ABSTRACT

GAME MANAGEMENT SYSTEM

A game management system that manages a casino game which is played in a casino facility includes: a camera that acquires an image by photographing bet game tokens; a control device that identifies a bet amount for each player position of a gaming table on the basis of a position, a type, and the number of game tokens in the image; a reader/writer device that identifies a player of 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 reader/writer device and a bet amount of each player position which is identified by the reader/writer device in a recording device in correlation with each other. The point processing unit has a function of giving points based on a bet amount of each player who is identified by the reader/writer device to the player.

Fig. 7