of these colorful disks. They are made of a thick cardboard so they'll hold up very well for a long time as long as you keep them out of the hands of 2-year-olds.

At \$19.99, it's a little pricier than I would have guessed, but for the amount of playtime and the creativity it will invoke in the children, it's worth it.

Children over 10 may not be as enthralled with the toy, but our children (2, 5 and 10) certainly got their use out of it. Now they keep asking what other cool toy am I going to bring home.

