July 3, 1923. 1,460,966

F. JOHNSON

GAME DEVICE

Filed March 11, 1922 3 Sheets-Sheet 1

Fig. 1.

STOCKS TRADED IN		NET CHANGE	BROKER'S RECORD OF ORDERS FROM TRADERS 1	2	3	4	5	6	7	8	9	10	11	TOTAL SHARES B. & S.	POLICY OVER BOUGHT SELL	OVER SOLD BUY
AMERICAN WOOL	BUY	UP														
	SELL	DOWN														
BETHLEHEM STEEL	BUY	UP														
	SELL	DOWN														
CORN PRODUCTS	BUY	UP														
	SELL	DOWN														
GENERAL ASPHALT	BUY	UP														
	SELL	DOWN														
NEW YORK CENTRAL	BUY	UP														
	SELL	DOWN														
PIERCE ARROW	BUY	UP														
	SELL	DOWN														
UNITED STATES STEEL	BUY	UP														
	SELL	DOWN														
WELLS FARGO EXPRESS	BUY	UP														
	SELL	DOWN														
		(7)	(3) SEE BELOW INSTRUCTIONS											(4)	(5)	

IF THE NET CHANGE IN ANY STOCK IS "UP" PAY BUYERS CHIPS EQUAL TO NUMBER OF SHARES BOUGHT, TIMES POINTS GAIN (TREAT 100 SHARES AS 1 SHARE) AND COLLECT FROM SELLERS ON SAME BASIS
IF CHANGE IS "DOWN" PAY SELLERS ETC.

(1) COLLECT COMMISSIONS. (2) ASSORT TALLIES IN NUMERICAL ORDER.
(3) ENTER TRADER'S ORDERS IN THEIR RESPECTIVE COLUMNS.
(4) CARRY OUT TOTALS. (5) TAKE EACH STOCK SEPARATELY AND DEDUCT TOTALS. PLACE RESULT IN PROPER POLICY COLUMN.
(6) OPEN "MARKET". (7) AFTER "CLOSE", WRITE IN NET CHANGES.

Fig. 2.

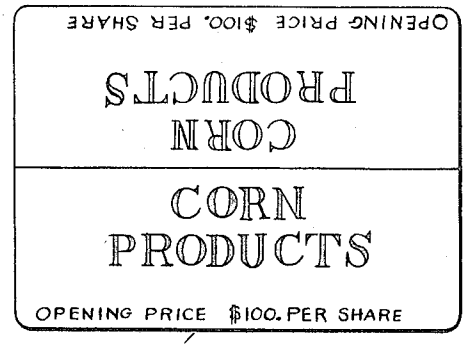
10

TRADER NO. 1						
STOCK	BUY	SELL	UP	DOWN	PAY	COLL.
AMERICAN WOOLEN						
BETHLEHEM STEEL						
CORN PRODUCTS						
GENERAL ASPHALT						
NEW YORK CENTRAL						
PIERCE ARROW						
UNITED STATES STEEL						
WELLS FARGO						

11

WITNESS: Fred. W. Ely

Fig. 3.



12

Franklin Johnson.
INVENTOR

BY Victor J. Evans
ATTORNEY

July 3, 1923. 1,460,966

F. JOHNSON

GAME DEVICE

Filed March 11, 1922 3 Sheets-Sheet 2

Fig. 8.

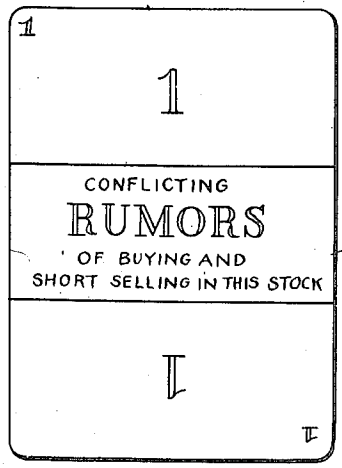


Fig. 11.

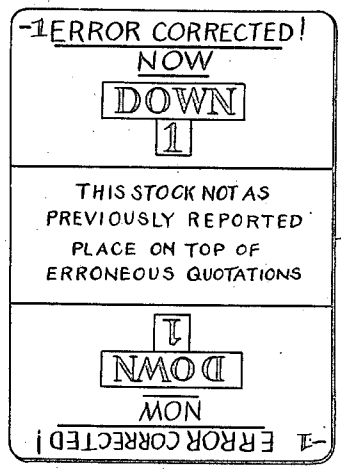


Fig. 4.

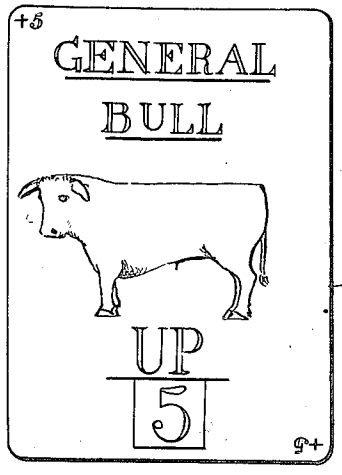
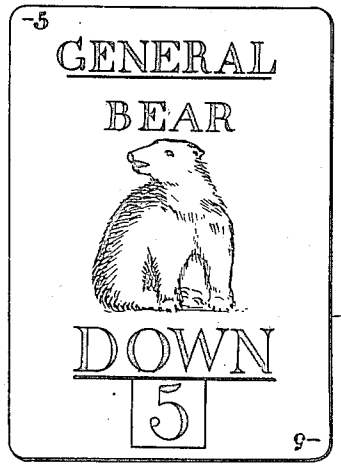


Fig. 5.



Franklin Johnson.
INVENTOR

BY Victor J. Evans
ATTORNEY

WITNESS: Fred W. Ebb

July 3, 1923.

1,460,966

F. JOHNSON

GAME DEVICE

Filed March 11, 1922 3 Sheets-Sheet 3

Fig. 9.

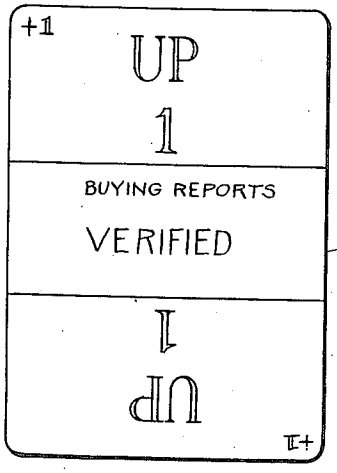


Fig. 10.

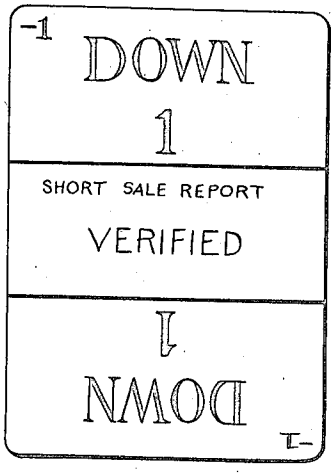


Fig. 6.

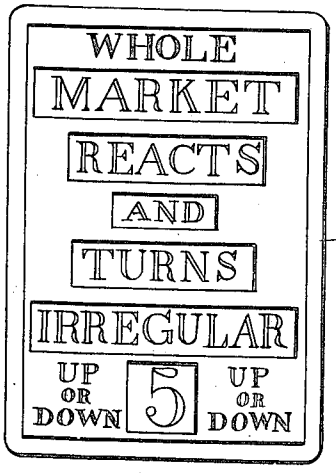


Fig. 7.

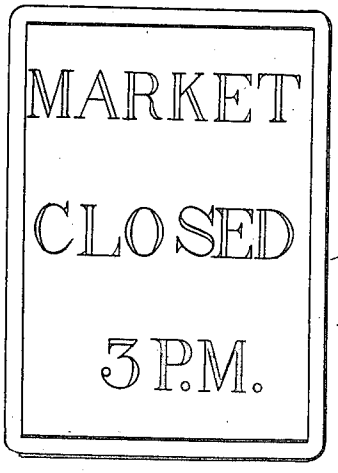
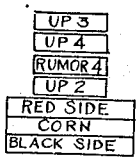


Fig. 12.



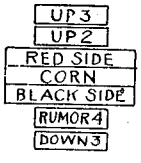


Fig. 13.

Franklin Johnson, INVENTOR

BY Victor J. Evans

ATTORNEY

WITNESS: Fred W. Ely

Patented July 3, 1923. 1,460,966

UNITED STATES PATENT OFFICE.

FRANKLIN JOHNSON, OF NEW YORK, N. Y.

GAME DEVICE.

Application filed March 11, 1922. Serial No. 543,021.

To all whom it may concern:

Be it known that I, FRANKLIN JOHNSON, a citizen of the United States, residing at New York, in the county of New York and State of New York, have invented new and useful Improvements in Game Devices, of which the following is a specification.

This invention relates to game devices.

More particularly the invention relates to card games.

The game device of the present invention is based upon the operation of a stock market as operated by the New York Stock Exchange.

To those who would play with the game device of the present invention, who are not thoroughly familiar with the realities incident to a real stock market, the following information will be found adequate to play the game; the financial sheet of a great many newspapers, or a broker's board, embraces the names of the various corporations whose capital stock may be bought or sold by the public through stock brokers. Alongside the names of the corporations listed, under the heading "Opened" is a number, which is the first price paid per share of its particular stock on that particular day. Under the heading "Closed", the last price paid per share of stock is noted. There is also a heading "Net change". In a particular case the number appearing under the heading "Net change" added to, if it is minus, or subtracting it from, if it is plus, the closing price that day, gives the closing price of the day before or the closing price on the last day the stock was traded in. In the newspapers or on the broker's board the substance of the foregoing would be displayed as shown below:

Name.	Opened.	High.	Low.	Closed.	Net chg.
Amer. Wool	XX	XX	XX	XX	XX
Bethlehem Steel	XX	XX	XX	XX	XX
Corn Products	100	100 or above.	96 or below.	96	—4

If a person buys a share of stock of a corporation and pays for it in full he is an investor. If he buys "On margin", or in other words on a percentage basis, or if he sells the stock "Short" he is a speculator, in both cases. The term "Short sale" is applied to a sale when made by a person who does not own the stock he sells. The person who makes such a sale is speculating on the future value of the stock and he expects to buy the stock later at a lower price than the price he sold it for. For example: (A) buys 100 shares of Corn Products at the opening price of $100 per share. (B) sells short 100 shares of Corn Products at the opening price of $100 per share. (A) sells his 100 shares of Corn Products at the closing price of $96 per share. (B) buys 100 shares of Corn Products at the closing price of $96 per share. (A) loses $4.00 on each of the 100 shares he bought and sold, or $400, plus the broker's commissions for buying and selling. (B) gains $4.00 on each of the 100 shares he bought and sold, or $400, less the broker's commissions for selling and buying. In the parlance of stock traders such expressions as Bull, Bullish, Bull market, Bull drive, etc., mean the same as is meant by the words "optimist", "bright prospects", "upward movement", etc. Such expressions, as Bear, Bearish, Bear market, Bear raid, etc., mean the same as is meant by the words "pessimist", "bad outlook", "downward movement", etc. Such expressions as Irregular, Irregular market, Market reacts, Dull market, etc., mean that there is no special upward movement in price—a lethargic or sluggish condition.

The prime object of the present invention is to produce a game device which is appropriate to play a game to be known as Stoc-ma-ket under substantially similar rules which govern a trader dealing through his broker in a real stock market.

In the drawings forming a part of this specification there are illustrated all of the types of cards which are embraced in the game device of the present invention. In other words all of the cards used or not illustrated but merely the types of cards which in some instances are duplicated except the denominator of the particular cards.

In the drawings:

Figure 1 is a face view of what will hereinafter be known as the broker's record card.

Figure 2 is a face view of what will hereinafter be known as the trader's record card.

Figure 3 is a face view of what will hereinafter be known as the designating card.

Figures 4, 5 and 6 are face views of cards which will hereinafter be known as key cards.

Figure 7 is a face view of what will hereinafter be known as a stop-play or market-closing card.

Figure 8 is a face view of what will hereinafter be known as a rumor card.

Figure 9 is a face view of what will hereinafter be known as an up-card.

Figure 10 is a face view of what will hereinafter be known as a down-card.

Figure 11 is a face view of what will hereinafter be known as an error-corrected-card.

Figures 12 and 13 are diagrammatic views showing card play.

The types of cards will now be taken up; the number of each type of card used will be given; the significance of the indicia appearing on each type of card will be explained; and the manner in which the types of cards may be played will also be explained.

In Figure 1 there is shown the broker's record card 10. One such card is used. It bears data and rulings for tabulating traders (those participating in the game beside the broker) deals—particular stock in the number of shares bought or sold or both; and for computing the points won and lost by the traders, and the points won or lost by the broker. Certain rules also appear on the card 10, which are instructive for scoring.

In Figure 2 there is shown a trader's record card 11. There are preferably fourteen cards 11 used. The cards are identical except the trader's designation number, there being two cards with the same designation number for each trader. It should now be manifest that inasmuch as the trader's cards are in pairs, and inasmuch as there are fourteen cards of type in all, seven traders beside the broker may participate in the game. It is to be understood however cards may be provided so that more than seven traders may participate in the game. Each of the cards 11 has printed thereon a list of the stock which may be bought or sold, and properly headed columns for tabulating the rise and fall in the prices of the stocks listed. The cards 11 are in pairs so that one may be given to the broker and one may be kept by the trader after the desired notations have been made on each card of each pair.

The broker's record card 10 and each of the trader's cards 11 are made from material such as will permit tabulations to be made thereon, and their erasure therefrom.

In Figure 3 there is shown a designating card 12. There are as many cards 12 as there are kinds of stock listed on a trader's card, therefore, in the present instance, there are eight cards 12. The cards 12 are of dual character. Each card 12 has printed thereon the name of a particular stock and the opening price per share, in duplicate, in different colors, namely red and black. It is to be understood that any other distinguishing or distinctive colors may be adopted.

In Figure 4 there is shown a key card 13, there being one key card of this type used. This particular card when played indicates the trend of the market; it indicates that there is an upward trend, therefore cards savoring of an upward trend are playable in accordance with the trend of the market. This card 13 has a picture representation of a bull, and the denomination "5", in red. The red "5" meaning "plus 5".

In Figure 5 there is shown a key card 14, there being one key card of this type used. This particular card when played indicates the downward trend of the market, therefore cards savoring of a downward trend are playable in accordance with the trend of the market. This card 14 has a picture representation of a bear, and the denomination "5", in black. The black "5" meaning "minus 5."

In Figure 6 there is shown a key card 15, there being one key card of this type used. This card has this indicia, namely; "Whole market reacts and turns irregular", with the denomination "5", in red and black. This card may be played to indicate either an up or down trend of the market by the player who holds it to his own advantage whereupon the other players in turn play a card to their own advantage.

In Figure 7 there is shown a stop-play or market closing card 16. Three cards 16 are used. When such a card is played in accordance with rules hereinafter set forth, play stops and inventory is taken by the broker to determine points won and lost by the participants.

In Figure 8 there is shown a rumor card 17. Twenty-four cards 17 are used. The twenty-four cards 17 are identical except in one respect, and that is the denominational number. There are six cards with the denominational number "1"; six cards with the number "2"; six cards with the number "3"; and six cards with the number "4". A rumor card played does not change the price of the particular stock against which it is played, until the rumor is verified.

In Figure 9 there is shown an up-card 18. Twelve cards 18 are used. The twelve cards 18 are identical except in one respect, and that is the denominational number. There are three cards with the denominational number "1"; three cards with the number "2"; three cards with the number "3"; and three cards with the number "4". The cards 18 are red in color. A card 18 played sends the price or points of the particular stock on which it is played up.

In Figure 10 there is shown a down-card 19. Twelve cards 19 are used. The twelve cards 19 are similar to the cards 18 except

for the word "Down" which appears on each card 19. The cards 19 are black in color. These cards 19 are played to send the price or points of particular stock traded in down.

In Figure 11 there is shown an "error corrected card" 20. Two "error corrected cards" 20 are used. The two cards 20 are identical except the color; one is red and the other is black.

The denominational numbers borne by the cards indicate the value in points of the respective cards. Some of the denominational numbers are qualified by either a plus or a minus sign. The denominational numbers on the red colored cards are qualified by a plus sign, whereas, the denominational numbers on the black colored cards are qualified by a minus sign. Other cards have denominational numbers which are not qualified by any sign but indicate the points to be added or subtracted according to the manner in which they are verified. The general bull, general bear and the irregular cards, as stated are "key cards", and control the trend of the market. When general bull card is played, everyone except the broker must play an "up" or "rumor" card until the trend is changed by the playing of the general bear or the irregular card, and vice versa. Anyone of the "key cards" may be played at any time. If a person cannot play in accordance with the trend of the market, and if he has no "rumor" card, he may play opposite to the market trend. The irregular card 15 may be counted "up" or "down" according to the side of the particular designating card 12 is played on. "Up" and "down" cards 18 and 19 when played on any card 12, increase or decrease the "opening price" of the stock designated. The "up" cards are playable on the red side of the card 12 and increase the "opening price", whereas, the "down" cards are playable on the black side of the cards 12 and decrease the "opening price". The "rumor" cards 17 have no value unless "verified" by the playing thereon of a card of specific value. When a "rumor" card is played after any card of specific value, the latter card must be treated as the last quotation on the stock, and until the rumor is verified, any other "rumor" card played on the particular stock must be played directly after the unverified "rumor" card. The error corrected cards 20 can only correct or cover an "up" or "down" card which is on the end of a row. If a "rumor" "key" or "error corrected" card is on the end of a row, the "error corrected" card must not be played on that stock. Correcting any "up" or "down" card also corrects any "rumor" card that has been verified by such "up" or "down" card. The market closed cards 16 have no counting value, and may not be played until all three cards 13, 14 and 15 have been played, or unless a player has no other card. Anyone holding two or all three of these cards market closed, becomes broker when the market has been closed. If the broker should hold all three cards market closed, he may play either one after the three cards 13, 14 and 15 have been played or wait until all the other participating "traders" cards have been played. The designating cards 12 are laid out in the center of the table by the broker in the order in which they are named on the trader's record card 11, and the playing cards are played on either or both sides of the cards 12 according to whether the particular card to be played is of "up" or "down" value.

In playing the game, it is the traders aim to increase the price of any stock they buy, by playing cards with an "up" value; and to try to depreciate the price of any stock they sell, by playing when they can cards of a "down" value. The broker's aim is to depreciate in any way he can the value or price of any stock which the traders' have bought in a greater quantity than has been sold by them, and vice versa. It should be understood that there must be a buyer when there is a sale, and that when the traders accounts do not offset each other, they are offset by the broker, who in this game is the "insider". An "insider" is understood to be one who "manipulates" the stock.

Instructions for beginning the game are as follows: The broker is chosen by the high card, who then lays out the cards 12 at the center of the table. He gives each of the participants including himself about two hundred counters and a trader's record card 11. The broker then deals out the playing cards, giving each participant, including himself, one card at a time, until all the cards have been dealt. When that is done the broker informs the traders that he is ready for their orders or commitments. Each trader then consults his cards and marks his record card 11 with a number or numbers to indicate the amount of shares he wishes to buy or sell. The record card 11 being in duplicate the trader marks both alike and hands one to the broker and retains the other. To make the game interesting, trading is done in 100 share lots. The equivalent to 100 shares in this game is one share in the real stock market. The "commissions" paid in this game when added to the "opening prices", are equivalent to the prices paid per share of stock in the real stock market. The rate of commission is governed by the order in which the broker receives the trader's record cards 11. For instance, if trader "5" gets his record card 11 in first, he is only required to pay one counter as commission on every 100 shares

he buys and sells. If trader "1" is the second to get his record card 11 in, he is subject to a commission of two counters on every 100 shares bought or sold; the third trader in pays three counters, and all traders after him pay three counters except the last trader in, who pays five counters. As the "opening price" for all stocks in this game is "par" or 100, it will be manifest that, the first trader to get his order in to the broker pays 101 for the stock he buys, and only gets 99 for stocks he sells "short", while the last trader to get his order in pays 105 for his stock which he buys, and 95 for stock he sells "short". To make a profit, the last trader to get his order in must work the stock he bought up six points, and work the stock he sold down six points.

After the broker collects all of the trader's record cards 11 and notes his commissions thereon, he makes corresponding notations on his own record card 10. He then opens the market and the trader to his left plays the first card. Each trader plays in his turn one card at a time until the market is closed.

To give a better idea of how the cards are played there has been shown in Figures 12 and 13 of the drawings two diagrams. In the illustration in Figure 12 it is indicated how the market stands after all of the traders except the broker have played one card against "Corn Products." As played the stock has gone up thirteen points. "Corn Products" having been overbought by the traders, it is to the broker's advantage to play his card against it. He therefore plays a "down" card, with the denominational number "3" let us say. He then picks up the "Up 4" card and then transfers the "Down 3" with the "Rumor 4" which it vertifies to the "down" side of the designating card 12. The illustration in Figure 13 shows the market after the broker has played. The particular stock is now "up" 5 points and "down" 7 points. The "net change" therefore is "down" 2.

The following explains plays which may be made with other cards. For instance, the first player plays any card he prefers to play. Usually he will play an "up" card 18 on the stock he has bought, or a "down" card 19 on the stock he has sold. He may play a "rumor" card 17, or a "key" card. If he plays an "up" card the same is laid on the red or "up" side of the particular designating card 12, and if he plays a "down" card, the same is laid on the black side of the said card 12. A "rumor" card 17 may be played on either side of the said card 12, as the same has no value until followed by an "up", "down" or "key" card. If there be an unverified "rumor" card in line, the next "rumor" card must be played on the same side of the said card 12 on which the unverified "rumor" card is played. The general bear is played on the black or "down" side of said card 12, and the general bull card is played on the red or "up" side of said card 12. The irregular card 15 is played on either side of the said card 12. The "error corrected" cards 20 are first played on one side of said card 12, and are then transferred with the cards they correct to the opposite side of said card 12.

The broker should play against those who are shown by their record cards 11 to have overbought or oversold the market. If for example more shares of a particular stock are bought by the players than are sold by them, the broker plays "down" cards on the stock whenever he can. The converse of that is also true. The "insider" manipulates the market in reality, and true to that the broker must have power the traders do not have. Therefore, when the broker plays a card he is permitted to pick up one in its place. In other words, the broker never reduces the number of cards he received originally, with the one exception that, if the broker plays an "error corrected" card such card remains because it only covers another played card and therefore cannot be picked up by the broker. That is also true if the broker plays one of the "key" cards. The broker under any circumstance cannot pick up a "key" card.

When the market is closed, playing stops and the closing price of the various stocks is determined. As an example, a particular stock has had placed on it a total of "10 up" and "15 down"; the closing price is 5 points below "par" or 95. All who bought this stock give the broker 5 counters for each 100 shares bought, while the broker gives 5 counters for each 100 shares sold to those who sold the stock. When all accounts are closed out, a new game is started.

If a trader has won the broker's position by holding two market closed cards at one time, he may sell the position to the highest bidder, or he may take up the position of broker himself by taking over the trader's record cards 11 and the card 10.

What is claimed is:

1. A game device comprising a set of trader record cards, a broker record card, a set of designating cards, and a deck of play cards, the designating cards and the play cards having indicia in common, as and for the purpose specified.

2. A game device comprising a set of trader record cards, a broker record card, a set of designating cards of dual character, and a deck of play cards certain of which are of dual character, the designating cards and the play cards having indicia in common, as and for the purpose specified.

3. A game device comprising a set of trader record cards, a broker record card, a

set of designating cards of dual character, and a deck of play cards embracing a plurality of indicia bearing distinctive series of cards, the designating cards and the play cards having indicia in common, each card of one series of cards of said deck of play cards having indicia thereon significant of value to depreciate the value signified by the indicia on certain cards of the remaining series of said deck of play cards, as and for the purpose specified.

4. A game device comprising a set of trader record cards, a broker record card for keeping notations thereon in accord with notations made on said trader record cards, a set of designating cards of dual character in virtue of color, the trader record cards and broker record card and the designating cards having indicia in common, and a deck of play cards certain of which are of dual character in virtue of color, as and for the purpose specified.

5. A game device comprising a set of trader record cards, a broker record card for keeping notations thereon in accord with notations made on said trader record cards, a set of designating cards, the trader record cards and broker record card and the designating cards having indicia in common, and a deck of play cards embracing a plurality of distinctive stop-play-cards, the designating cards and the play cards having indicia in common, as and for the purpose specified.

6. A game device comprising a set of trader record cards, a broker record card for keeping notations thereon in accord with notations made on said trader record cards, a set of designating cards of dual character in virtue of indicia and color, the trader record cards and broker record card and the designating cards having indicia in common, and a deck of play cards embracing a plurality of distinctive stop-play-cards and cards of dual character in virtue of indicia and color, the designating cards and the play cards having indicia in common, as and for the purpose specified.

7. A game device comprising a set of trader record cards, a set of designating cards, data on said trader record cards corresponding to the designations on said designating cards, a broker record card having data thereon corresponding to data on said trader record cards and the designations on said designating cards, and a deck of play cards, the designating cards and the play cards having indicia in common, as and for the purpose specified.

In testimony whereof I hereby affix my signature.

FRANKLIN JOHNSON.