method is also grasped, as such a problem cannot be found through the detection of the fact that, for example, simply a large amount is won in a specific game table.

[0007]

Meanwhile, a dealer needs to collect or redeem the game token placed on the game table in accordance with the result of win or lose. Even if it is attempted to judge this task by analyzing the image of the chip, since the game token (chip) has a complicated design, it is difficult for an existing practical image analysis technology to judge whether the dealer correctly redeems chips corresponding to betted chips at the time of redemption and there has been a problem that mistake prevention is not sufficient.

Solution to Problem

[0008]

There is disclosed a table game management system including:

a camera that images a game token placed on a game table; and

a management control device that grasps a type of the game token placed on the game table based on a color of a side face of the game token imaged by the camera.

[0009]

In the table game management system described above,

judging the number of the gaming substitute currencies.

[0014]

In the table game management system described above, the game table may be equipped with a chip tray that holds the game token, and the management control device may grasp a type of the game token held in the chip tray captured by the camera.

[0015]

According to an aspect of the present invention, there is provided a game token having a side face on which there is a pattern that includes a first color that is unique to a type of the game token and a second color that is not dependent on the type of the game token.

[0016]

In the game token described above, the first color may be continuous in a circumferential direction.

[0017]

In the game token described above, the second color may be continuous in a circumferential direction.

[0018]

In the game token described above, the side face of the game token may have a portion whose color changes in a thickness direction.

[0019]

In the game token described above, a striped pattern made up of a layer characterized by the first color and a

layer may be provided on an outermost layer.

[0027]

In the game token described above, an embossing process may be applied to the transparent layer.

[0028]

In the game token described above, a rounding (R) process may be applied to an end of the transparent layer.

[0029]

A radio frequency identification (RIFD) may be embedded in the game token described above.

[0030]

There is also disclosed an inspection apparatus including:

a first judging means that captures an image of a side face of the game token and judges a type of the game token based on a color of the side face;

a second judging means that judges the type of the game token by a method different from the method of the judging device; and

an inspection means that inspects whether the type judged by the first judging device matches the type judged by the second judging means.

Advantageous Effects of Invention

[0031]

According to the table game management system in embodiments of the

CLAIMS

1. A game token having a side face on which there is a pattern that includes a first color that is unique to a type of the game token and a second color that is not dependent on the type of the game token.

2. The game token according to claim 1, wherein the first color extends continuously about an entirety of the game token in a circumferential direction.

3. The game token according to claim 1, wherein the second color extends continuously about an entirety of the game token in a circumferential direction.

4. The game token according to claim 1, wherein the side face of the game token has a portion whose color changes in a thickness direction of the game token.

5. The game token according to claim 1, wherein the pattern is a striped pattern made up of at least one layer characterized by the first color and at least one layer characterized by the second color.

6. The game token according to claim 5, wherein the at

least one layer characterized by the first color includes a plurality of layers characterized by the first color.

7. The game token according to claim 1, wherein the pattern is formed by layers characterized by the second color arranged on both sides of a layer characterized by the first color.

8. The game token according to claim 1, wherein the pattern of the game token is formed by a plastic layer of the first color and a plastic layer of the second color being laminated together.

9. The game token according to claim 8, wherein the plastic layer of the first color and the plastic layer of the second color thermocompression bonded.

10. The game token according to claim 1, further comprising a sign representing the type of the game token on the side face.

11. The game token according to claim 10, wherein the sign is formed of ultraviolet (UV) ink or carbon black ink.

12. The game token according to claim 1, wherein the game

token includes an outermost layer that is transparent.

13. The game token according to claim 12, wherein the transparent layer is embossed.

14. The game token according to claim 12, wherein an end of the transparent layer is rounded.

15. The game token according to claim 1, comprising a Radio Frequency Identification (RFID) embedded therein.