~~What is claimed is:~~CLAIMS

~~1. A game management system that manages a casino game which is played in a casino facility, the game management system comprising:~~

~~a gaming table in which a game is played using game tokens;~~

~~an information processing device that identifies a bet amount for each player position of the gaming table on a basis of a position, a type, and the number of game tokens which have been bet;~~

~~a player identifying unit that identifies a player who participates in a game at each player position of the gaming table; and~~

~~a point processing unit that stores a member ID of each player who is identified by the player identifying unit and a bet amount of each player position which is identified by the information processing device in a database in correlation with each other,~~

~~wherein the point processing unit has a function of giving points based on a bet amount of each player who is identified by the player identifying unit to the player.~~

~~2. The game management system according to claim 1, further comprising a game result determining device that is able to determine a result of a game,~~

~~wherein the point processing unit is configured to ascertain winning/losing and a balance of each player on a~~

~~basis of information of the bet amount of each player and information of the game result determined by the game result determining device.~~

~~3. The game management system according to claim 2, further comprising a game token tray that accommodates the game tokens,~~

~~wherein the information processing device is configured to determine a total amount of the game tokens in the game token tray and to compare a total amount of the balance of each player with a total increase/decrease amount of the game token tray before and after settlement of the game tokens.~~

~~4. The game management system according to claim 3, wherein the point processing unit is configured to offer points to the players when the total increase/decrease amount of the game token tray before and after settlement of the game tokens and the total amount of the balance of the players match each other as a result of comparison.~~

~~5. The game management system according to claim 1, wherein the player identifying unit is a face authentication system.~~

~~6. The game management system according to claim 1, wherein the player identifying unit is a reader device that~~

~~is carried by each player and reads the member ID from a storage medium in which the member ID is stored.~~

~~7. The game management system according to any one of claims 1 to 6, wherein the point processing unit has a function of ascertaining a start time and an end time at which each player participates in a game in the gaming table and storing the start time and the end time in the database.~~

~~8. The game management system according to claim 1, wherein the point processing unit has a function of calculating a bet amount of each player for each game.~~

~~9. The game management system according to claim 1, further comprising an incentive processing unit that provides an incentive on a basis of the bet amount which is accumulated every month or every year.~~

~~10. The game management system according to claim 1, further comprising an incentive processing unit that provides an incentive on a basis of a bet amount which is accumulated every successive days.~~

~~11. A game management system comprising:~~

~~a player identifying unit that identifies a player who participates in a game in a casino facility;~~

~~a camera that acquires an image by photographing game tokens which each player has bet in the game;~~

~~an information processing device that identifies a bet amount of each player in the game on a basis of the image; and~~

~~a recording unit that records points of each player according to the bet amount identified by the information processing device.~~

~~12. The game management system according to claim 11, wherein the recording unit is a storage medium which is carried by each player.~~

~~13. The game management system according to claim 11, wherein the recording unit is a database in which the points for each player are recorded for a plurality of players.~~

~~14. The game management system according to any one of claims 11 to 13, further comprising an incentive offering device that offers an incentive to each player according to the points recorded in the recording unit.~~

~~15. The game management system according to any one of claims 11 to 14, wherein the point processing unit manages a plurality of gaming tables, ascertains a total bet amount for each player, a net profit of each player, or a net~~

~~profit of a game promoter in a predetermined time or period, offers points or a status to each player under a predetermined condition on a basis of the total bet amount, the net profit of each player, or the net profit of the game promoter, and outputs the offered points or status.~~

~~16. The game management system according to claim 15, wherein the predetermined time or period is a day, successive days, or a month.~~

~~17. The game management system according to claim 15, wherein the point processing unit additionally offers points or status when the points are collectively offered in the predetermined time or period.~~

~~18. The game management system according to claim 15, wherein the point processing unit offers a right to enter a VIP room on a basis of the points or status.~~

~~19. The game management system according to claim 15, wherein the points or status is able to be exchanged for unrealizable game tokens.~~

~~20. The game management system according to claim 15, wherein the points or status is able to be used for paying a usage fee for a hotel or a predetermined facility.~~

~~21. The game management system according to any one of claims 11 to 14, wherein the point processing unit outputs the total bet amount of each player as credit information of the player.~~

1. A game management system for management of a casino game played in a casino facility, the game management system comprising:

a gaming table that includes a plurality of player positions (1)-(7) and a betting target; and

at least one processing device configured to, for respective ones of one or more players that are each at a respective one of the plurality of player positions:

identify respective positions, types, and numbers of respective game tokens that have been placed in the betting target as a respective bet for playing a game for the respective player by analyzing an image of the game tokens captured by a camera;

calculate a respective bet amount of the respective bet by the respective player based on the identified respective positions, types, and numbers of the game tokens;

recognize the respective player that is participating in the game based on a video or three-dimensional image of the respective player;

identify a respective member ID of the respective player;

store, in a database in association with each

other, (a) the respective member ID of the respective player and (b) a respective one of the identified bet amounts by using a result of the recognition of the respective player; and

assign a respective number of points to the respective player based on the one of the identified bet amounts that is associated with the respective player.

2. The game management system according to claim 1, wherein the at least one processing device is configured to:

determine a result of the game; and

for each of the one or more players, ascertain a respective winning/losing status and a respective balance of the respective player based on the result of the game and the respective bet amount associated with the respective player.

3. The game management system according to claim 2, further comprising a game token tray that accommodates the game tokens, wherein the at least one processing device is configured to determine a total amount of the game tokens that are in the game token tray and to compare a total amount of the ascertained balances with a total increase/decrease of the total amount of the game tokens that are in the game token tray between before and after

settlement of the game tokens.

4. The game management system according to claim 3, wherein the at least one processing device is configured to offer points to the players when the total increase/decrease and the total amount of the ascertained balances match each other as a result of the comparison.

5. The game management system according to claim 1, wherein the at least one processing device includes a face authentication system for identification of the one or more players.

6. The game management system according to claim 1, wherein the at least one processing device includes a reader device configured to read the respective member IDs from respective storage mediums carried by respective ones of the players, in which storage mediums respective ones of the member IDs are stored.

7. The game management system according to claim 1, wherein the at least one processing device is configured to, for each of the player, ascertain and store in the database a respective start time and a respective end time of participation in the game by the respective player.

8. The game management system according to claim 1,

wherein the at least one processing device is configured to calculate for each of the players, respective bet amounts for each of a plurality of games.

9. The game management system according to claim 1, wherein the at least one processing device is configured to generate an incentive based on an accumulation of bet amounts over a month or year.

10. The game management system according to claim 1, wherein the at least one processing device is configured to generate an incentive based on an accumulation of bet amounts over a period of a predefined number of successive days.

11. The game management system according to claim 1, wherein:

the identification is performed based on an analysis of an image of the game tokens captured by a camera;

the respective player that is participating in the game is recognized based on a video of the respective player; and

the respective member ID of the respective player is identified based on the recognized respective player.

12. A game management system comprising:

a camera configured to capture an image of game tokens

bet in the game by one or more players participating in a game at a respective player position of a game table in a casino facility, and a three-dimensional image or video of a player at the respective player position; and

at least one processing device that is configured to:

identify the one or more players;

recognize at least one player of the one or more players that is participating in the game based on the video or three-dimensional image of the at least one player; and

for respective ones of the one or more players at the respective player positions:

identify based on performance of an image analysis on the image, respective positions and types of the game tokens that have been placed as a bet by the respective player; and

calculate a respective bet amount of the respective bet of the respective player based on the identified positions and types of the game tokens and record respective points of the respective player according to the respective identified bet amount.

13. The game management system according to claim 12, wherein the at least one processing device is configured to record the respective points in a respective storage medium carried by the respective player.

14. The game management system according to claim 12, further comprising a database, wherein the respective points of the one or more players are recorded in the database by the at least one processing device.

15. The game management system according to claim 12, wherein the at least one processing device is configured to generate an incentive to respective ones of the one or more players based on the respective points recorded for the respective player.

16. The game management system according to claim 12, wherein:

the game management system is configured to manage a plurality of gaming tables;

the at least one processing device is configured to:

ascertain a respective total bet amount for respective ones of the one of more players in a predetermined time or period, a respective net profit for respective ones of the one of more players in the predetermined time or period, or a net profit of a game promoter in the predetermined time or period;

generate respective points or a respective status to respective ones of the one or more players under a predetermined condition based on the respective total bet amount of the respective player, the respective

net profit of the respective player, or the net profit of the game promoter; and

output the generated points or status.

17. The game management system according to claim 16, wherein the predetermined time or period is a day, a predefined number of successive days, or a month.

18. The game management system according to claim 16, wherein the at least one processing device is configured to additionally generate points or status when the points are collectively generated in the predetermined time or period.

19. The game management system according to claim 16, wherein the at least one processing device is configured to output an offer of a right to enter a VIP room based on the points or status.

20. The game management system according to claim 16, wherein the points or status is exchangeable for unrealizable game tokens.

21. The game management system according to claim 16, wherein the points or status is usable for paying a usage fee for a hotel or a predetermined facility.

22. The game management system according to claim 12,

wherein the at least one processing device is configured to output a respective total bet amount of a respective one of the one or more players as credit information of the respective player.