May 27, 1930. F. J. SCHIPPERS 1,760,287

GAME

Filed May 12, 1928

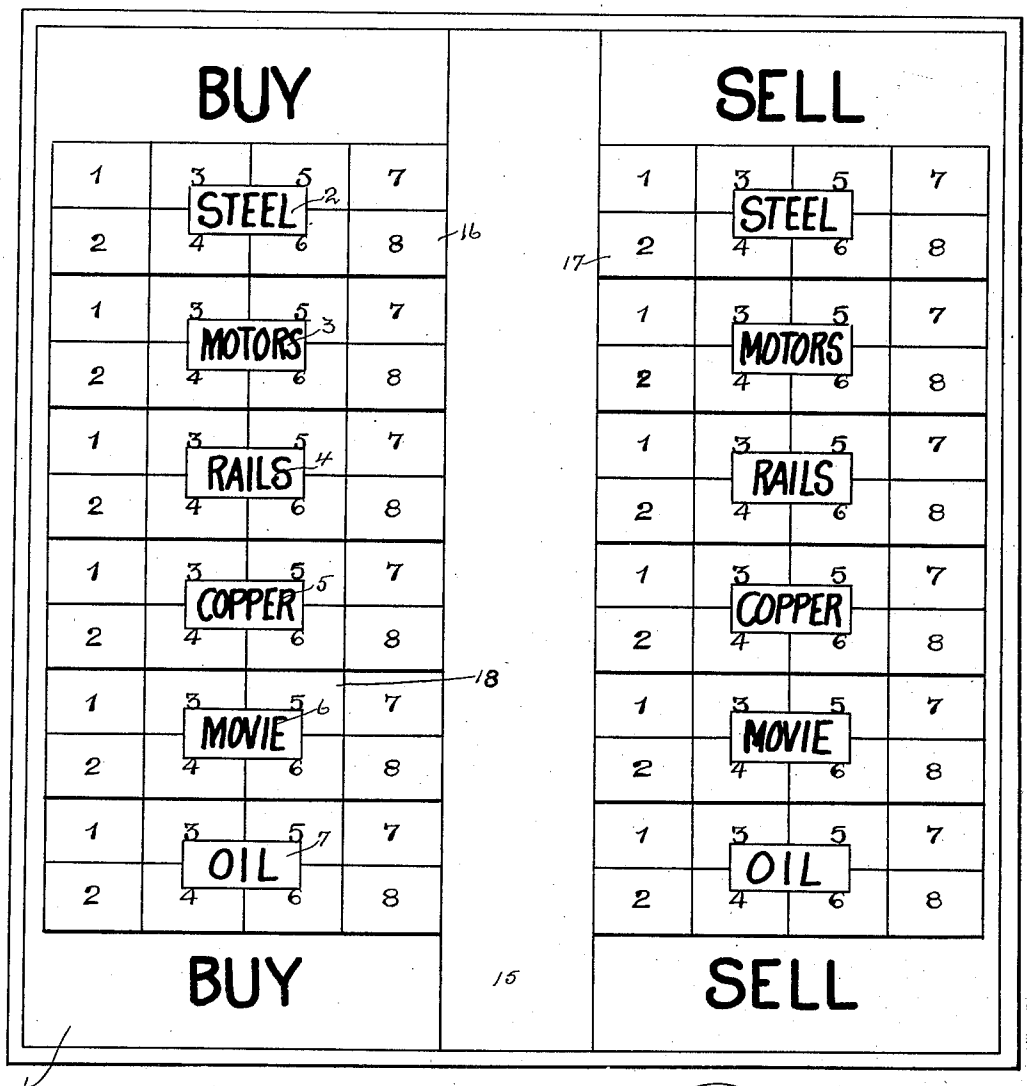

Fig. 1

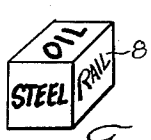

Fig. 2

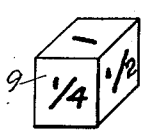

Fig. 3

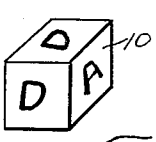

Fig. 4

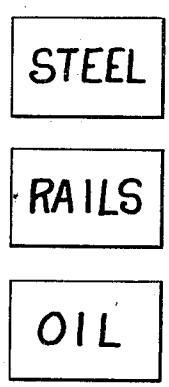

Fig. 5

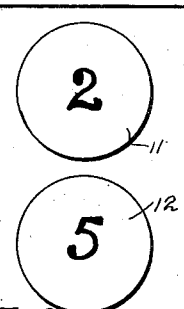

Fig. 6

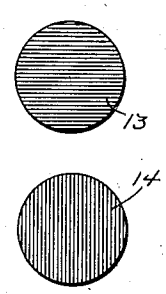

Fig. 7

INVENTOR
Francis J. Schippers
BY
Antim Phelps Marr
ATTORNEY

Patented May 27, 1930 1,760,287

UNITED STATES PATENT OFFICE

FRANCIS J. SCHIPPERS, OF BROOKLYN, NEW YORK

GAME

Application filed May 12, 1928. Serial No. 277,197.

The device, the subject of this invention while properly termed a game, is in reality a game sheet, or board, with a plurality of additional members adapted to co-operate therewith to complete the game.

The object of this game is to provide amusement. The game does not require skill. It is distinctly a game of chance, and as such, provides the desirable thrill without concentration or endeavor on the part of the player.

The following is what I consider the best means of carrying out my invention, and the accompanying drawing should be referred to for a complete understanding of the specification which follows.

In the drawing:—

Fig. 1, shows the game sheet, or board.

Figs. 2, 3, and 4, show perspective views of cubes.

Fig. 5, shows a plurality of tickets, or cards.

Fig. 6, shows two of a series of numbered disks.

Fig. 7, shows two of a series of colored disks, or counters.

Similar reference numerals indicate like parts in all the figures where they appear.

To quickly understand this game and its features of play, it will be well to bear in mind the nature of the game, and its nature can best be understood from the title which I have given it, and which is here used simply to transmit the idea of the game and the method of play. The title "Stock market" immediately suggests trade or buying and selling shares on the market.

The game consists of a board, or sheet, as shown at 1, having thereon a plurality of sub-divisions in two series. The greater subdivisions to left are under the general title "Buy," and each of the greater sub-divisions has printed or produced in the center thereof, a word, as shown at 2, which indicates the commodity controlled by the sub-division. In this board that I have shown at 1, I have divided each section of the board into six large sub-divisions, naming them respectively, Steel, Motors, Rails, Copper, Movie, and Oil, as shown at 2, 3, 4, 5, 6, and 7 respectively.

Adjacent to each of these titles, are a number of small oblong spaces, which sub-divide the greater subdivisions and as shown in relation to Steel, the uppermost of the greater sub-divisions, the smaller sub-divisions are numbered from 1 to 8, suggesting that eight players, or any number less than eight may play the game at one time.

The words "Buy" and "Sell," used as the titles for the two sections of my board, indicate the manner in which the game is played, and which will be fully described later.

As a part of this game, I provide three cubes, shown in Figs. 2, 3, and 4. The cube 8, shown in Fig. 2, has arranged thereon, words corresponding to the words appearing on the board, to wit: Steel, Motors, Rails, Copper, Movie, and Oil. The cube 9, shown in Fig. 3, has arranged thereon, figures, as follows: one-quarter (¼), one-half (½), three-quarters (¾), one (1), two (2), and three (3), one such figure being upon each side of the cube.

The cube 10, shown in Fig. 4, has on three of its sides, the letter D, and on the remaining three sides, the letter A.

A plurality of cards are provided, of which there are forty-eight. Eight of these cards will bear the word Steel, and there will be eight cards provided, each bearing one of the words shown at from 2 to 7, inclusive. Three of these cards are shown in Fig. 5.

I provide eight numbered disks. These disks may be of celluloid, or other suitable material, and at 11 and 12, in Fig. 6, I show two such disks. These disks will be numbered 1 to 8, inclusive, and at 13, and 14, in Fig. 7, I show two colored disks, of which any number may be provided, and I prefer that at least three sets of colored disks will be used; a certain number of white disks, a lesser number of red disks, and a still lesser number of blue disks. These disks may be similar to the familiar poker chip, but I prefer that they should be of smaller size.

With this paraphernalia provided, the game is played as follows:

The cards shown in Fig. 5, are arranged in piles along the space 15, on the sheet or board 1. Each player selects one or more of the cards, and may select six. The player is then given a number disk, such as are shown at 6, and no player will have the same num-

ber. The colored disks as shown at 13, and 14, are divided in any manner desired, and are given such a value as shall be decided upon by the players. Let us assume that the white chips of which there are the greatest number, are given the value of one-quarter (¼), the red chips one-half (½), and the blue chips, one full unit.

One of the players is nominated the banker, and thereupon each of the players places one of his cards on his number in the smaller subdivision corresponding to the name of the card. For instance, if player number 8 desires to play Buy Steel, he will place his card Steel on the smaller sub-division 8, as shown at 16. He need make no other use of any of his other remaining cards unless he so desires. Let us assume that he desires to play only one card, and let us assume that player number 2, desires also to play Steel. He will place his Steel card, or the card bearing the word Steel in the sub-division 2 in either the Buy or Sell section. Should he desire to play Steel Sell, he will place his card on the smaller sub-division 17, and if there are three players, and the third player desires to play Movie Buy, and his number is 5, he will place his card bearing the word Movie on the smaller subdivision 5 of Movie, as indicated at 18.

Thereupon the banker having agitated the cubes, throws them upon the card. Now let us assume that in the first play, the word Steel appears on the cube 8, the letter D appears on the cube 10, and ¼ appears on the cube 9, Steel has dropped ¼, and as the Steel player has bought, he looses by that quarter drop, and pays the banker a white chip, and on the same play, player No. 2, having sold Steel, earns a quarter point, as Steel is down, and he thereupon receives a white chip from the banker.

Now let us assume that on the next play, the word Movie appears on the cube 8, the figure 1 appears on the cube 9, and the letter A appears on the cube 10. The No. 5 player having his card on Movie to Buy, buys in an advancing market, and therefore loses one additional point. He thereupon pays a blue chip to the banker. If he had been playing Sell Movie, and the same condition had occurred, he would of course have received a blue chip from the banker.

It will be understood that any player may play each and every great sub-division, or as I term it, each and every stock. He cannot, however, play in one stock for Buy and Sell, but must play them either on the Buy side or the Sell side.

The numbered disks are intended to remain exposed in front of each individual player so that the banker may readily discover who the player is whose card rests upon a given small sub-division on the larger sheet.

It will of course be understood that any other titles may be given the greater sub-divisions, and that a greater or lesser number of players may be provided for, but I prefer the whole as shown and described.

Having carefully and fully described my invention, what I claim and desire to secure by Letters Patent is:—

1. A game comprising a game sheet divided into a plurality of greater sub-divisions, each greater sub-division being again divided into a plurality of lesser sub-divisions, each of the lesser sub-divisions having an indicating figure, a plurality of disks, each bearing a figure corresponding to a figure in the lesser sub-divisions, and a plurality of cards each bearing the title of one of the greater sub-divisions, and a plurality of cubes for directing the play, one of said cubes bearing on each of its sides, the title of one of the greater sub-divisions, another cube bearing on each of its sides, a figure indicating the value.

2. A game comprising a game sheet divided into a plurality of greater sub-divisions, each greater sub-division being again divided into a plurality of lesser sub-divisions, each of the lesser sub-divisions having an indicating figure, a plurality of disks, each bearing a figure corresponding to a figure in the lesser sub-divisions, and a plurality of cards each bearing the title of one of the greater sub-divisions, and a plurality of cubes for directing the play, one of said cubes bearing on each of its sides, the title of one of the greater sub-divisions, another cube bearing on each of its sides, a figure indicating the value, and another cube bearing on three of its sides, the letter D, and on three of its sides, the letter A.

FRANCIS J. SCHIPPERS.