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L. D. HALL

GAME DEVICE

Filed April 2, 1926

Fig. 1.

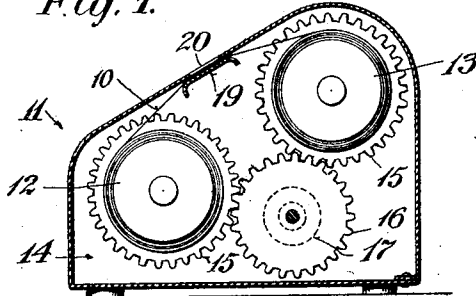


Fig. 2.

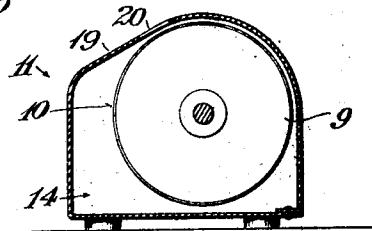


Fig. 4.

DD 218	DH 171	AX 218½
AC 308	J 4½	X 123½
ALO 102½	V 37½	SX 100
BI 82½	SCD 56	BNU 63
FF 122	X 124½	DEE 35
25		
GM 127½	UB 61⅞	X 123½
BNU 63½	V 37½	G 93
SCD 56½	AX 216	DEE 34½
RUMOR: Consolidat' of CN and V.		
V 39	AC 119½	ADN 115
25'		
FF 115	CN 121½	BI 82
RUMOR RE/ CN and V false		
V 38	RU 68	DEE 34½

Fig. 3.

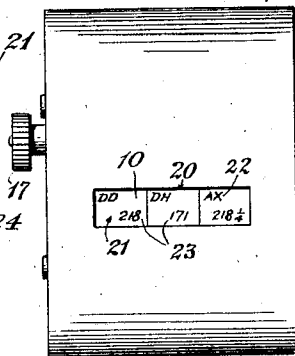


Fig. 5.

DD 218	23
DH 171	24
AX 218½	
AC 308	
J 4½	
X 123½	
ALO 102½	
V 37½	
SX 100	23
BI 82½	
SCP 56	
BNU	

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GAME DEVICE.

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This invention relates to amusement devices, and more particularly to games and game devices.

Much effort has been made heretofore to produce amusing games which would be interesting and yet instructive and adapted to train the mind for quick thinking and sound judgment.

But, with few exceptions, these games have merely followed the beaten-path and are merely modifications or variations of "card games" or "chess"; or they are entirely devoid of mental effort on the part of the player and depend upon the count of the dice or a pointer on a dial. At any rate, there are comparatively few games which fulfill the desideratum.

This, however, has been done by the present invention by the provision of a game, which, while depending somewhat on chance, for the most part is dependent upon the skill of the player or players.

Preferably, the subject or theme of the game is related to some situations or transactions of real life into which the players will become injected with something like the excitement and enthusiasm displayed in such situations or transactions in real life. Hence, in its more specific aspect, the present invention provides a game device in which the situations and transactions of the stock-market are depicted and reproduced, the players representing traders or brokers, or both.

The game device of this invention, therefore, preferably (in representation of a stock-ticker) exhibits in succession a prepared number of transaction-indications (supposedly reported transactions) of a predetermined and indicated list of stocks previously arranged, so that there are a series of different transaction-indications of each stock, those of each stock interspersed with those of other stocks and their sequence or values being initially unknown to at least the players representing traders. Hence, as the device exhibits the transaction-indications seriatim, the players may buy or sell in one or more of the stocks listed, according to their judgment based upon previously exhibited transaction-indications or merely on snap judgment, as they desire.

So that there may be more opportunity for pleasure and the exercise of judgment,

the list of stocks indicated preferably contains related stocks of other kinds or of other companies in the same business, and their transactions, which may or may not be used as clues or tips by the players as they see fit. The present invention even contemplates interspersing "news items" between transaction-indications by which players may obtain, or think they may obtain, clues as to what to expect in the transaction indications to be later exhibited.

Preferably, the stocks are each indicated about the same number of times, so that each player will have the same number of chances or opportunity to make decisions based on previous transaction-indications.

The score is kept of the number of points gained or lost by each player, and the one with the greatest number of points being declared the winner.

Other features and advantages will hereinafter appear.

In the accompanying drawings:

Figure 1 is a side sectional view of the game device of this invention, showing the holder with a strip of definite length in place on the spools of the holder.

Fig. 2 is a similar view, but shown in the form of a drum on which the strip is wound.

Fig. 3 is a top plan view of the holder, showing a part of the strip exposed through the sight-opening thereof.

Fig. 4 shows fragments of a strip provided with transaction-indications.

Fig. 5 shows a form of strip which is narrower than that shown in Fig. 4, and has only one transaction-indication thereacross.

The game device of this invention comprises a strip 10 of fabric or other material which may be of definite length, or it may have its ends fastened together and thus be continuous; and a holder or container 11 for the strip in which all of the strip, except a limited portion thereof, is hid from view.

The container or holder 11 may be of any suitable shape and structure, and it may contain a drum 9 sufficiently large to have the strip 10 wrapped about it as illustrated in Fig. 2, or it may comprise a pair of spools 12 and 13 mounted in a suitable casing 14 and upon which spools the strip 10 is wound as shown in Fig. 1. Each of

the spools 12 and 13 may have gears 15 meshing with a connecting gear 16 journaled in the frame 14, and having a finger-piece 17 by means of which it may be operated to rotate the spools, so that the strip 10 is paid-off one spool while it is being wound on the other spool.

The strip 10 is hid in the holder 11 and preferably passes over a table 18 and beneath a cover 19 having a sight-opening 20 through which a limited portion of the strip may be viewed at all times while the strip is on the spools 12 and 13.

While a suitable form of holder has been described, it should be distinctly understood that any other specific suitable holder may be used, without departing from the spirit of this invention.

As stated above, the game of the present invention in its more specific aspect, provides for exhibiting in succession a series of transaction-indications in imitation of stock-market quotations. Hence, the strip 10, as shown in the accompanying drawings, is provided with transaction-indications 21 each comprising indicia 22 which, in the form shown, is the common abbreviation of the name of a stock; and indicia 23 to denote the price at which the stock is quoted, the quotations being entirely imaginary or arbitrary, or having some approximate relation to what the stock is quoted at on the stock-market at the time the strip 10 is prepared.

The indicia 22 and the indicia 23 of the transaction-indications 21 are preferably provided in designated spaces on the strip 10 delineated by transverse lines 24. The strip may be relatively narrow, as shown in Fig. 5, in which case there is only one transaction-indication 21 extending across the width of the strip, or, it may be made wider so as to contain a plurality of transaction-indications 21 across the strip, as shown in Fig. 4. In the latter case, the spaces for the transaction-indications are further delineated by longitudinal lines 25.

As an aid to understanding the operation of the device as illustrated, the symbols or abbreviations of the names of the stocks shown and the stocks which they indicate are given below:

DD—DuPont.
DH—Delaware and Hudson R. R.
AX—Atlantic Coast Line R. R.
AC—American Can Co.
J—Standard Oil Co. of N. J.
X—U. S. Steel.
ALO—American Locomotive.
V—N. Y., N. H. & H. R. R.
SX—Southern Pacific R. R.
BI—National Biscuit Co.
SCD—Standard Oil of California.
BNU—Beechnut.
FF—Famous Players.

DEE—Dodge Brothers.

GM—General Motors.

UB—U. S. Tobacco.

G—Consolidated Gas.

CN—New York Central.

ADN—Air Reduction.

RU—U. S. Rubber.

While a small number of different stocks are listed above and are shown in the fragments of the strip 10 illustrated by way of example, it is considered preferable, at the present time for practical purposes, to utilize a relatively large number of different stocks—say 50—so that the possibility of a person memorizing, intentionally or otherwise, the quotations of different stocks is reduced to a minimum. Of course, the present invention is not limited to the use of any particular number of different stocks, but the above is merely explanatory of what is considered preferable at the present time.

It is also preferable that each stock be covered by substantially the same number of stock transaction-indications 21, so that all the players buying or selling in different stocks in the game, will have substantially the same number of opportunities to play. However, it is not essential that this be so; instead, on different strips 10 the number of repetitions of the stock indications 21 may be different, as they, of course, may be for the different stocks on the same strip.

It will be noticed on the strip illustrated in the drawings that the transaction-indications 21 of the same stock are scattered and are so interspersed with other stock indications that a player will not know in advance when the next indication 21 of a particular stock would appear before the sight-opening in the device. It will also be seen that preferably there is, in the vicinity of a particular transaction-indication, one of another stock closely related to it. These other transaction-indications serve as clues to players in other related stocks.

In order to further produce amusement and increase interest in the game, the present invention also provides upon the strip 10 certain indicia 25', such as news items, which may or may not be taken as clues by the players, according to their discretion or judgment.

The drum 9 in the case of the form shown in Fig. 2 or the spools 12 and 13 in the case of the form shown in Fig. 1, may be removed from the frame of the holder and may be replaced by other drums or spools, or the strips 10 themselves may be removed from the drum or spools, and other strips or drums or spools containing a different set of transaction-indications 21 may be substituted therefor by the players. Hence, interest in the game will not lag because of repetitions of the same thing. When a sufficiently large supply of strips 10 or drums

or spools is on hand, the one to be used may be picked out at random by the players and used in the holder.

Referring now to the manner or mode of playing the game, the strip 10 is placed in the holder 11 and one of the players turns the knob or finger-piece 17 until the first transaction-indication 21 or the first line thereof appears beneath the sight-opening 20. Then the play begins—each player having the right to pick out and designate his plays in one or more stocks, according to previous arrangements—which selection is made of record by the score-keeper representing the broker. Preferably, the players have this option all through the game, and may at any time designate a stock which he shall play, and by “selling” what he has bought, or buying to cover his “short” sales, discontinue playing in any stock or stocks. After making a selection of a stock, he designates at what “quotation” he shall buy or whether or not he shall buy “at market”, the latter meaning that he shall be supposed to have bought the stock of his selection at the price indicated by the indicia 23 of the transaction-indication 21 bearing the stock indicia 22, which he selects when it first appears beneath the sight-opening 20. Then, after having been supposed to have bought stock at a certain price made record of by the score-keeper, he may at any time and at any repeated number of times during the game give certain instructions to the score-keeper, representing the broker, to buy or sell the stock or any number of shares thereof which he desires, either while a stock indication 21 relating thereto shows through the sight-opening 20 or while it is hid. As the strip 10 is moved past the sight-opening, the score-keeper executes the orders of the player's and keeps a record of the score as to the number of points lost or won by each player as a result of the playing.

As a concrete example, let it be supposed that a player designates his intention to play transaction-indications 21 for U. S. Steel, the symbol of which is “X”. This is at the top of the strip 10 as shown in Fig. 4 and is quoted at “123 $\frac{1}{4}$ ”. The player having instructed the score-keeper to purchase 3 shares of “X” stock “at market”, the score-keeper, when the transaction-indications 21 designated “X 123 $\frac{1}{4}$ ” appears below the sight-opening 20, records the purchase against the player. Now, supposing the player orders the scorekeeper to “sell at market”. Then, when the strip has been turned until the fifth line of transaction-indications 21 appears, the transaction-indication shown is “X 124 $\frac{1}{4}$ ”. At this place, the score-keeper, following the instructions of the player, makes an entry on the score-card that the player has sold his 3 shares of stock at 124 $\frac{1}{4}$, the player gaining one

point for each share of stock. There being 3 shares of stock, the player has gained 3 points and this is marked to his credit on the score. The player then may wait and purchase the same stock at a new price which later would be visible through the sight-opening 20, and he may do this any number of times with any number of stocks.

As another concrete example, showing the use of the clue indications 25', let it be supposed that the player purchased stock of the N. Y., N. H. & H. R. R. when the transaction-indications 21 marked “V 37 $\frac{3}{4}$ ” appeared beneath the sight-opening. After the strip has been turned for two lines of indications 21, the legend “Rumor consolidation C. N. & V” appears below the sight-opening. This is interpreted to mean that it has been rumored that the New York Central and the N. Y., N. H. & H. R. R. would consolidate. Such a consolidation might have a vast influence on the stocks and this might cause the player to purchase more stock or to sell his stock as he interpreted the reaction to the rumor. If he has ordered the score-keeper to sell the stock at market, the next movement of the strip will disclose that his stock has gone up 1 $\frac{1}{4}$ points and he will have gained just that much, or a multiple of it according to the number of shares of stock he was playing in. This rise may give him encouragement and he may purchase more stock at “39”. But, then when the strip 10 is moved still further, another clue indication 25' appears. This indicates that the “rumor” was false. Hence, the player must decide whether he is going to sell his stock at a certain price or what he intends to do, or he may “stand-pat”. If he decides to then sell “at market”, the next indication in that stock is “V 38”, and hence, he will have lost 1 point on each share of stock which he has purchased at “39”.

Preferably, in addition to the supplemental clues, other clues are given which may aid the player in making his decision. For instance, immediately before the indication 25', which stated that the “rumor” was false, is a transaction-indication giving the quotation of the New York Central (C N) and from this he may determine the reaction supposed to have taken place due to the “rumor”.

It should be understood that the strip 10 may be moved line-by-line at stated time intervals, or, if desired, the turning of the strip may be held-up by any player desiring to first make a decision, according to previous or determined arrangements.

It should also be understood that any number of players can participate in the game and that each may play in as many stock as he desires.

The game may also be played by the score-keeper (representing the broker) taking an active part by him receiving credit on his score for a prearranged percentage of the buying and selling of all of the players, and the score of his percentages being taken into consideration with the score of the players in determining who is the winner, for, as above stated, the player gaining the most points or losing the least points when the end of the strip is reached, is declared the winner of the game.

If it should be arranged so that the score-keeper so participates in the game, then it is preferable that he restrain from dealing in the stock himself in the plays.

Of course, a player may "sell-short" if such arrangements are made previously to the beginning of the game, but in such case he must "buy" to cover the "shorts" before the game is concluded or at the last quotation of the stock.

It should be noted that the term "stock," as used in the present specification and appended claims, refers not only to capital stock of corporations, but also to other things and commodities such as cattle, grain, cotton and coffee; also that instead of stock transaction-indications, the strip 10 might be provided with the money-market transaction-indications. For instance, the transaction-indications might read "Pounds sterling 4.86, francs 3.5" or any other designation desired.

Of course, if desired, the transaction-indications 21 may be arranged to run longitudinally on the strip 10 instead of transversely thereof as shown.

Variations and modifications may be made within the scope of this invention and portions of the improvements may be used without others.

Having now described the invention, what is claimed as new and for which it is desired to obtain Letters Patent, is:—

1. A game comprising a strip of fabric having prepared thereon in predetermined succession a plurality of transaction-indications in imitation of stock quotations of each of a plurality of stocks or imitations of stocks; said transaction-indications each comprising indicia identifying the stock and indicia representing, for the purposes of the game, a "market" price of the stock identified; said transaction-indications of each stock being interspersed with transaction-indications of the other stocks; certain of said stocks or imitations of stocks having a speculative relation to other of said stocks whereby a player may speculatively consider such transaction-indications as are related to those in which he is playing.

2. A game comprising a strip of fabric having prepared thereon in predetermined succession a plurality of transaction-indications in imitation of stock quotations of each

of a plurality of stocks or imitations of stocks; said transaction-indications each comprising indicia identifying the stock and indicia representing, for the purposes of the game, a "market" price of the stock identified; said transaction-indications of each stock being interspersed with transaction-indications of the other stocks; certain of said stocks or imitations of stocks having a speculative relation to other of said stocks whereby a player may speculatively consider such transaction-indications as are related to those in which he is playing; and cover means for the strip for exposing to view at one time only a predetermined portion of the strip.

3. A game comprising a strip of fabric having prepared thereon in predetermined succession a plurality of transaction-indications in imitation of stock quotations of each of a plurality of stocks or imitations of stocks; said transaction-indications each comprising indicia identifying the stock and indicia representing, for the purposes of the game, a "market" price of the stock identified; said transaction-indications of each stock being interspersed with transaction-indications of the other stock; certain of said stocks or imitations of stocks having a speculative relation to other of said stocks whereby a player may speculatively consider such transaction-indications as are related to those in which he is playing; and indicia on said strip representing "news items" having a speculative relation with certain other stocks covered by said stock transaction-indications.

4. A game comprising a strip of fabric having prepared thereon in predetermined succession a plurality of transaction-indications in imitation of stock quotations of each of a plurality of stocks or imitations of stocks; said transaction-indications each comprising indicia identifying the stock and indicia representing, for the purposes of the game, a "market" price of the stock identified; said transaction-indications of each stock being interspersed with transaction-indications of the other stock; certain of said stocks or imitations of stocks having a speculative relation to other of said stocks whereby a player may speculatively consider such transaction-indications as are related to those in which he is playing; indicia on said strip representing "news items" having a speculative relation with certain other stocks covered by said stock transaction-indications; and cover means for the strip for exposing to view at one time only a predetermined portion of the strip.

Signed at New York, in the county of New York, and State of New York, this 30th day of March, 1926.

LYMAN D. HALL.