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(54) **Product combining a sweet speciality and a disposable game involving questions on works of art**

(57) The product, provides, for a prearranged number of players into a confectionery box (1) an equal number of sweet speciality (8) each of which placed in a frame (5) covering all the box bottom with bottomless housings (6) for each of said sweet speciality. Taking out the sweet speciality, through the bottomless housings, the single reproductions (3) of the work of art are to be seen onto the underlying thin pasteboard (2) while the corresponding data (4) about the said work of art are printed in the margin and are hidden from the frame (5). Inside the confectionery box there are also an identical number of numbered cards (9), one for each housings (6) and about a specific work of art. Handing out to each

player said cards (9) and taking away a sweet (8) from the corresponding housing, the player comes to uncover underneath the reproduction (3) of the work of art to examine. A list of answers (12) is given for each question (11) but only one of them is the right one. After that each player has ticked the boxes (13) in the margin corresponding to the in his opinion correct answer, the frame (5) is lifted and the right answers are checked on the base of the data (4) printed on the underlying thin (2). The player who makes the highest score is the winner and gets the thin support (2) with the reproductions (3) of all the masterpieces.

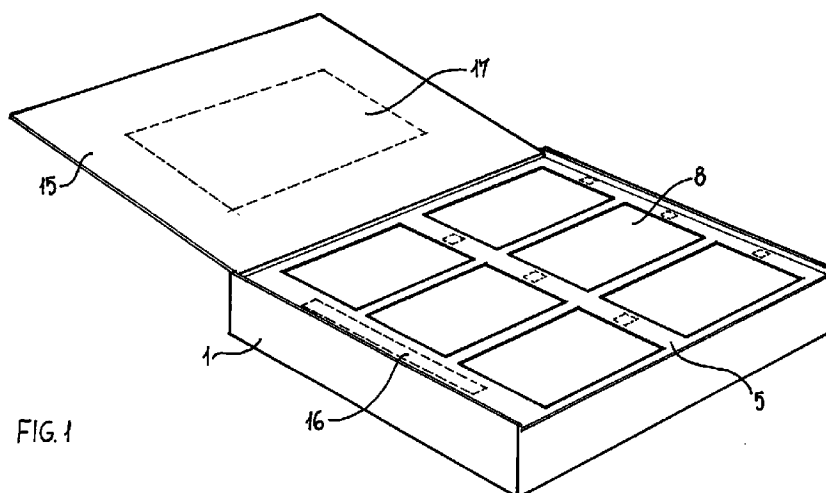


FIG. 1

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Description

[0001] The invention refers to a new product to be used by a large number of players at the same time. Said product consists of a prearranged confectionery box having inside for the joined use a sweet speciality and a disposable game to answer on known data of masterpieces located in a background-framework which towns, museums, art collections or public or private areas. The invented product, of special interest for the many travellers which in continuous move themselves to the places where important masterpieces are situated, derives its potentiality from the fact to be a joined disposable game suitable for the necessities of the tourist during the visits to places of art and in particular during the normal stops to table into the restoring areas of museums or similar. In particular the product, in detail related to masterpieces of a determined framework, provides for a prearranged number of players into a confectionery box an identical number of sweet speciality placed in housings of the frame covering all the box bottom and where said housings of the sweet speciality are bottomless. Taking out the sweet speciality, through the bottomless housings, the single reproductions of the work of art are to be seen onto the underlying thin pasteboard while the corresponding data about the said work of art are printed in the margin and are hidden from the frame. Inside the confectionery box there are also an identical number of numbered cards, one for each housings and about a specific work of art. Handing out to each player said cards and taking away a sweet from the corresponding housing, the player comes to uncover underneath the reproduction of the work of art to examine. A list of answers is given for each question but only one of them is the right one. After that each player has ticked the boxes in the margin corresponding to the in his opinion correct answer, the frame is lifted and the right answers are checked on the base of the data printed on the underlying thin. The player who makes the highest score is the winner and gets the thin support with the reproductions of all the masterpieces as a tangible keepsake of his successful competition. It is an outstanding characteristic of this invented product the use of two combined interacting means forming an unique item which comes to interest the masterpieces of a particular place during a visit to the same made by a plurality of visitors. In this case it is possible to image that said visitors, till the moment in which they are interested in the situation, are likely to confront one another about the works of arts they have just seen, at least to speak of said works while they make a stop eating as it happens in parlour games. To better investigate the patented reasons, special consideration should be given to the average man's interest for cultural events and art exhibitions, even if he has no specific educational background. Nowadays, the works of art and everything related to them, such as details, authors, background are quite a hit. When visiting a museum or an art exhibi-

tion, tourists can either purchase guides on the spot or get detailed information through free audiovisual aids at their disposal in the museum or art exhibition facilities. Thus, even inexpert visitors can discourse on art at the bar or while resting at the restaurant waiting to be served. It is likely that they want to pass their time pleasantly by putting questions one another on what they have just seen. If we consider the fact that sweet confectionery is eaten everywhere in large quantities during free time, a new, product featuring a confectionery box joined to a disposable game set relating a particular cultural subject or place can be of great interest to tourists. At present no product on the market features the characteristics of the invented product. An embodiment of this invented product is here set forth for purposes of illustration and therefore other forms are possible. The invented joined product consists of: a) a box 1 to be opened; b) a thin pasteboard 2 placed inside the box on its bottom with reproductions 3 of a certain number of works of art exhibited on the place or elsewhere, where well-known data 4 about the said reproductions are given in the margin; c) a frame 5 placed above the said thin with the reproductions with a fixed number of bottomless housings 6 with a code reference 7, through the said bottomless housings the reproductions 3 of some specific works of art can be seen while the frame conceals their reference data; d) a certain number of sweet confectionery 8 each placed inside each housing 6 resting on frame 2; e) a certain number of cards 9 equal to the number of the reproductions 3 of the works of art presented for the game and identified with a code reference 10 -the same as the housing code reference 7- so to pair them off with a direct reference; said cards 9 contain in sequence for each question 11 a series of known data 12 concerning the works of art in question, so that each player can guess the right answer by ticking the box 13 in the margin of the card. Inside the box there is an envelope 14 containing the said cards 9. With a number of players corresponding to the works of art to be guessed, the confectionery box 1 must be opened and cards 9 distributed among players, each player will then look into his own housing 6 on the frame 5, then he will take out the sweet 8, he will examine the reproduction 3 placed on the uncovered bottom, formed by the thin 2, so to be able to answer the relative questions. By means of card 9 for each question 11, within a fixed time, the player will try to guess the right answer by choosing among a series of given data 12 by ticking the corresponding box 13 in the margin of the card. When all the questions have been answered, the frame 5 will be lifted and the data 4 referring to the art reproduction 3 will be compared to the relative answers on the boxes ticked by the players. According to the fixed rules of the game, the player who obtains the highest score wins the thin 2 with the reproductions 3 of the works of art while the remaining part of the box can be thrown away. According to an embodiment on cover 15 of the confectionery box 1 and on the frame 5 a reference 16 is given

stating the name of the dealer who distributes the product on the spot. Thus the product name will be connected with the dealer's name, or with the museum of art exhibition where the works of art reproduced in the pictures 3 inside the box are placed. For knowing the game a list of rules 17 about the said game is given on the inside wall of cover 15 of the confectionery box 1. In an embodiment the thin 2 with all the reproductions is to be hanged on a wall by means of a Picture hanger 18. According to the preferred embodiment of this invented product a frame 5 is featured with housing 6 and an equal number of cards 9 listing some questions 11, such as "who is the author?", "which is the title?", "which is the dimension?" "which technique?". Moreover each card will contain a reference 19 addressed to each player and stating: "chance has chosen chocolate no. x for you", while another reference 20 will report: "while you taste this excellent chocolate, observe carefully the uncovered picture inside the housing and tick the box near each question as appropriate and if you realize four points (one for each right question), consider yourself an expert art connoisseur". The present product is to be realized in various shapes, sizes and styles according to the product to be placed inside it and to the art reproduction appearing in the housing let free under the sweet, as well as the number of players who can vary from a minimum number of two to a larger one. An embodiment features six players is illustrated in an indicative way in the drawings of sheets 1, 2, 3, 4 and 5. In sheet 1 - figure 1 is a perspective comprehensive view of the product having the series of cards 9 on the foreground and the open box 1 on the background with confectionery 8 still placed inside housings 6 of the frame 5. In sheet 2 - figure 2 is a partial exploded view of box 1, as well as of thin 2, of frame 5 and of the series of confectionery 8. In sheet 3 - figure 3 is a partial view of confectionery 8 just taken out of the housing 6 in the frame 5. Figure 4 is view of a card 9. In sheet 4 - figure 5 is a view of the frame 5 just taken out of the box 1 to allow players to check their answers on cards 9 with data 4 printed on thin 2. In sheet 5 - figure 6 is a schematic view of the thin 2 with the reproductions 3 to be hanged on a wall by means of a picture hanger 18.

Claims

1. Product joining a sweet speciality and a cultural disposable game to answer on data of masterpieces consisting of a box (1) to be opened, a thin pasteboard (2) placed inside the box on its bottom with reproductions (3) of a certain number of works of art exhibited on the place having in the margin data (4) about the said reproductions, a frame (5) placed above with a fixed number of bottomless housings (6) with a code reference (7) through the which each reproduction (3) of the works of art is to be seen while the frame conceals their reference data (4), a certain number of sweet confectionery (8)

each placed inside a housing (6) resting on frame (2), a certain number of cards (9) equal to the number of the reproductions (3) of the works of art presented for the game and identified with a code reference (10), the same as the housing code reference (7), so to pair them off with a direct reference and having in sequence for each question (11) a series of known data (12) concerning the works of art in question so that each player have to indicate the right answer by ticking the box (13) in the margin of the card; characterized in that: with a number of players corresponding to the works of art opened the confectionery box (1) and distributed the cards (9) among players, each player looks into his own housing (6) on the frame (5) and he takes out the corresponding sweet (8), then he will examine the reproduction (3) placed on the uncovered bottom, formed by the thin (2), so to be able to answer the relative questions; using his card (9) for each question (11) within a fixed time the player will try to indicate the right answer by choosing among a series of given data (12) by thicking the corresponding box (13) in the margin; when all the questions have been answered, the frame (5) will be lifted and the data (4) referring to the art reproduction (3) will be compared to the relative answers on the boxes ticked by the players; according to fixed rules of the game, the player who obtains the highest score wins the thin (2) with the reproductions (3) of the works of art while the remaining part of the box can be thrown away.

2. Product joining a sweet speciality and a cultural disposable game to answer on data of masterpieces, as per claim 1, characterized in that on cover (15) of the confectionery box (1) and on the frame (5) a reference (16) is given stating the name of the dealer who distributes the product, thus the product will be connected with the dealer's name or with the museum of art exhibition where the works of art reproduced in the pictures (3) inside the box are placed.
3. Product joining a sweet speciality and a cultural disposable game to answer on data of masterpieces, as per claim 1, characterized in that for knowing the game a list of rules (17) is given on the inside wall of cover (15) of the confectionery box (1).
4. Product joining a sweet speciality and a cultural disposable game to answer on data of masterpieces, as per claim 1, characterized in that the thin (2) with all the reproductions is to be hanged on a wall by means of a picture hanger (18).
5. Product joining a sweet speciality and a cultural disposable game to answer on data of masterpieces, as per claim 1, characterized in that the cards (9)

are contained in an envelope (14).

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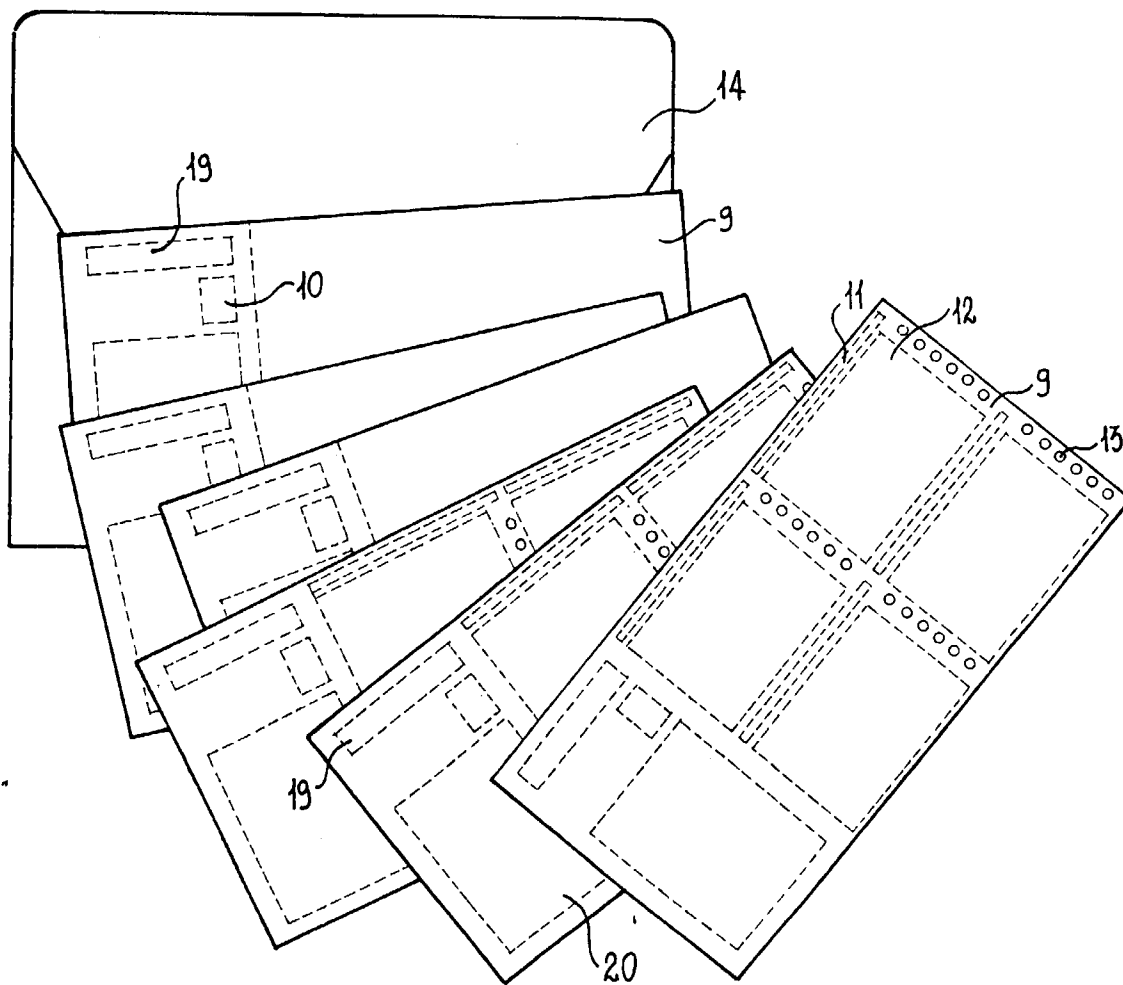
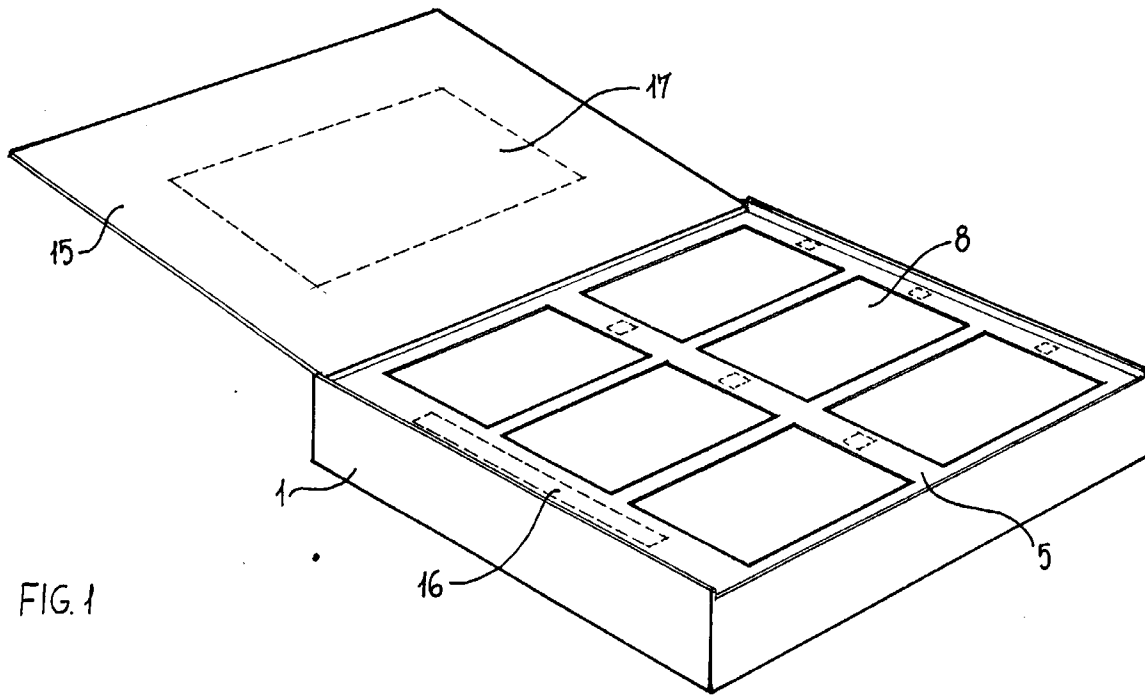
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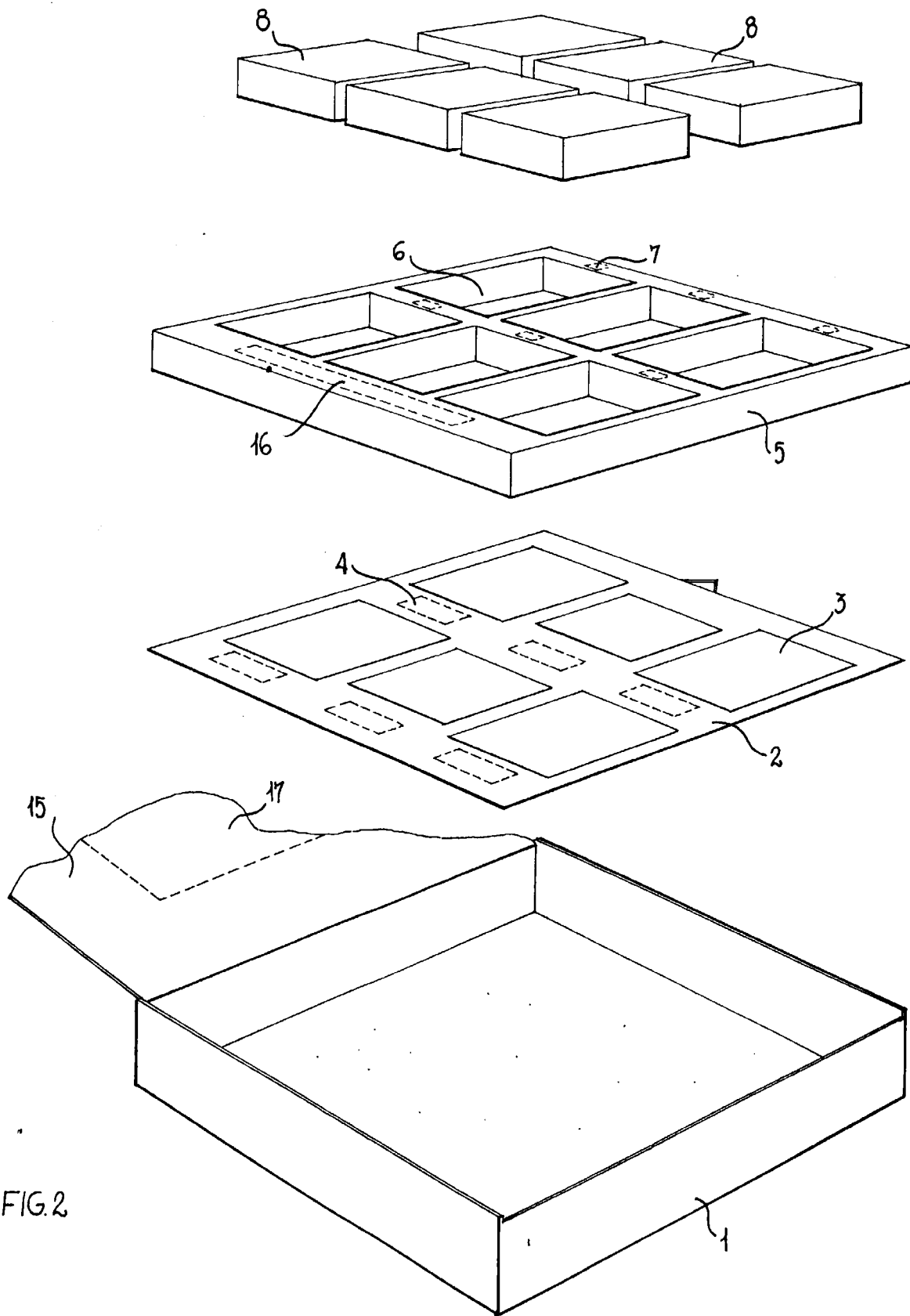
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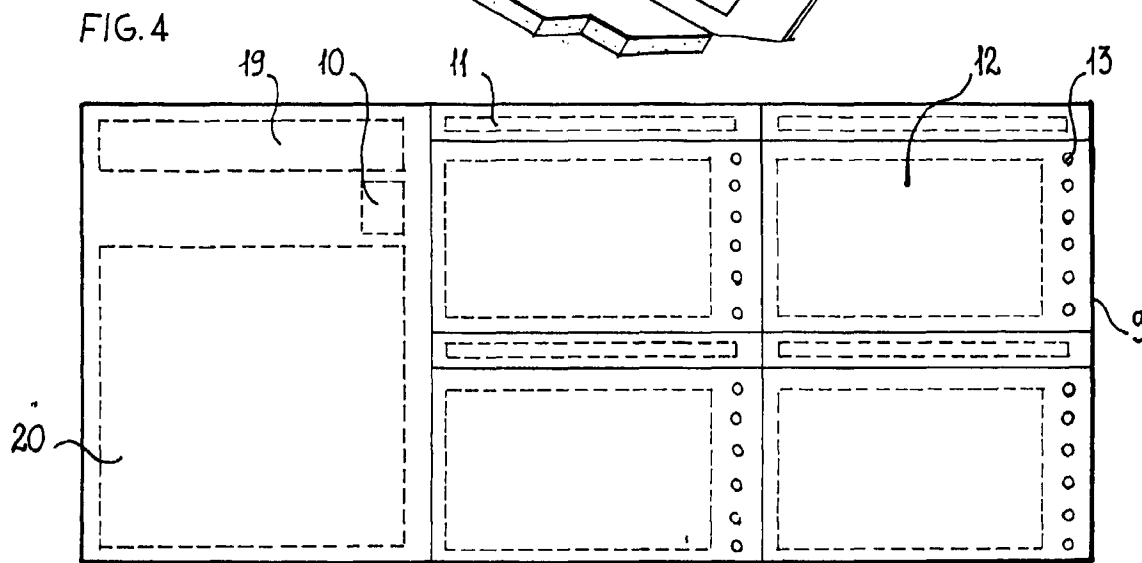
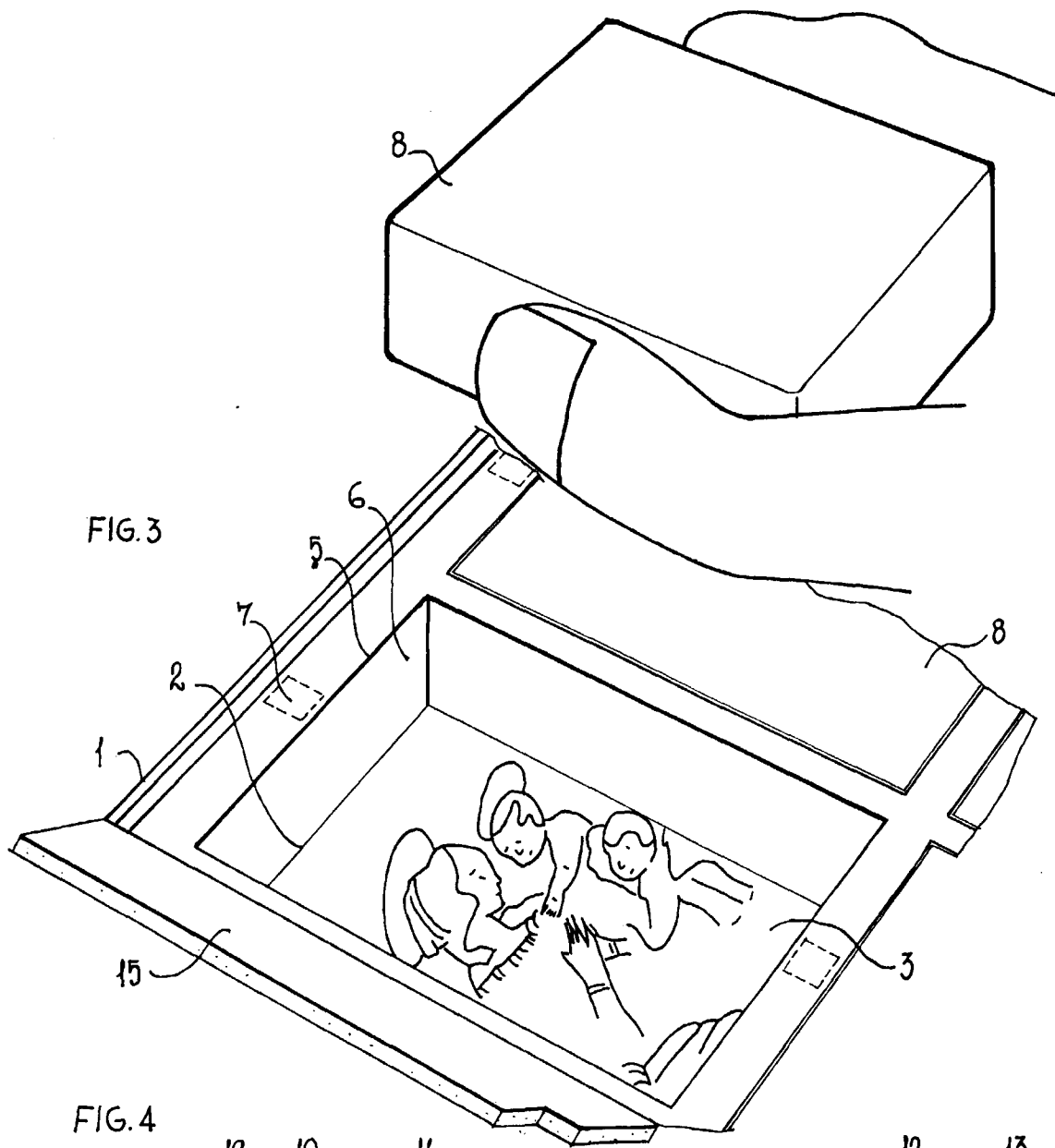
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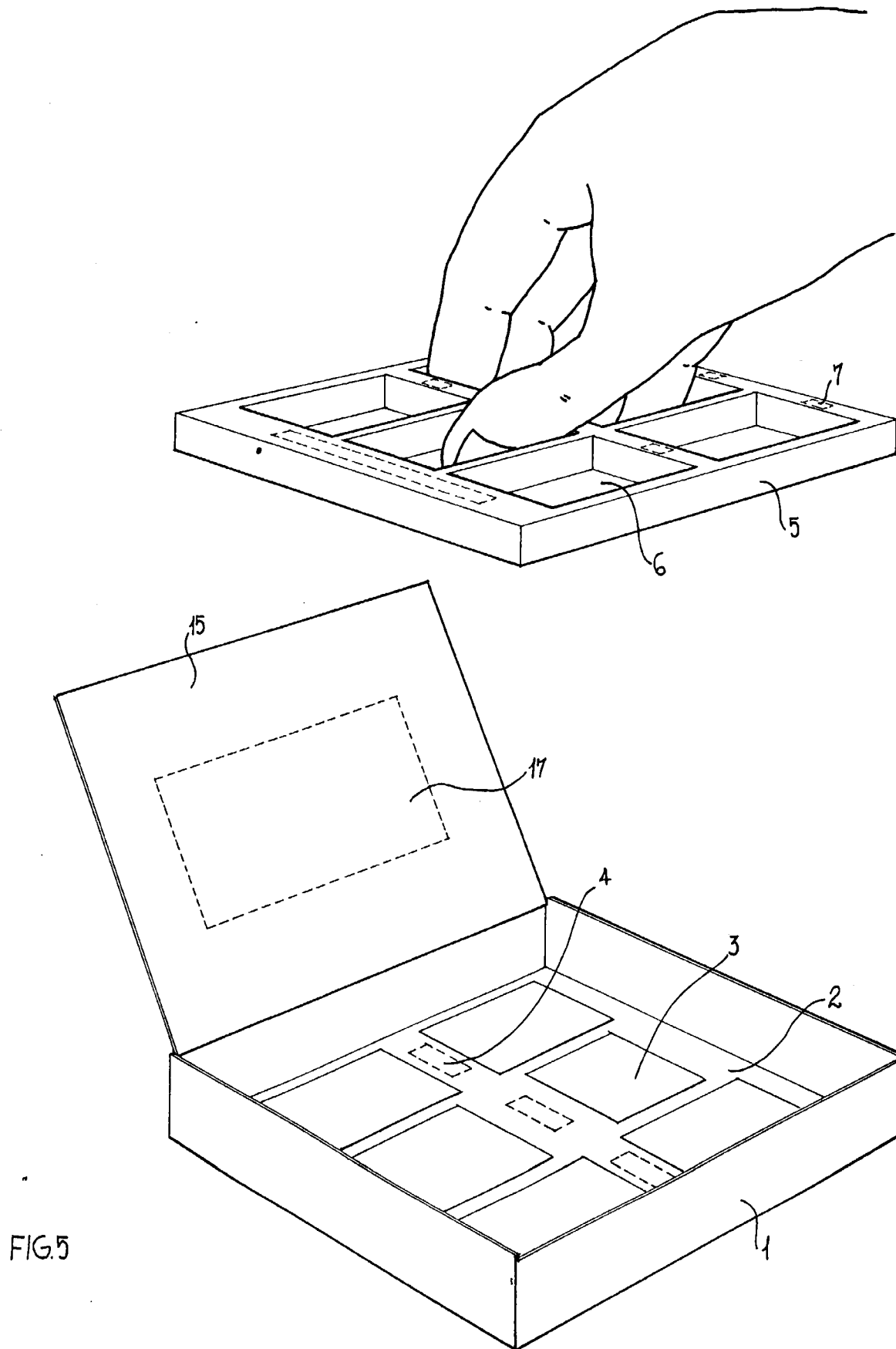
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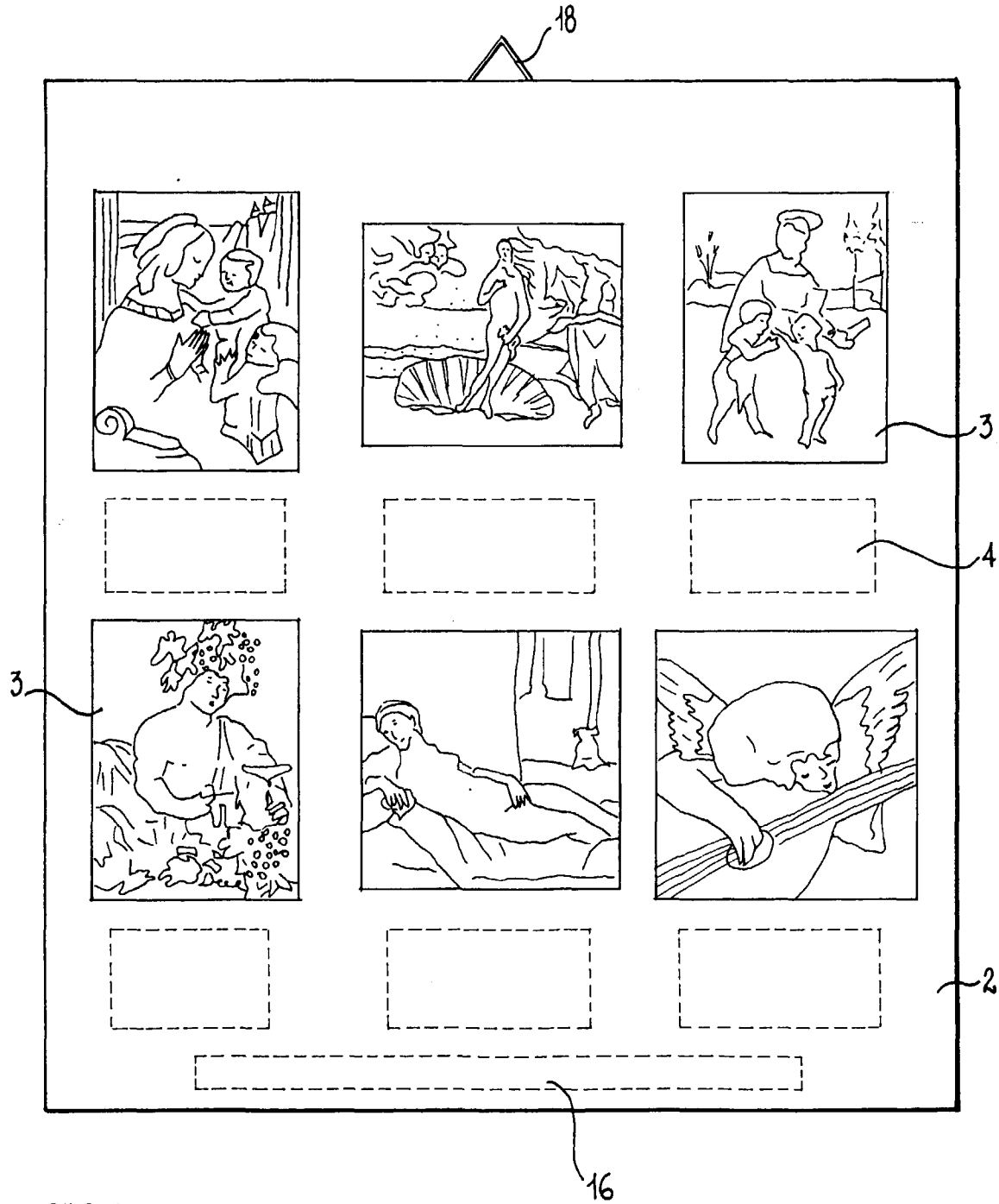


FIG. 6



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EUROPEAN SEARCH REPORT

Application Number
EP 98 83 0091

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
A	EP 0 441 102 A (CHIERESE CARTOTECNICA) 14 August 1991 * claim 1; figures * ---	1	B65D85/60 B65D81/36
A	BE 905 458 A (STAAR DEV CO SA) 16 January 1987 * claim 1; figures * ---	1	
A	FR 934 754 A (IMBERT) 10 June 1948 * the whole document * ---	1	
A	US 4 733 863 A (NOVOTNY VICTOR) 29 March 1988 -----		
The present search report has been drawn up for all claims			TECHNICAL FIELDS SEARCHED (Int.Cl.6) B65D A63F
Place of search BERLIN		Date of completion of the search 22 July 1998	Examiner Spettel, J
CATEGORY OF CITED DOCUMENTS X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document			

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