table, the chip tray, or the cage. Particularly when gaming chips are moved between the chip tray and the cage, it is difficult to prevent theft and losses of gaming chips and so continuous monitoring of gaming chips inside casinos is demanded.

[0007a]

An aspect of the present invention provides a system comprising:

a chip storage box in which can be stored a plurality of chip cases in each of which gaming chips having respective chip ID codes can be housed;

a game table on which a game can be played using (a) the gaming chips and (b) shuffled playing cards that include playing cards constituting a predetermined number of decks shuffled in a random order and provided in one container or package, with a unique playing card ID code being assigned to the container or package;

a shuffled playing card storage box provided in association with the game table and in which can be stored a plurality of the shuffled playing cards that are carried from a card room and that are inserted into a card shooter apparatus on the game table; and

a processor, wherein the processor is configured to output:

a total number of the shuffled playing cards stored in the shuffled playing card storage box;

a total number of the gaming chips stored in the chip storage box; and

all playing card ID codes stored in the shuffled playing card storage box and all chip ID codes stored in the chip storage box by monitoring the playing card ID codes read by a card reader that includes a sensor that is configured to read the playing card ID codes of all the shuffled playing cards stored in the shuffled playing card storage box and the chip ID codes of all the gaming chips read by a chip reader that includes a sensor that is configured to read the chip ID codes of all the gaming chips stored in the chip storage box.

[0008]

A system according to the present disclosure is a system that manages a package of shuffled playing cards and gaming chips, wherein the system includes the shuffled playing cards having playing cards constituting a predetermined number of decks shuffled in random order and integrally constituted individually as one container or package with a unique playing card ID code provided to the container or package, a chip case housing gaming chips having a chip ID code and to which a case ID code is provided, a game table on which a game is played using the shuffled playing cards and the gaming chips, a storage box provided in association with the game table to store a plurality of the shuffled playing cards carried from a card room and inserted into a card shooter apparatus on the game table and also to store a plurality of the chip cases housing the gaming chips used on the game table and including an opening/closing mechanism enabling taking out of the shuffled playing cards and the chip cases, and a control apparatus to manage the shuffled playing cards and the gaming chips, the storage box includes one or a plurality of card readers that reads playing card ID codes

In the above system, the control apparatus has a function to grasp an increase/decrease of the chip cases housed in the storage box by periodically monitoring the case ID code of the chip case and, when the increase/decrease is grasped, to output the total amount after the increase/decrease of the value of all the gaming chips housed in the storage box.

[0013]

There is also disclosed a system that manages shuffled playing cards and gaming chips, including shuffled playing cards having playing cards constituting a predetermined number of decks shuffled in random order and integrally constituted individually as one container or package with a unique playing card ID code provided to the container or package, a chip case housing gaming chips having a chip ID code, a game table on which a game is played using the shuffled playing cards and the gaming chips, a shuffled playing card storage box provided in association with the game table to store a plurality of the shuffled playing cards carried from a card room and inserted into a card shooter apparatus on the game table, a chip storage box that stores a plurality of the chip cases housing the gaming chips used on the game table, and a control apparatus to manage the shuffled playing cards and the gaming chips, wherein the control apparatus has a function to output total numbers of the shuffled playing cards stored in the shuffled playing card storage box and

output the total amount after the increase/decrease of the value of all the gaming chips housed in the chip storage box.

[0017]

In the above system, the shuffled playing card storage box may include a lock unit configured to prevent taking out of the shuffled playing cards from the shuffled playing card storage box.

[0018]

There is also disclosed a storage box that manages shuffled playing cards and gaming chips, wherein the storage box is carried from a card room to store a plurality of shuffled playing cards and also makes available the shuffled playing cards by individually taking out and inserting the shuffled playing cards into a card shooter apparatus on a game table and further stores a plurality of chip cases housing gaming chips used on the game table to adjust a quantity of the gaming chips on the game table using the chip cases when the gaming chips on the game table are excessive or lacking in accordance with development of a game on the game table and also to be able to store the gaming chips that are excessive before being transferred to a cage that manages the gaming chips of a casino and includes an opening/closing mechanism arranged near the game table to enable taking out of the shuffled playing cards and gaming chips when necessary, the shuffled playing cards have playing cards constituting a

In the above storage box, the control apparatus may have a function to output a total amount of value of all the gaming chips housed in the storage box by reading all the chip ID codes present in the storage box.

[0022]

In the above storage box, the case ID code of the chip case may be associated with the chip ID code of the gaming chip in the case and the control apparatus may have a function to output a total amount of value of all the gaming chips housed in the storage box based on the case ID code by acquiring all the case ID codes housed in the storage box.

[0023]

There is also disclosed a system including a chip case that houses gaming chips having a chip ID code, a storage box that stores a plurality of the chip cases housing the gaming chips used on a game table, adjusts a quantity of the gaming chips on a chip float of the game table using the chip cases when the gaming chips placed on the chip float of the game table are excessive or lacking in accordance with development of a game on the game table and also is able to store the gaming chips that are excessive before being transferred to a cage that manages the gaming chips of a casino and includes an opening/closing mechanism to enable taking out of the gaming chips when necessary, the game table on which a game is played using the gaming chips, and a control

increase/decrease value of the gaming chips placed on the chip float of the game table or an increase/decrease amount or increase/decrease value of the gaming chips placed in the cage that manages the gaming chips of a casino and an increase/decrease amount or increase/decrease value of the gaming chips housed in the storage box match.

[0028]

In the above system, a case ID code may be provided to the chip case and associated with the chip ID code of the gaming chip in the case.

[0029]

There is also disclosed a gaming chip used by a system that manages the gaming chips including a unique chip ID code, wherein the gaming chip is housed in a chip case, the chip case is housed in a storage box including an opening/closing mechanism together with shuffled playing cards, and the chip ID code is configured to be read by a chip reader installed in the storage box and managed by a control apparatus that outputs a total number of the gaming chips stored in the storage box and all chip ID codes stored in the storage box.

[0030]

There is also disclosed a gaming chip managed by the above system.

[0031]

There is also disclosed a chip case housing gaming chips used by a system that

CLAIMS:

1. A system comprising:

a chip storage box in which can be stored a plurality of chip cases in each of which gaming chips having respective chip ID codes can be housed;

a game table on which a game can be played using (a) the gaming chips and (b) shuffled playing cards that include playing cards constituting a predetermined number of decks shuffled in a random order and provided in one container or package, with a unique playing card ID code being assigned to the container or package;

a shuffled playing card storage box provided in association with the game table and in which can be stored a plurality of the shuffled playing cards that are carried from a card room and that are inserted into a card shooter apparatus on the game table; and

a processor, wherein the processor is configured to output:

a total number of the shuffled playing cards stored in the shuffled playing card storage box;

a total number of the gaming chips stored in the chip storage box; and

all playing card ID codes stored in the shuffled playing card storage box and all chip ID codes stored in the chip storage box by monitoring the playing card ID codes read by a card reader that includes a sensor that is configured to read the playing card ID codes of all the

shuffled playing cards stored in the shuffled playing card storage box and the chip ID codes of all the gaming chips read by a chip reader that includes a sensor that is configured to read the chip ID codes of all the gaming chips stored in the chip storage box.

2. The system according to claim 1, wherein the processor is configured to output a total amount of value of all the gaming chips housed in the chip storage box based on all the read chip ID codes of the gaming chips present in the chip storage box.

3. The system according to claim 2, wherein the processor is configured to determine a change in a number of the gaming chips housed in the chip storage box by periodically monitoring the chip ID codes of the gaming chips stored in the chip storage box and to output the total amount of value when the change is determined, wherein the change is an increase or a decrease.

4. The system according to claim 1, wherein case ID codes of the chip cases are each associated with the chip ID codes of respective subsets of the gaming chips stored in the respective case, and wherein the processor is configured to output a total amount of value of all the gaming chips housed in the chip storage box by acquiring all the case ID codes housed in the chip storage box.

5. The system according to claim 1, wherein at least one of the storage boxes includes a lock configured to prevent taking out of the shuffled playing cards or the gaming chips from the respective storage box.

6. The system according to claim 1, wherein:

the chip cases are each constructed of an upper portion and a lower portion that are joined;

an upper surface of the upper portion is formed as a flat surface; and

an undersurface of the lower portion has a shape in which columns housing the gaming chips by being stacked in an axial direction are formed in parallel.

7. The system according to claim 1, wherein the shuffled playing card storage box includes the card reader.