of the plurality of betting area which is divided for each play position, therefore results in multiple stacks of gaming chips will be present on the same betting target or multiple betting targets different from each other in one bet area. In conventional systems, in such cases, it is difficult to determine which of the multiple stacks of gaming chips placed in the same betting area is the main player's stack and which stack is the back-betting player's stack.

[0008]

Therefore, the present invention is to provide a game system that can determine which stack of gaming chips placed by a plurality of players on the same betting area is the stack placed by which player.

SOLUTION TO PROBLEM

[0009]

The game system of one aspect of the invention comprises: a table having a betting area in which multiple types of betting targets are placed; a camera that captures the table to generate an image; and an information processing device that is configured to identify on which of the betting target a stack of gaming chips is being bet on, based on a position of the stack of gaming chips in the image, wherein the information processing device is configured to determine which stack is a main player's stack and which stack is a back-betting player's stack based on the image when a plurality of stacks of gaming chips are being bet on the same betting area. The information processing device is configured to determine which stack is the main player's stack and which stack is the back-betting player's stack based on a plurality of the images obtained in chronological order. The information processing device is further configured to determine which stack is a main player's stack and which stack is a back-betting player's stack based on an order in which the plurality of stacks bet on the same betting area were bet.

[0010]

This configuration makes it possible to determine which stack is the main player's stack and which stack is the back-betting player's stack, even if multiple stacks of gaming chips are bet on the same betting area.

[0011]

In the above game system, the information processing device may be configured to determine which stack is the

CLAIMS:

1. A game system comprising:

a table having a betting area in which multiple types of betting targets are placed;

a camera that captures the table to generate an image; and

an information processing device that is configured to identify on which of the betting target a stack of gaming chips is being bet on, based on a position of the stack of gaming chips in the image, wherein

the information processing device is configured to determine which stack is a main player's stack and which stack is a back-betting player's stack based on the image when a plurality of stacks of gaming chips are being bet on the same betting area;

wherein the information processing device is configured to determine which stack is the main player's stack and which stack is the back-betting player's stack based on a plurality of the images obtained in chronological order; and

wherein the information processing device is configured to determine which stack is a main player's stack and which stack is a back-betting player's stack based on an order in which the plurality of stacks bet on the same betting area were bet.

2. The game system as claimed in claim 1, wherein the information processing device is configured to determine which stack is the main player's stack and which stack is the back-betting player's stack based on positional relationships of the plurality of stacks betting on the same betting area with respect to each other.

3. The game system as claimed in claim 1, wherein the information processing device is configured to determine

which stack is the main player's stack and which stack is the back-betting player's stack based on a positional relationship between the stack and the betting target on which the stack is bet.

4. The game system as claimed in claim 1, wherein

the camera captures a player betting a stack of gaming chips, and

the information processing device is configured to recognize in the image each player who has bet the stack on the same betting area, and based on the recognition results, determine which stack is the main player's stack and which stack is the back-betting player's stack.

5. The game system as claimed in claim 4, wherein the information processing device is configured to recognize in the image a body part or clothing part of the each player who has bet the stack on the same betting area, and based on the results of recognition of the body part or clothing part, determine which stack is the main player's stack and wherein it is determined which stack is the back-betting player's stack.

6. The game system as claimed in claim 5, wherein the information processing device is configured to identify which body part or clothing part of the recognized body part or clothing part is a body part or clothing part of either player, and based on the identification result, determine which stack is the main player's stack and which stack is the back-betting player's stack.

7. The game system as claimed in claim 5, wherein the information processing device is configured to determine a direction of the recognized body part or clothing part, and based on the result of the determination, determine which stack is the main player's stack and which stack is the back-

betting player's stack.

8. The game system as claimed in claim 1, wherein the information processing device is configured to determine whether the plurality of stacks bet on the same betting area are stacks of the same player based on the image.

9. The game system as claimed in claim 8, wherein the information processing device is configured to determine whether the plurality of stacks are stacks of the same player based on a distance of the plurality of stacks.