FIG.1

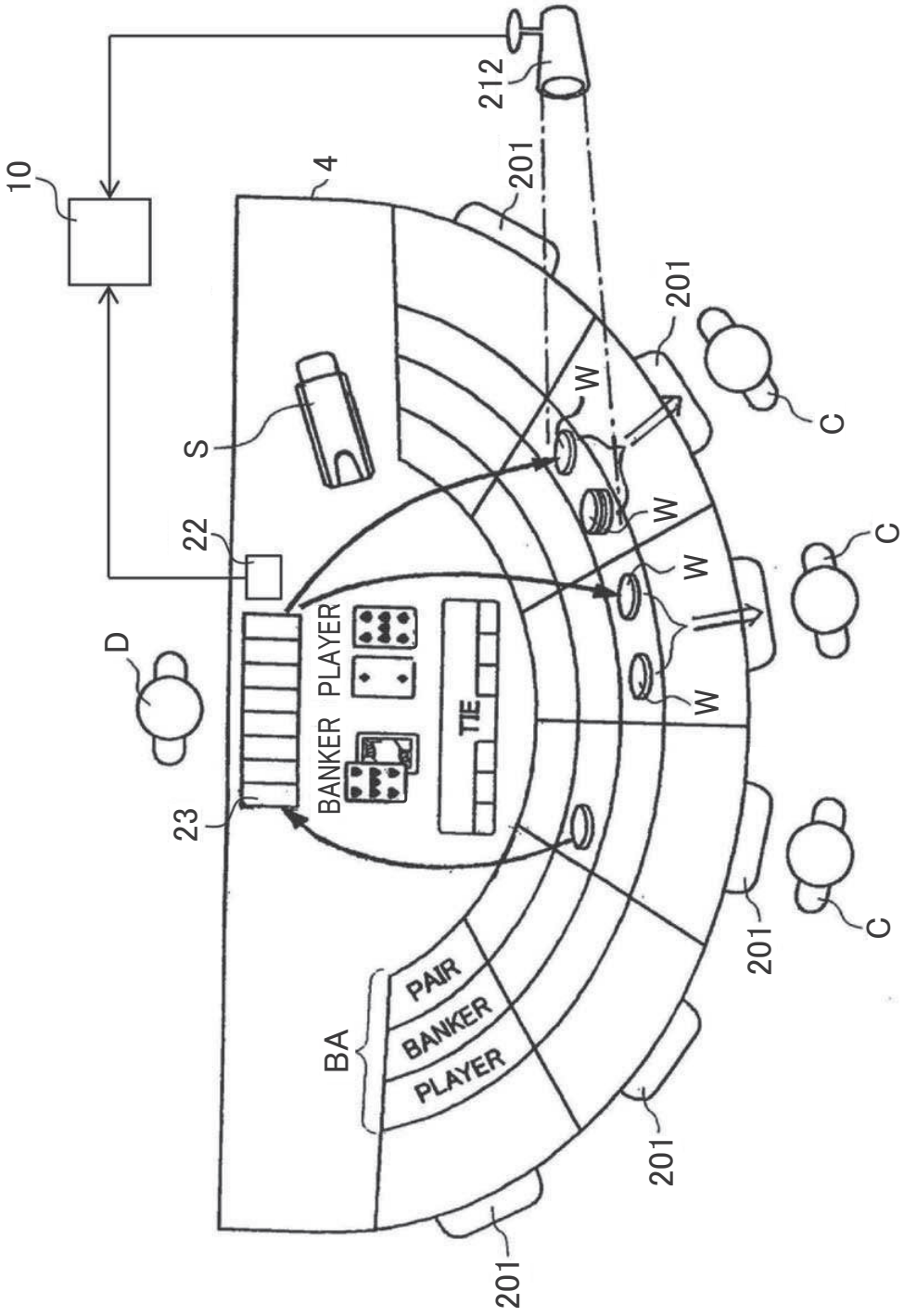

10
4
212
201
201
201
201
201
S
W
W
W
W
W
22
23
D
C
C
C
BANKER
PLAYER
TIE
BA
PAIR
BANKER
PLAYER

FIG.2

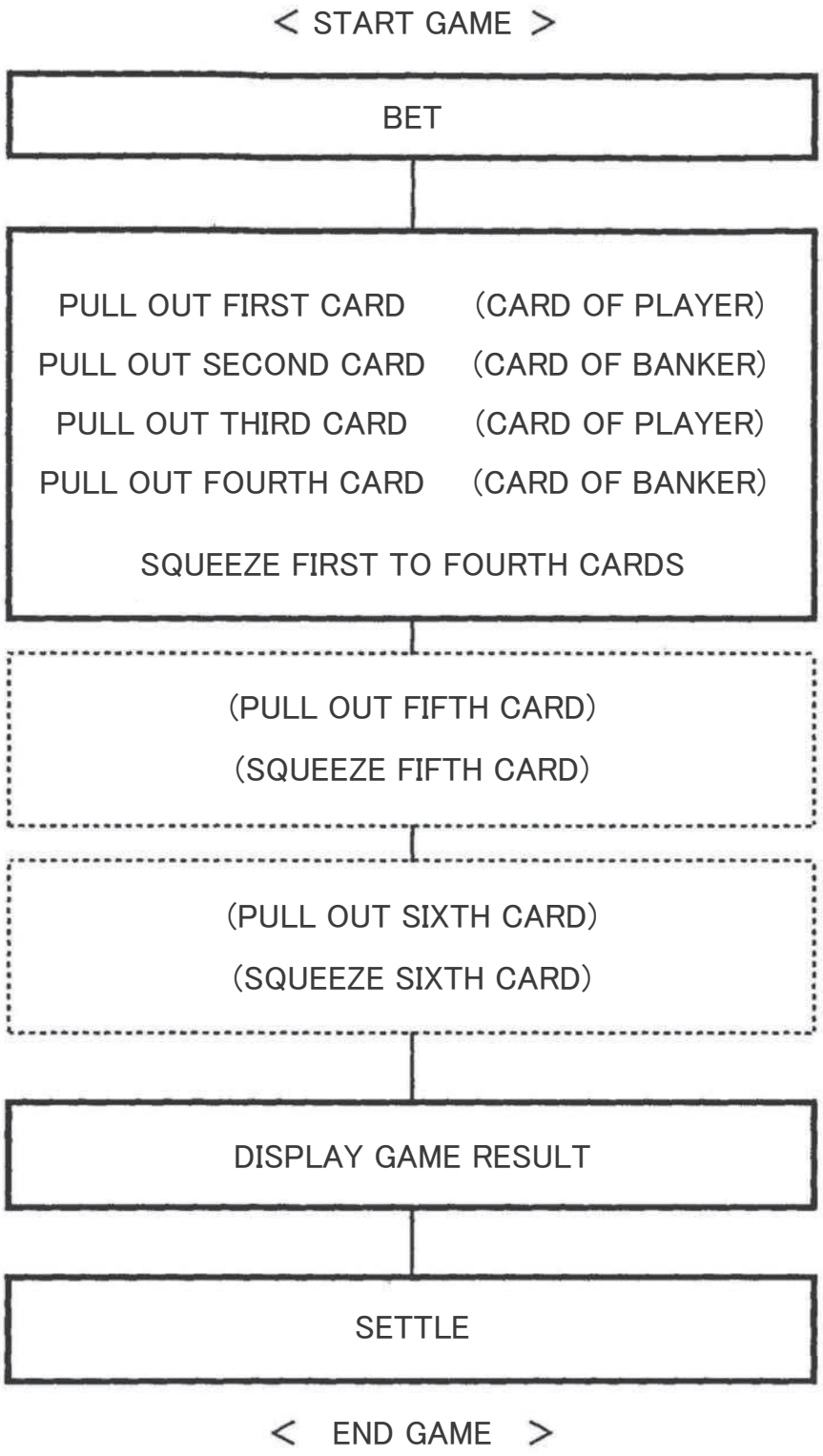

< START GAME >
BET
PULL OUT FIRST CARD (CARD OF PLAYER)
PULL OUT SECOND CARD (CARD OF BANKER)
PULL OUT THIRD CARD (CARD OF PLAYER)
PULL OUT FOURTH CARD (CARD OF BANKER)
SQUEEZE FIRST TO FOURTH CARDS
(PULL OUT FIFTH CARD)
(SQUEEZE FIFTH CARD)
(PULL OUT SIXTH CARD)
(SQUEEZE SIXTH CARD)
DISPLAY GAME RESULT
SETTLE
< END GAME >

FIG.3

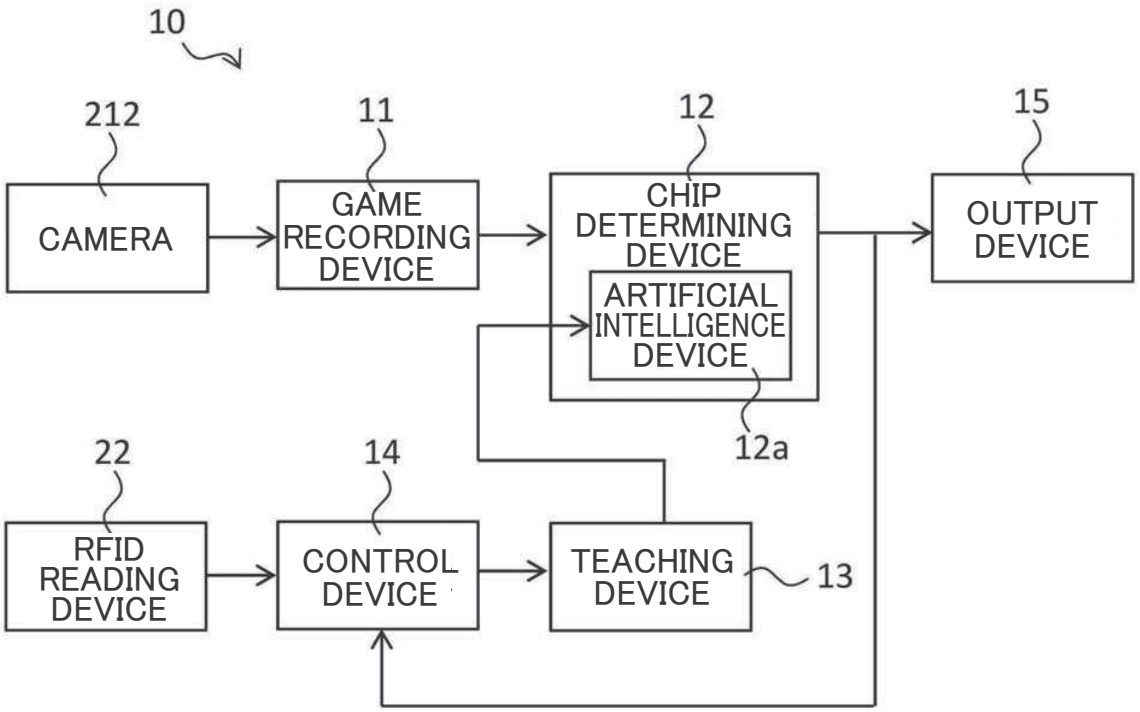

10
212
CAMERA
11
GAME RECORDING DEVICE
12
CHIP DETERMINING DEVICE
ARTIFICIAL INTELLIGENCE DEVICE
12a
15
OUTPUT DEVICE
22
RFID READING DEVICE
14
CONTROL DEVICE
TEACHING DEVICE
13

FIG.4

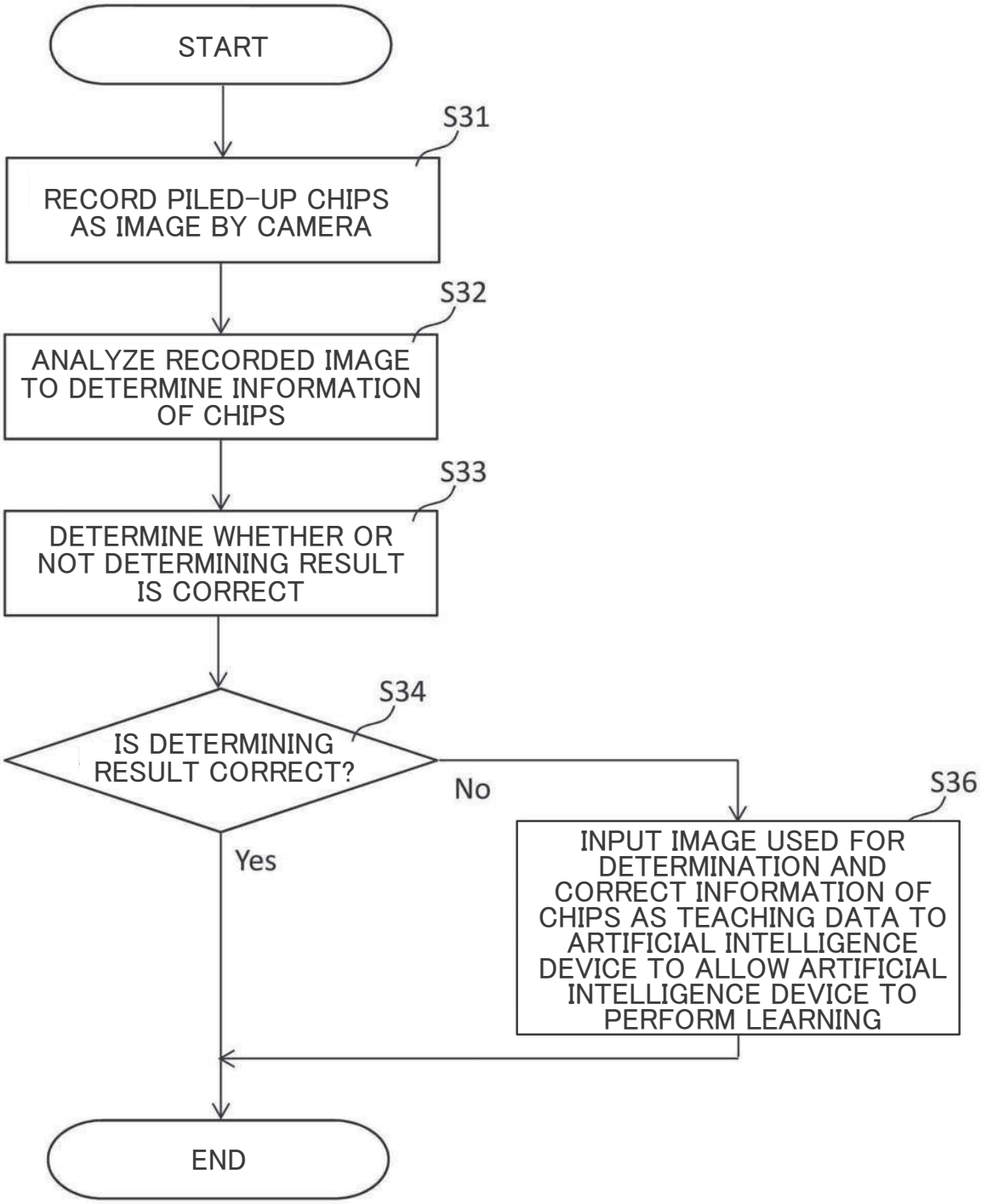

START
S31
RECORD PILED-UP CHIPS AS IMAGE BY CAMERA
S32
ANALYZE RECORDED IMAGE TO DETERMINE INFORMATION OF CHIPS
S33
DETERMINE WHETHER OR NOT DETERMINING RESULT IS CORRECT
S34
IS DETERMINING RESULT CORRECT?
No
S36
INPUT IMAGE USED FOR DETERMINATION AND CORRECT INFORMATION OF CHIPS AS TEACHING DATA TO ARTIFICIAL INTELLIGENCE DEVICE TO ALLOW ARTIFICIAL INTELLIGENCE DEVICE TO PERFORM LEARNING
Yes
END

FIG.5

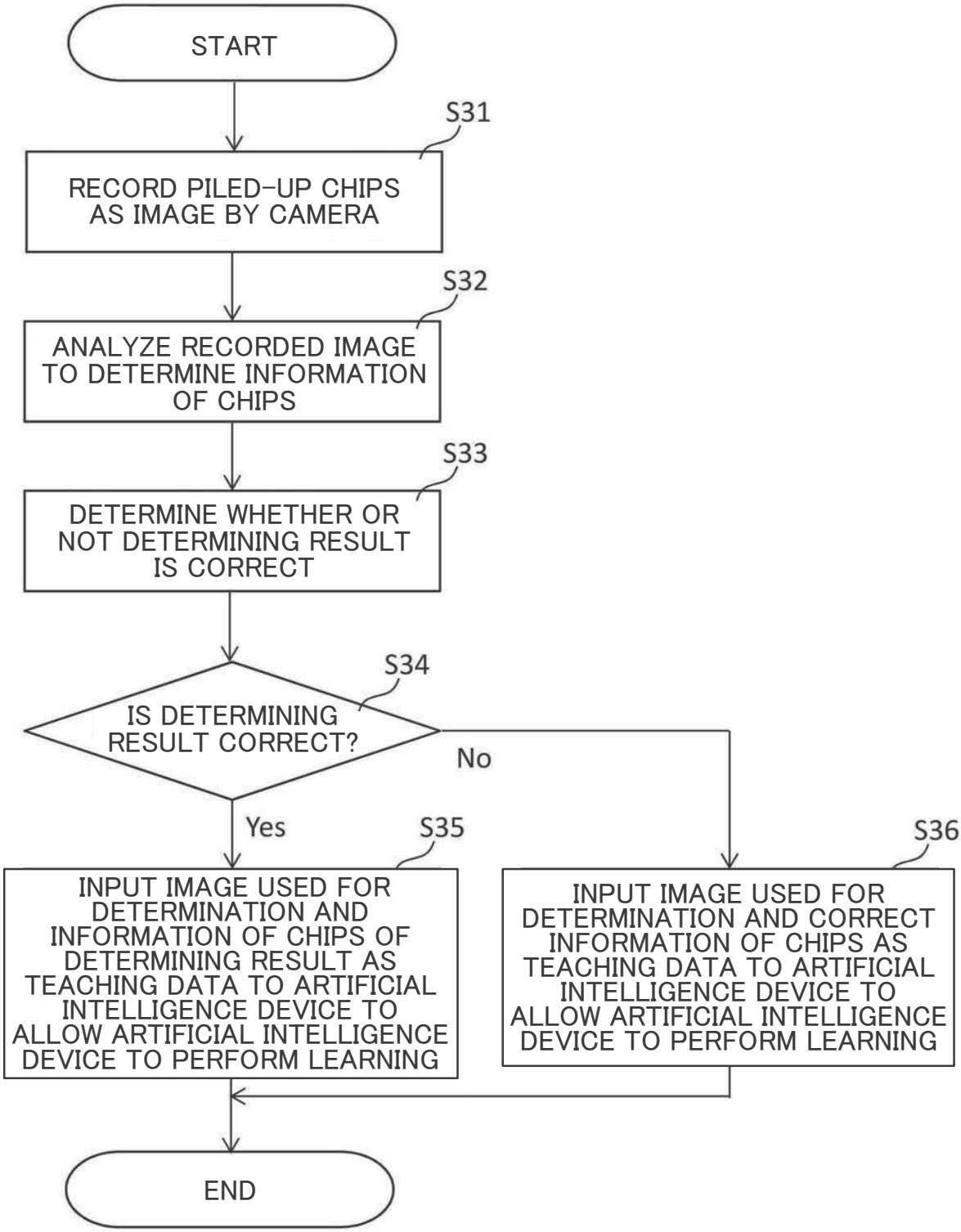

START
S31
RECORD PILED-UP CHIPS AS IMAGE BY CAMERA
S32
ANALYZE RECORDED IMAGE TO DETERMINE INFORMATION OF CHIPS
S33
DETERMINE WHETHER OR NOT DETERMINING RESULT IS CORRECT
S34
IS DETERMINING RESULT CORRECT?
No
Yes
S35
INPUT IMAGE USED FOR DETERMINATION AND INFORMATION OF CHIPS OF DETERMINING RESULT AS TEACHING DATA TO ARTIFICIAL INTELLIGENCE DEVICE TO ALLOW ARTIFICIAL INTELLIGENCE DEVICE TO PERFORM LEARNING
S36
INPUT IMAGE USED FOR DETERMINATION AND CORRECT INFORMATION OF CHIPS AS TEACHING DATA TO ARTIFICIAL INTELLIGENCE DEVICE TO ALLOW ARTIFICIAL INTELLIGENCE DEVICE TO PERFORM LEARNING
END

FIG.6

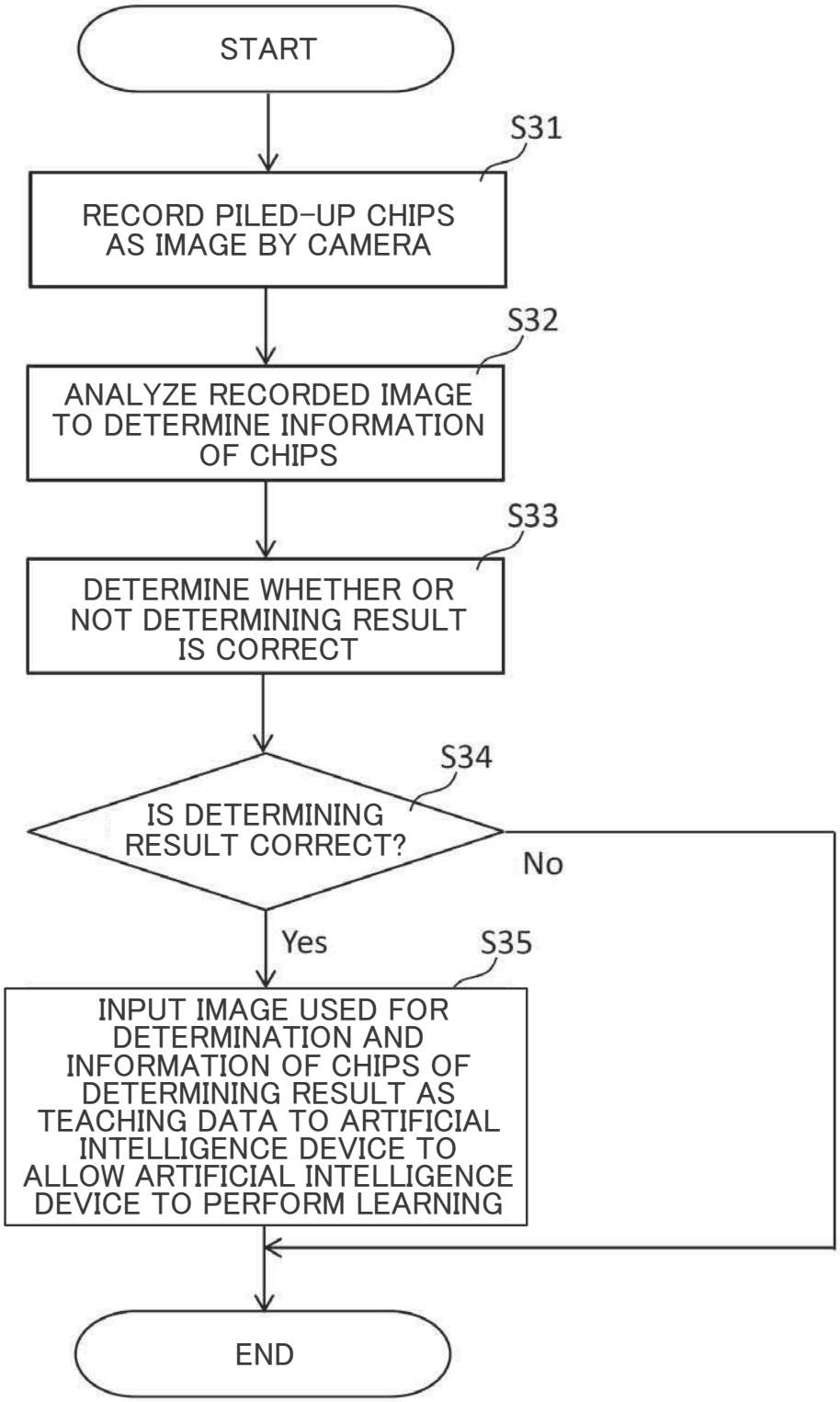

START
S31
RECORD PILED-UP CHIPS AS IMAGE BY CAMERA
S32
ANALYZE RECORDED IMAGE TO DETERMINE INFORMATION OF CHIPS
S33
DETERMINE WHETHER OR NOT DETERMINING RESULT IS CORRECT
S34
IS DETERMINING RESULT CORRECT?
No
Yes
S35
INPUT IMAGE USED FOR DETERMINATION AND INFORMATION OF CHIPS OF DETERMINING RESULT AS TEACHING DATA TO ARTIFICIAL INTELLIGENCE DEVICE TO ALLOW ARTIFICIAL INTELLIGENCE DEVICE TO PERFORM LEARNING
END

FIG.7

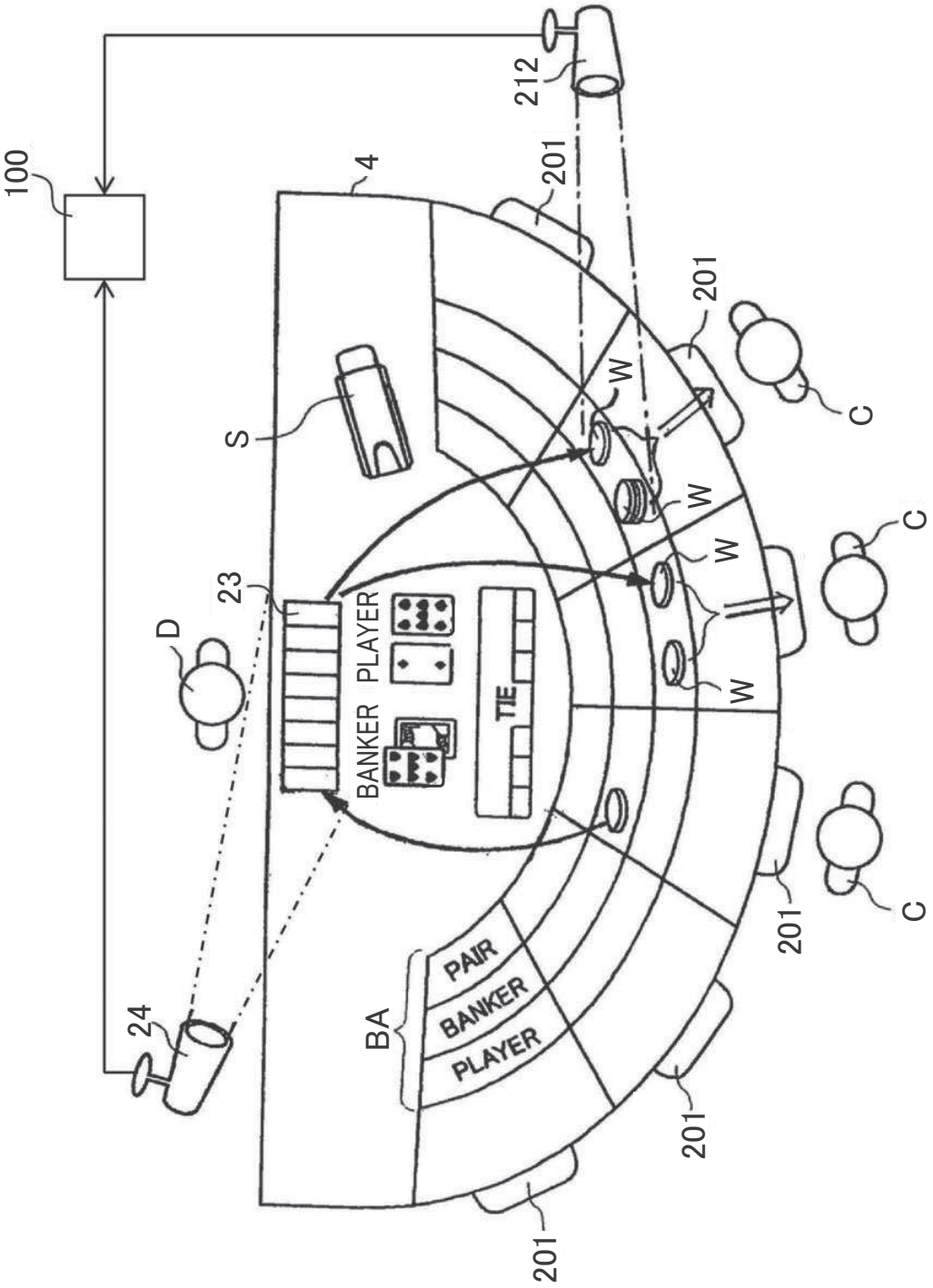
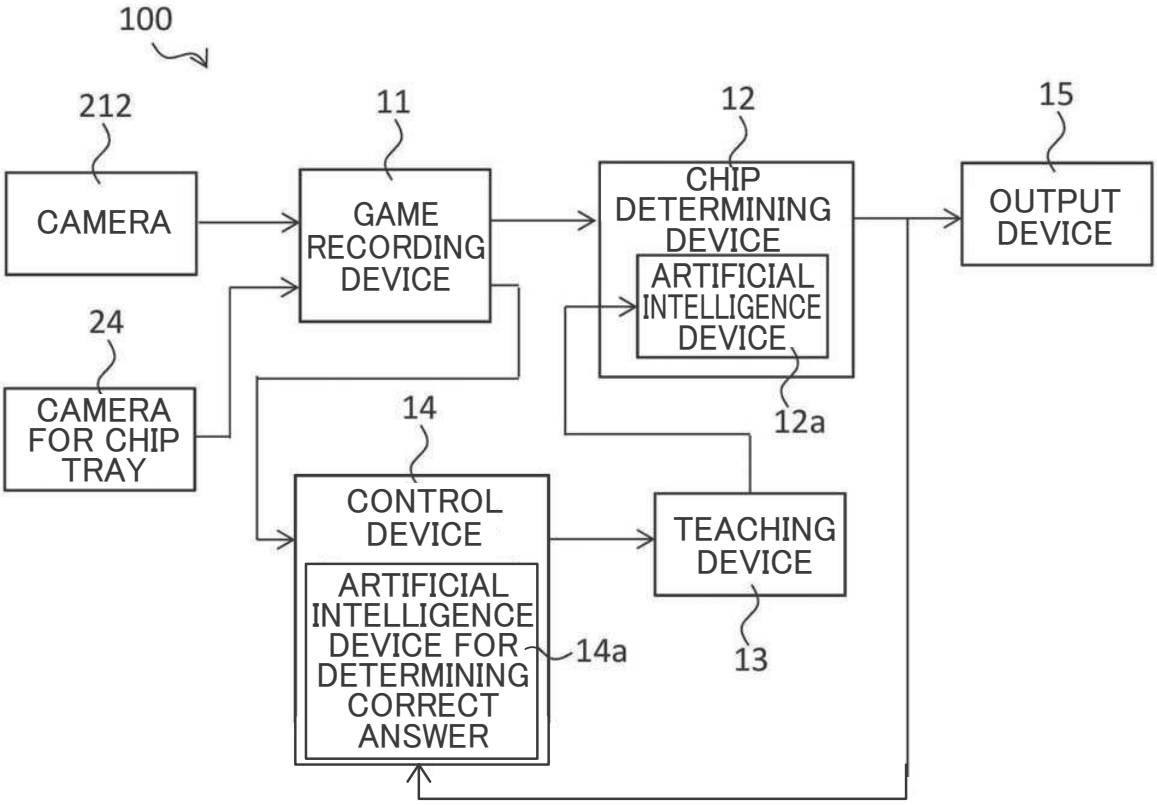

100
212
4
201
201
201
201
201
C
C
C
S
W
W
W
W
23
D
BANKER
PLAYER
TIE
24
BA
PAIR
BANKER
PLAYER

FIG.8


100
212
CAMERA
11
GAME RECORDING DEVICE
12
CHIP DETERMINING DEVICE
ARTIFICIAL INTELLIGENCE DEVICE
12a
15
OUTPUT DEVICE
24
CAMERA FOR CHIP TRAY
14
CONTROL DEVICE
ARTIFICIAL INTELLIGENCE DEVICE FOR DETERMINING CORRECT ANSWER
14a
TEACHING DEVICE
13