

ABSTRACT

TABLE GAME SYSTEM

A table game system is provided that includes a plurality of association tables, each of which makes it possible to obtain the correlation between codes attached to shuffled playing cards and the ranks thereof, and prevents the correlation between the codes of the shuffled playing cards and the ranks thereof from being known by a person who intends to commit cheating by changing the association table used as appropriate.

A card shoe apparatus 2 of the table game system of the present invention includes a barcode reader 100 that reads a barcode 3 attached to a shuffled playing card set 1s, and thereby reads a shuffled card ID that can uniquely identify the shuffled playing card set 1s. The shuffled card ID of the shuffled playing cards to be used is subjected to a process of association to identify one of association table numbers (T1 to T10) or database numbers, and the rank and the suit of a card 1 that are attached to the card 1 are identified based on a code C with an association table (T3). If the code C does not match a code defined in the association table (T3), an error occurs and it is determined that cheating may be committed.

Fig. 1