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Cooper et al.

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[54] **SKEE-BALL APPARATUS INCLUDING BALL EJECTION TARGETS**

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[51] **Int. Cl.** **A63b 71/02**

[58] **Field of Search** ..... 273/95 R, 95 D, 102 R, 273/102.1 R, 102.1 C, 102.1 G, 102.2 R, 105 R, 105 A, 127 R, 127 A, 118 R, 121 R, 122 R, 123 R, 124 R, 125 R, 126 R, 126 A

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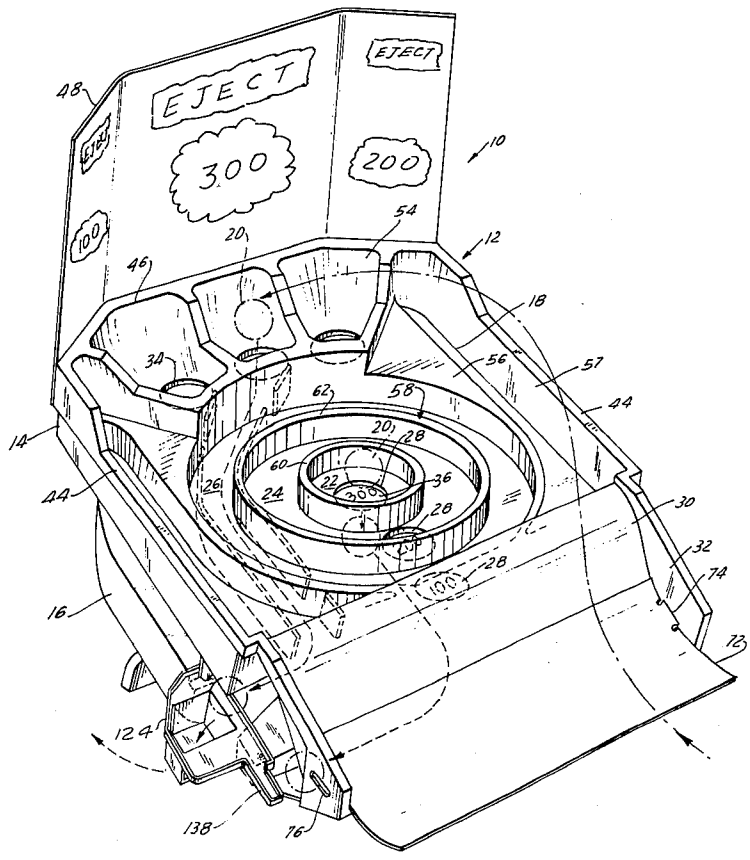
[57] **ABSTRACT**

A game of the type in which a plurality of balls are rolled or otherwise projected onto a playing surface includes a frame which has two sets of apertures formed therein respectively defining projectile ejection and scoring openings and cooperating with a plurality of independent scoring actuator members mounted in the frame. The actuator members are respectively associated between individual apertures in the two groups and each actuator includes a surface portion which is adapted to prevent a ball on the playing surface from falling through its associated scoring opening and means for moving this surface away from the scoring opening in response to the placement of another ball in the lever's associated ejection opening, so as to permit the ball on the playing surface to fall through the scoring opening, thereby removing the score represented by that ball from the game.

22 Claims, 5 Drawing Figures



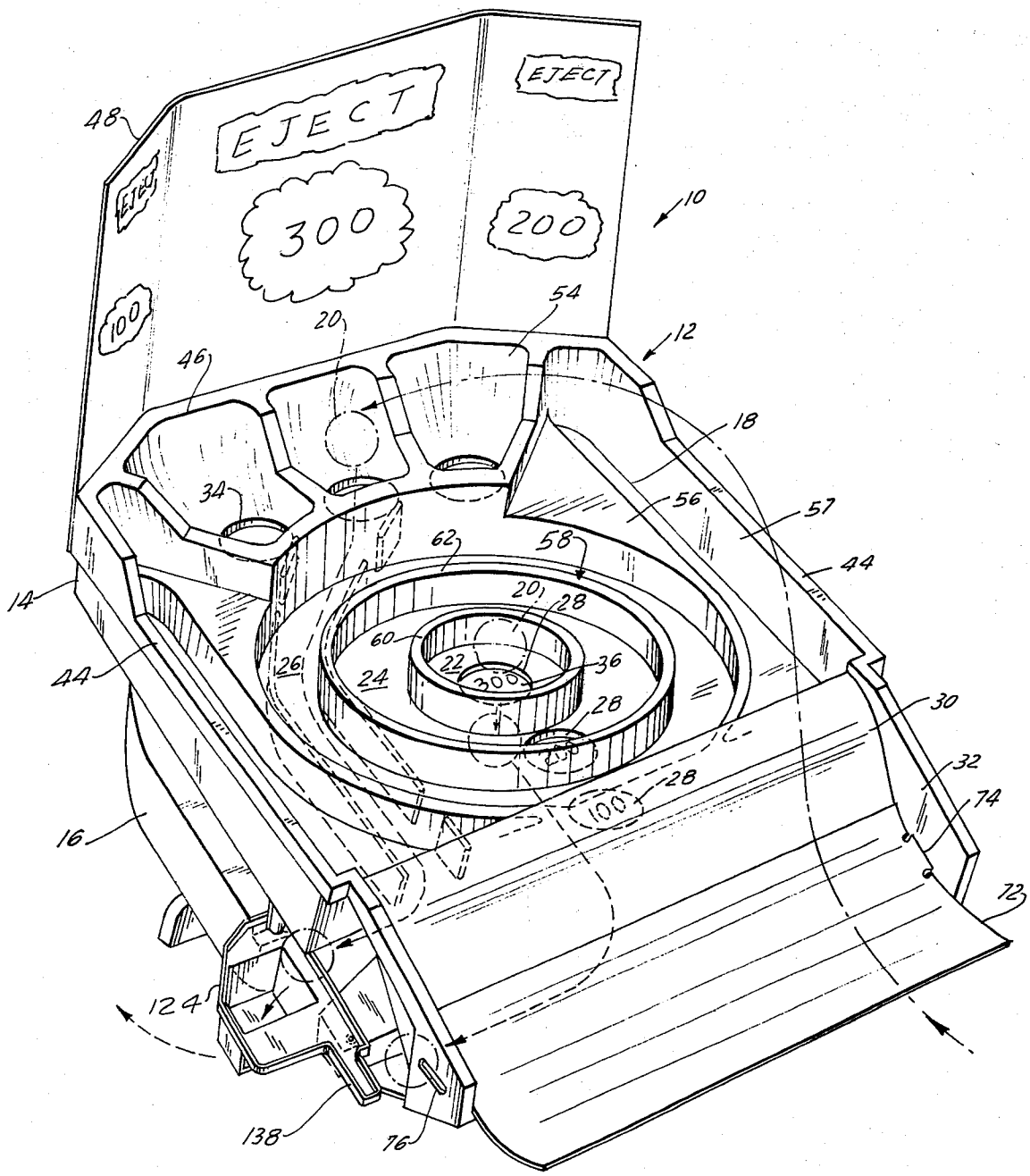

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FIG. 1

FIG. 4

FIG. 2

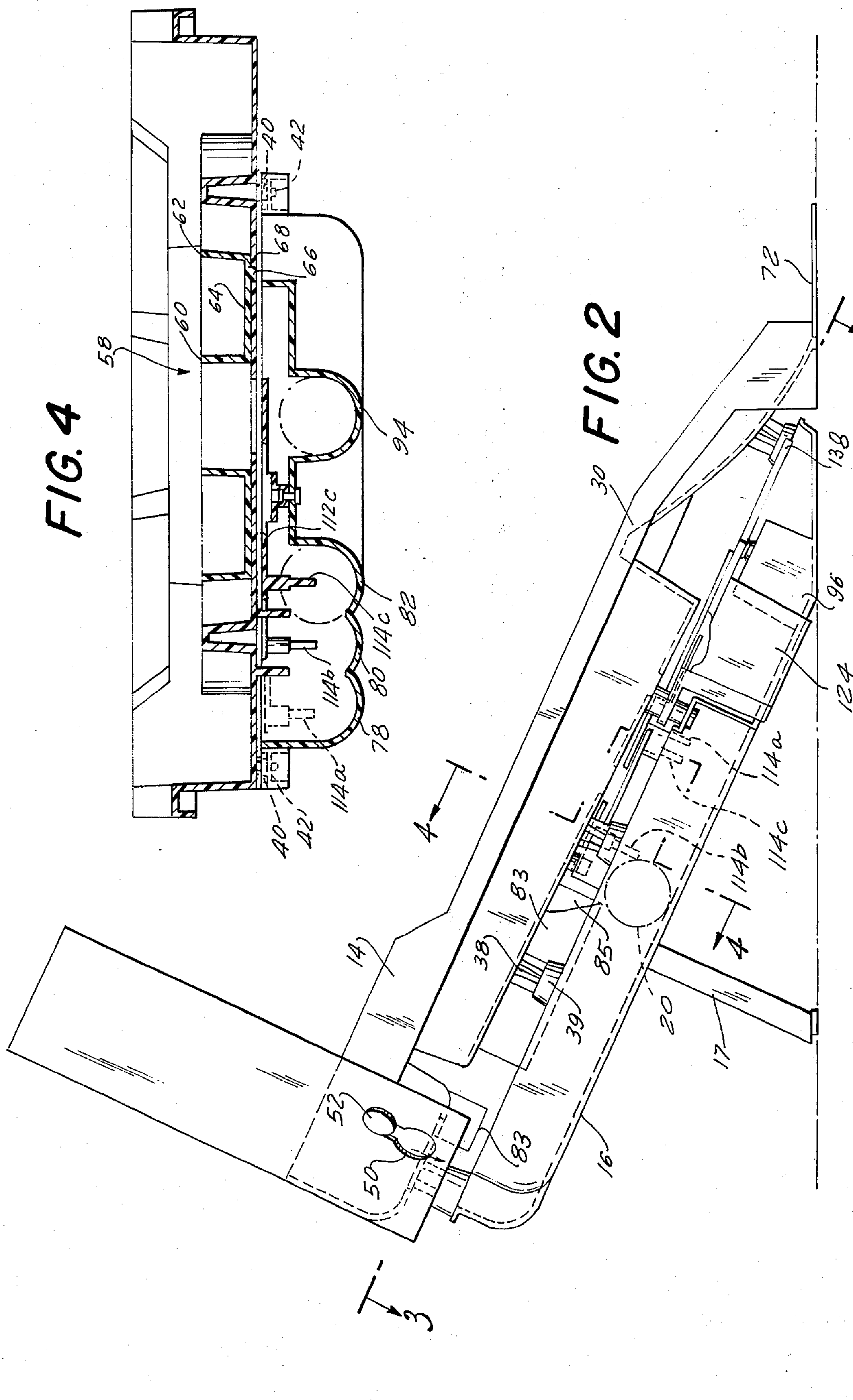
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FIG. 3

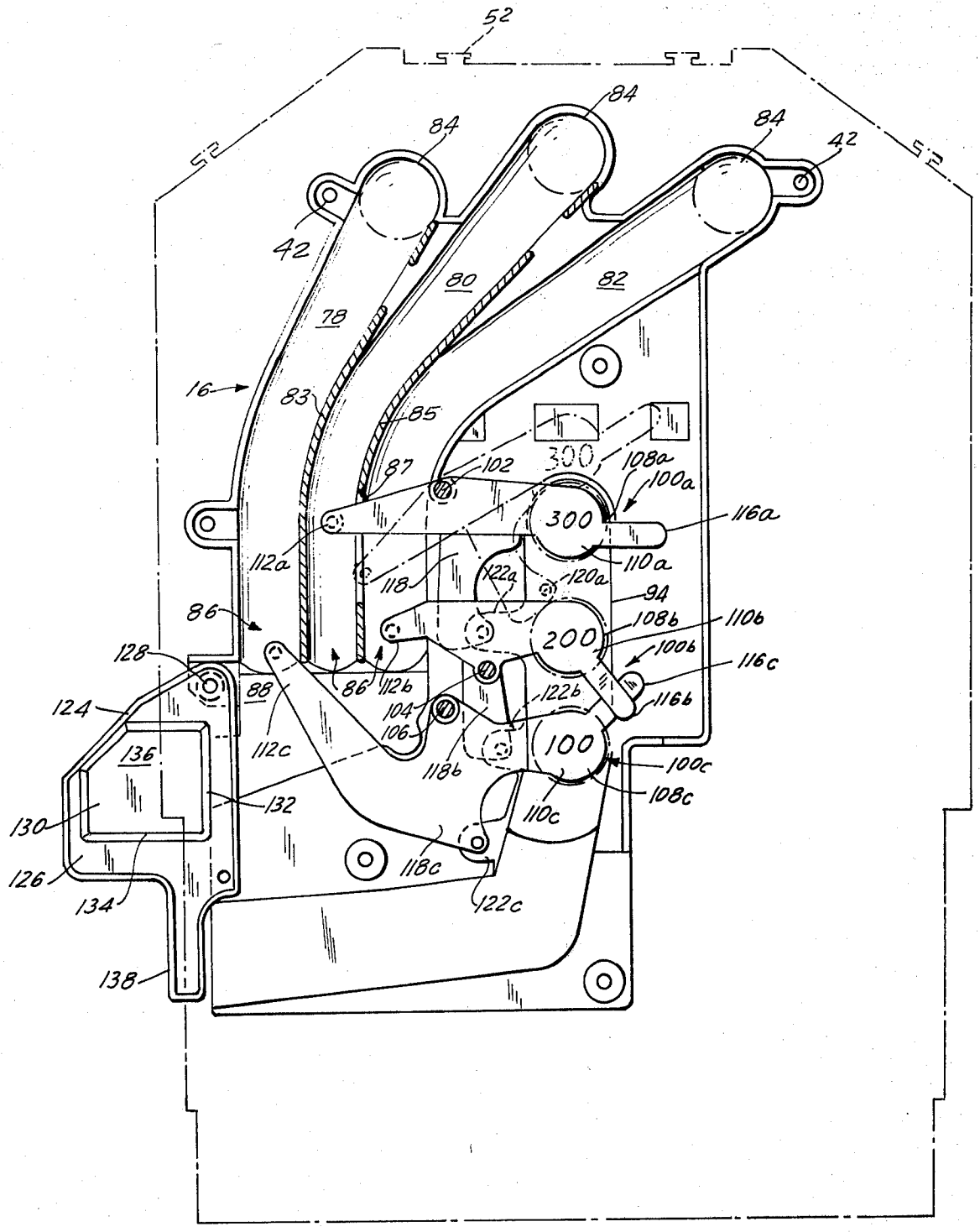
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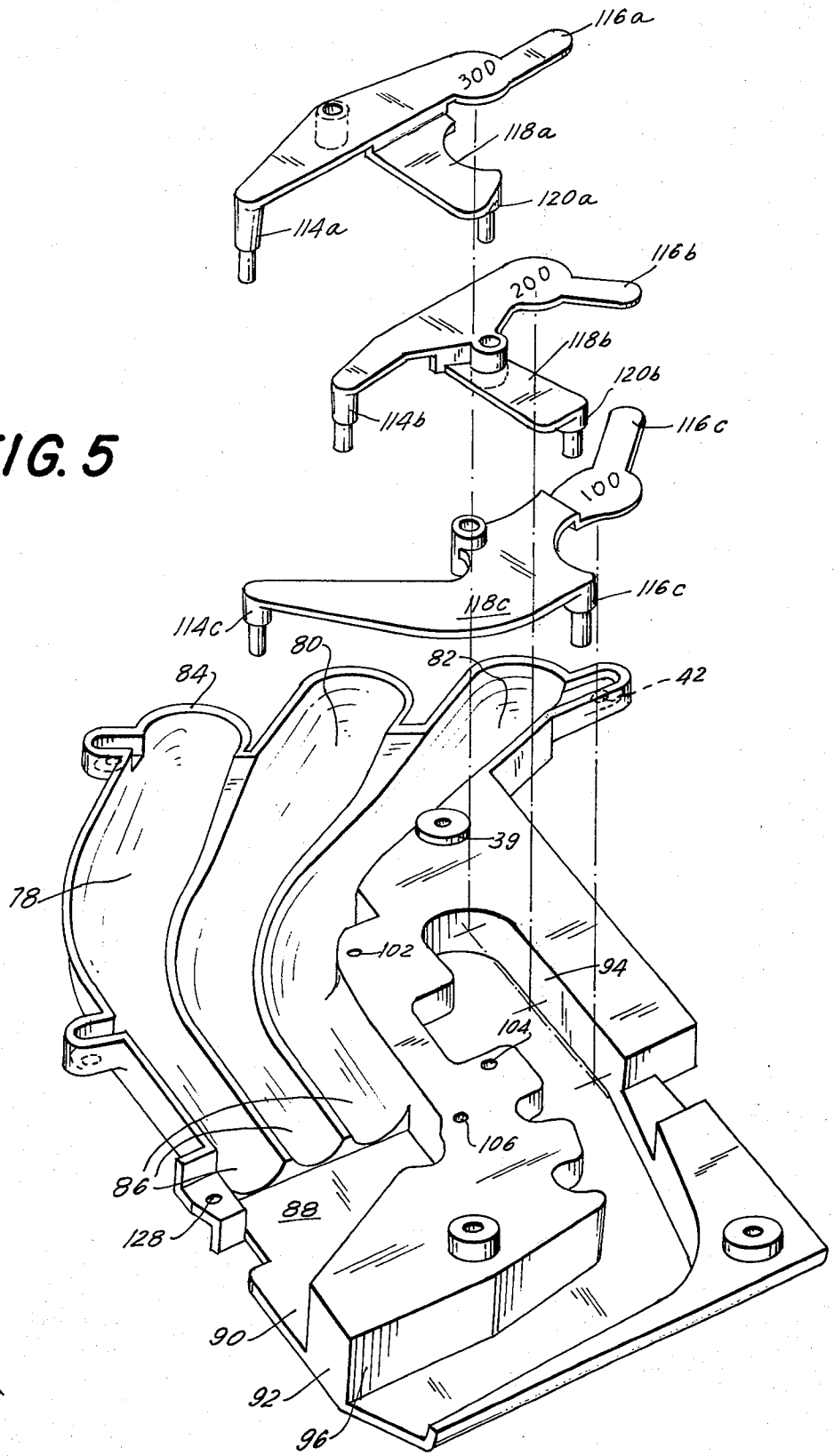
FIG. 5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SKEE-BALL APPARATUS INCLUDING BALL EJECTION TARGETS

The present invention relates to games and more particularly to a ball-game which can be played both offensively and defensively by the respective players thereby to permit the players to attain points or remove an opponents points from the game.

A large variety of games constituting modifications of the well known Skee Ball game have previously been proposed in which a ball or projectile is rolled or otherwise projected onto a playing surface having a plurality of openings formed therein. In the Skee Ball game and in most of its previously proposed modifications, each of the openings represent a score figure for the player projecting the ball in the game, with the object of the game being for the player to accumulate a predetermined score as a result of projecting his balls into the scoring areas or openings of the playing surface. Such previously proposed games, however, are limited in their interest and capacity to produce competition among the players since they are only capable of being played offensively. That is, the players can only accumulate points in the game by placing their balls in the predetermined scoring areas or openings. Thus, it is not possible with such games for the players to play defensively or to plan a strategy, so as to eliminate opponents points from the game or to prevent the opponent from obtaining points.

The present invention, on the other hand, provides a game which is adapted to be played both offensively and defensively in that it permits players to remove opponent's scores from the game during the course of play.

Thus, it is an object of the present invention to provide a game which is adapted to be played both offensively and defensively by the respective players.

Yet another object of the present invention is to provide a game of the character described which requires physical dexterity and skill in projecting balls or other projectiles onto a playing surface in order to obtain predetermined scores or goals.

Yet another object of the present invention is to provide a game of the character described which is relatively simple and economical in construction and durable in use.

In accordance with one illustrative embodiment, the game of the present invention includes a frame having a playing surface supported in an inclined position, with means on the playing surface defining a plurality of independent scoring areas which are assigned predetermined point values and into which balls or other projectiles may be projected by the players in order to accumulate points. The playing surface of the game has two sets of apertures formed therein, with one set defining individual scoring openings respectively located in each of the scoring areas thereon. The other set of apertures in the playing surface define ball or point ejection openings through which the players may project balls during the play of the game, with the ejection openings being located adjacent to but outside of the scoring areas.

In order to permit the game to be played both offensively and defensively, a plurality of independent scoring actuator members are mounted in the frame below the playing surface. These actuator members are respectively associated between individual openings in the scoring and ejection sets, as described hereinafter, so as to associate the openings in the respective sets in pairs. Each of the actuators includes means for preventing a projectile placed in its associated scoring area from passing through the scoring opening in that area. In addition, each of the actuators includes means which cooperates with a ball projected into the actuator's associated ejection opening in order to cause the actuator to open its associated scoring opening and permit a ball to pass therethrough. Thus, in the play of the game, as the players project balls onto the scoring areas, the balls are initially prevented from falling through the openings by the actuators. However, when another player projects his ball through the proper ejection opening, the actuator associated with that opening is operated to open its associated scoring opening and permit the ball in the scoring area associated therewith to fall therethrough, thus removing the points represented by that ball from the game.

The above, and other objects, features and advantages of the present invention, will be apparent in the following detailed description of an illustrative embodiment thereof, which is to be read in connection with the accompanying drawings, wherein:

FIG. 1 is a perspective view of a game constructed in accordance with one embodiment of the present invention;

FIG. 2 is a side view, with parts broken away, of the game illustrated in FIG. 1;

FIG. 3 is a plan view taken along line 3—3 of FIG. 2, with the upper portions of the game illustrated in phantom lines;

FIG. 4 is a sectional view taken along the broken line 4—4 of FIG. 2; and

FIG. 5 is an exploded perspective view of the lower portion of the game of the present invention.

Referring now to the drawing in detail, and initially to FIG. 1 thereof, it will be seen that the game 10 of the present invention includes a frame 12 having upper and lower frame portions 14, 16 respectively supported in an inclined configuration by a support leg 17, secured to frame portion 16 in any convenient manner. Upper frame portion 14 has a playing surface 18 formed thereon onto which one or more projectiles, e.g. balls, 20 or the like are projected during the play of the game.

In the illustrative embodiment of the invention playing surface 18 has three scoring areas 22, 24 and 26 defined thereon, each of which are assigned different point values, e.g. 100, 200 and 300 points, as indicated in the drawing. Each of these playing or scoring areas has a scoring opening 28 formed therein through which projectiles or balls 20 may fall during the course of the game. In the play of the game the balls 20 are rolled along an inclined ramp 30 at the front edge 32 of frame 12 onto playing surface 18 and thus into one of the scoring areas 22-26. In addition, playing surface 18 is provided with a plurality of additional holes 34, preferably equal in number to the number of openings 28. These openings represent eject holes or apertures into which balls 20 may be projected by rolling along ramp 30.

Each ejection opening 34 is operatively associated with one of the scoring apertures 28 by a scoring actuator member, more fully described hereinafter, each of which includes a stop or supporting surface 36 located below its associated aperture 28. By the provision of the actuator members, balls placed in the scoring areas

22–26 will not fall through apertures 28 since those apertures are effectively closed by the stop surfaces 36. However, when a ball is projected into an aperture 34, the ball will operate the actuating member associated therewith to move the stop surface of that actuating member away from beneath its associated scoring opening 28, thereby permitting a ball supported in the opening's surrounding scoring area to fall through the opening into the lower frame portion 16 of the game. This effects removal of the ball in the scoring area from the game and thus removes the points credited to that ball from the game.

The two frame portions 14, 16 of the game are connected in superimposed spaced relation to each other by a plurality of male and female connectors 38, 39 respectively formed thereon in any convenient manner. These connectors serve to properly locate the upper and lower frame portions 14, 16 with respect to each other, and rigidly interconnect the same. In one embodiment of the invention screws or bolts may be used between the connectors to insure relatively permanent connection therebetween. Moreover, additional locator pins 40 and apertures 42 may be formed in the respective frame parts in order to properly locate the same with respect to one another.

Preferably, frame portions 14, 16 are each formed of an integral molded plastic construction. As seen most clearly in FIG. 1, frame portion 14 includes a plurality of integral side walls 44 and a rear end wall 46 to which a placard 48 may be secured in any convenient manner; e.g. by key hole type slots 50 formed in the placard for cooperation with button projections 52 on frame portion 14. Rear wall 46 is formed in three integral segments, as seen in FIG. 1, corresponding generally to the three ejection apertures 34 formed in playing surface 18. The latter has three pockets or wells 54 formed therein surrounding each of the openings 34, so as to separate the openings from one another.

As mentioned, each of the openings 34 is operatively associated with individual scoring openings 28, so as to permit ejection of balls from within the scoring areas. Thus, placard 48 may be imprinted with indicia or legending (as seen in FIG. 1) representing which of the scoring apertures 28 the adjacent ejection opening 34 is associated with.

Playing surface 18 has a generally annular integral wall member 56 formed thereon, as seen in FIG. 1, so as to define a generally circular central scoring area in which the scoring areas 22, 24 and 26 are located. Wall 56 is spaced from side walls 44 to define a well 57 therebetween into which balls 20 may be projected. However, this well is assigned no points and balls projected therein are effectively out of the game.

The individual scoring areas 22–26 are defined, in the illustrative embodiment of the present invention, by the provision of an annular separator member 58 having a pair of spaced annular walls 60, 62 and a toroidally shaped base 64 (see FIG. 4). Separator 58 is located in a predetermined and generally concentric position with respect to wall 56 by a projecting pin 66 integrally formed therewith and received within opening 68 in playing surface 18. In addition, the base 64 of separator 58 has an opening 70 formed therein which is complementary to the middle opening 28 in the series of three openings formed in the playing surface, i.e. the opening in scoring area 24. By this arrangement two annular scoring areas 24, 26 are provided and a central circular scoring area 22 is defined.

The openings 28 are located with respect to separator 58 so as to be adjacent the lowermost portions of the scoring areas 24, 26 in the inclined configuration of the frame. The center scoring area 22 has a diameter which is only slightly larger than the diameter of the balls used in the games and thus the opening 28 therein is located centrally of the separator wall 60. As a result of this arrangement, balls projected along ramp 30 into any of the scoring areas 22, 24, 26, gravitate to positions over the openings 28 in these scoring areas. In this connection, it is noted that the ram 30 may be provided with an auxiliary inlet ramp 72, formed of a flexible material and secured in any convenient manner, as for example, by bayonette type projections 74 received in openings 76 in the side walls 44 of the upper frame portion 14. Ramp 72 thus provides a smooth transition from the table or floor on which the game is placed onto the ramp 30.

The lower frame portion 16 of game 10 is formed from a single piece of molded plastic material and has a plurality of guide chutes 78, 80, 82 formed therein. These guide chutes have upper end portions 84, respectively located in generally vertical alignment with ejection openings 34 in upper frame member 14 in order to receive and guide balls entering and passing through openings 34 to the lower end portions 86 of the chutes. These lower end portions communicate with a discharge chute 88 formed in frame portion 16 for discharging all of the balls moving in guides 78–82 through an opening 90 in the side 92 of frame portion 16.

In addition, frame portion 16 has a common discharge chute 94, formed therein located to be in vertical alignment with the openings 28 in the upper frame portion 14 when the frames are assembled in superimposed relation to one another. By this arrangement, balls falling through openings 28, upon release of the actuating members, as more fully described hereinafter, move into the common discharge chute 94 for discharge through an additional side opening 96 in the side wall 92 of frame portion 16.

In accordance with a feature of the present invention, the game 10 is provided with a plurality of actuator members 100, respectively associated with openings 28 in upper frame member 14. These actuator members comprise relatively flat plastic levers pivotally mounted on lower frame member 16. More specifically, actuator member 100*a* is pivotally mounted at a pivot point 102, as for example by a rivet or the like, while actuator lever 100*b* is pivotally mounted at pivot point 104, and actuator lever 100*c* is pivotally mounted at pivot point 106. Each of these levers includes a first end portion 108 which has a relatively enlarged surface area 110 located to be positioned directly below its associated opening 28 in the upper frame portion 14. These enlarged surface portions are generally circular in plan to be generally complementary to the circular configuration of openings 28 and define the stop surfaces 36 referred to above.

In the first position of the levers, illustrated in solid lines in FIG. 3, surface portions 110 are located directly below openings 28 and thus serve to prevent any ball in the scoring areas 22–26 from passing through their respective openings 28. Thus, in the play of the game with the levers 100 in their solid line position of

FIG. 3, balls projected into the scoring areas 22–26 will be held in those areas and represent point scores in the game. In this connection, each of the levers is printed or otherwise marked with indicia (see FIG. 1) representative of the point value assigned to the respective scoring areas. For example, the center or bull's eye scoring area 22 is assigned the value of 300 points, the next outer scoring area 24 is assigned a value of 200 points, and the next outer area is assigned a value of 100 points.

The opposite end portions 112 of levers 100 project beyond their respective pivot points into positions above the respective guide chutes 78–82. The free end portions of the lever ends 112 are provided with downwardly projecting integral extensions or pins 114, most clearly seen in FIG. 5, which enter the guide chutes in the path of travel of balls moving down the chutes under the influence of gravity (see FIG. 4). By this arrangement, when a ball 20 enters one of the ejection openings 34 in frame portion 14, the ball falls through the opening and into the guide chute 78, 80 or 82 associated with that opening and rolls down the chute under the influence of gravity due to the inclined supported configuration of the game. As the ball approaches the end of the chute in which it is rolling, it ultimately engages the extension or pin 114 of the lever associated with that chute. The rolling movement of the ball and its engagement against the pin 114, causes the lever 100 to pivot in a counterclockwise direction (as seen in FIG. 3) to move the enlarged end portion 108 of that lever from beneath the opening 28 with which it is associated. For example, as also seen in FIG. 3, if a ball 20 falls through the central opening 34, and enters guide chute 80, it ultimately engages the projection 114*a* of the lever 100*a*, causing the lever to move from its first solid line position to its second or dotted line position in the drawing. As a result, the opening 28 associated with lever 100*a*, is opened so that a ball held within scoring area 22 can fall therethrough into the common guide chute 94 wherein it rolls towards the discharge opening 96.

It is noted that balls rolling in the chutes 78, 80, 82 are guided by the generally arcuate configuration of the base of the chutes, as seen in FIG. 4, and are prevented from moving into an adjacent chute by a plurality of downwardly extending wall members 83, 85, formed integrally with the upper frame portion 114 (see FIG. 4). The wall 85 has an opening or space 87 formed therein to permit the extension arm 112a of lever 100a to enter into a position above the center guide chute 80. (See also FIG. 3 wherein walls 83, 85 are seen in section above chutes 78–82.)

In the preferred embodiment of the present invention, each of the levers 100 is weighted or biased by an extension 116 (FIG. 5) formed integrally therewith, so that the lever will automatically return to its solid line position under the influence of gravity after having been pivoted to its second position by a ball rolling in its associated guide chute 78–82. However, to further insure the return of the lever to its first position, each of the levers is provided with an extension arm 118 having a downwardly projecting pin 120 or the like formed integrally therewith. These pins are located in predetermined positions so that in the solid line position of their associated levers they are remote from or out of the chute 94 and contained within pockets 122 formed in frame portion 16. However, the projections 120 are formed such that when the levers are moved to their second position, as a result of engagement by balls rolling in guide chutes 78–82, the pins are moved into the guide chute 94 in the path of travel of a ball rolling therein from the lever's associated scoring openings 28. Thus, for example, if the lever 100*a* is moved to its dotted line position, illustrated in FIG. 3, by a ball rolling in guide chute 80, so that a ball in scoring area 22 falls through the opening 28 into the common guide chute 94, the latter ball will roll down that chute and engage the pin 120*a* of lever 100*a* and thus positively rotate the lever in a clockwise direction to return it to its first or solid line position. The ball then continues to roll down the chute 94 towards the opening 96. Each of the other levers 100*b* and 100*c* are constructed to operate in the same manner, as clearly illustrated by the construction thereof shown in FIGS. 3 and 5.

Bottom frame portion 16 is also provided with a movably mounted discharge member 124 located adjacent the discharge openings 90, 96 in side wall 92. The discharge member 94 comprises a plate 126 pivotally mounted at 128 in any convenient manner on the frame portion 16. Plate 126 has an integral well 130 formed therein which is open along the sides 132 and 134 thereof to permit balls discharged from guide chutes 78–82 to pass through opening 90 and the open side 132 of the well onto the base 136 of the well and from there through the open side 134 to the floor or table on which the game is placed. Thus, any balls entering the ejection openings 34, will be discharged from the game. In addition, plate 126 includes an extension 138 which is located to extend across the opening 96 in side wall 92. This projection serves to prevent discharge of balls from common passage 94 through the opening 96 when member 124 is in the position shown in FIG. 3. In the play of the game balls falling into common chute 94 remain within the frame (because they are blocked by the extension 138) until the end of a round of play, described more fully hereinafter.

In the play of the game each of the players is provided with a predetermined number of balls 20, preferably three or four balls, with each player's balls being of a different color in order to distinguish the balls of the respective players from one another. The players begin the game with the frame 12 set up as shown in FIGS. 1 and 2, and with the actuator or scoring levers 100 in their first or solid line positions, shown in FIG. 3 so that surfaces 110 block openings 28. The players then proceed to sequentially project their balls 20 on to playing surface 18.

Initially, the players attempt to score points by projecting their balls 20 in the scoring areas 22–26. Thus, a player placing a ball in scoring area 22 is credited with 300 points, scoring area 24 with 200 points, and scoring area 26 with 100 points. However, the tabulation of the total points is not made until the completion of a round of play. Once a player has projected one or more of balls into one or more of the scoring areas, his opponent on his turn may elect to play defensively, by attempting to project one of his balls into the appropriate ejection opening 34, in order to remove the first player's ball or balls from the scoring area. Thus, for example, if the first player places one of his balls in the center scoring zone 22, his opponent can attempt to remove that ball by projecting his ball, as shown in dotted lines in FIG. 1, into the center ejection opening 34. If the second player is successful in achieving this end,

the ball falls through opening **34** into guide chute **80** wherein it rolls down the chute and ultimately engages the extension pin **114**a of the actuator lever **100***a*, causing the lever to move to its dotted line position. As a result, the first player's ball in scoring area **22** falls through opening **28** into the guide chute **94.** In that chute the ball rolls downwardly and engages pin **120***a* of the lever **100***a* ensuring that the lever rotates in a clockwise direction to return it to its initial position wherein it prevents subsequent balls from passing through its associated opening **28.** The ball in chute **94** then continues to move down the chute towards opening **96** wherein it is stopped and prevented from being discharged from the game by the projection **128.** However, the second player's ball which entered the central ejection aperture **34,** passes freely from guide chute **80** through the opening **90** and the openings **132, 134** in well **124,** out of the game. As a result, the second player can re-use his ball to attempt to score points.

The players continue playing the game in this manner until all of their balls are either in the scoring areas **22–26,** in well **57,** or trapped in guide chute **94** by the projection **128.** When this occurs the round of play is over and the players then total their scores as represented by their respective balls in the respective scoring areas. The players then release the balls trapped in chute **96** by the projection **138** by pivoting the member **124** about pivot **128,** so that the balls trapped in chute **94** can roll through opening **96.** The players then begin another round of play in the same manner until at the end of a round of play one of the players has obtained the desired point total, such as for example, 1,000 or 2,000 points.

Accordingly, it is seen that a ball-game is provided which is suitable for use indoors and which requires the players to use physical skill or dexterity in properly projecting their balls onto the playing surface. In addition, the game increases competition between the players in that it permits them to play both offensively and defensively to score points for themselves or remove an opponent's points from the game. Thus, the players also must use strategy and defensive skills in order to win the game.

Although an illustrative embodiment of the present invention has been described herein with reference to the accompanying drawings, it is to be understood that the invention is not limited to those precise embodiments and that various changes and modifications may be effected therein by one skilled in the art without departing from the scope or spirit of this invention.

What is claimed is:

1. A game for use with a plurality of projectiles which are adapted to be rolled or otherwise projected into the game which comprises a frame having first and second sets of apertures formed therein, said sets respectively defining a plurality of independent projectile ejection and scoring openings and a plurality of independent actuator members mounted on said frame, said actuator members being respectively operatively and independently associated between individual apertures in said first and second sets; and each independent actuator including stop means for preventing a projectile from passing through its associated scoring opening and associated means for removing only its associated stop means from its associated scoring opening in response to the projection of a projectile into the associated ejection opening, thereby to permit a projectile to fall through said scoring opening, without affecting the stop means of any other actuator in the game.

2. A game comprising a frame having a playing surface, means for supporting said frame with said playing surface in an inclined position, and means for forming a plurality of independent scoring areas on said playing surface; said playing surface having first and second sets of apertures formed therein; respectively defining a plurality of individual projectile scoring and ejecting openings, said individual scoring openings being respectively located in said scoring areas adjacent the lower portions of the scoring areas when said playing surface is in its inclined position, and said ejection openings being located adjacent to but outside of said scoring areas; a plurality of balls adapted to be projected on to said playing surface, and a plurality of independent actuator members mounted on said frame below said playing surface, said independent actuator members being respectively operatively and independently associated between individual apertures in said first and second sets and each independent actuator member including stop means for preventing a ball from passing through its associated scoring opening and associated means for removing only its associated stop means from its associated scoring opening in response to the projection of a ball into its associated ejection opening, thereby to permit a ball to fall from the scoring area through the scoring opening without affecting the stop means of any other actuator in the game.

3. The game as defined in claim **2** wherein said actuator members each comprise a lever pivotally mounted for movement in a plane below and parallel to said playing surface, and said stop means each comprise an enlarged surface portion formed on their associated levers normally located below their associated scoring openings.

4. The game as defined in claim **3** wherein said frame includes a plurality of guide chutes formed therein respectively associated with said ejection openings to receive balls projected into said ejection openings and a common ball discharge opening communicating with each of said guide chutes, said removing means each comprising extension portions of said levers extending respectively into said chutes for respective engagement by the balls projected into their associated ejection openings whereby a ball rolling in any of said chutes towards said discharge opening engages the lever extension associated with that chute and pivots that lever in a first direction thereby to move the enlarged supporting surface portions of the pivoted lever from below its associated scoring opening to permit a ball in the scoring area associated with the pivoted lever to pass through the scoring opening therein.

5. The game as defined in claim **4** wherein said levers are weighted to return under the influence of gravity to their initial positions wherein said enlarged supporting surfaces thereof are below their associated scoring openings.

6. The game as defined in claim **4** wherein said frame has a common guide chute formed therein extending below each of said scoring apertures and a second ball discharge chute communicating with said common guide chute.

7. The game as defined in claim **6** wherein said levers each include a projection formed therein in a predetermined position selected to be located in said common

chute in the direction of travel of a ball moving therein when the lever is pivoted in said first direction by a ball rolling in its associated guide chute whereby a first ball held in one of said playing areas by a lever's enlarged support surface initially falls through that lever's scoring opening when a second ball enters that lever's associated ejection opening and engages the lever's extension causing the lever to rotate in said first direction; then said first ball engages the lever's projection to rotate the lever in an opposite direction to return said lever's enlarged support surface to its initial position below its associated scoring opening.

8. The game as defined in claim **7** including means for selectively preventing discharge of balls from said second ball discharge chute.

9. The game as defined in claim **7** wherein said frame has a plurality of pockets formed therein adjacent said common chute for receiving said lever projections out of said common chute when the levers are in their initial position.

10. The game as defined in claim **7** wherein said frame has front and rear edges and said frame supporting means supports the frame with said rear edge at a higher elevation than said front edge; said front edge of said frame including a ramp formed thereon extending towards and to a level above said playing surface whereby said balls may be rolled up said ramp onto said playing surface.

11. The game as defined in claim **10** wherein said scoring openings are arrayed in a straight line extending generally perpendicularly to said front edge and said ejection apertures are arrayed in an arc adjacent said rear edge and opening towards said front edge.

12. The game as defined in claim **11** wherein said frame has integral pockets formed therein separating said ejection openings from each other.

13. The game as defined in claim **12** wherein said frame includes upper and lower frame sections, said upper frame section defining said playing surface and said lower frame section having said chutes formed therein and being operatively connected to said upper frame section below said playing surface.

14. The game as defined in claim **10** wherein said means for forming a plurality of independent scoring areas on said playing surface comprises a plurality of concentric annular wall members.

15. The game as defined in claim **14** wherein said sets of apertures each comprise three apertures and said means for forming a plurality of independent scoring areas comprises three concentric wall members.

16. A game comprising a frame having first and second frame portions operatively interconnected in spaced parallel relation to each other, with said second frame portion being located below said first frame portion, said first frame portion defining a playing surface having front and rear edges and first and second sets of apertures formed therein respectively defining a plurality of individual scoring and ejection openings; said second frame portion having a common ball guide chute located below each of said scoring openings, a plurality of ejection ball guide chutes respectively located below said ejection openings, and a pair of discharge openings respectively communicating with said common guide chute and said ejection ball guide chutes; means for supporting said frame in an inclined position with said rear end at a higher elevation than said front end; a plurality of balls adapted to be projected onto said playing surface and into said scoring and ejection openings; and a plurality of independent scoring actuator levers pivotally mounted in said frame for rotation between first and second positions in planes below and parallel to said playing surface; said actuator levers having enlarged first end portions respectively located below individual scoring openings when said levers are in their first positions to prevent balls from passing onto and through said scoring openings and second end portions each having extensions formed thereon, said lever extensions respectively located to extend into individual ejection ball guide chutes in the path of travel of balls rolling therein when said levers are in their first position, thereby to associate said scoring and ejection openings in pairs, whereby a ball projected into an ejection opening falls therethrough into the ejection guide chute associated with that ejection opening, rolls down that chute and engages the lever extension associated therewith causing said lever to rotate from its first to its second position wherein the enlarged first end portion of the lever is remote from its associated scoring opening, thereby permitting a ball located at that scoring opening to fall therethrough into said common guide chute.

17. The game as defined in claim **16** including a plurality of concentric annular wall members located on the playing surface on said first frame portion defining individual scoring areas and wherein one of said scoring openings is located in each of said scoring areas adjacent the lowermost portion thereof in the inclined position of the frame whereby balls projected into the scoring areas gravitate to positions over the scoring openings for support by said enlarged first end portions of the lever.

18. The game as defined in claim **17** wherein said first frame portion has a plurality of pockets formed therein in a generally arcuate array adjacent the rear end thereof with said ejection openings being respectively located in said pockets.

19. The game as defined in claim **18** wherein each of said levers includes a projection formed thereon in a predetermined position selected to be located in said common chute in the direction of travel of a ball moving therein when the levers are in their second positions whereby a ball falling through a scoring opening as a result of the lever associated with that opening being pivoted to its second position engages the projection of said associated lever and rotates the lever from said second to said first position as the ball rolls down said common chute, thereby to return the lever to its first position.

20. The game as defined in claim **19** wherein said levers are weighted to return under the influence of gravity to said first position from said second position.

21. The game as defined in claim **20** including means for selectively preventing discharge of balls from the discharge opening in the frame communicating with said common chute.

22. The game as defined in claim **21** including a ramp at the front edge portion of said frame extending toward said playing surface and having a rear edge located at a level above said playing surface whereby said balls may be rolled up said ramp onto said playing surface.

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