【CLAIMS】

【Claim 1】

A game device comprising:

a game table including a first section in which at least one first game cup is disposed and a second section in which a ball is bounded;

a bound sensing unit provided in the second section, and sensing whether the ball is bounded on the second section;

a ball sensing unit provided in the first section, and sensing whether the ball is positioned in any one cup of the at least one first game cup; and

a control unit calculating a game score by using sensing data sensed by the sensing unit provided in the game table,

wherein the control unit calculates the game score when first sensing data that the ball is positioned in any one cup of the least one first game cup is acquired through the ball sensing unit, and adds a weight to the calculated game score when second sensing data that the ball is bounded on the second section is acquired through the bound sensing unit, and

wherein the bound sensing unit performs two or more methods of a first method for sensing a vibration in the second section, a second method for sensing a weight change of the second section, a third method for recognizing a predetermined shape or color in image data of the second section, acquired by a camera unit, a fourth method for forming a magnetic field into the second section and sensing a change of the magnetic field, a fifth method for sensing the magnetic field in the second section, or a sixth method for recognizing an electronic tag in the second section, and the bound sensing unit determines that the ball is bounded on the second section, when a ratio of result values indicating

whether the ball is bounded, recognized through each of the two or more methods exceeds a predetermined ratio.

【Claim 2】

The game device of claim 1, wherein the bound sensing unit, for the first method,

senses a vibration generated in the second section, and

recognizes that the ball is bounded on the second section when the vibration exceeds a predetermined size.

【Claim 3】

The game device of claim 1, wherein the bound sensing unit, for the second method,

senses a weight change of the second section, and

recognizes that the ball is bounded on the second section when the weight change of the second section is present.

【Claim 4】

The game device of claim 1, wherein the bound sensing unit, for the third method, includes the camera unit acquiring the image data, and

recognizes that the ball is bounded on the second section by using the image data acquired by the camera unit.

【Claim 5】

The game device of claim 4, wherein the bound sensing unit

acquires an image for the second section in a horizontal direction through the camera unit while a round of a game is conducted, and

recognizes that the ball is bounded on the second section when a predetermined shape or a predetermined color is recognized in the image.

【Claim 6】

The game device of claim 1, wherein the bound sensing unit, for the fourth method, includes

an oscillation unit forming the magnetic field by generating a high frequency, and

a magnetic field detection unit sensing a change of the magnetic field, and

the ball includes a metallic material having a predetermined magnitude of permeability.

【Claim 7】

The game device of claim 6, wherein the bound sensing unit

forms the magnetic field on the second section at a first time in which the round of the game starts by using the oscillation unit, and

recognizes that the ball is bounded on the second section when recognizing the change of the magnetic field at a second time after the first time by using the magnetic field detection unit.

【Claim 8】

The game device of claim 1, wherein the bound sensing unit, for the fifth method, includes a transistor unit sensing the magnetic field, and

the ball includes a magnetic unit generating the magnetic field.

【Claim 9】

The game device of claim 8, wherein the bound sensing unit recognizes that the ball is bounded on the second section when sensing the magnetic field generated by the magnetic unit included in the ball on the second section at the second time after the first time in which the round of the game starts by using the transistor unit.

【Claim 10】

The game device of claim 1, wherein the bound sensing unit, for the sixth method, includes a reader unit outputs the electromagnetic field and reads the electronic tag included in the ball.

【Claim 11】

The game device of claim 10, wherein the bound sensing unit

outputs the electromagnetic field on the second section at the first time in which the round of the game starts by using the reader unit, and

recognizes that the ball is bounded on the second section when the electronic tag is read on the second section at the second time after the first time by using the reader unit.

【Claim 12】

The game device of claim 11, wherein the bound sensing unit recognizes a player corresponding to the electronic tag as reading the electronic tag by using the reader unit.

【Claim 13】

The game device of claim 1, wherein the game table further includes a pad provided in one area of the first section, and preventing the bound of the ball.

【Claim 14】

The game device of claim 1, wherein the game table has a structure in which the first section and the second section are separable.

【Claim 15】

The game device of claim 1, wherein the game table further includes a third section which is positioned in a direction opposite to a direction at which the first section is positioned in the second section and in which at least one second game cup is placed.

【Claim 16】

The game device of claim 1, further comprising:

a throw line irradiation unit provided on a bottom or a side of the game table, and irradiating light of the throw line externally.

【Claim 17】

The game device of claim 1, further comprising:

a control unit recognizing whether a predetermined event occurs based on sensing data sensed by a sensing unit; and

a memory storing an image or sound effect corresponding to the predetermined event.

【Claim 18】

The game device of claim 19, further comprising:

a display unit provided in one area of the game table, and outputs the image corresponding to the predetermined event when the control unit recognizes that the predetermined event occurs; and

an audio unit outputting the sound effect corresponding to the predetermined event when the control unit recognizes that the predetermined event occurs.