CLAIMS

1. A table game system comprising:

a plurality of shuffled playing cards made up of a plurality of number of decks shuffled to have a unique arrangement order;

a shuffled card ID given to the shuffled playing cards as an ID code;

a means capable of obtaining the shuffled card ID;

a control unit for storing the shuffled card ID obtained by the shuffled-card-ID obtaining means;

a card shoe apparatus for holding the shuffled playing cards such that the held shuffled playing cards are manually dealt one by one onto a game table, the card shoe apparatus comprising,

a card housing unit for housing the shuffled playing cards,

an opening through which allows the shuffled playing cards being drawn from the housing unit one by one,

a card reading unit for reading information on rank from each of the cards drawn from the card housing unit onto the game table,

a winner/loser determination unit for determining a winner/loser of a card game based on the information read by the card reading unit, and

a display unit for outputting a result of the winner/loser determination by the winner/loser determination unit; and

a database being accessibly connected to the card shoe apparatus,

wherein the control unit identifies a card set which is used in a current game with the shuffled card ID,

wherein the database contains game table information which indicates one of the game tables on which the identified card set is currently used, wherein the database further contains information on at least one of the following items:

(1) information concerning a pit or the card room where the identified shuffled playing cards are managed; and

(2) information on the purchase or procurement of the identified shuffled playing cards.

2. The table game system according to claim 1, wherein the database contains information on at least one of the following items with the shuffled card ID of the identified current card set:

(3) a dealer in charge of one of the game tables on which the current card set is used;

(4) a pit or a card room where the identified shuffled playing cards are kept before delivering to a relevant game table;

(5) a process of disposal of the identified shuffled playing cards after using at the game table; (6) whether all of the identified shuffled playing cards have reached to a disposal apparatus;

(7) the result of the winner/loser determination by the winner/loser determination unit; and

(8) procurement of the identified shuffled playing cards.

3. The table game system according to claim 1 or 2, wherein the database contains information on at least one of the following specified events that occur during the use of the identified shuffled playing cards with the shuffled card ID of

the identified current card set:

(1) a reading error in the card reading unit of a card in the identified shuffled playing cards;

(2) an end of a game due to an operation of an end button to end the use of the shuffled playing cards currently set in the card shoe apparatus, or the drawing of a cut card from the shuffled playing cards currently set in the card shoe apparatus;

(3) an attempt to draw a card when no card should be drawn according to the rules of the card game;

(4) an attempt to move or insert a card in a direction opposite to a drawing direction of a card at the opening; and

(5) an occurrence of a preset irregular operation to be determined to be irregular by the card shoe apparatus.

4. The table game system according to claim 1 or 3, further comprising:

a communication means for communicably connecting the shuffled-card-ID obtaining means and the card shoe apparatus.

5. The table game system according to any one of claims 1 to 4, further comprising:

a card restriction unit, which is provided in the card shoe apparatus, for selectively restricting moving of any of the cards into/from the card housing unit through the opening.

6. The table game system according to any one of claims 1 to 5, further

comprising:

a card reading unit for reading a set code, which is printed on each of the shuffled playing cards,

wherein the control unit checks whether the set code read by the reading unit is the same as a predetermined set code.