United States Patent [19]

Trbovich

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[54] **BALL EJECTING CONE-SHAPED CHANCE DEVICE**

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Related U.S. Application Data

[62] Division of Ser. No. 125,588, March 18, 1971, Pat. No. 3,758,113.

[52] **U.S. Cl.** ..... **273/138 R,** 124/16, 273/120 R

[51] **Int. Cl.** **A63f 7/10**

[58] **Field of Search** ..... 273/138 R, 120 R, 120 A, 273/113, 115, 116, 119 R, 119 A, 123 R, 123 A, 95 R, 95 H, 134 GM, 134 GA

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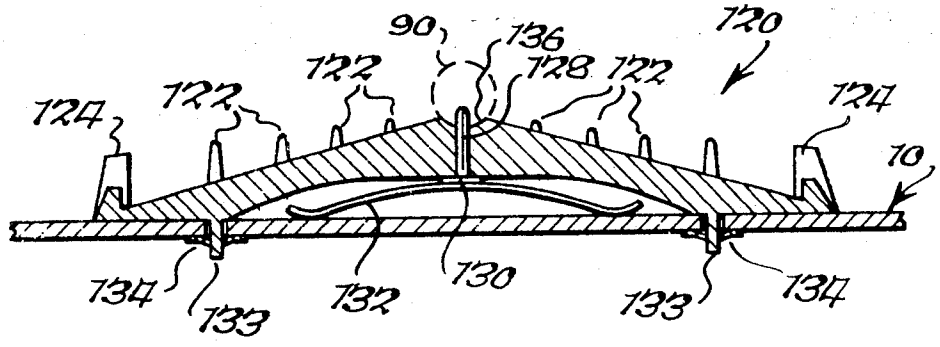
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[57] **ABSTRACT**

A stationary cone-shaped distributor is provided with a random arrangement of a plurality of pegs of varying sizes extending upwardly from the upper surface of the distributor. A series of circumferentially spaced teeth are disposed along the marginal edge of the distributor and define pockets therebetween. Various indicia is associated with each respective pocket. A spring biased pin or plunger is mounted for sliding movement in an opening and recess located centrally of the distributor and is provided with a flat base engageable with a leaf spring mounted in a cavity in the distributor. In use, a player depresses a ball member against the spring loaded plunger until the ball member is seated in the recess. The player then removes his finger allowing the spring loaded plunger to eject the ball member from the recess, the ball being free to roll downwardly along the surface of the distributor. The ball member rolls in a meandering path between the pegs until it finally comes to rest in an indicated pocket.

10 Claims, 10 Drawing Figures



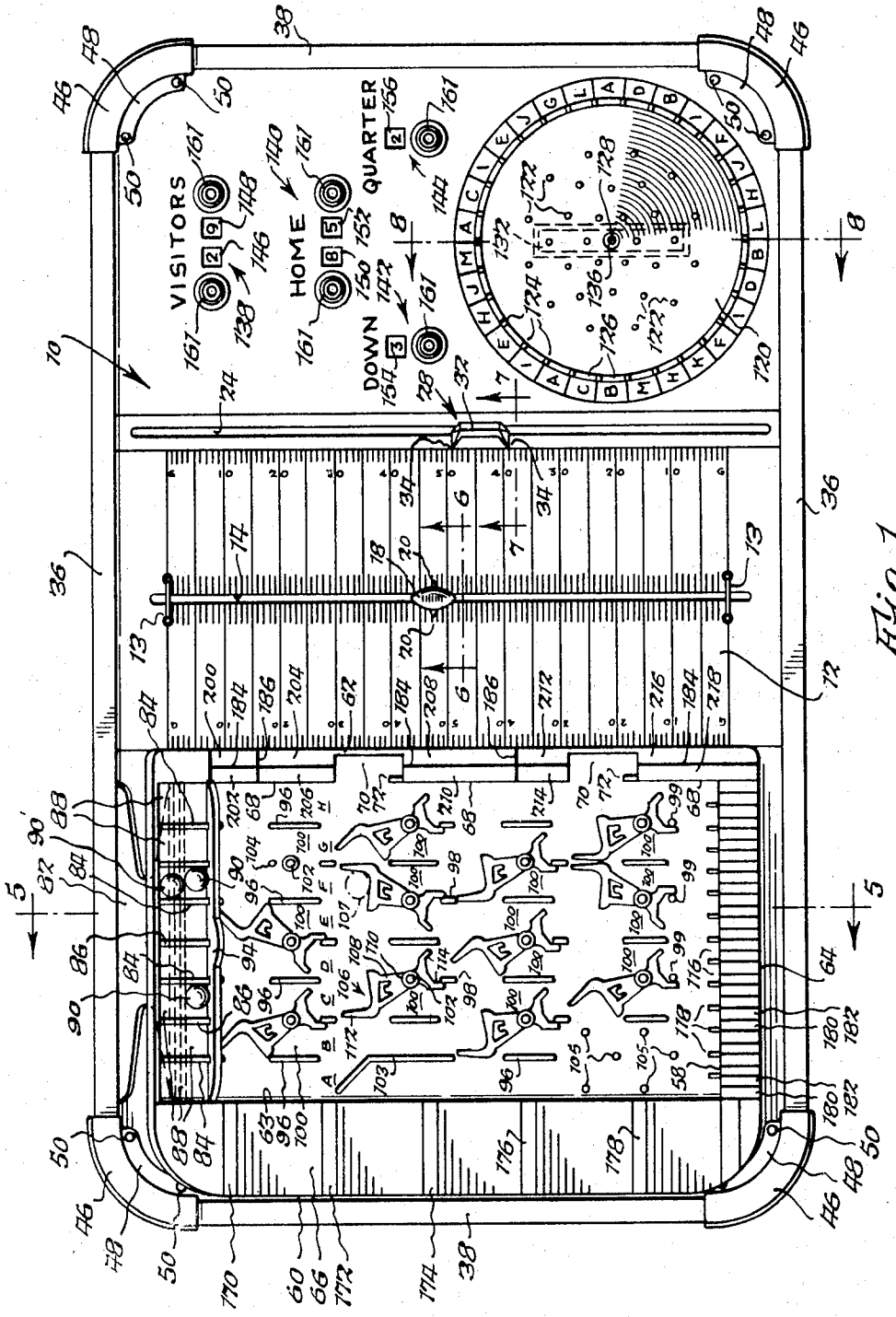


Fig. 1.

Fig. 2.

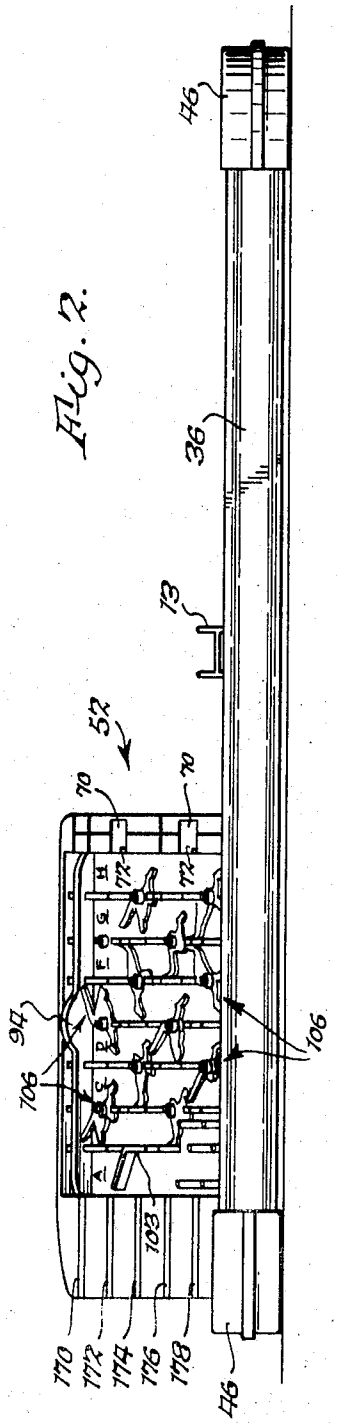


Fig. 3.

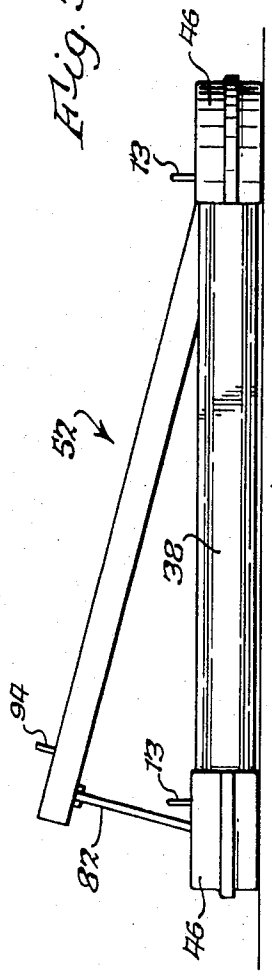
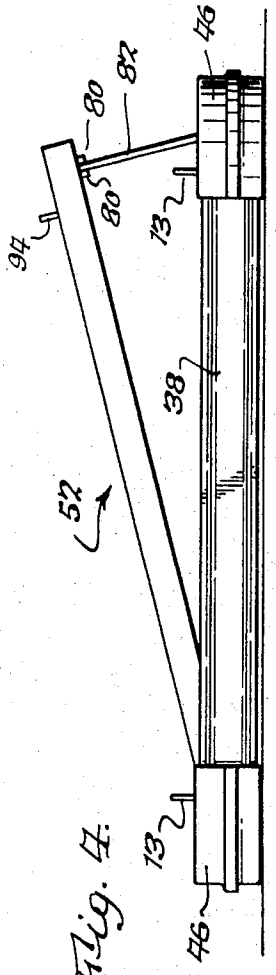


Fig. 4.



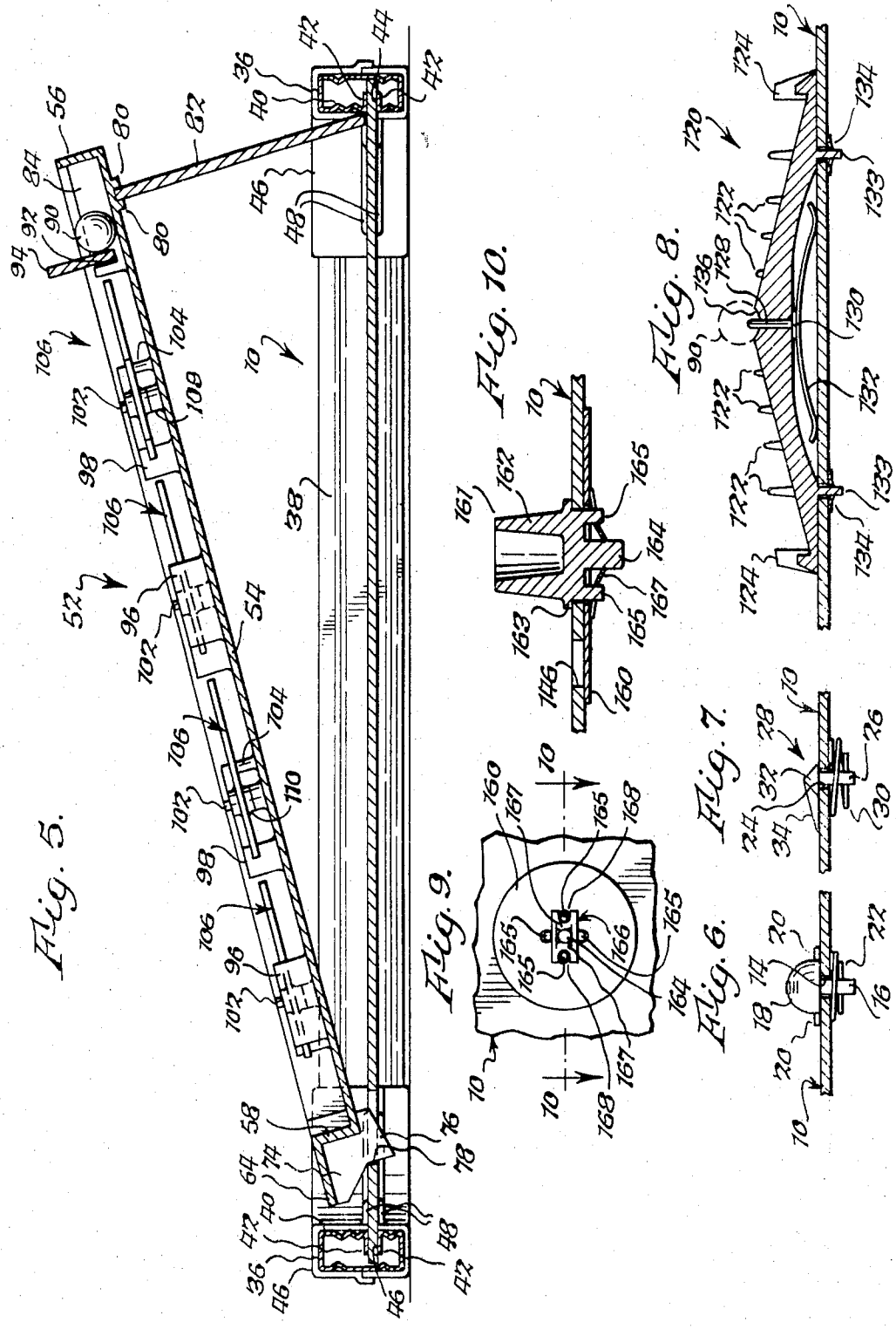


Fig. 5.

Fig. 6.

Fig. 7.

Fig. 8.

Fig. 9.

Fig. 10.

BALL EJECTING CONE-SHAPED CHANCE DEVICE

CROSS REFERENCE TO A RELATED APPLICATION

This application is a division of pending application Ser. No. 125,588 filed Mar. 18, 1971, and now U.S. Pat. No. 3,758,113.

BACKGROUND OF THE INVENTION

This invention relates to games played for amusement and, more particularly, to a new and improved tabletop game apparatus. While not limited thereto, as will become apparent, the apparatus of this invention is adapted to the playing of a simulated game of football.

Amusement games based upon the nationally recognized methods and rules of the playing of games such as football are known. Generally, these games fall into two broad classifications, one in which the success of the players is dependent entirely on the element of chance, and the other includes risks and stratagems optionally exercised by the players. In the latter, the success of the players depends upon their knowledge of the science and strategy of the game, thereby offering a greater challenge and greater opportunity for sustained interest.

SUMMARY OF THE INVENTION

The present invention provides an amusement apparatus in the form of a tabletop game which is highly entertaining, simulates the excitement and thrills of a real contest, and which includes not only chance happenings, events, and stratagems as they would likely occur in a regular game but also risks and stratagems optionally exercisable by the players whereby more than mere chance is involved in playing the game.

In one aspect thereof, the game is played on a horizontal board which includes a playing field, an inclined panel supported on the board and a distributor provided with means for determining the outcome of certain play situations. A plurality of pivotable members, representing defensive players, are selectively positioned and oriented on the panel and one or more ball members, representing offensive players, are selectively positioned behind a gate in channels provided on the upper end of the inclined panel which functions as a scrimmage panel. The balls are released and permitted to roll down the inclined panel and are either stopped by the pivotal members or advance past them into grooves provided at the lower end of the inclined panel. A ball stopped by a pivotal member is delivered thereby to a relatively remote lane upon pivotal engagement of the pivotal member by another ball. The termination of the rolling motion of the ball member, representing a ball carrier or passer, determines the result of a given play or the sequence to be followed as outlined by indicia at several locations on the scrimmage panel. Indicating means are provided on the first panel to record the play-by-play status of the game as it progresses.

BRIEF DESCRIPTION OF THE DRAWING FIGURES

FIG. 1 is a top plan view of an amusement game constructed in accordance with this invention;

FIG. 2 is a front elevational view thereof;

FIG. 3 is an end elevational view thereof, looking from the left as viewed in FIG. 1;

FIG. 4 is an end elevational view thereof looking from the right as viewed in FIG. 1;

FIG. 5 is a vertical sectional view, on an enlarged scale, taken about on line 5—5 of FIG. 1;

FIG. 6 is a fragmentary, vertical sectional view, on an enlarged scale, taken about on line 6—6 of FIG. 1;

FIG. 7 is a fragmentary, vertical sectional view, on an enlarged scale, taken about on line 7—7 of FIG. 1;

FIG. 8 is a fragmentary, vertical sectional view, on an enlarged scale, taken about on line 8—8 of FIG. 1;

FIG. 9 is a fragmentary, bottom plan view of a rotatable indicator used in conjunction with this invention; and

FIG. 10 is a vertical sectional view, on an enlarged scale, taken about on line 10—10 of FIG. 9.

DETAILED DESCRIPTION OF THE ILLUSTRATED EMBODIMENT

Referring now in detail to the drawings, there is shown in FIG. 1 a board, comprehensively designated **10,** having a simulated football playing field **12** on the upper surface thereof, which field is provided with upstanding goal posts **13** at the opposite ends thereof and is marked off on a reduced scale, at 5 yard intervals. An elongated slot **14** extends lengthwise of field **12** centrally thereof for receiving a guide member **16** (FIG. **6**) depending from a slide **18,** which is shaped in the form of a football and is provided with points **20** extending laterally from opposite sides thereof. Guide **16** projects below the bottom of board **10** and is provided with a slot or opening (not shown) for receiving one end of a compression spring **22** bearing against the bottom of board **10** to resiliently secure slide **18** in adjusted position on board **10.** Thus, slide **18** can be moved longitudinally of the playing field **12** to indicate the position of the football after a given play.

Another elongated slot **24** is located in board **10** adjacent one side of field **12** and extends lengthwise thereof for receiving a guide member **26** (FIG. 7) depending from a slide **28.** Guide member **26** projects below the bottom of board **10** and is provided with a slot or opening (not shown) to receive one end of a compression spring **30** bearing against the bottom of board **10** to resiliently secure slide **28** in adjusted position on board **10.** Slide **28** has an elongated body **32** provided with laterally extending pointers **34** at the opposite ends thereof, the spacing between pointers **34** representing a distance of 10 yards on playing field **12** and being used to determine the distance football slide **18** must advance in order to obtain a first down as is well known to those familiar with the rules of football.

Board **10** is supported along its marginal edge by a pair of elongated tubular support members **36** extending lengthwise of board **10** and a pair of elongated tubular support members **38** extending crosswise of panel **10.** Each of these support members is rectangular in cross section (FIG. **5**) and has an inner wall **40** provided with a pair of spaced, inturned flanges **42** defining a slot **44** for receiving the marginal edge portion of board **10.** The end portions of adjacent members **36** and **38** are joined together by arcuate splice members or connectors **46** provided with flanges **48** suitably secured to board **10** as by means of fasteners **50.**

Board **10** is generally rectangular in plan and preferably is formed of composition board with the various

designations and indicia printed on a lithograph sheet or sheets cemented to the upper surface of board **10** and then coated with a thin protective film of transparent plastic material. However, board **10** can be composed of any suitable material with various designs and information imprinted directly thereon within the purview of the present invention.

A separable panel **52,** preferably of transparent material, is positioned on the left end of board **10** as shown in FIG. **1.** Panel **52** comprises a bottom wall **54** (FIG. **5**), a top end wall **56,** a lower end wall **58** and a pair of side walls **60** and **62.** Lower end wall **58** is provided with a flange or ledge **64** having an upper surface on which indicia are printed or otherwise applied as will hereinafter become apparent. An intermediate wall **63** extends lengthwise of panel **52** in spaced parallel relation to wall **60.** A ledge or platform **66** extends between walls **60** and **63** substantially lengthwise thereof in the plane of ledge **64** and has an upper surface upon which indicia also are imprinted or otherwise applied for a purpose that will hereinafter be explained.

A plurality of rectangularly shaped, box-like elements **68** extend along wall **62** in longitudinally spaced relation and define cut-out sections **70** therebetween. The intermediate and lower elements **68,** as shown in FIG. **1,** are provided with projections **72** extending into the cut-out sections **70** for a reason that will become presently apparent.

To orient and support panel **52** in an inclined position on board **10,** a pair of laterally spaced bracket-like extensions **74** (FIG. **5**) project outwardly from bottom end wall **58** and have depending finger portions **76** of reduced dimensions insertable in spaced slots **78** in board **10.** The upper end of bottom wall **54** is provided with a pair of spaced ribs **80** extending below the bottom surface thereof and defining a channel for receiving the upper edge of a removable support member **82** the lower end of which engages in the juncture of board **10** and tubular member **36.** When panel **52** is not in use, support member **82** is removed so that panel **52** can be swung downwardly to a position of rest against board **10.** Thus, brackets **74** provide a pivotal support for panel **52** on board **10,** although it will be appreciated that panel **52** can be removed from board **10** and used separately or with another board.

Panel **52** is provided with a plurality of longitudinally extending partitions **84** and **86** at the upper end thereof as viewed in FIG. **1** for defining a series of channels **88** in which marbles or other ball members **90** are placed. partitions **84** are longer than partitions **86** and have grooves **92** adjacent the lower ends thereof, the grooves **92** being in transverse alignment for receiving a restraining, barrier gate **94** extending transversely of channels **88** for releasably retaining ball members **90** therein.

A plurality of rows of longitudinally spaced-apart partitions are mounted on the upper surface of panel wall **54.** Each row comprises alternating long and short partitions **96** and **98,** respectively, constituting an interrupted wall extending longitudinally of panel **52.** Each pair of adjacent rows **96, 98** defines a lane along which ball members **90** can roll, the lanes being identified by the letters A-H and corresponding in number to the number of chanels **88** with which they are aligned. Each pair of laterally adjacent partitions **96** defines a compartment **100** having a pivot pin **102** located approximately centrally thereof and extending inwardly from panel **52** and a support pin **104** spaced longitudinally from pin **102** for a purpose hereinafter explained. It will be seen that the short partitions **98** are disposed in spaced longitudinal alignment with pivot pins **102** and are located adjacent the bottom of compartments **100** as shown in FIG. **1.** In lieu of partitions **98,** pegs can be utilized as shown at **99** in the bottom row of compartments **100,** such pegs serving the same purpose as partitions **98.** A partition **103** is mounted on panel **52** adjacent wall **63** in line with partitions **96** between lanes A and B and has an upwardly and laterally outwardly inclined extension for directing a rolling ball member **90** away from wall **63.** Also, a series of pegs **105** are mounted in the lower left corner of panel **52** to deflect and change the path of movement of rolling ball members **90.**

A plurality of pivotable gate members **106** are selectively mounted in compartments **100.** Each member **106** has an elongated body portion **108** provided with a hub **110** on opposite sides thereof having an opening therethrough for rotational engagement about pin **102** with either surface of body **108** facing upwardly. Body portion **108** terminates at one end in an L-shaped head formation having a projecting finger **112** thereon and serving as a stop or barrier for interrupting the rolling motion of ball members **90** and for deflecting the latter into a different path of travel. The other end or tail of body portion **108** is bifurcated to form a pair of projecting abutments **114** adapted to be struck by a ball member **90** for swinging member **106** to an alternate position. The swinging movement of member **106** is terminated by the engagement of either abutment **114** with partitions **98** or pegs **99.** Members **106** can be selectively placed on pins **102** so that the finger formations **112** are oriented either to the left or right side of body portion **108** but disposed above its associated pivot pin **102** as shown in FIG. **1.** In other words, the asymmetrical members can be inverted on pins **102,** but with the heads always in the upwardly facing position. Body portion **108** rests on the boss **109** surrounding the base of its pivot pin **102** and is readily swung over support pin **104** in an arcuate path of limited range as determined by the engagement of abutments **114** with partitions **98** or pins **99.**

Normally, each member **106** spans two lanes with the head end extending into one lane and the tail end extending into an adjacent lane in the same compartment **100.** The configuration of formation **112** is such as to be able to trap a ball member **90** therein in spaced relation to the adjacent partition wall, as indicated at **107** in FIG. **1,** thereby "loading" the member **106.** A subsequent rolling ball member **90** engaging abutment **114** of the "loaded" member **106** in the adjacent lane E will swing that member **106** about its pivot pin **102** to move the head thereof and the trapped ball across the adjacent lane E and release the ball member **90** from formation **112** into a third lane D which is exterior of the compartment in which that member **106** is located. Of course, any ball member **90** engaging abutment **114** will move the latter out of the way and continue to advance downwardly along panel **52.** Also, ball members **90** can be trapped into cut-out sections **70** against wall **62** by means of projections **72,** or can advance past all the members **106** and become lodged in any one of several grooves **116** defined by ribs **118** projecting inwardly from bottom end wall **58.**

It should be appreciated that panel **52,** together with ball members **90** and pivotal members **106** can constitute an amusement game, per se, and is not restricted to use with the associated football game herein described. Support member **82** or any other suitable support could be utilized to maintain panel **52** in an inclined position on a table or any other support surface. Likewise, any number of game objectives, each having predetermined rules, are envisaged by the panel arrangement of this invention. However, in the use of panel **52** in connection with the illustrative football game of this invention, ball members **90** represent offensive players and pivotal members **106** represent defensive players.

A stationary cone-shaped distributor **120** is mounted on the lower right hand corner of board **10** as shown in FIG. **1** and is provided with a random arrangement of a plurality of pegs **122** of varying sizes extending upwardly from the upper surface of distributor **120.** A series of circumferentially spaced teeth **124** are disposed along the marginal edge of distributor **120** and define pockets **126** therebetween. A spring biased pin or plunger **128** is mounted for sliding movement in an opening located centrally of distributor **120** and is provided with a flat base **130** engagable with a leaf spring **132** mounted in a cavity in distributor **120** and supported on board **10.** Distributor **120** is secured to board **10** by a plurality of studs **133** depending from the base of distributor **120** and projecting through corresponding openings in board **10,** the studs **133** being held in place by a suitable fastener, such as Tinnerman nuts **134** for example.

An annular strip **135** having indicia imprinted thereon, is located on board **10** adjacent the peripheral edge of distributor **120.** In the illustrated embodiment, this indicia is in the form of letters corresponding to pockets **126.** In use, a player depresses a ball member **90** against spring loaded plunger **128** until ball member **90** is seated in dimple or recess **136.** The player then removes his finger allowing the spring loaded plunger **128** to eject ball member **90** from the recess, the ball being free to roll downwardly along the surface of distributor **120.** Ball member **90** rolls in a meandering path between pegs **122** until it finally comes to rest in a pocket **126.** The letter is referenced to the indicia imprinted on ledge **66** which indicates the result of a given play as will hereinafter be described.

While distributor **120** is utilized in conjunction with a simulated football game as herein described, it should be realized that distributor **120** can be used in conjunction with other games, as desired.

Also mounted on board **10** at the upper right corner thereof as viewed in FIG. **1** are a plurality of recording means, generally designated **138, 140, 142** and **144** having rotatable indicators located beneath board **10** and on which are printed appropriate numerals which are successively displayed through windows **146, 148, 150, 152, 154** and **156** cut through board **10** below the printed designations VISITORS, HOME, DOWN and QUARTER. Since the indicators are of identical construction and all function in the same manner, a detailed description of only one is believed sufficient.

With reference to FIG. **10,** there is shown a rotatable indicator **160** having appropriate numerals printed on the upper surface thereof. A knob **161** is provided for rotating indicator **160** and comprises a body **162** having an annular shoulder **163** bearing against the upper surface of board **10.** Means are provided for securing knob **161** to indicator **160,** such means comprising a central stud **164** and a plurality of circumferentially spaced studs **165** projecting downwardly from the base of body **162** through board **10** and suitable openings in indicator **160** and secured to the latter by means of a spring metal fastener **166.** As shown in FIG. **9,** fastener **166** includes a pair of diametrically opposed prongs **167** biting into central stud **164** and having notches **168** for receiving two of the studs **165.** The other pair of studs **165** engage the longitudinal edges of fastener **166** whereby rotation of knob **161** effects rotation of fastener **166** through studs **164, 165** to rotate indicator **160** and thereby index the proper numeral below window **146** to record the play-by-play status of the game as it progresses.

The indicia appearing on platform **66** provides information indicating the results of various plays and are used in conjunction with distributor **120.** Such indicia bears five general headings, identified by reference numerals **170, 172, 174, 176** and **178,** and said heading can comprise for example, PENALTIES, KICK AND PUNT, PASS INTERCEPTION AND RETURN, FIELD GOAL, and POINTS AFTER TOUCHDOWN, respectively. Under each of these headings, the letters A through M, corresponding to the letters on annular strip **135** of distributor **120,** are listed in alphabetical order with each letter specifying the result of a particular play. An exemplary heading, such as PENALTIES for example, could include the following play results:

PENALTIES

A DEF. OFFSIDE	5 YDS.
B OFF. OFFSIDE	5 YDS.
C DEF. ILL. PROC.	15 YDS.
D OFF. ILL. PROC.	15 YDS.
M DEF. PERS. FOUL	15 YDS.

It should be appreciated that more or less than 13 plays can be provided under a particular heading if desired, provided however, that either a corresponding number of letters are included on strip **135,** or that certain results are repeated. In some instances, such as in the case of POINTS AFTER TOUCHDOWN and FIELD GOAL, certain results would be repeated because there are only a limited number of plays which can be effected. Also, it should be realized that the above listed plays are representative only and that an almost infinite variety of play results can be substituted for those described above, as desired.

The indicia provided on ledge **64** also indicates the result of a play and/or determines the sequel to be followed during the course of the game. The designations on ledge **64** comprise alternate strips **180** and **182** representing RUSH and PASS play situations with indicia bearing information imprinted on each of these strips. Such strips can be in contrasting colors. As shown in FIG. **1,** the width of each ball receiving groove **116** equals the combined widths of a pair of adjacent strips **180** and **182** so that if an offensive ball member **90** should advance past the defensive players represented by members **106** and become lodged in any one of the grooves **116,** the information provided on either strip **180** or **182** will be followed depending on whether the play initially elected was a pass or a run play, it being understood that the option to pass or run is exercised by the offensive player prior to initiating the play. In-

formation such as the following is printed on strips **180** and **182,** from left to right as viewed in FIG. **1** with the asterik denoting pass plays:

RUSH & PASS

5 YARD LOSS;
10 YARD LOSS*;
5 YARDS;
10 YARDS*;
10 YARDS;
25 YARDS*;
TOUCHDOWN;
TOUCHDOWN*;
etc.

The upper surfaces of box-like elements **68** along the right side of panel **52** are separated into rectangularly-shaped spaces by longitudinal lines **184** and transverse lines **186,** the spaces being identified by reference numerals **200, 202, 204, 206, 208, 210, 212, 214, 216** and **218.** Spaces **200** and **202** are marked with the designations PASS and RUSH, respectively. Spaces **204–218** are marked with numerals at the upper ends thereof indicating the yardage gained or lost by the offensive players, as represented by ball members **90,** upon termination of the forward motion of such ball members **90,** by members **106** or by the cut-out sections **70** along a line corresponding with the respective numerals. For example, starting from the top as viewed in FIG. **1** and working downwardly therefrom, an exemplary listing of numerals located in spaces **204–218** appear as follows:

YARDS		SPACES
RUSH	PASS	200;202
−2	−10	204;206
0	0	208;210
1	2	212;214
2	5	216;218

As an illustration, assume that a ball member **90** representing an offensive player in a pass play advances downwardly along panel **52** and is stopped by barrier **112** of a pivotal member **106** located in the third horizontal row from the top. A corresponding reading under a pass play in space **214** (transversely aligned with the pivot **102** of that member **106**) indicates that the offensive team has advanced **2** yards. Thus, football slide **18** will be advanced two yards on field **12.**

The football game of the present invention is played by two players each representing one of the teams which will alternately be on the offensive and defensive, respectively, and which can be designated either the "home" team or the "visitors." As in actual football, the player representing the offensive team endeavors to score a touchdown or make successive first downs to achieve a touchdown while the player representing the defensive team attempts to block such endeavors. When a team is on the offensive, it is represented by ball members **90** and when on the defensive, is represented by eleven pivotal members **106.** One of the ball members is designated **90'** and can be of a different color, representing the ball carrier or passer while the other two ball members **90** represent offensive blockers. In the event a pass play is contemplated, only ball **90'** is used. The player whose team is on the defensive is allowed a certain amount of time, say thirty seconds, in which to selectively position and orient pivotal members **106** in compartments **100** or panel **52** to provide a selective defense formation after each play. After the defense is set up, the offense is allowed the same amount of time to selectively position balls **90** and/or **90'** in any one or more channels **88** behind restraining gate **94.** If either team exceeds the time limit in positioning their players, they are penalized.

In playing the game, a toss of a coin determines which team will kick to start the game. Assuming that the "visitors" win the toss and elect to receive, the "home" team must kick off and slide **18** is moved to bring pointers **20** into position on the "home" team's 40 yard line. The player representing the "home" team urges one of the ball members **90** against the spring biased pin **128** on distributor **120** and depresses the same. When the ball is released, it rolls down the slope of distributor **120** in a random path between pegs **122** until it comes to rest in one of the pockets **126** disposed along the periphery of distributor **120.** Assuming that the ball lodges in a groove or pocket **126** designated A, reference is made to A under the heading KICK AND PUNT on ledge **66** which might specify a **40** yard kick and a fair catch. Football slide **18** is then moved **40** yards along playing field **12** to the opposition's **20** yard line, of the opposing team which now has possession of the ball. The lplayer representing the defensive team then positions pivotal members **106** in selected compartments **100** and orients the heads **112** of members **106** in the direction desired. The player representing the offensive team then places ball members **90** and **90'** in any one or more channels **88,** for example as shown in FIG. **1.** Restraining gate **94** is then raised vertically allowing ball members **90** and **90'** to roll downwardly along inclined panel **52.** Blocker ball members **90** serve as offensive blocking backs running interference for ball carrier **90'** and can be strategically placed in channels **88** to encounter abutments **114** of certain pivotal members **106** for disabling the latter as obstacles in the path of ball carrier **90'.**

Pass or Rush plays are completed when ball member **90'** is trapped by a defensive player, as represented by member **106** on panel **52,** forced out of bounds into cut-out sections **70,** or reaches the bottom of panel **152** and becomes lodged in one of the grooves **116.** Should ball member **90'** be stopped along panel **52** prior to reaching the bottom thereof, the resultant yardage gain or loss will be taken from the readings on elements **68.** If ball member **90'** advances past all the pivotal members **106,** the corresponding information on either strip **180** or **182** will be followed, depending on whether a rush play or a pass play was executed. For example, if a rush play was executed and ball members **90'** lodges in a groove **116** having "PENALTY" inscribed on the corresponding strip **180,** distributor **120** must be used to determine the extent of such penalty and against whom the penalty is applied. A ball member **90** is then placed on spring biased pin **128** and released to allow ball member **90** to roll at random along the slope of distributor **120** until it becomes lodged in one of the pockets **126.** If ball member **90** is stopped in a groove **126** designating the letter "D," reference is made to D under the general heading PENALTIES, which bears the information "Off. Illegal Procedure — **15** yards." The offensive team is accordingly penalized **15** yards and football slide **18** is moved the same proportionate distance on playing field **12** against the offensive team. The game progresses in this manner to its conclusion,

it being understood that the general rules of football are applicable in playing the game.

Rush plays place two or three ball members **90** in motion and take more consideration due to the possibilities of the blocker ball members becoming lodged in the penalty slot. If a blocker ball member incurs a penalty, distributor **120** must be used as described above to determine whether it is an offensive or defensive penalty and the extent of the penalty, such penalty being effective to alter the outcome of the rush play.

In playing the game, a certain degree of proficiency can be developed in selectively positioning the defensive players so as to stop the offensive. A swinging gate maze of this general type is known (see U.S. Pat. No. 3,278,187). There, however, the ball is trapped between the swinging gate and a partition wall segment and is simply released to continue in its original path or lane, as distinguished from the instant invention wherein the ball is trapped entirely by the swinging gate and is transferred across the adjacent lane for release into a remote lane. The instant invention is further distinguished by the barrier gate arrangement for simultaneous release of a plurality of balls, and by the reversibility of the gate members for either right or left hand delivery of the trapped balls.

The present invention thus provides an amusement game apparatus which may be readily set up and played by any two players familiar with the rules of the simulated game. The game not only includes chance occurances but also requires a degree of skill including strategy and risks optionally exercisable by either player in selectively positioning the offensive and defensive players.

A single embodiment of this invention having been disclosed in detail, it is to be understood that this has been done by way of illustration only.

I claim:

1. A game apparatus comprising: a body having a base and an upper conical surface, a plurality of pegs projecting upwardly from said conical surface, a plurality of ball receiving pockets disposed about the marginal edge of said conical surface, said conical surface being provided with a hole centrally of said surface, a plunger slidably disposed in said hole, ball seating means operatively associated with said plunger, means mounted in said body biasing said plunger to an upper position wherein the upper end of said plunger projects above said conical surface, said plunger being depressed against said biasing means by a force exerted against a ball placed on the upper end of said plunger and on said seating means whereby removal of said force causes said plunger to expel said ball.

2. A game apparatus comprising: a body having a base and an upper conical surface along which an object is adapted to move, means projecting upwardly from said conical surface for deflecting said rolling object and changing the path of movement thereof, a plurality of object receiving pockets disposed about the marginal edge of said conical surface, a plunger slidably mounted through a hole in said body, means mounted in said body biasing said plunger to an upper position wherein the upper end of said plunger projects above said conical surface, ball seating means operatively associated with said plunger, said plunger being depressed against said biasing means by a force exerted against said object placed on the upper end of said plunger and on said seating means whereby removal of said force causes said plunger to expel said object.

3. A game apparatus according to claim **2** wherein said means projecting comprises a plurality of pegs extending upwardly from said conical surface and randomly spaced from each other.

4. A game apparatus according to claim **2** wherein said conical surface is provided with said hole centrally of said surface for receiving said plunger therethrough.

5. A game apparatus according to claim **2** wherein said plunger is provided with a base and said biasing means comprises a leaf spring mounted in a cavity of said body and engagable against said plunger base.

6. A game apparatus according to claim **2** including annularly arranged indicia disposed adjacent said marginal edge of said conical surface and corresponding to said pockets.

7. A game apparatus according to claim **2** wherein said means projecting comprises a plurality of pegs extending upwardly from said conical surface and spaced from each other, said conical surface being provided with said hole centrally of said surface for receiving said plunger therethrough, said plunger being provided with a base, and said biasing means comprising a leaf spring mounted in a cavity of said body and engagable against said plunger base.

8. A game apparatus according to claim **1** including annularly arranged indicia disposed adjacent said marginal edge of said cone-shaped member and corresponding to said pockets.

9. A game apparatus according to claim **1** wherein said ball seating means comprises a recess provided in said conical surface around said hole.

10. A game apparatus according to claim **2** wherein sail ball seating means comprises a recess provided in said conical surface around said hole.

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