[0005]

Embodiments of the present disclosure seek to provide a novel management system that may manage liquidation of chips in a game using the chips.

[0005a]

An aspect of the present invention provides a management system to manage a game that uses chips, comprising chips that are individually identifiable; a game table for playing a game using the chips; a win/loss determining device configured to determine and/or display a win/loss result of the game; a chip tray configured to hold the chips used by a dealer associated with the game table; a dealer chip determining device configured to specify types and the numbers of chips held in the chip tray; a measuring device configured to measure positions, types, and the numbers of chips on the game table; and a management control device that has a function of grasping the positions, the types, and the numbers of chips on the game table and calculating a balance of a casino side on the game table using the win/loss result obtained from the win/loss determining device, wherein the management control device has functions of: comparing a collection amount of chips to be collected from the game table by the casino side in the game based on information obtained from the measuring device, the dealer chip determining device, and the win/loss determining device with an increase amount of chips in the chip tray after the dealer collects the chips in

the chip tray; comparing a payment amount of chips to be paid by the casino side in the game with a decrease amount of chips in the chip tray after the dealer takes out and pays the chips from the chip tray; and transmitting a signal or performing display on a display device depending on a comparison result between the collection amount and the increase amount, a comparison result between the payment amount and the decrease amount, and the result of the sum of the comparison result between the collection amount and the increase amount and the comparison result between the payment amount and the decrease amount, wherein the management control device is configured to determine whether or not there is an inconsistency with respect to at least one of the comparison result between the collection amount and the increase amount, the comparison result between the payment amount and the decrease amount, and the sum of the comparison result between the collection amount and the increase amount and the comparison result between the payment amount and the decrease amount, and further to change the signal or an output content of the display depending on a content of inconsistency when the inconsistency is determined in the comparison results.

[0005b]

Another aspect of the present invention provides a management system that manages a game using chips, comprising a game table for playing a game using the chips; a game determining

unit configured to determine a game result; a bet determining unit configured to determine a bet target and a bet amount of a player; a liquidation determining unit configured to determine an actual liquidation amount of chips delivered between a dealer and the player; and a control unit configured to determine whether or not there is a difference between a calculated liquidation amount calculated from the game result and the bet target and the bet amount and the actual liquidation amount determined by the liquidation determining unit, and further, when there is a difference, perform a first control operation when a magnitude of the difference does not satisfy a predetermined condition, and perform a second control operation different from the first control operation when the magnitude of the difference satisfies the predetermined condition.

[0006]

There is also disclosed a management system that manages a game using chips, and includes chips that are individually identifiable; a game table for playing a game using the chips; a win/loss determining device that determines and displays a win/loss result of the game on the game table; a chip tray that holds chips used by a dealer on the game table; a dealer chip determining device that specifies types and the numbers of chips held in the chip tray; a measuring device that measures positions, types, and the numbers of chips on the game table; and a management control device that

has a function of grasping the positions, the types, and the numbers of chips on the game table and calculating a balance of a casino side on the game table using the win/loss result obtained from the win/loss determining device, wherein the management control device has a function of comparing a collection amount of chips to be collected from the game table by the casino side in the game on the basis of information obtained from the measuring device, the dealer chip determining device, and the win/loss determining device with an increase amount of chips in the chip tray after the dealer collects the chips, comparing a payment amount of chips to be paid by the casino side in the game with

participant that is a cause of the inconsistency.

[0010]

There is also disclosed a management system that manages a game using chips, and includes a game table for playing a game using the chips; a game determining unit that determines a game result; a bet determining unit that determines a bet target and a bet amount of a player; a liquidation determining unit that determines an actual liquidation amount of chips delivered between a dealer and the player; and a control unit that performs a first control when a predetermined condition is not satisfied and performs a second control different from the first control when the predetermined condition is satisfied, in the case where there is a difference between a calculated liquidation amount and the actual liquidation amount, the calculated liquidation amount being calculated from the game result and the bet target and the bet amount, and the actual liquidation amount being determined by the liquidation determining unit.

[0011]

The predetermined condition may be a condition relating to the difference.

[0012]

The predetermined condition may be that the difference in a one-time game is larger than a first threshold value.

[0013]

The predetermined condition may be that a total sum of the differences in recent predetermined-time games is larger