G. H. HEWITT, Jr.

GAME.

APPLICATION FILED NOV. 30, 1910.

1,013,161. Patented Jan. 2, 1912.

Fig. 1.

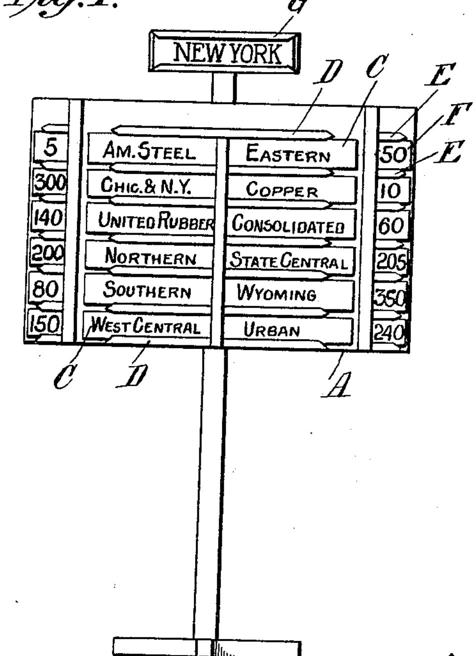


Fig. 2.

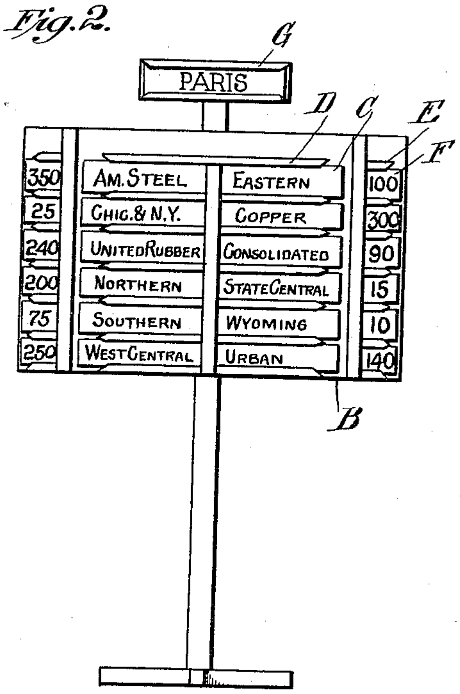
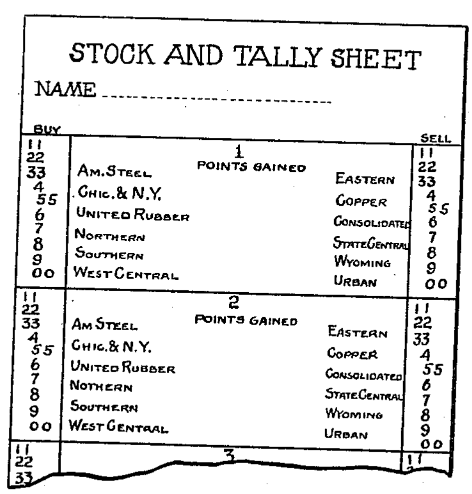


Fig. 3.



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GAME.

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To all whom it may concern:

Be it known that I, GEORGE H. HEWITT, Jr., a citizen of the United States, and a resident of Jersey City, in the county of Hudson and State of New Jersey, have invented a certain new and useful Game, of which the following is a specification.

My invention relates to games and provides a new and interesting game which may be played by a large number of people, the larger the number of people the better, although the game can be played by a relatively small number of people, and the objects of the invention are to provide a game wherein the players will enact the exciting scenes of a busy stock exchange.

To the accomplishment of the above objects and to such others as may hereinafter appear, the invention comprises a plurality of so called stock boards, representing exchanges, which are all made alike in that each one contains the same list of stocks, each stock board being provided with a name which is usually that of a well known city, representing one of the different stock exchanges in the big centers of finance. The stock boards are arranged to hold numbered cards, one opposite each stock on the board, a pack of similarly numbered cards being provided for each board. The players are each provided with a tally card or stock and tally sheet, upon which is given the same list of stocks as shown on the stock boards and in the same order, with a column designated "Buy" and another column designated "Sell" by means of which the transactions of the players in playing the game are recorded.

Referring to the drawings: Figures 1 and 2 are front elevations of two of a series of stock boards used in playing the game; Fig. 3 is a front view of a tally card used in playing the game, part of the card being broken away.

In the drawings A and B designate stock-boards used in playing the game, the same being each provided with a list of names, usually of well known corporations. As shown in Figs. 1 and 2, the names of the different companies, or stocks as they are generally called, all appear in the same order on each of the boards, and while this order is not absolutely necessary in the playing of the game it is a great convenience. In the present instance each of the stock boards is provided with removable name cards C, upon which the names of the stocks are printed, suitable guides D being provided for removably holding the same in position. On the stock boards opposite each name card are arranged suitable guides E for holding number cards F, the guides E being preferably arranged at the sides of the stock boards where they can readily be seen, and easily removed during the progress of the game. Each stock board is provided with a name, usually that of a well known city of finance, which appears at the top of each board in a suitable holder G. In the present instance the stock board designated A has a card bearing the name New York whereas the stock board B has a card bearing the name Paris. When more stock boards are used than the ones just referred to, it being customary in playing the game to have at least five, each one has the name of a different city by which it is known. Each stock board is provided with the same series of named cards C preferably all arranged in the same order as shown in Figs. 1 and 2. In addition each stock board is provided with a pack of numbered cards F, each pack in the present instance consisting of seventy cards numbered successively in multiples of five, and therefore ranging from the lowest card marked 5 to the highest card marked 350. These numbered cards are shuffled by the attendants or watchers, provided for each stock board, and the first twelve cards of each pack are inserted in succession opposite the twelve stocks, so that the same appear as shown in Figs. 1 and 2. If the numbered cards are properly shuffled for each board they will appear in some such order as that shown in Figs. 1 and 2, it being noted that there is quite a difference between most of the numbered cards displayed for the same stock on the two boards shown in the drawings, for example on the stock board marked New York, referred to as the New York Exchange, Am. Steel has opposite it the number 5, whereas on the stock board marked Paris, referred to as the Paris Exchange, Am. Steel has opposite it the number 350. These numbered cards F which appear opposite the different named cards, are known as the prices at which the different stocks are offered at, it will therefore be seen that if one of the players buys at the New York

Exchange, Am. Steel at the quoted price of 5, and sells it at the Paris Exchange at the quoted price of 350, the player has made a difference in the transaction of 345 counts, which is the greatest number of counts that can be made in any one transaction, as the packs of numbered cards contain only cards ranging from 5 to 350. By comparing the other stocks appearing on the New York and Paris stock boards it will be noted that none of them show such a difference in prices quoted as the stock of Am. Steel just referred to, it is therefore obvious that all of the players will try and buy Am. Steel at 5 from the New York Exchange and sell it at 350 to the Paris Exchange, so as to make a difference of 345 points.

In order to record the transactions of the players, a stock and tally sheet or score card is provided for each player similar to the one shown in Fig. 3, upon which is printed the same list of stocks appearing on the different stock boards of the different exchanges and in the same order, suitable margins being provided on the sides of the score card, the margin on the left being designated "Buy" and the one on the left being designated "Sell." In the margins of the score or tally cards, under the heads of "Buy" and "Sell" are arranged a series of numbers in three columns for recording the prices of purchases and sales, these numbers having a units column in which appears the numerals 5 and 0, a tens column containing the numerals 1 to 9 and 0, and a hundreds column containing the numerals from 1 to 3. By the system of figures just described, any price can be recorded, in either the "Buy" or "Sell" column, at which any of the stocks may be offered at, as the pack of cards used in making the prices range from 5 to 350 in multiples of five as before described. The method of using the score or tally card is as follows: The player first marks the stock he intends to buy, which is usually done by punching a hole with a pencil opposite the name of the stock, and if the player intends to buy the stock he records the quoted price in the buy column, whereas if he intends to sell the stock at the present time for future delivery, he records the quoted stock in the sell column. The recording of the price is done as follows: Assuming that the player has decided to buy Am. Steel at 5 at the New York Exchange, and has punched a hole or marked Am. Steel on his score or tally card, the player merely punches a hole in the number 5 appearing in the units column under "Buy" and then to prevent mistakes has his card ratified by the attendant in charge of the New York Exchange or Stock Board. If the player then decides to sell the Am. Steel recorded on his score card, he goes to the stock board or exchange displaying the largest number opposite Am. Steel, and sells the same. It will be noted in the present instance, that the Paris Stock Board or Exchange is offering Am. Steel at 350, so the player punches a hole in the numeral 3 of the hundreds column, under sell, and then punches another hole in the numeral 5 in the tens column, thereby recording the selling price of 350, and has his card ratified by the attendant in charge of the Paris Stock Board or Exchange. The player can then mark the points gained in the transaction which is the difference between the buying and selling prices, which in the instance just described is 345 points, which the player writes under "points gained" on his card, thereby closing the transaction. The player then, if he can, endeavors to buy some more of the same stock and sell it if he can do so, before the cards F are changed, which is done regularly at stated intervals, the cards F usually remaining in position on each board for a period of three minutes, which is known as open periods of trading, usually regulated by the ringing of a bell. In view of the fact that the open periods are of rather short duration, the player may be able to complete one transaction as the one just referred to, and to have started on another transaction by buying Am. Steel at the New York Exchange at 5 again, but before the player has time to sell the same at the Paris Exchange, and have his card ratified, the open period may be closed and the player will have to wait for new numbers or prices to appear on the different exchanges opposite Am. Steel, and it is very probable that the same will not be again quoted at as high a price as 350, so the player will have to be satisfied with making a fewer number of counts on his second transaction.

By referring to Fig. 3 it will be seen that the lists of stocks are repeated on the stock or tally sheet, one section being used for each transaction, it being customary to have at least five sections on each score or tally card, so as to make the game consist of five transactions which necessitates the stock boards or exchanges being open for five periods, of three minutes each, during which open periods, transactions are made. At the end of the five open periods of play and after all of the players have made their five transactions, the points gained by each player are counted and the one having the greatest number wins. The highest number obtainable in five transactions when the prices range from 5 to 350 in multiples of 5, is 1725. If more than one player has this number the player wins who first completes his transactions and turns in his score or tally card.

The game is usually played as follows: A plurality of stock boards usually at least one board for every twenty players, the game being at its best when there are at least five stock boards or exchanges situated in different parts of the room where the game is to be played. Attendants are then provided for each stock board or exchange, who attend to the shuffling of the cards F and at a given signal insert the cards F opposite each of the stocks appearing on their stock board, whereupon all of the players make a hurried trip from one stock board or exchange to another, to see what stock is being offered at two different exchanges at the greatest difference in price. The first player to note this difference will have little difficulty in having his purchase or sales ratified during the short three minutes period of open market, whereas the slower players are apt to get left with purchases on their score cards or tally sheets which they are unable to sell at the advantageous prices, but will have to wait for new prices to be posted in another three minutes period of open market. The closing of the open period being made known by the ringing of a bell, a certain number of times after which the attendants of the stock boards or exchanges will not ratify any more purchases or sales and will remove the cards F from the boards and after shuffling the same with the remainder of the cards in the pack, get ready to insert new cards in the stock boards at a given signal of a new period of open market.

From the above it will be seen that a great deal of excitement will result when the players are making their transactions during the open periods of play. It will also be noted that there are quite a few ways of buying the different stock for example, the stock during one period of open market may be bought very cheap and the player may think it advisable to buy the stock and wait for another period of open market, in the hopes of the same stock being posted at a very high price, when he can sell and make a large number of counts.

While the invention has been described with particular reference to the details of the game, and the details of the apparatus used, it is not to be considered as limited thereto, as many changes may be made and still fall within the scope of the following claims.

What I claim is:—

1. A game apparatus comprising a series of boards for displaying a series of names, a pack of numbered cards provided for each board, and a tally sheet provided with the same series of names displayed on said boards, and accounting means on said sheet.

2. A game apparatus comprising a series of boards for displaying a series of names, a pack of numbered cards provided for each board, means on said boards for holding said numbered cards opposite the names on said boards, and a tally sheet provided with the same series of names displayed on said boards, and provided also with a set of figures for accounting.

3. A game apparatus comprising a series of boards for displaying a series of names, a series of cards with names printed thereon, a pack of numbered cards provided for each board, a tally sheet provided with the same series of names displayed on said cards, said tally sheet being provided with two columns having means for facilitating the recording of transactions made by the player.

4. A game apparatus consisting of a plurality of boards provided with receptacles for the insertion of name and number cards, a series of name cards provided for each board, each series consisting of the same number of cards having different names but all series being alike, a pack of number cards with numbers ranging from a small amount to a multiple thereof for insertion in the number receptacles provided on said boards, and a tally sheet divided into blocks, each block containing a list of names corresponding to the names in a series of name cards, and also having accounting means in said blocks suitably arranged to afford means for recording the transactions of the players of the game.

In testimony whereof I have signed this specification in the presence of two subscribing witnesses.

GEO. H. HEWITT, Jr.

Witnesses:
Leo J. Matty,
Dudley Davis.

Copies of this patent may be obtained for five cents each, by addressing the "Commissioner of Patents, Washington, D. C."