method is also grasped, as such a problem cannot be found through the detection of the fact that, for example, simply a large amount is won in a specific game table.

[0007]

Meanwhile, a dealer needs to collect or redeem the game token placed on the game table in accordance with the result of win or lose. Even if it is attempted to judge this task by analyzing the image of the chip, since the game token (chip) has a complicated design, it is difficult for an existing practical image analysis technology to judge whether the dealer correctly redeems chips corresponding to betted chips at the time of redemption and there has been a problem that mistake prevention is not sufficient.

Solution to Problem

[0008]

An aspect of the present invention provides a table game management system comprising:

a camera that images a game token placed in any of a plurality of bet areas set on a game table; and

a management control device that grasps a type of the game token placed on the game table based on a surface color of a side face of the game token imaged by the camera, characterized in that

the game token has, in appearance, on the side face of the game token, a layer characterized by a first surface color different according to a type of the game token and a layer characterized by a second surface color not depending

on the type of the game token, and

the management control device is equipped with a function of determining the number of the gaming tokens by measuring the number of the layers characterized by the first surface color or the layers characterized by the second surface color of the game token.

[0008b]

There is also disclosed a table game management system including:

a camera that images a game token placed on a game table; and

a management control device that grasps a type of the game token placed on the game table based on a color of a side face of the game token imaged by the camera.

[0009]

In the table game management system described above,

judging the number of the gaming substitute currencies.

[0014]

In the table game management system described above, the game table may be equipped with a chip tray that holds the game token, and the management control device may grasp a type of the game token held in the chip tray captured by the camera.

[0015]

There is also disclosed a game token having a side face on which a pattern made up of a first color different according to a type of the game token and a second color not depending on the type of the game token is formed.

[0016]

In the game token described above, the first color may be continuous in a circumferential direction.

[0017]

In the game token described above, the second color may be continuous in a circumferential direction.

[0018]

In the game token described above, the side face of the game token may have a portion whose color changes in a thickness direction.

[0019]

In the game token described above, a striped pattern made up of a layer characterized by the first color and a

layer may be provided on an outermost layer.

[0027]

In the game token described above, an embossing process may be applied to the transparent layer.

[0028]

In the game token described above, a rounding (R) process may be applied to an end of the transparent layer.

[0029]

A radio frequency identification (RIFD) may be embedded in the game token described above.

[0030]

There is also disclosed an inspection apparatus including:

a first judging means that captures an image of a side face of the game token and judges a type of the game token based on a color of the side face;

a second judging means that judges the type of the game token by a method different from the method of the judging device; and

an inspection means that inspects whether the type judged by the first judging device matches the type judged by the second judging means.

Advantageous Effects of Invention

[0031]

According to the table game management system in embodiments of the

CLAIMS

1. A table game management system comprising:

a camera that images a game token placed in any of a plurality of bet areas set on a game table; and

a management control device that grasps a type of the game token placed on the game table based on a surface color of a side face of the game token imaged by the camera, characterized in that

the game token has, in appearance, on the side face of the game token, a layer characterized by a first surface color different according to a type of the game token and a layer characterized by a second surface color not depending on the type of the game token, and

the management control device is equipped with a function of determining the number of the gaming tokens by measuring the number of the layers characterized by the first surface color or the layers characterized by the second surface color of the game token.

2. The table game management system according to claim 1, wherein

a pattern made up of the first surface color and the second surface color formed on the side face of the game token, and

the management control device grasps the type of the game token based on the first surface color.

3. The table game management system according to claim 2, wherein

the first surface color is continuous in a circumferential direction.

4. The table game management system according to claim 2 or 3, wherein

the second surface color is continuous in a circumferential direction.

5. The table game management system according to claim 1, wherein

the side face of the game token has a portion whose surface color changes in a thickness direction.