sequence of the shuffled playing cards on the table once it had been lost in the casino.

[0006]

Embodiments of the present disclosure also seek to provide a package of shuffled game cards monitoring system with which it may be possible to allow a casino to stop any suspicious package of shuffled game cards in the casino, by administrating the whole package of shuffled game cards in casinos.

When operating people in casinos distribute the packages of playing cards to game tables for plays, any loss of package or an exchange of packages should not occur. For example, if some of cards or whole package of cards in which the sequence of these cards are preliminary read or exchanged by someone during a delivery of packages to a game table, he or she may win the games at the table to which the exchanged or read package delivered.

[Solution to Problem]

[0006a]

An aspect of the present invention provides a system for managing a plurality of gaming equipments used at a gaming table, each of the gaming equipments having an ID code being unique to each of the gaming equipments, the system comprising: a storage configured to contain the gaming equipments at/near the gaming table; an ID code reader configured to read the ID codes from the gaming equipments contained in the storage; and a controller configured to obtain ID codes from the ID code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage, wherein the controller is configured to check whether the gaming equipments move correctly from/to the storage, and to obtain increased or

decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result, and wherein after an increase or decrease in the number of gaming equipments contained in the storage has occurred, the ID codes are read from all gaming equipments contained in the storage to obtain the stock information.

[0006b]

Another aspect of the present invention provides a storage for containing gaming equipments, the storage comprising an ID code reader configured to obtain ID code, the ID code being provided with the gaming equipments, a communication means for sending the ID code read by the ID code reader to a computer outside of the storage, and a controller configured to obtain ID codes from the ID code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage, wherein the controller is configured to check whether the gaming equipments move correctly from/to the storage, and to obtain increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result, and wherein the ID code reader is configured to read the ID codes in conjunction with locking means, the locking means is configured to prevent the gaming equipments being taken away from the storage, and wherein after an increase or decrease in the number of gaming equipments contained in the storage has occurred, the ID codes are read from all gaming equipments contained in the storage to obtain the stock information.

[0006c]

Another aspect of the present invention provides a storage for containing gaming equipments, the storage comprising an ID code reader configured to obtain ID code,

the ID code being provided with the gaming equipments, a communication means for sending the ID code read by the ID code reader to a computer outside of the storage, and a controller configured to obtain ID codes from the ID code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage, wherein the controller is configured to check whether the gaming equipments move correctly from/to the storage, and to obtain increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result, wherein the ID code reader is configured to read the ID code at a predetermined interval, and wherein after an increase or decrease in the number of gaming equipments contained in the storage has occurred, the ID codes are read from all gaming equipments contained in the storage to obtain the stock information.

[0006d]

Another aspect of the present invention provides a method for managing a plurality of gaming equipments used at a gaming table, each of the gaming equipments having an ID code being unique to each of the gaming equipments, the method comprising: reading the ID codes from the gaming equipments contained in a storage; obtaining stock information which represents all ID codes of the gaming equipments contained in the storage based on the ID codes obtained by the reading; checking whether the gaming equipments move correctly from/to the storage; obtaining increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result; and after an increase or decrease in the number of gaming equipments contained in the storage has occurred, reading the ID codes from all gaming equipments contained in the storage to obtain the stock information.

[0007]

The present disclosure also provides a system for administrating a package of shuffled playing cards, wherein

a predetermined number of decks of game cards are shuffled in a random order and individually packaged as one package, a unique ID code is attached to the package of each unique shuffled game cards

the system having

CLAIMS

1. A system for managing a plurality of gaming equipments used at a gaming table, each of the gaming equipments having an ID code being unique to each of the gaming equipments, the system comprising:

a storage configured to contain the gaming equipments at/near the gaming table;

an ID code reader configured to read the ID codes from the gaming equipments contained in the storage; and

a controller configured to obtain ID codes from the ID code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage,

wherein the controller is configured to check whether the gaming equipments move correctly from/to the storage, and to obtain increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result; and

wherein after an increase or decrease in the number of gaming equipments contained in the storage has occurred, the ID codes are read from all gaming equipments contained in the storage to obtain the stock information.

2. The system according to claim 1, wherein

the ID code reader is configured to read the ID codes

in conjunction with locking means, the locking means is configured to prevent the gaming equipments being taken away from the storage.

3. The system according to claim 1, wherein

the ID code reader is configured to read the ID code at a predetermined interval.

4. The system according to claim 1, wherein

the controller is configured to determine whether a number of the gaming equipments contained in the storage is more or less than the expected number.

5. The system according to claim 1, wherein

the controller is configured to determine whether the ID code read by the ID code reader is an ID code that is expected to be read at the storage.

6. A storage for containing gaming equipments, the storage comprising:

an ID code reader configured to obtain ID code, the ID code being provided with the gaming equipments,

a communication means for sending the ID code read by the ID code reader to a computer outside of the storage, and

a controller configured to obtain ID codes from the ID

code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage,

wherein the controller is configured to check whether the gaming equipments move correctly from/to the storage, and to obtain increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result, and

wherein the ID code reader is configured to read the ID codes in conjunction with locking means, the locking means is configured to prevent the gaming equipments being taken away from the storage, and

wherein after an increase or decrease in the number of gaming equipments contained in the storage has occurred, the ID codes are read from all gaming equipments contained in the storage to obtain the stock information.

7. A storage for containing gaming equipments, the storage comprising:

an ID code reader configured to obtain ID code, the ID code being provided with the gaming equipments,

a communication means for sending the ID code read by the ID code reader to a computer outside of the storage, and

a controller configured to obtain ID codes from the ID code reader to obtain stock information which represents all ID codes of the gaming equipments contained in the storage,

wherein the controller is configured to check whether the gaming equipments move correctly from/to the storage, and to obtain increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the increased or decreased result,

wherein the ID code reader is configured to read the ID code at a predetermined interval, and

wherein after an increase or decrease in the number of gaming equipments contained in the storage has occurred, the ID codes are read from all gaming equipments contained in the storage to obtain the stock information.

8. A method for managing a plurality of gaming equipments used at a gaming table, each of the gaming equipments having an ID code being unique to each of the gaming equipments, the method comprising:

reading the ID codes from the gaming equipments contained in a storage;

obtaining stock information which represents all ID codes of the gaming equipments contained in the storage based on the ID codes obtained by the reading;

checking whether the gaming equipments move correctly from/to the storage;

obtaining increased or decreased ID codes of the gaming equipments to identify whether the ID codes reflect the

increased or decreased result; and

after an increase or decrease in the number of gaming equipments contained in the storage has occurred, reading the ID codes from all gaming equipments contained in the storage to obtain the stock information.

9. The method according to claim 8, wherein

the reading is performed in conjunction with locking means, the locking means is configured to prevent the gaming equipments being taken away from the storage.

10. The method according to claim 8, wherein

the reading is performed at a predetermined interval.

11. The method according to claim 8, further comprising:

determining whether a number of the gaming equipments contained in the storage is more or less than the expected number.

12. The method according to claim 8, further comprising:

determining whether the ID code read by the ID code reader is an ID code that is expected to be read at the storage.