

Aug. 3, 1937.

B. L. FRY

2,088,951

STOCK MARKET GAME

Filed March 16, 1936

2 Sheets-Sheet 1

Fig. 1.

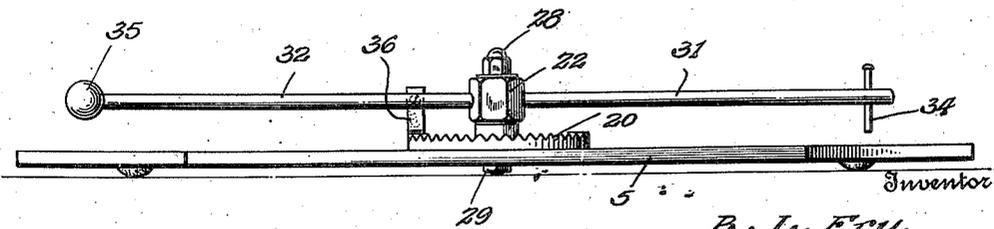
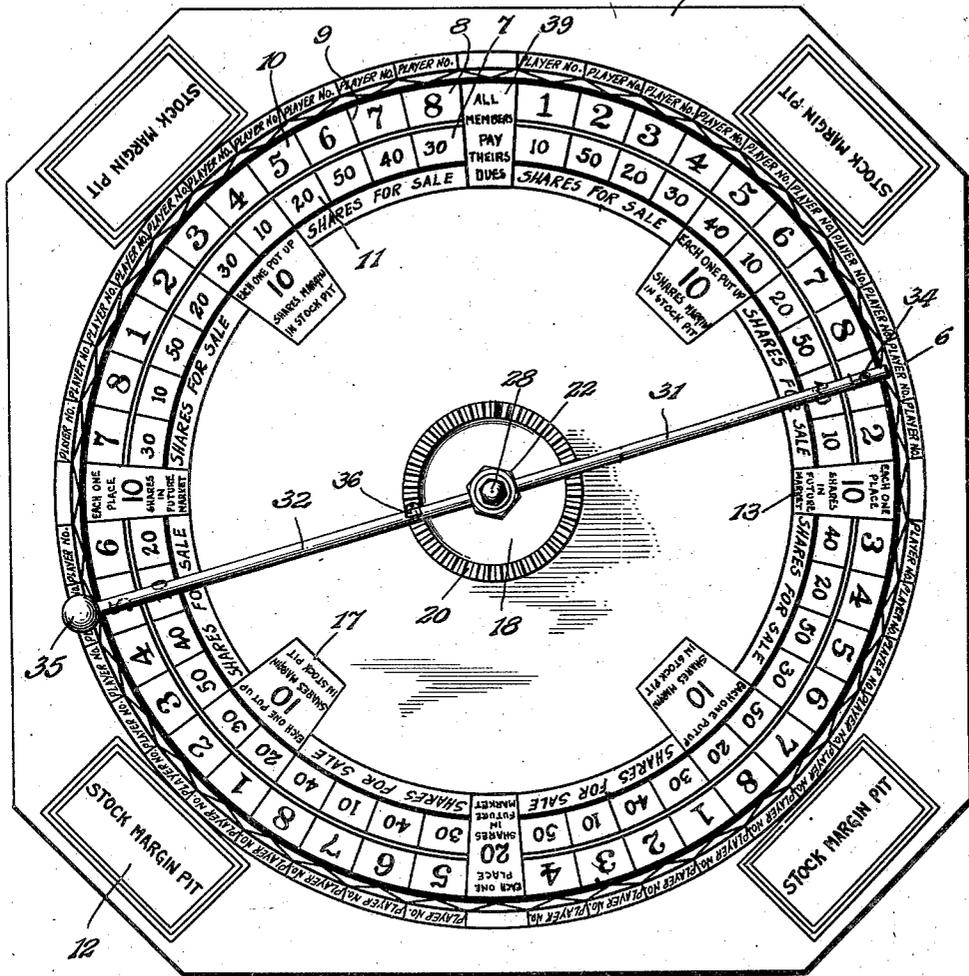


Fig. 2.

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Fig. 3.

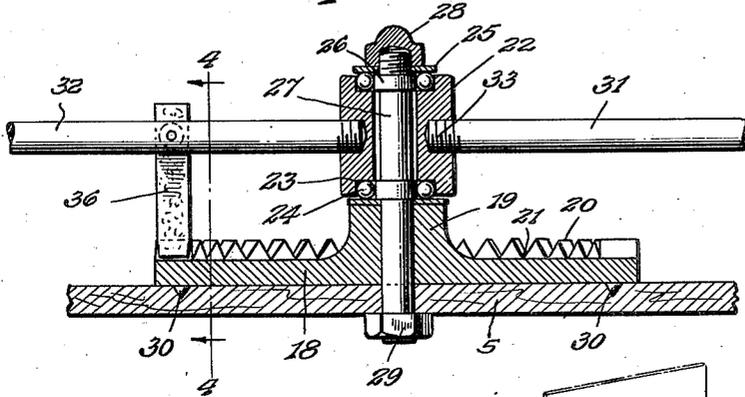


Fig. 4.

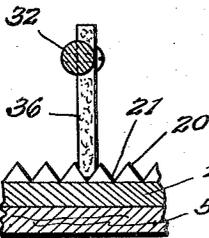


Fig. 6.

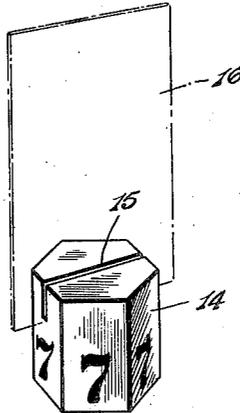


Fig. 5.

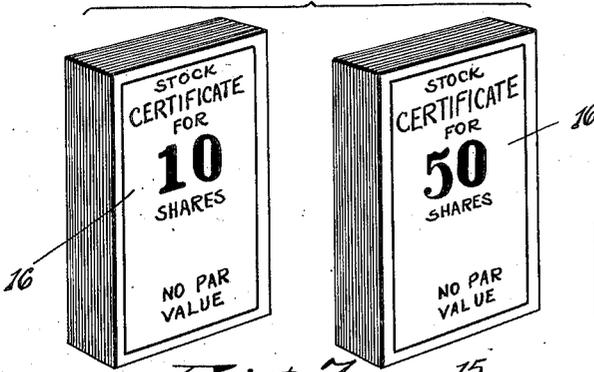
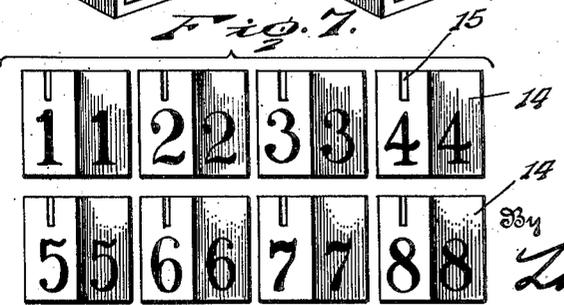
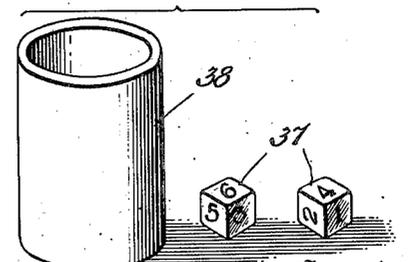


Fig. 8.



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UNITED STATES PATENT OFFICE

2,088,951

STOCK MARKET GAME

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Application March 16, 1936, Serial No. 69,239

4 Claims. (Cl. 273—141)

This invention relates to amusement devices and more particularly to a game, the playing of which simulates gains, losses and other operations incident to transactions in the stock market.

5 The object of the invention is to provide a game which is highly amusing and educational in character and which will afford the players the same interest, thrills and hazards experienced in transacting business on the stock exchange.

10 A further object of the invention is to provide a game board having concentric rows of numerals thereon representing players and shares of stock, respectively, there being an indicator mounted for rotation on the board and cooperating with said rows of numerals for determining the number of shares of stock bought and sold by the players at each spin of the indicator, the price of the stock being determined by throwing dice.

20 A further object is to provide a game of the character described in which each player is furnished with stock certificates of different denominations and a stock block bearing a predetermined number known as the player's number and which numerals correspond to the digits in the outer row of numerals on the game board, said stock blocks serving as holders for the stock certificates under certain conditions during the progress of the game.

30 A further object is to provide a game board having segregated areas known as "Stock margin pits" and segmental portions intersecting the rows of numerals at predetermined intervals and other segmental portions disposed within the lines of the inner row of numerals, said segmental portions bearing instructions which must be followed should the indicator stop at any one of said portions, thereby introducing an element of chance into the game and rendering the playing thereof intensely interesting.

40 A further object is to provide a novel form of indicator removably clamped to the game board at the center thereof and comprising a base portion having upstanding teeth or serrations formed therein and radially aligned with the numeral bearing panels of the board, said indicator including a balanced pointer or spinning element having a flexible pawl depending therefrom which registers with the teeth or serrations so as to cause the pointer to stop at approximately the center of one of the panels after each spinning operation of the indicator.

55 In the accompanying drawings forming part of this specification in which similar numerals

of reference indicate corresponding parts in all the figures.

Figure 1 is a top plan view of a game board embodying the present invention.

Figure 2 is an end elevation.

Figure 3 is a vertical transverse sectional view of the indicator showing the construction of the base and associated parts.

Figure 4 is a vertical sectional view taken on the line 4—4 of Figure 3.

Figure 5 is a perspective view of the stock certificates used in playing the game.

Figure 6 is a perspective view of one of the stock blocks showing the manner of supporting one of the stock certificates.

Figure 7 is a side elevation of a set or group of stock blocks used in playing the game.

Figure 8 is a perspective view of the cup and dice used for determining the price of stock to be sold.

The improved game forming the subject-matter of the present invention comprises a flat board 5 of any desired shape or contour and having its upper surface provided with a playing field 6 consisting of inner and outer concentric circles 7 and 8 divided by radial lines 9 to form intermediate panels 10 and 11, as shown. In the outer circle 8 are a plurality of numerals arranged in series from 1 to 8, inclusive, said numerals being disposed within the panels 10 and printed or otherwise represented on the playing field opposite each numeral are the words "Player number". The numerals in the panels 10 correspond to the number of individuals playing the game and arranged in the lower panels 11 are numerals representing the number of shares of stock for sale, the words "Shares for sale" being preferably arranged immediately below the inner circle 7, as best shown in Figure 1 of the drawings. Adjacent the outer circle 8 are segregated areas 12 representing stock margin pits and on which stock certificates are deposited at intervals during progress of the game.

Interposed between certain of the panels 10 and 11 at predetermined intervals around the circumference of the inner and outer circles and preferably of a width equal to the width of the panels 10 and 11 are segmental portions 13, certain of which bear the legend "All members pay their dues" and other legends to the effect that each player must place a certain number of shares in the Future market. This Future market is represented by a series of stock blocks 14 having numerals thereon corresponding to the numerals in the outer circle 8 of the playing

field and each stock block 14 is formed in its upper surface with a transverse kerf 15 adapted to receive a stock certificate indicated at 16 in Figure 6 of the drawings. When eight persons are playing the game, eight stock blocks will be employed, one for each player, but if a lesser number of players or persons are playing the game, the stock blocks will be divided evenly among them. The stock certificates 16 are of different denominations, certain of the certificates representing ten shares and others fifty shares. All of said certificates, however, will preferably bear the legend "No par value". Projecting inwardly from the inner circle 7 at predetermined intervals on the circumference thereof are segmental portions or areas 17, preferably twice the width of the panels 10 and 11, and each bearing the legend "Each one put up ten shares margin in stock pit".

Disposed at the center of the playing field is a revoluble indicator comprising a base 18 having a central stud 19 and provided with an annular row of upstanding teeth or serrations 20. The teeth or serrations 20 are preferably tapered or V-shaped in cross section to form correspondingly shaped intermediate depressions 21 and these depressions 21 are disposed in radial alignment with the several numeral bearing panels of the playing field so that when the indicator is rotated it will stop at the exact center of one of said panels. Mounted for rotation on the stud 19 is a hub 22 having its upper and lower faces cut away to form raceways 23 to receive a series of anti-friction balls 24. The balls 24 bear against washers 25 of hardened steel and likewise against annular tracks 26 formed on a securing pin or bolt 27. The upper end of the bolt 27 is threaded for engagement with a correspondingly threaded cap 28 which, in turn, bears against the adjacent washer 25, as best shown in Figure 3 of the drawings. The lower end of the securing bolt 27 is likewise threaded for engagement with a clamping nut 29 by removing which the base and other parts constituting the indicator may be readily detached from the game board to facilitate packing and shipping. The lower surface of the base 18 is preferably formed with two or more centering spurs 30 which are embedded in the upper surface of the playing field, the purpose of these centering spurs being to radially aline the teeth with the panels on the playing surface before tightening the nut 29.

The indicator proper is formed in two sections 31 and 32 each having its inner end threaded at 33 into the hub 22. A pin 34 extends through the outer end of the section 31, while the outer end of the section 32 is preferably provided with a ball or counter-weight 35 to give momentum to the indicator when rotating the same. Depending from the section 32 of the indicator adjacent the hub 22 is a pawl 36 preferably formed of rubber, leather or other yieldable material. The lower or free end of the pawl is beveled to correspond to the inclination of the teeth 20 and is adapted to ride over said teeth when the indicator is spun or rotated by a player. The friction between the pawl and teeth is such as to permit free or rapid rotation of the indicator, but when the indicator comes to rest, the active end thereof will be centered within the adjacent panels 10 and 11 of the playing board so that the indicator cannot stop on the dividing lines 9, this being due to the fact that said teeth 20 are in radial alignment with the panels, as before stated.

Before starting the game, each player is given a stock block bearing a player's number and each player is required to set his stock block on the game board immediately in front of him and in plain view of all the other players. When it is a player's turn to spin the indicator, he must move his stock block forward against the peripheral edge of the game board and leave it in that position until the indicator has stopped and the stock transaction completed, after which the next player moves his stock block forward against the game board and the previous player moves his stock block away from the game board. This movement of the stock blocks prevents possible dispute as to which player spun the indicator last. After all the players have been given their stock blocks bearing the players' numbers, each player is given an equal number of stock certificates 16. When a player loses all of his shares of stock, he is considered as being "wiped out" but if he wishes to continue playing he may secure additional shares either from the bank or from other players. Since all stock certificates are of no par value, the players may establish an imaginary par value per share before starting to play the game. If there are eight players, each player is given one stock block and the required number of stock certificates. The first player, who is always considered the buyer, then spins the indicator and if said indicator stops on, say, the numeral "8" of any one of the series of numerals, it will denote that the player having the stock block correspondingly numbered is the seller of the stock and the seller determines the price he will demand for the stock. The price of the stock is determined by rolling dice 37 in a cup 38. If the par value of the stock has been set at, say, \$5 per share and the seller rolls "9" with the dice, he will make \$4 profit per share and this amount is multiplied by the numeral indicating the number of shares of stock to be sold in the lower circle on the game board.

To simplify the exchange of profits and losses in all transactions during the game, only two different stock certificate cards are necessary, one certificate for ten shares and the other for fifty shares. By having the stock certificate cards in units of ten shares, no other medium of exchange is necessary to quickly ascertain the exact amount of profit or loss on every transaction. Should the indicator stop on one of the segmental portions 17, the several players must each deposit ten shares of stock in the stock pit 12 and should the indicator stop on any one of the segmental portions 13 of the playing field, each player must place either ten or twenty shares in the "Future market", that is to say, in the kerf of his stock block 14. In certain cases the indicator may stop on the segmental portion 39, in which event all members must pay their dues, that is to say, must pay a predetermined number of shares to the hostess or into a suitable depository adapted to receive said shares. If the indicator stops on any one of the buyer's own numbers, then the buyer gets all of the shares gratis that are in the "Margin stock pits" at the time and the buyer must also buy all of the shares that each player has up in the "Future market" at that time. In such case the buyer rolls the dice to determine the price to be paid each player for his future stock. If there are no shares in the stock blocks or "Future market", the buyer gets all of the margin stock regardless. If there is neither margin stock nor future stock up when

the indicator stops on the buyer's own number, then the buyer is penalized and must put up twenty shares in the "Margin stock pit" in payment of the penalty.

5 The game is highly amusing, as well as educational, and will afford the players the same interest, thrills and hazards experienced in transacting business on the regular stock exchange.

10 From the foregoing description, it is thought that the construction and operation of the game will be readily understood by those skilled in the art and further description thereof is deemed unnecessary.

15 Having thus described the invention, what is claimed as new is:

1. A game of the class described comprising a game board having circular inner and outer rows of radially alined panels, the panels of the outer row bearing numerals representing players and 20 the panels of the inner row bearing numerals representing shares of stock, there being segmental portions of approximately the width of one panel interposed between certain of the panels of said rows and extending entirely across both 25 the inner and outer rows of panels at predetermined intervals and bearing indicia indicating the disposition of certain shares of stock, an indicator disposed centrally of said rows of panels and comprising a base attached to said board and 30 having a central stud and an annular row of upstanding teeth concentric with said stud, one tooth being disposed in radial alinement with each of said panels, respectively, a hub mounted for rotation on the stud, a pin extending through 35 the hub and stud, an indicator arm carried by the hub, and a pawl movable with the hub and said indicator arm and adapted to ride over and engage between said teeth, one end of said indicator arm being movable over said numerals and 40 indicia for indicating a selected player, the number of shares to be purchased by him and the disposition of certain shares of stock.

2. A game of the class described comprising a board having a playing field provided with circular inner and outer rows of radially alined 45 panels bearing indicia, an indicator disposed centrally of said rows of panels and comprising a base attached to said board and having a central stud and an annular row of teeth concentric with said 50 stud, one tooth being disposed in radial alinement with each of said panels, respectively, a hub mounted for rotation on the stud, a pin extending through the hub and stud and fastened to the bottom of the board, an indicator arm formed

of sections having their inner ends secured to the hub at diametrically opposite points, and a pawl movable with the indicator arm and adapted to ride over and engage between the teeth, said indicator arm being provided with a pointer for 5 movement over said indicia.

3. A game of the class described comprising a board having a playing field provided with circular inner and outer rows of radially alined 10 panels bearing indicia, an indicator disposed centrally of said rows of panels and comprising a base attached to said board and having a central stud and an annular row of teeth concentric with the stud, one tooth being disposed in radial alinement with each of said panels, respectively, 15 a hub mounted for rotation on the stud and having upper and lower seats constituting raceways, anti-friction members seated in said raceways, a pin extending through the hub and stud and having its lower end threaded and extending through 20 said board, a nut engaging the lower threaded end of the pin, a cap threaded on the upper end of the pin, and a rod formed of sections having their inner ends fitted in the hub at diametrically 25 opposite points, one of said rod sections being provided with a pointer for movement over said indicia and the other with a flexible pawl adapted to ride over and engage between the teeth on the base.

4. A game comprising a board having a playing 30 field provided with circular inner and outer rows of radially alined panels bearing indicia, an indicator disposed at the center of the board and concentric with said rows of panels, said indicator comprising a base having centering lugs 35 for engagement with the board and provided with a central stud and a circular row of upstanding pointed teeth surrounding said stud, one tooth being disposed in radial alinement with each of said panels, respectively, a hub mounted 40 for rotation on the stud, anti-friction balls disposed at the upper and lower ends of the hub, a pin extending through the hub, stud and board and detachably secured to the latter, a cap engaging the upper end of the pin, a washer inter- 45 posed between the cap and the upper set of anti-friction balls, a second washer disposed between the stud and the lower set of anti-friction balls, a horizontally disposed rod carried by the hub, a pawl depending from the rod and having its 50 lower end pointed and adapted to ride over and engage between the teeth on the base, and a pointer carried by said rod.

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