CLAIMS

1. A game management system for managing games played on a game table, the game management system comprising:

one or more cameras configured to obtain images of targets including at least a game table, game supplies including chips to be placed on the game table, and a dealer's or player's hand; and

a controller configured to:

recognize, by analyzing the images using artificial intelligence or deep learning, multiple targets of the targets in the images,

recognize an event by combining results of recognition of the multiple targets, and

determine, according to a relationship between the event and a timing of the event, an occurrence of cheating based on rules of a game, wherein the event is determined to be cheating if the event or the timing of the event is contrary to the rules of the game.

2. The game management system as defined in claim 1, wherein the controller is configured to:

recognize a plurality of the events, and

wherein the occurrence of cheating is determined based on a combination of the plurality of events.

3. The game management system according to claim 1,

wherein the controller is configured to:

analyze the images to detect movement of one or more chips between a start of the game and a determination of a game result, and

wherein the occurrence of cheating is determined based on detection of the movement of the one or more chips between the start of the game and the determination of the game result.

4. The game management system according to claim 1, wherein the controller is configured to:

analyze the images to detect that a losing player of one or more losing players is taking one or more chips after the game has ended while a dealer is collecting a set of chips bet by the losing players, and

wherein the occurrence of cheating is determined based on detection of the losing player taking the one or more chips after the game has ended and while the dealer is collecting the set of chips.

5. The game management system according to claim 1, wherein the controller is configured to:

analyze the images to detect, after a game has ended and while a dealer is collecting a set of chips bet by one or more losing players, that a person other than the dealer has added winning chips or has placed new chips on a winning side that were not bet by a player, and

wherein the occurrence of cheating is determined based on detection that the person has added the winning chips or has placed the new chips.

6. The game management system according to claim 1, wherein the controller is configured to:

analyze the images to detect, after a game has ended, that a dealer did not correctly place one or more chips of payment in a position of a set of chips that were bet by a winner player of one or more players, and

wherein the occurrence of cheating is determined based on detection that the dealer did not correctly place the one or more chips.

7. The game management system according to claim 1, wherein the controller is configured to:

analyze the images to detect, after a game has ended, that a winner among one or more players has not received one or more chips that were wagered and paid for, and

wherein the occurrence of cheating is determined based on detection that the winner has not received the one or more chips.

8. The game management system according to claim 1, wherein the controller is configured to:

analyze the images to detect whether a hand in the images is the dealer's hand or the player's hand, and

wherein the occurrence of cheating is determined based on detection that the hand is the dealer's hand or the player's hand.

9. The game management system according to claim 1, wherein the controller is configured to analyze the images to detect one or more motions of the dealer's hand, one or more motions of the player's hand, a motion of one or more chips of the chips, or a combination thereof.

10. The game management system according to claim 1, wherein the occurrence of cheating is determined based on detection in the images of one or more motions of the dealer's hand, one or more motions of the player's hand, a motion of one or chips of the chips, or a combination thereof.