Aug. 3, 1965 E. M. KRAMER ETAL 3,198,521

GAME SIMULATING STOCK MARKET PLAY

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FIG. 1.

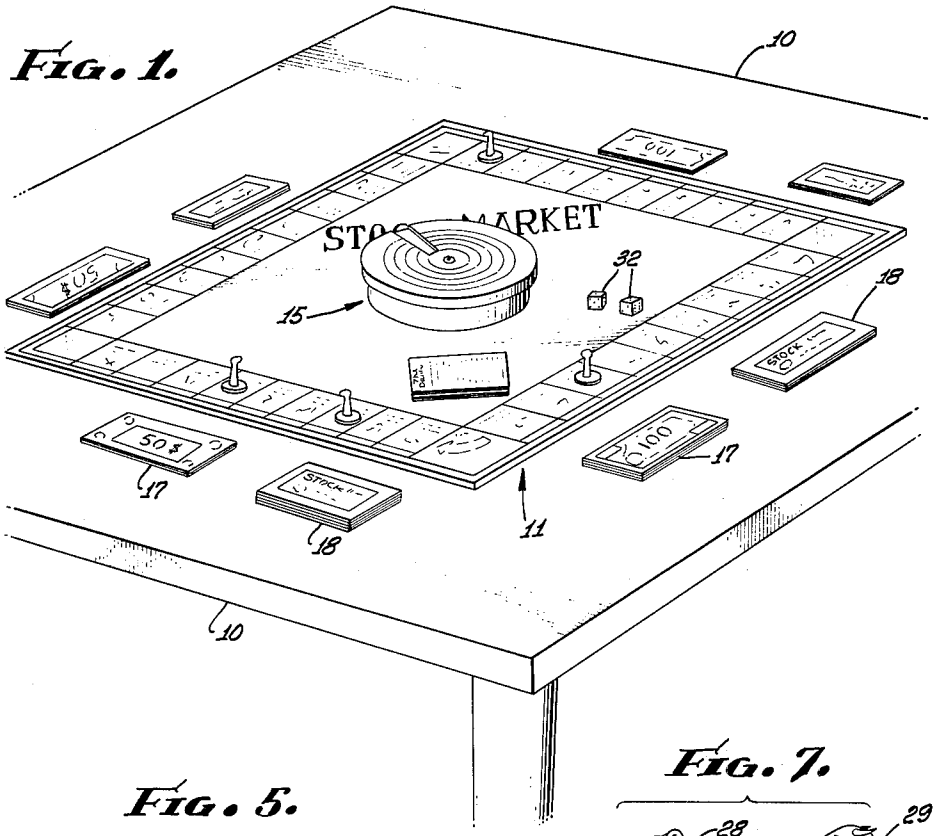



FIG. 5.

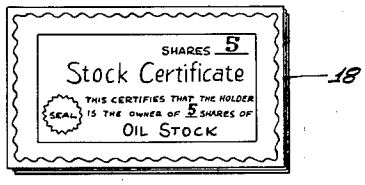



FIG. 7.

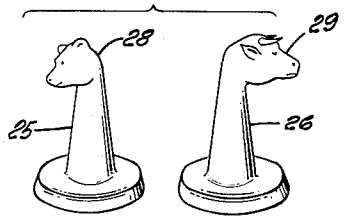
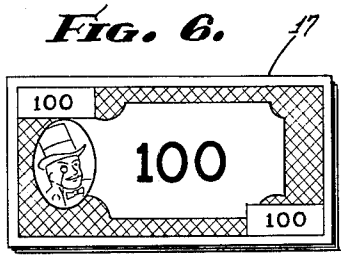



FIG. 6.





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GAME SIMULATING STOCK MARKET PLAY

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FIG. 2.




FIG. 3.

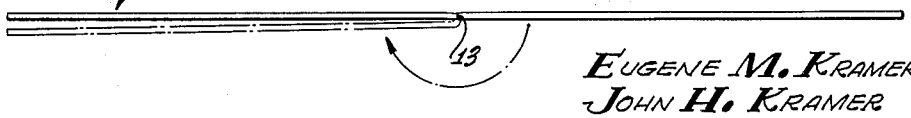
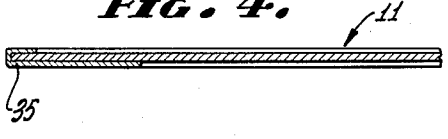



FIG. 4.




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FIG. 8.

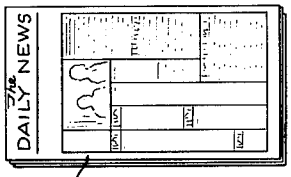



FIG. 9.

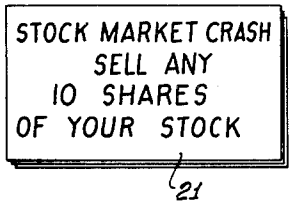



FIG. 10.

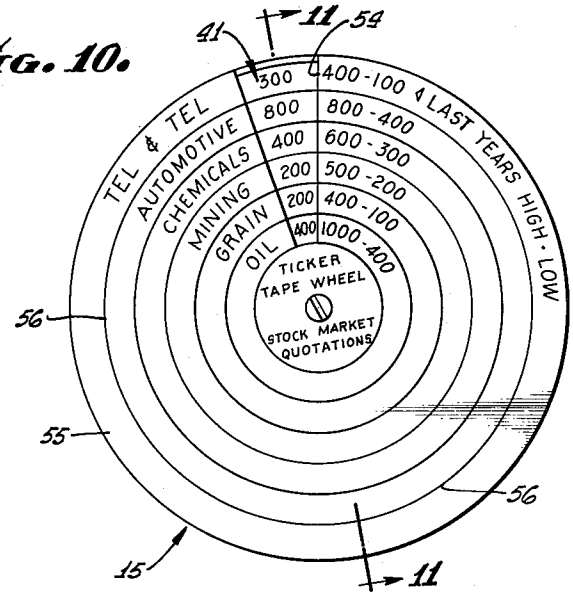



FIG. 11.

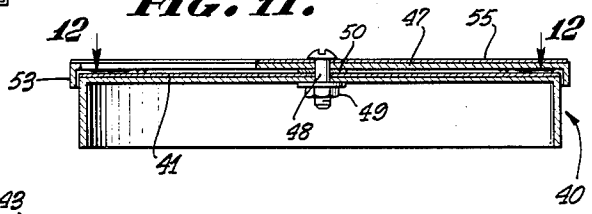
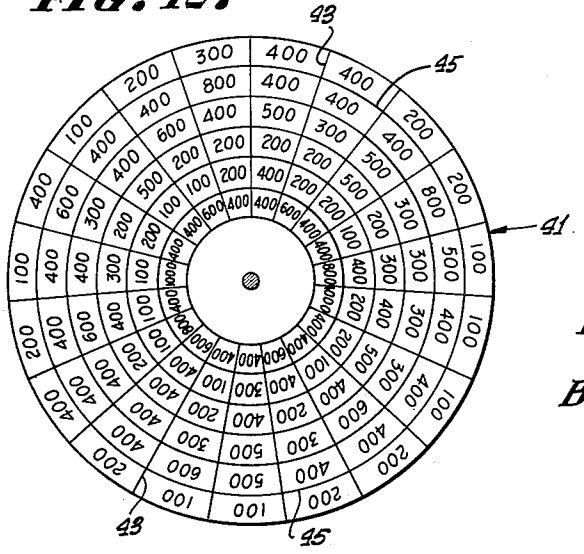



FIG. 12.




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# GAME SIMULATING STOCK MARKET PLAY

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4 Claims. (Cl. 273—134)

This invention relates to a novel and unique board game, the play of which simulates playing the stock market, the object of the game being to buy stock at a low price and to sell it at a higher price, the winning player being the one who first succeeds in increasing his original bankroll to a specified amount.

The game is played on a playing board having a particularized playing surface which includes a path of travel for the players' markers, the path of travel being in steps defined by successive discretely delineated areas. The steps of travel on the board playing surface bear legends relating particularly to various stocks and including instructions relative to the buying of particular stocks. Other legends are included on the steps in the path of travel on the playing surface relating to holidays, it being provided in the rules of the game that the brokerage house is closed on holidays and that no stock can be exchanged on those days.

The game includes particularized appurtenances utilized with the board in the playing of the game. These appurtenances include a ticker tape wheel, which is operated by the players and gives current stock quotations for a number of stocks that are involved in the play of the game. Imitation or play paper money is provided as well as imitation minature stock certificates, each representative of specified numbers of shares of a particular stock. In addition to these appurtenances there are provided cards bearing legends constituting instructions to the players which simulate and are representative of daily newspapers, the instructions on the cards having identity in the game as news items appearing in the daily newspapers. The game appurtenances just referred to are related to each other in a unique and particular way such that they constitute a combination wherein all of the appurtenances contribute to a unitary result which is the play of the game, the play actually simulating an individual's stock market operations and having similar or simulated characteristics. That is, by reason of the particular relationship between the playing surfaces and the appurtenances as described, the game is one having highly entertaining, fascinating and instructive qualities closely attuned to actual play on the stock market. That is, the game achieves and realizes the characteristics that the players' efforts and success derive in part from, and are dependent partly on their judgment and also partly on chance and fortuitous circumstance. That is, the game is one wherein although chance and good fortune play a part, nevertheless the players' quality of good judgment, business acumen and steadfastness of purpose in his operations will contribute to his success in the game. These characteristics derive in part, as stated above, from the particular relationship between the playing board and the appurtenances, particularly the ticker tape wheel. That is a particularized device in the form of an indicator disc having numerical quotations for a number of stocks inscribed thereon. This disc is cooperable with a covering member or mask having a radial slot so that at any position of the disc current quotations appear for a number of stocks which change with each position of the disc. The stocks and the current quotations are intimately related to and coordinated with the playing surface of the board and the instructions on the cards representative of the daily newspapers.



Preferably the players' markers or pieces are configurated to represent bulls and bears.

In the light of the foregoing, the primary object of the invention is to provide a novel board game simulating play on the stock market and having the characteristics outlined more particularly in the foregoing.

Another object is to provide a game as in the preceding object including game appurtenances as described in the foregoing, particularly related to a playing surface whereby to bring about characteristics simulating actual play on the stock market.

Another object is to provide a game as in the foregoing including an appurtenance in the form of a ticker tape wheel having means for simultaneously indicating current stock market quotations for a plurality of stocks.

Further objects and additional advantages of the invention will become apparent from the following detailed description and annexed drawings wherein:

FIGURE 1 is a perspective view of a preferred form of the invention;

FIGURE 2 is a view of a preferred form of board or playing surface;

FIGURE 3 is an end view of the playing board;

FIGURE 4 is a sectional view taken along the line 4—4 of FIGURE 2;

FIGURE 5 is a view of a simulated stock certificate;

FIGURE 6 is a view of a simulated unit of play money or bill;

FIGURE 7 is a view of preferred forms of markers or playing pieces;

FIGURE 8 is a view of the instruction cards simulating daily newspapers;

FIGURE 9 is a view of the reverse side of one of the cards of FIGURE 8;

FIGURE 10 is a plan view of the ticker tape wheel;

FIGURE 11 is a sectional view taken along line 11—11 of FIGURE 10;

FIGURE 12 is a plan view of the indicator surface of FIGURE 10.

Referring now more particularly to the drawings, numeral **10** designates a table having the playing board **11** placed thereon in position for play. The playing board is shown more in detail in FIGURE 2. Preferably the playing board is square having a central fold **13** so that it can be folded as indicated in FIGURE 3. The board has a peripheral playing path formed by rectangles inscribed on the board, as will be described in detail presently.

A number of appurtenances are used by the players in conducting the play of the game. These appurtenances include a ticker tape wheel, designated generally at **15**, which is normally placed in the center of the board as shown in FIGURES 1 and 2. The ticker tape wheel will be described in detail presently. The players use play or imitation money, as shown representatively at **17** in FIGURE 6, and also imitation miniature stock certificates as shown at **18** in FIGURE 5. The play money may be in denominations, for example, of $100.00, $500.00, $1,000.00 and $5,000. The stock certificates are printed to be representative of specified numbers of shares, such as 5, 10, 20 or 50 of particular stocks identified thereon. These stocks are also identified by legends on the steps in the playing path on the board, as will be described.

Additionally, there is a supply of cards, as designated at **21** in FIGURE 8 which are printed on one side to identify them as daily newspapers. These cards have printed instructions on the opposite side, as indicated for example, in FIGURE 9. The instructions are of various types, either favorable or unfavorable to the player. FIGURE 9 indicates one particular instruction. Other types of instructions indicated herein by way of example,

may be: "Lose court case, pay $2,500.00"; "You inherit fortune, receive $2,000.00"; Receive graduation gift, 5 shares of mining stock"; and "Home burglarized, pay $1,000.00." These exemplary type instructions are representative of various instructions that may be provided for either favorable or unfavorable to the player.

Each player has a marker or piece to indicate his position on the playing board surface. Preferred forms of these markers are shown at **25** and **26** in FIGURE 7, and preferably they are configurated to be representative of bears and bulls, as shown at **28** and **29**.

Ordinary dice are used in the play of the game, a pair of dice being indicated at **32** in FIGURE 1. Ordinarily during play the money and stock certificates of each player are placed in position around the playing board, as shown in FIGURE 1.

Referring now more in detail to the board **11**, it may, for example, be made of relatively stiff cardboard with the playing surface printed on paper or the like which covers the board. Tape bindings may be provided around the edges of the board, as indicated at **35** in FIGURE 4, a hinge being provided at **13** for folding, as described by means of flexible binding tape or otherwise.

As stated previously, the path of play is defined by discretely delineated areas in the form of rectangles on the board, as indicated by way of example at **36**, these rectangles being considered representative of blocks on Wall Street. The starting space is designated at **37** and is identified on the board as being the entrance to Wall Street. When a player passes this block he receives $1,000.00 from the Stock Broker, as will be referred to more in detail in the explanation of the rules hereinafter. Each of the blocks on the playing surface is identified by a legend and a design, as shown in FIGURE 2. The legends and designs are related to particular stocks which are also identified on the ticker tape wheel, as will be described. The designs identify the particular stock involved. The legends include instructions relative to the buying of a particular stock or receiving dividends, etc. Some of the blocks have legends identifying holidays and in accordance with the rules, the brokerage house is closed on holidays and no stock may be bought or sold.

The ticker tape wheel is shown more particularly in FIGURES 10 and 12. It is a particularized device, especially related to the board playing surface and the conduct of the play of the game. In a preferred form it comprises a cylindrical device **40** having a downwardly extending skirt, as shown, and on the surface of which is a disc **41** of suitable material having numerical designations printed thereon, as shown in FIGURE 12. This surface is divided by radial lines **43** into sectors or segments, as shown. The sectors are further divided by concentric circles, as designated at **45**, to provide a plurality of spaces, each having a numeral printed thereon representative of a current stock quotation for a particular stock. The device includes a rotatable disc **47** journaled on a pivot bolt **48** which extends through the disc and centrally through the cylindrical member **40**, being held by a nut **49**. A fiber washer **50** is provided between the disc **47** and the upper surface of the member **40**. The disc **47** has a downwardly extending flange or skirt **53** which extends around the upper part of the cylindrical member **40**. The disc **47** has a sector shaped slot or opening **54** in it through which the numerals on the surface **41** can be observed. The slot **54** has the same circumferential dimensions as the distances between the radial lines **43** on the surface **41**. The names of the various stocks involved are printed on a suitable surface material **55** covering the disc **47**. These names are printed between a series of circles **56** printed on the material **55**, as may be seen in FIGURE 10. From the foregoing it may be observed that in each position of the rotatable disc member **57**, a radial group of numerical figures is exposed and these figures give the current quotations for each of the stocks named on the surface **55**. On this surface there is also printed the high and low for each particular stock for the previous year. As may be seen from the surface **41**, as shown in FIGURE 12, the current quotations expose at any position of the disc **47**, are variable and are determined by chance, that is as the disc **47** is turned in steps, it cannot be anticipated what the current quotations will be for the various stocks or their relative values.

Having described the board and the appurtenances used with it, the rules and play of the game will next be described.

For purposes of the game, a stock certificate is identified as a certificate showing partial ownership in the company designated. Stock split means the division of the outstanding shares of a corporation into a larger number of shares.

The object of the game is to buy stock at a low price and to sell at a higher price, thus attempting to be the first player to increase his original bankroll of $7,500.00 to $75,000.00, by way of example, thereby winning the game.

In the play of the game, one player is selected as the stock broker and he is in charge of handling the money and stock certificates in the brokerage house. He may be a player also.

At the outset, preferably each player is given $7,500.00 in denominations of one $5,000.00 bill, one $1,000.00 bill two $500.00 bills and five $100. bills.

All remaining money and stock certificates are placed in the brokerage house for the convenience of the stock broker. The ticker tape wheel is placed on the space provided for it at the center of the board. It is set at the start position or it may be set at any position for starting.

The instruction cards or daily newspapers **21** are placed on the space provided for them on the playing surface. Each player selects a bull or a bear as his marker and the dice are then thrown and the person having the largest total is the starting player.

The first player throws the dice and moves his marker along Wall Street on the playing surface the number of blocks as shown on the dice. Whenever doubles are thrown, the player must take the top daily newspaper and follow the instructions of the news item printed thereon. The card is then returned to the bottom of the stack. Thereafter each player, prior to throwing the dice, must move the ticker tape wheel one space forward to change the stock quotations. Failing to do so he will be fined $200.00 by the stock broker and must move the ticker tape wheel into the correct position before transacting any business. As playing progresses, the players will end on various blocks along Wall Street and will be guided and must follow the instructions on those blocks.

If a block reads that the player is to buy stock, he may buy five or ten shares of the stock that is named on the block at the stock market quotation indicated on the ticker tape wheel. The price quoted on the ticker tape wheel is for one share of stock. The player is not obligated to buy stock.

If the block on the playing surface instructs to buy five of fifteen shares of stock it indicates the maximum that may be bought. No less than five shares may be bought at any time.

A dividend on the stock is paid the player if he owns stock named on the block his marker stops on. Ten percent of the value of the stock owned at the quotation price on the ticker tape wheel is paid by the stock broker. For example, if the player owns ten shares of oil stock and the stock quotation is $400.00 for that stock, his stock would be valued at $4,000.00 and ten percent of the $4,000.00 value would return him a $400.00 dividend on that stock.

The brokerage house is closed on all holidays and, therefore, no business is transacted. Accordingly, if a player's marker stops on a block indicated as being a

holiday he can transact no business and play progresses to the next player.

If the player's marker lands on a block indicating a stock split, and he owns stock of that type, he will receive from the brokerage house an equal amount of that stock at no cost.

When a player's marker stops on a block indicating to buy on margin it means he may buy his stock, as indicated, at one-half the price shown on the ticker tape wheel at that time.

If the player's marker stops on a block indicating to sell stock, he must sell if he owns stock, even if the stock market quotations are at the lowest price.

The steps to be taken by each player in turn may be summarized as follows:

*Step 1.*—The player turns the ticker tape wheel to show new current price quotations.

*Step 2.*—The player checks the prices quoted to determine whether or not he wants to sell any of the stock he owns. The player will try to buy when the market is low and sell when the market prices are high, thus accumulating more money toward the ultimate goal of $75,000.00. Only one type of stock may be sold on the player's turn, unless otherwise instructed by the legends on the Wall Street blocks or as instructed, in the daily newspaper items. (On the first turn no stock is owned so this step will be disregarded.)

*Step 3.*—The player shakes the dice and moves his marker along Wall Street the number of blocks indicated by the dice. If a block indicating "buy stock" is landed on and the player wishes to buy, he may do so through the stock broker, keeping in mind that the prices on the ticker tape wheel are for one share. No less than five shares may be brought at any one time, nor more than ten.

*Step 4.*—If doubles are thrown on the dice, the player must take the top daily newspaper card and follow the instructions of the news item printed thereon.

Each time a player passes the Wall Street entrance, as indicated on the playing surface, he will receive $1,000.00 from the stock broker.

As the game continues, it will be realized by the players that only by buying stock at low price and selling higher can they reach the goal set to become the winner.

Since only one type of stock may be sold at any one turn, a player may discover that he is "stock rich," meaning that the value of his stocks in money could reach the $75,000.00 goal. If he has too large a variety of stocks, he may not have enough turns to sell all of it and another player may reach the $75,000.00 goal first. It is apparent, therefore, that the game has qualities and characteristics closely related to and simulating characteristics present in play of the stock market in real life. That is, to be successful, the game calls upon the judgment of the player in determining what stocks it is desirable to own; what amount of various stocks; when and at what rate it is desirable to buy and/or sell various stocks. Furthermore, the elements of chance, good fortune, and fortuitous circumstance are, of course, present in that the players have no control over the current stock quotations. The nature of the playing board and the relationship of the playing appurtenances to it are such that the game has the particular characteristics referred to.

A longer or shorter game may be played by setting the winning amount or goal higher or lower before the game starts. The game is preferably for from two to six players.



From the foregoing, those skilled in the art will observe that the invention as described herein achieves and realizes all of the objects and advantages enumerated in the foregoing, as well as having many additional advantages and desirable features which are apparent from the detailed description. The invention provides an unusual game characterized in that it is fascinating, entertaining, informative and instructive and additionally, calls upon the players, in order to be successful, to demonstrate capabilities similar to those required for success in actual stock market operations.

The foregoing disclosure is representative of a preferred form of the invention and is to be interpreted in an illustrative rather than a limiting sense, the invention to be accorded the full scope of the claims appended hereto.

What is claimed is:

1. A game comprising a playing board having a playing surface with a playing path defined by successive discretely delineated areas, each being identified by legends thereon, including instructions relative to buying individual identified stocks; playing appurtenances, including a ticker tape wheel indicator for indicating current price quotations of individual stocks identified on the playing board surface, said indicator comprising a circular surface having a plurality of concentric circles and radial lines defining spaces between the circles and radial lines having numerical indications thereon indicating current price quotations of individual stocks, a rotatable disc disposed over said surface and having a sector shaped slot movable to expose a radially disposed group of figures identifying current stock price quotations of a plurality of stocks identified by legends on said disc between concentric circles adjacent to such slot, means comprising imitation money and miniature simulated stock certificates indicative of money and stocks held by individual players, and markers for individual players to indicate their positions on the playing path on the playing surface.

2. A game as in claim 1 wherein the playing surface is generally rectangular having said path extending around periphery thereof identified by rectangles having said legends printed therein identifying individual stock and including instructions in individual rectangles relative to the buying of particular stocks.

3. A game as in claim 2 including a set of printed cards representing newspapers and having instructions printed on one side instructing a player drawing that card with respect to play of the game.

4. A game as in claim 3 in which said markers are configurated to represent bulls and bears.


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