the disposal area 41 or the disposal slot 42 on the game table 4.

[0043]

The game table 4 further includes a marker 43 representing winning/losing of a game.

Fig. 4A is a plan view illustrating the front side of a marker, and Fig. 4B is a plan view illustrating the back side of a marker. In a Baccarat game, two types of a marker 43a representing the winning of the player and a marker 43b representing the winning of the banker are used, and, when a result of a game comes out, the dealer 5 overturns the marker of the winning side out of the player or the banker. In this way, winning/losing of a game is represented on the table to be easily understood. The overturned marker is returned to the original state by the dealer 5 after the collection and the repayment of gaming currency 120. By returning the marker to the original state, it also represents a state in which a next game can be started. In Figs. 4A and 4B, the Chinese character “庄” means “BANKER”, the Chinese character “閒” means “PLAYER”, the Chinese character “庄贏” means “BANKER WINS”, and the Chinese character “閒贏” means “PLAYER WINS”.

[0044]

As above, in this embodiment, the control device 14 calculates the amount of bet gaming currency on the game table 4 and a balance of gaming currency from a result of winning/losing of a game for each game and verifies an increased amount of the balance of gaming currency inside the tray 17 for gaming currency after the game. When a difference is detected in this verification, the control