STOCK MARKET PLAYING GAME

Filed July 15, 1959

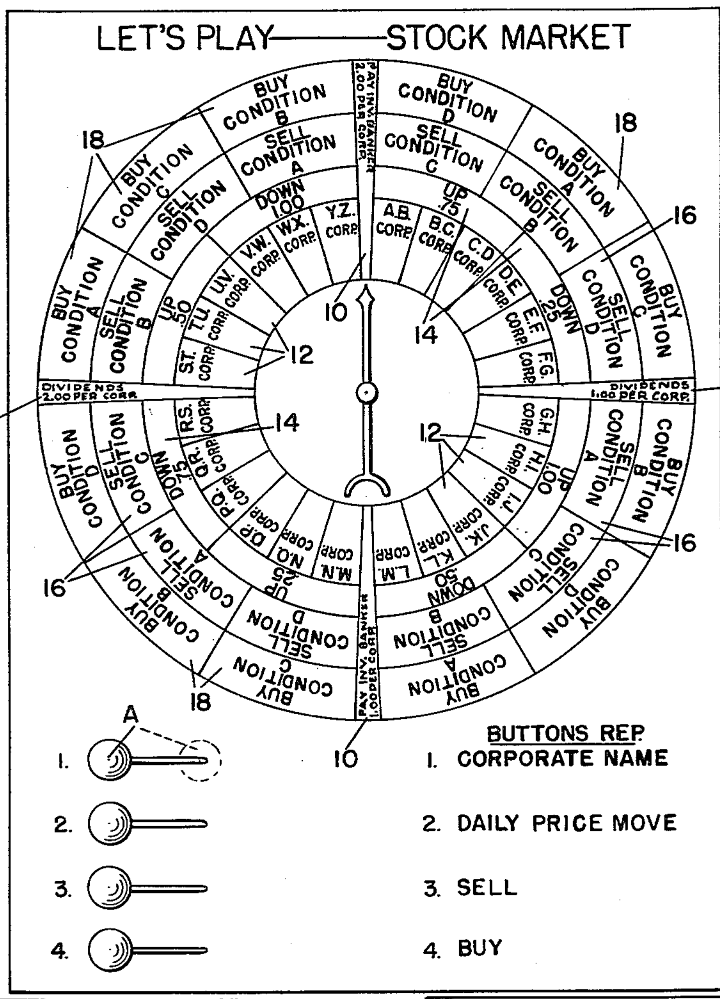


FIG. 1

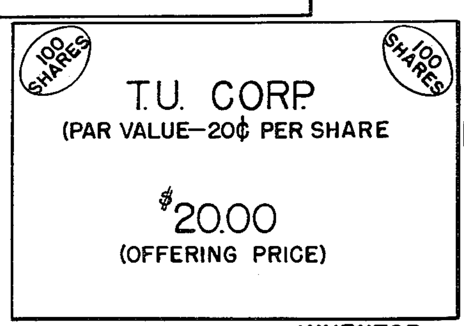


FIG. 2

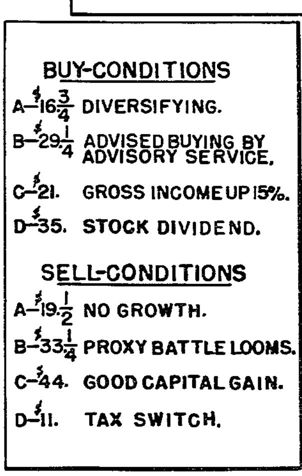


FIG. 3

INVENTOR
RENATO F. BORCI
by Charles R. Fay,
ATTORNEY

United States Patent Office

3,050,303

Patented Aug. 21, 1962

3,050,303

STOCK MARKET PLAYING GAME

Renato F. Borci, 256 Belmont St., Worcester, Mass.

Filed July 15, 1959, Ser. No. 827,206
1 Claim. (Cl. 273—1)

This invention relates to a game for simulated playing of the stock market, and the principal object of the invention resides in the provision of a game which may be played by anyone and which educates the players as to the operation of the stock market and particularly with reference to buying and selling stocks through an agent such as a banker or broker; and the provision of a game including a game-board and a spinning arrow, said game-board being divided in such a way as to provide for a close approximation to actual conditions on the stock market as to buying and selling of stocks, daily deviations in quotations, and also as to consideration of the broker or banker who is paid a commission for each transaction.

Further objects of the invention reside in the provision of a game having the general purpose of teaching the players how to invest in different stocks and provides for such teaching in a pleasant, enjoyable manner, the game itself being amusing to play, regardless of the educational features thereof; the provision of a game-board with a spinning arrow and divisions thereon for different corporate stocks including buying conditions, selling conditions of different values and the stock market variation wherein the prices thereof go up and down, in combination with play money and sets of certificates of stocks of different values which go up and down according to the result of the spinning arrow at each turn, etc.

The invention further relates to arrangements and combinations of parts which will be hereinafter described and more particularly set forth in the appended claim.

Reference is to be had to the accompanying drawings, in which

FIG. 1 is a view illustrating the board upon which the game is played;

FIG. 2 illustrates an example of a corporation certificate; and

FIG. 3 illustrates the reverse side thereof.

Referring first to FIG. 1, there is shown therein a game board having a central arrow mounted on a pin or bearing and the purpose of this arrow is, as commonly known, for spinning by the individual players for chance indication at different parts of the diagram appearing on the game board. Other kinds of arrows may be used and in particular it is desired to use a plunger type of actuating means not shown but common in the art.

The game board is divided into a set of concentric circles which are, however, in turn divided at 90° intervals by triangular radially extending boxes **10**, these having indicated therein dividends to be paid by the corporation or providing for payment to the investment banker of a certain amount per corporate share of stock, etc., as a penalty or tax.

The first or inner circle of the diagram is divided into a series of boxes **12**, each of which is provided with a separate and different indication as to a corporation, and these have been labeled by letters of the alphabet, together with the notation "Corporation." The names of actual corporations could be used. There are preferably twenty-four of these corporations, the game providing stock certificates therefor which may be bought and sold by the players.

The next outer circle is indicated by the reference numeral **14** and this is divided into eight different boxes which are labeled "Up" and "Down," showing up and down quotations for day-to-day trading as to the different stocks which are being played at any particular time.

The next outermost circle **16** is divided into a series of twelve boxes labeled "Sell Condition A, B, C and D," and the purpose for this will be described later as is also the outermost series of boxes labeled **18** which are indicated as "Buy Conditions, A, B, C and D."

There are twenty-four corporation certificates, each of which represents a corporation, and it is preferred that each of these corporate certificates should be indicated as having a different value in order to make the game more interesting. The investment banker holds all of these certificates at the start of the game.

There is also a set of play money which may be for instance:

7 $100 bills; 28 $50 bills; 35 $20 bills; 42 $10 bills; 35 $5.00 bills; 28 $2.00 bills; 28 $1.00 bills; 28 50¢; 28 25¢; etc.

At the start of the game, each player may be given for instance a one hundred dollar bill, four fifties, five twenties, six tens, five fives, four twos, four ones, four fifty-cents' and four quarters. The reason there are seven divisions as to the hundred dollar bills and the reason why all the others are multiples of seven is that there should be six players including the investment banker, and the investment banker receives two sets of the play money, one for the bank and one for himself as a player of the game.

At the outset, each player buys a certificate of stock by lot from the banker and pays the face value of the certificate therefor. In other words, on all original buy transactions from the banker, the buyer or player pays the offering price of the stock certificate.

The order of play may be determined in any way, but it may be assumed that the first player to the left of the investment banker sitting around the board slides the button indicated at A to the right and then spins the arrow to find out the proper name of the stock he is going to buy. Upon knowing the name of the corporation, the investment banker selects for the first player the corporation certificate and the price paid by the player to the investment banker will be the price stated on the front of the corporation certificate. This is the offering price.

After the investment banker hands the player the certificate, the player pays him the offering price on the stock certificate, using his play money, plus twenty-five cents commission, and it is one of the features of this game to teach investors that they have to pay commissions to the investment banker. Every transaction in the game provides a commission for the banker.

The players all operate in the same way in turn, so that each one has his stock selected, each one paying the banker the price noted on the stock certificate and a twenty-five cent commission.

It is pointed out that on all such original transactions as described above, the player must pay the investment banker the "offering" price to the banker and the commission. On all other buy and sell transactions, the prices will be determined by the spinner according to the conditions which are determined by the spinner and the circles **16** and **18** and according to the listings on the back of each corporation certificate, see FIG. 3. These listings vary for each certificate. Each buy and sell transaction provides a commission of twenty-five cents to the banker.

Now supporting that a subsequent player should select by his spin a corporation the certificate for which is held by some other player, then the investment banker notifies the subsequent player to spin once more for a "Sell" condition, A, B, C and D. Checking the price on the back of the corporation certificate, the investment banker then pays the first player the stated price for the spun condition now determined. This player pays his twenty-five cents commission for the transaction. The subsequent

player then resumes the play by spinning for the "Buy" condition, and when this has been determined, the investment banker sells the stock certificate to the subsequent player for the stated amount under the "Buy" or "Sell" condition that coincided with the subsequent player's spin. Also, the subsequent player also pays twenty-five cents commission and then the player after that commences his play.

The investment banker can and should spin to purchase shares for his own account, but he has to keep the bank money separate from the money in his account.

When all players have in their possession at least one corporation certificate, they can then individually in turn spin on the "B" condition, which is that of daily moving up and down as in the circle indicated at 14 and then paying the investment banker or collecting from him the amout which is indicated by the arrow at each spin.

When playing has reached the investment banker with reference to the daily movement in circle 14, the banker's up and down spin affects the corporation which the player selects. This is done by the players placing whatever corporation stock they wish the investment banker's spin to affect, on the table in front of him.

For example, if the investment banker spins and it points to "Down Fifty Cents," he must pay fifty cents for each corporation stock displayed or placed on the table by each player.

Buying and selling continues indefinitely for each player, providing that he has money or stock, and of course when he is out of either one or both, he is out of the game.

It will be observed that the radial boxes, "Dividends" and "Pay" are continuous from the inner to the outer circle, and whenever anyone spins for "Buy," "Sell," or "Daily Price Movement" and instead lands on the "Dividend" or "Investment Banker" spaces, then the investment banker pays him a dollar or two dollars dividend for each corporation certificate that he is holding. The dividend is therefore seen to be a bonus and the player has another spin for any action as he wishes.

When a player lands on "Pay Investment Banker" spaces, the player must then pay the banker the one or two dollars amount for each corporation certificate he holds, and in this case the player also loses his time or action or play and the next player then plays.

Each player has but one play whenever it is his turn other than the "Dividends" spin noted above. When a player spins for "Buy," "Corporation" and spinner points to a corporation which he is holding, then the play passes to the next player without any payments being made.

Having thus described my invention and the advantages thereof, I do not wish to be limited to the details herein disclosed, otherwise than as set forth in the claims, but what I claim is:

A game comprising a game board, a plurality of series of boxes in concentric circles on said game board, a spinning arrow located at the center thereof and capable of indicating any point at 360° in relation to said concentric circles, the innermost series of concentrically arranged boxes being identified by the names of various corporations, there being stock certificates for each of said corporations, the next outer circle of boxes comprising a lesser number thereof which are identified as "up" and "down" and including an amount of money by which the corporate stock may go up and down, the next two circles of boxes being identified as to "buying" and "selling" together with indicia, and there being situations imprinted on the reverse sides of the stock certificates corresponding to the indicia in said two buying and selling circles of boxes and showing variations in the buying and selling conditions of said stocks, radial boxes extending from the innermost circle to the outermost circle identified for "dividends" to be paid the players and "penalties" to be paid by the players, and separate indicia means on the game board including "corporate name," "daily price move," "sell," and "buy," together with a movable button for each indicia means to signal the same.

References Cited in the file of this patent

UNITED STATES PATENTS

1,482,708	Small	Feb. 5, 1924
2,026,082	Darrow	Dec. 31, 1935
2,088,951	Fry	Aug. 3, 1937
2,174,058	McGennis	Sept. 26, 1939
2,458,966	Waldrop	Jan. 11, 1949
2,484,051	Robbins	Oct. 11, 1949
2,666,644	Strehlow	Jan. 19, 1954