GAME SYSTEM, CARDS, CARD SHOE, AND CARD SHUFFLE APPARATUS

Abstract

Group information indicating a group of cards (100) is coded by DNA included in DNA ink (DNA containing paint) for printing marks (101) indicating a suit and a rank of the cards. The cards (100) are guided along rails (19) of a card shoe (3). A DNA sensor (13) is arranged on a slide surface (17) of the card shoe (3). When light from a light source of the DNA sensor (13) is directed to the DNA containing paint of the marks (101) printed on the cards (100), the DNA sensor (13) receives light (light at a predetermined frequency) reflected from the DNA containing paint. When the group information is read from the DNA, authenticity of the cards (100) is determined based on the group information, and a determination result is output. In this way, a fraudulent act in a card game can be detected on the spot, and duplication of the cards (100) by a person who has fraudulently acquired the cards (100) can be prevented.

Fig. 1