

[72] Inventor **Constantine P. Calamvotsakis**
1706 Brush Creek Blvd., Kansas City, Mo.
64110
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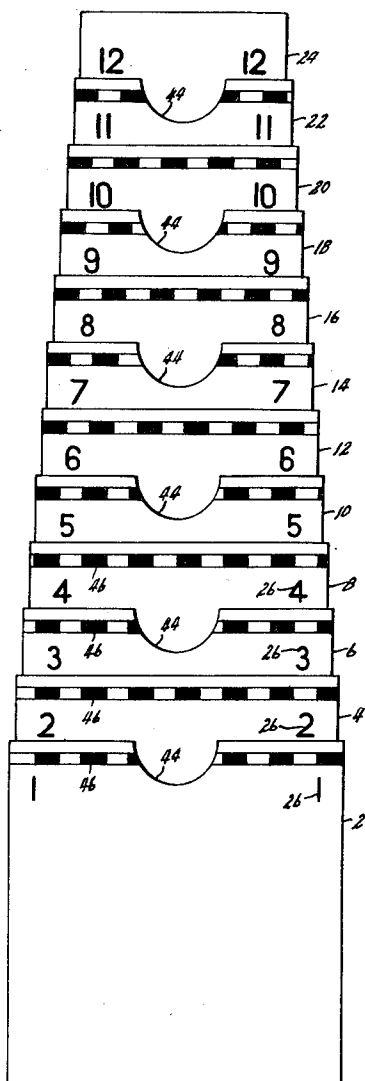
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 Primary Examiner—Anton O. Oechsle
 Attorney—John A. Hamilton

[54] **BOX GAME**
3 Claims, 8 Drawing Figs.

[52] U.S. Cl..... **273/139,**
273/146
 [51] Int. Cl..... **A63f 9/00**
 [50] Field of Search..... **273/138,**
139; 35/28 (Cursory), 69 (Cursory); 272/8, 8 N

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ABSTRACT: A box game for selecting a winner from a group of players, or for designating one person from the group to pay a "party penalty," by means of a process and apparatus involving chance and a high degree of interest and suspense, the apparatus consisting of a series of nested and numbered boxes adapted to be removed one at a time in turn by the players, whereby eventually to disclose a "token piece" concealed between any two successive boxes, and a set of dice adapted to be rolled by a nonplaying "dealer," who then places the token in accordance with the roll of the dice and assembles the boxes preparatory to play. The players may preselect and record the number of the box in which they believe the token to be concealed.



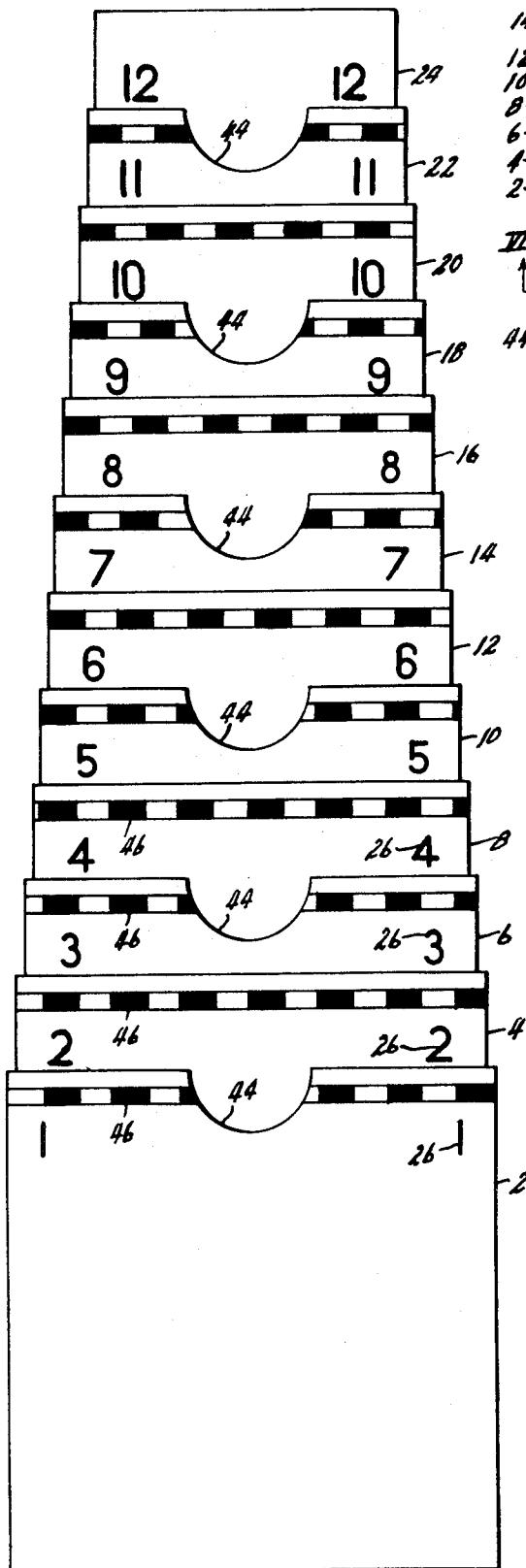


Fig. 1

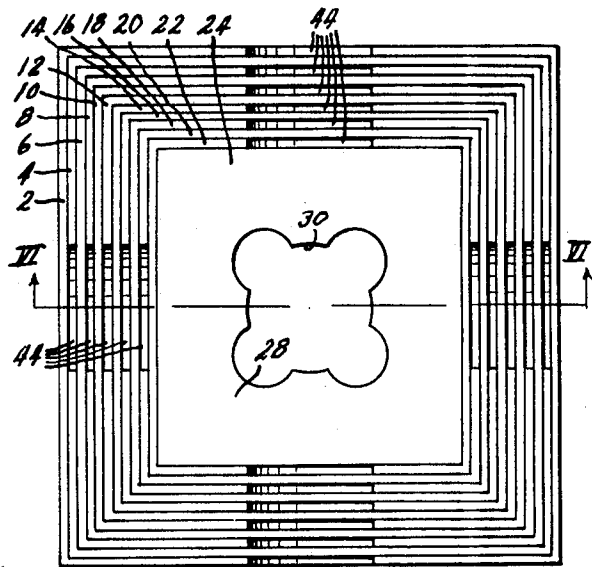


Fig. 2

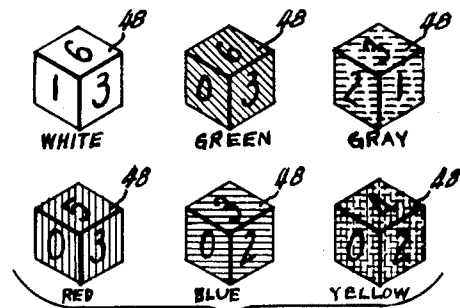


Fig. 3

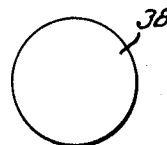


Fig. 4

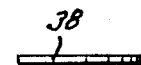


Fig. 5

INVENTOR
Constantine P. Calamvotsakis
BY
John A. Hamilton
Attorney.

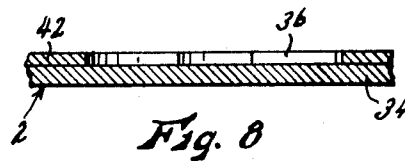
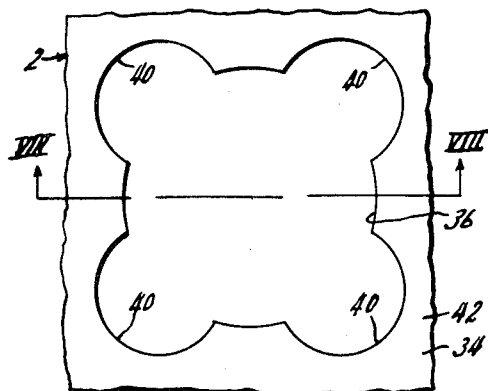
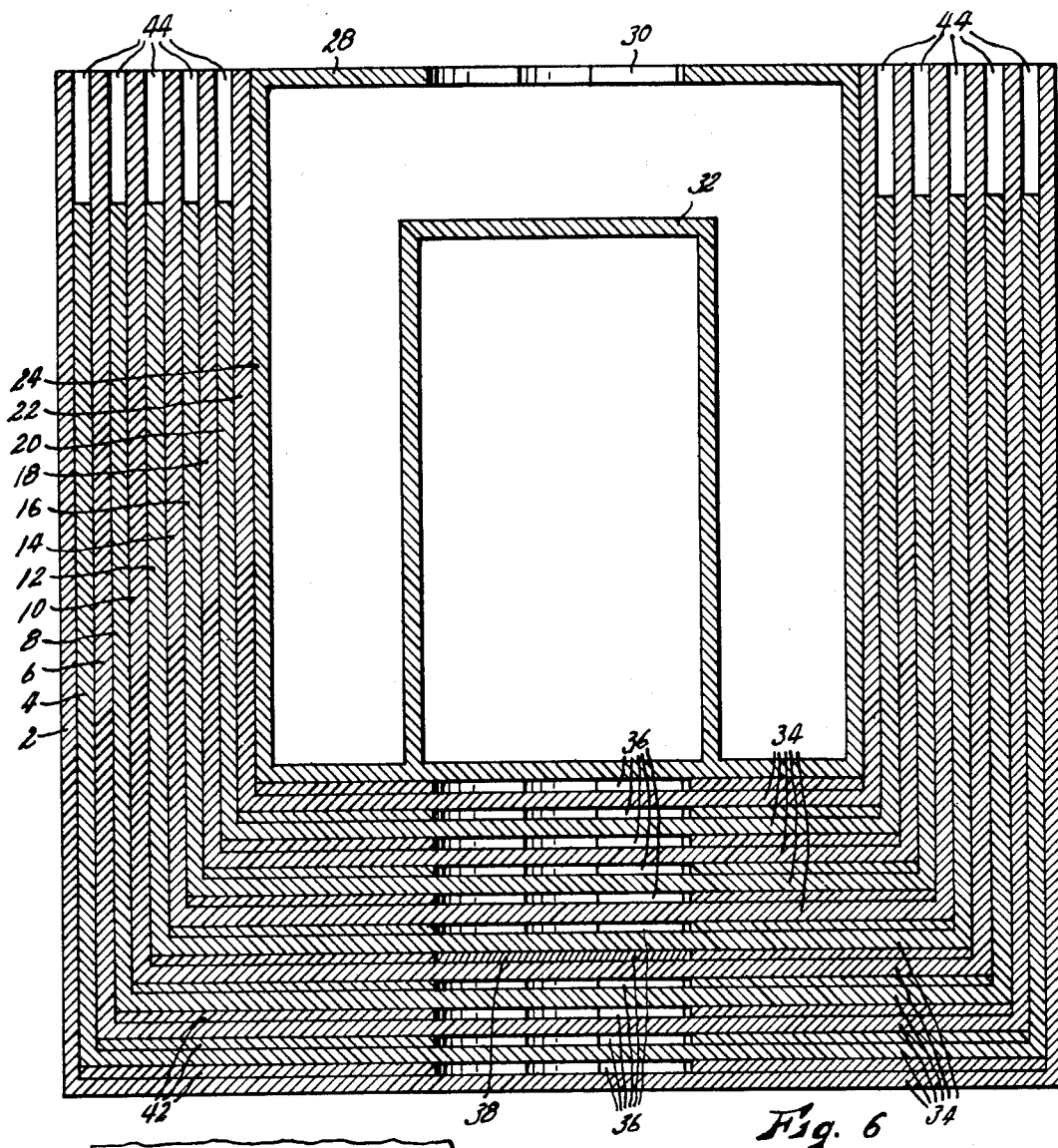


Fig. 7

Fig. 6

Fig. 8

INVENTOR.
Constantine P. Calamvotsakis
BY
John A. Hamilton
Attorney.

BOX GAME

This invention relates to new and useful improvements in games of chance and has as its principal object the provision of a process and apparatus for random determination of a "winner" from a group of players. Generally this object is accomplished by the provision of an apparatus consisting of a series of nested and numbered boxes each of which except the smallest is adapted to carry a winning "token" concealed by the next smaller box inserted therein, a number of special dice adapted to be rolled in various combinations, determined by the number of players, by a nonplaying "dealer," who then places the token according to the roll of the dice and assembles the boxes. The boxes are then removed one at a time by the players, in turn, until the token is uncovered. The player removing the box with the token could be the "winner" but preferably the players prerecord their selections of the box in which they believe the token to be concealed, and this selection is not known to the dealer. This avoids any possibility that the dealer could favor any particular player.

Other objects are the provision of a game apparatus of the character described having provisions insuring that only one box at a time can be removed, and for insuring that the position of the token will not be prematurely disclosed in any manner.

With these objects in view as well as other objects which will appear in the course of the specification, reference will be had to the accompanying drawing, wherein,

FIG. 1 is a side elevational view of the set of nested boxes forming a part of a game apparatus embodying the present invention, each box being shown partially withdrawn from the next larger box,

FIG. 2 is a top plan view of the assembly of boxes,

FIG. 3 is a perspective view of the set of dice used in the game,

FIG. 4 is a face view of the token used in the game,

FIG. 5 is an edge view of the token,

FIG. 6 is an enlarged sectional view taken on line VI-VI of FIG. 2, with the boxes fully assembled,

FIG. 7 is a fragmentary plan view of the inner surface of the bottom wall or floor of one of the boxes, and

FIG. 8 is a fragmentary sectional view taken on line VIII-VIII of FIG. 7.

Like reference numerals apply to similar parts throughout the several views, and the numerals 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, and 24 apply generally and respectively to a series of rectilinear, open-topped boxes formed of cardboard or any other suitable material. The number of boxes determines the maximum possible number of players which may engage in the game. As shown, the game is adapted to be played by any number of players from three to 12, but obviously this is a matter of choice. The boxes are numbered from 1 to 12 successively, as indicated at 26, but suitable numerals imprinted plainly on the exterior sides thereof, preferably on all four sides of each box, box No. 1 being the largest box and box No. 12 being the smallest. For convenience, the boxes will hereinafter be referred to by the number 26 assigned thereto. The boxes are of graduated sizes so that each box may be nested snugly and accurately within the next larger box, preferably with sufficient tightness to produce at least a degree of frictional resistance to assembly or disassembly of said boxes. When so nested, the top edges of all of the boxes lie flush in a single horizontal plane, as shown in FIG. 6. Box No. 12, the smallest box, is hollow and may be provided with a top wall 28 having a restricted central orifice 30. Thus box No. 12 may serve as a storage space for the dice and playing token also used in the game, and to be described below, these members being introduced into the box through orifice 30. A filler member 32 carried in said box is disposed immediately beneath orifice 30, and so tends to prevent said dice and token from resting directly beneath the orifice, so that they are not likely to be spilled therethrough by accident.

The bottom wall or floor 34 of each box, except box No. 12, is provided centrally with a shallow recess 36 of a size and shape to receive snugly therein a playing token 38 (see FIGS.

4 and 5), having the form of a flat circular disc. Said token may also be an ordinary coin. As best shown in FIG. 7 recess 36 is essentially circular, so that the token fits tightly therein, but is provided with outward enlarging notches 40 at angular intervals, to admit a person's fingernail for facilitating removal of the token. The depth of the recess is equal to the thickness of the token. The recess may conveniently be formed by providing each box floor with a liner layer 42 glued therein, said liner being equal in thickness to that of the token, and having a hole corresponding to the shape of the recess punched therethrough before it is glued into the box.

The upper edges of a pair of opposite sidewalls of each box, except box No. 12, are notched as at 44. When the boxes are nested as in FIG. 6, the notches 44 of each box are aligned at 90° from the notches of the next adjacent boxes. That is, notches 44 of boxes Nos. 1, 3, 5, 7, 9 and 11 are aligned with each other, while the notches of boxes Nos. 2, 4, 6, 8 and 10 are aligned with each other, but at 90° from the notches of the odd-numbered boxes, all as shown in FIG. 2. To facilitate assembly of the boxes in this manner, a suitable indicia, such as a dotted line 46, is imprinted on one side only, or on only a pair of opposite sides, of each box, as shown in FIG. 1. If the boxes are assembled to that lines 46 appear as in FIG. 1, the notches 44 of successive boxes will be properly related as described. Instead of being square in a horizontal plane, the boxes alternatively could be rectangular with the notches 44 of the even-numbered boxes cut in the longer sides thereof, and in the shorter sides of the odd-numbered boxes. The dotted indicator lines 46 would then be unnecessary.

The game also includes a set of six dice, as shown in FIG. 3, each designated by the numeral 48, and being distinguishable from each other by their color, the colors white, green, gray, red, blue and yellow being indicated. The six faces of each die each bear a number, as follows:

White	1-2-3-4-5-6
Green	0-2-3-4-5-6
Gray	1-1-2-2-3-3
Red	0-1-2-3-4-5
Blue	0-0-2-2-3-3
Yellow	0-0-1-2-3-4

Preparatory to playing the game, a nonplaying "dealer" rolls the dice to determine into which box token 38 is to be inserted, by rolling a selected combination of dice 48 determined by the number of players, and then inserts the token as so determined, and assembles all of the boxes to conceal the position of the token. The combinations of dice to be used are as follows:

3 players	Gray die.
4 players	Yellow die.
5 players	Red die.
6 players	Gray and blue dice.
7 players	Yellow and blue dice.
8 players	Red and blue dice.
9 players	White and blue dice.
10 players	Green and yellow dice.
11 players	Green and red dice.
12 players	Green and white dice.

When the dice are rolled in these combinations, it will be seen that the maximum total of the uppermost digits of the dice will equal the number of players, and also that any smaller total may be rolled. A single roll of the dice may be used, in which case the token 38 is placed in the box the number of which corresponds to the total of the uppermost digits of the die or dice rolled. However, a better average of random chance may be obtained by rolling the selected dice a greater number of times, say three times, and totaling the uppermost digits appearing in all of the rolls, then dividing this total by the number of rolls, to determine the box in which the token is to be placed. The total may not be an even multiple of

the number of rolls, but in this case the number of whole times the number of rolls is divisible into the total will represent the selected box number. For example, if there are twelve players, requiring use of the green and white dice, and these dice are rolled three times, the results could be as follows:

First roll.....	6-6
Second roll.....	3-3
Third roll.....	4-5

The total of these digits is 28, which divided by 3, the number of rolls, gives a quotient of 9 $\frac{1}{3}$. Therefore, token 38 is placed in the recess 36 of Box No. 9. If the digit 0 appears repeatedly during the rolling, so that a usable number does not result, this being possible only when there are four, five, seven, eight, 10 or 11 players, the dealer simply repeats the rolling. If there are twelve players and the roll of the dice determines that the token should be placed in Box No. 12, the "dealer" simply retains the token, not placing it in the boxes, without the knowledge of the players. In any case, the actual placement of the token must not be done where the players could observe it.

While the dealer is rolling the dice and placing the token, the players each select a number between 1 and the number of players, each player thus being assigned a number. Preferably, these choices are recorded on a piece of paper, or a card, which cannot be seen by the dealer, in order to avoid any chance that the dealer could possibly "favor" any player.

The assembled boxes are then given by the dealer to the first player, in the order in which they sit about a table, who then removes box No. 1 and looks to see if it contains the token. If not, he hands the remaining boxes to the next player, who removes box No. 2, and so on until the token is discovered. The player who removes the box containing the token is not necessarily the "winner." The "winner" is the player who has previously selected the number of the box in which the token is eventually discovered. If the proper combination of dice has been used, a "winner" will be determined by the time the last player has had his turn. The process of playing has been found to generate a high degree of interest and suspense.

It is in connection with the removal of each successive box from the next of boxes in the playing process described above, that certain physical features of the construction become important. First, the frictional fit of the boxes prevents them from falling apart accidentally, which of course could reveal the position of token 38 prematurely. Second, the positioning of finger notches 44 insures that only the outermost box can be removed by each player in his turn, since it can be removed only by pulling thereon while gripping the next inward box through the finger notches of the outermost box. As long as the notches of successive boxes are alternated as shown, these two outer boxes are the only ones which can be effectively gripped by any player. Third, the inclusion of token 38 in one

of the box recesses 36 prevents any possibility that the token could affect the "fit" of the boxes so that their upper edges would not be precisely flush as in FIG. 6. Any deviation from this flush relationship would of course give an indication of the position of the token. Also, the snug fit of the token in any of recesses 36 prevents a player from shaking the nest of boxes to detect "rattling" of the token to gain an unfair indication of the position of the token.

While I have shown and described a specific embodiment of the game forming the subject matter of my invention, it will be readily apparent that many minor changes of structure and operation could be made without departing from the spirit of the invention.

What I claim as new and desire to protect by Letters Patent

15 is:

1. A game comprising:

a. a series of numbered open-topped boxes of graduated size whereby to be nestable together, each box within the next larger box, the number of boxes representing the maximum number of players who can participate in the game, an interior wall of each of said boxes, except the smallest box being provided with an open recess, and

b. a token adapted to be placed in the recess of any one of said boxes, and concealed by the next smaller box nested therein, each of said recesses being of a size to contain said token completely, whereby said token cannot affect the manner or degree to which the next smaller box will nest in the box carrying said token, and whereby movement of said token relative to the box is prevented, whereupon the boxes are removed one at a time from the nested assembly of boxes by the players in turn, the number of the box in which the token is eventually discovered determining the winner of the game.

2. A game as recited in claim 3 with the addition of means for determining in which box said token is to be placed by a nonplaying dealer, said means comprising a series of dice adapted to be rolled by said dealer either singly or in various combinations determined by the number of players participating, each facet of each die having a number imprinted thereon, said numbers being so selected that in any roll of the die or dice designated for a given number of players, the numbers appearing uppermost may total from one up to, but no greater than, a number corresponding to the number of participating players.

3. A game as recited in claim wherein each of said boxes, except the largest is engageable in the next larger box with a sliding frictional fit, and wherein each of said boxes, except the smallest, has a pair of finger notches formed respectively in the upper edges of a pair of opposite walls thereof, the notches of each box being out of alignment with the notches of the next successive boxes.

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