CLAIMS

1. A token sorting apparatus arranged to supplement a game using gaming tokens, the game having a plurality of stages, the token sorting apparatus comprising:
   an entry aperture arranged to accept gaming tokens into an internal cavity;
   a sorting mechanism arranged to sort the gaming tokens according to a predetermined characteristic of the gaming tokens;
   a displacement member positioned within the internal cavity and arranged to urge the gaming tokens accepted by the entry aperture to the sorting mechanism;
   a camera positioned within the internal cavity and arranged to obtain an image of the sorting mechanism and the displacement member;
   a display member in digital communication with the camera, the display member arranged to display the image to a user; and
   a signalling member arranged to provide a signal to the user, the signal being arranged to indicate a stage of the game or a status of the game.

2. The token sorting apparatus of claim 1, wherein the signal is further arranged to indicate a status of the token sorting apparatus.

3. The token sorting apparatus of claim 1, wherein the signalling member comprises at least one illumination member.

4. The token sorting apparatus of claim 1, wherein the signal comprises a display of illumination.

5. The token sorting apparatus of claim 4, wherein the display of illumination comprises a sequence of illumination.

6. The token sorting apparatus of claim 4, wherein the display of illumination is arranged to be customised according to a predetermined list of game stages.

7. The token sorting apparatus of claim 1, wherein the signalling member is located about a circumference of the entry aperture.

8. The token sorting apparatus of claim 1, wherein the gaming tokens comprise gaming chips.

9. The token sorting apparatus of claim 1, wherein the predetermined characteristic comprises one of: a colour; an opacity; a size; a shape; a density; a mass; a weight; an indentation; an engraving; an embossment; a surface marking; a surface number; a surface image; a surface indicia; a surface pattern; or a data value stored on the token.

10. The token sorting apparatus of claim 1, wherein the sorting mechanism is further arranged to present sorted tokens to the user.

11. The token sorting apparatus of claim 1, wherein the token sorting apparatus further comprises at least one sensor arranged to obtain first operation data relating to an operation of the token sorting apparatus.

12. The token sorting apparatus of claim 11, wherein the token sorting apparatus is arranged to record and store the first operation data.

13. The token sorting apparatus of claim 12, wherein the first operation data comprises at least one of: a status of the token sorting apparatus; a sum of the gaming tokens; a duration of the game; or a duration of a game stage.

14. The token sorting apparatus of claim 13, wherein the token sorting apparatus is arranged to communicate the stored operation data to a server.

15. The token sorting apparatus of claim 1, wherein the token sorting apparatus is arranged to communicate with at least one physical random number generator, the physical random number generator used to play the game.

16. The token sorting apparatus as claimed in claim 15, wherein the physical random number generator comprises at least one physical random number generator sensor arranged to detect operation data, the operation data relating to the operation of the physical random number generator.

17. The token sorting apparatus as claimed in claim 16, wherein the token sorting apparatus is further arranged to receive the operation data from the physical random number generator sensor.

18. The token sorting apparatus of claim 17, wherein the token sorting apparatus is arranged to record and store the operation data.

19. The token sorting apparatus of claim 16, wherein the operation data comprises at least one of: a stage of the game; a status of the game; a start of the game; an end of the game; a duration of the game; a start of the game stage; an end of the game stage; a duration of the game stage; a result of the game; a zone bias; a number bias; or a physical orientation of the physical random number generator.