occur. When a client claims that reasonable points are not offered for a bet amount, it cannot be verified and thus a casino manager has to offer points in response to the client's claim. There may be a client with malice who makes such a claim and thus the loss of the casino manager may be severely large.

[0007]

Therefore, embodiments of the present disclosure seek to provide a game management system that can reliably offer points corresponding to a bet amount of each player.

[0008]

According to an aspect of the present disclosure, there is provided a game management system for managing a casino game which is played in a casino facility, the game management system including: a gaming table in which a game is played using game tokens; an information processing device configured to identify a bet amount for each player position of the gaming table on the basis of a position, a type, and the number of game tokens which have been bet; a player identifying unit configured to identify a player who participates in a game at each player position of the gaming table; and a point processing unit configured to store 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, in which 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, separately from a payment and collection of game tokens based on a game result, and wherein the information processing device has a function of calculating a balance from seating to seat leaving of the respective player.

[0009]

With this configuration, it is possible to reliably offer points based on a bet amount of a player. Note that, the information processing device may ascertain the position, the type, and the number of the game tokens on the basis of the image acquired by photographing the bet game tokens or may ascertain the position, the type, and the number of game tokens using other means.

[0010]

The game management system may further include a game result determining device that is able to determine a result of a game, and the point processing unit may be configured to ascertain winning/losing and a balance of each player on the basis of information of the bet amount of each player and information of the game result determined by the game result determining device.

[0011]

The game management system may further include a game token tray that accommodates the game tokens, and the information processing device may be 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.

[0024]

The game management system may further include an incentive processing unit that provides an incentive on the basis of a bet amount which is accumulated every successive days.

[0025]

With this configuration, it is possible to offer an incentive on the basis of the points accumulated every successive days (for example, three days).

[0026]

According to another aspect of the present disclosure, there is provided a game management system including a player identifying unit configured to identify a player who participates in a game in a casino facility; a camera configured to acquire an image by photographing game tokens which each player has bet in the game; an information processing device configured to identify a bet amount of the player in the game on a basis of the image; and a recording unit configured to record points of the player according to the bet amount identified by the information processing device, wherein the information processing device has a function of calculating a balance from seating to seat leaving of the respective player.

[0027]

With this configuration, it is also possible to reliably offer points based on a bet amount of each player.

[0028]

In the game management system, the recording unit may be a storage medium which is carried by each player.

CLAIMS

1. A game management system for managing 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 configured to identify 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 configured to identify a player who participates in a game at each player position of the gaming table; and

a point processing unit configured to store 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, separately from a payment and collection of game tokens based on a game result, and

wherein the information processing device has a function of calculating a balance from seating to seat leaving of the respective 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 the 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 configured to accommodate 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 configured to be carried by each player and to read 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 configured to provide 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 configured to provide 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 configured to identify a player who participates in a game in a casino facility;

a camera that configured to acquire an image by photographing game tokens which the player has bet in the game;

an information processing device configured to identify a bet amount of the player in the game on a basis of the image; and

a recording unit configurated to record points of the player according to the bet amount identified by the information processing device,

wherein the information processing device has a function of calculating a balance from seating to seat leaving of the respective player.

12. The game management system according to claim 11, wherein the recording unit is a storage medium which configured to be carried by the 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 configured to offer an incentive to the player according to the points recorded in the recording unit.

15. The game management system according to any one of claims 1 to 14, wherein the point processing unit is configured to manage a plurality of gaming tables, to ascertain 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, to offer points or a status to the player under a predetermined condition on a basis of the total bet amount, the net profit of the player, or the net profit of the game promoter, and to output the 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 is additionally configured to offer 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 is configured to offer 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 1 to 14, wherein the point processing unit is configured to output the total bet amount of each player as credit information of the player.