such a case, before using the card for the game, this card can be mixed into a predetermined position among the shuffled playing cards. Further, in such a case, the falsified shuffled playing cards which is intentionally ordered can be wholly replaced for regular cards (8 decks of cards).

[Citation List]

[Patent Literature]

[0006]

[PTL 1] WO 2009/069708

[PTL 2] JP4885103B

[Summary of Invention]

[Technical Problem]

[0007]

Embodiments of the present invention aim to provide a table game system that includes a plurality of association tables or a plurality of databases, each of which makes it possible to obtain the correlation between the code attached to each of shuffled playing cards and the rank of the card. By changing the association table or the database to be used as appropriate so that the correlation between the code and the rank in the shuffled playing cards can be obtained only from the shuffled card ID which is attached on each of shuffled playing cards.

[0008]

According to the present disclosure, when the card having falsified code is set into the regular shuffled playing cards, this falsified card (the card fraudulently set into the regular shuffled playing cards) can be found based on that the correlation between the code of the regular playing cards and the rank. (The code of this falsified card does not match with the correlation between the code of the regular playing cards and the rank).

[0009]

Further, according to the present disclosure, the correlation between the code of each card and the rank of each card is different among each shuffled playing cards. The correlation between the code group and the rank of each shuffled playing cards can be obtained only from the shuffled card ID which is attached on each of shuffled playing cards and is identifiable individually. Even when the falsified shuffled playing cards which is intentionally ordered can be wholly replaced for regular cards (8 decks of cards), the correlation between the code of the cards and the rank obtained from the shuffled card ID does not

match with the correlation between the code of the falsified shuffled playing cards and the rank. Thus, the present disclosure has a countermeasure to prevent cheating by changing the association table or the database to be used as appropriate so that the correlation between the codes and the ranks of the cards cannot be known to a person who intends to commit cheating.

[Solution to Problem]

[0009a]

According to an aspect of the present invention, there is provided a table game system comprising:

shuffle playing cards composed of playing cards made up of a plurality of number of decks shuffled to have a unique arrangement order, a uniquely identifiable shuffled card ID being attached to the shuffled playing cards as an ID code;

a card shoe apparatus that houses the shuffled playing cards in a card housing unit such that the said shuffled playing cards can be manually dealt one by one onto a game table and reads from the card a code printed on the card concerning the rank thereof;

a barcode reader or an input means for information that identifies the shuffled card ID capable of identifying the shuffled card ID; and

a control unit that includes a memory for storing a plurality of association tables or a plurality of databases, each of which makes it possible to obtain the rank of each card based on the code of each card,

wherein each association table or database is recorded in association with the shuffled card ID, and one of the plurality of association tables or databases is determined by identifying the shuffled card ID, and based on the association table or database identified, the card reading unit reads the code when each card is drawn from the card housing unit and the rank of the card is identified based on that code,

the system further comprises:

a liquid crystal display unit that displays a mismatch, if the code read by the card shoe apparatus does not match a code that is defined in the association table or the database identified.

[0010]

There is also disclosed a table game system including:

shuffled playing cards composed of playing cards made up of a plurality of number of decks shuffled to have a unique arrangement order, a uniquely identifiable shuffled card ID being attached to the shuffled playing cards as an ID code; and

a card shoe apparatus that includes a barcode reader capable of identifying the shuffled card ID, and houses the shuffled playing cards such that the said shuffled playing cards can be manually dealt one by one onto a game table,

wherein each card of the shuffled playing cards is given a code concerning a rank of the card,

the card shoe apparatus includes:

a card housing unit for housing the shuffled playing cards;

an opening for drawing cards from the card housing unit one by one;

a card reading unit that reads from the card the code attached to the card concerning the rank thereof; and

a control unit that stores rules of a card game and includes a winner/loser determination unit that determines the winner/loser of the card game based on the information on the ranks of the cards read by the card reading unit,

the control unit includes a memory for storing a plurality of association tables or a plurality of databases, each of which makes it possible to obtain the rank of each card based on the code of each card of the shuffled playing cards, and

each association table or database is recorded in association with the shuffled card ID, and one of the plurality of association tables or databases is identified by identifying the shuffled card ID with the barcode reader, and based

on the association table or database identified, the card reading unit reads the code when each card is drawn from the card housing unit and the rank of the card is identified based on that code.

[Advantageous Effects of Invention]

[0011]

As disclosed, it is possible to provide a table game system in which a card shoe apparatus includes a plurality of association tables or a plurality of databases each of which makes it possible to obtain the correlation between the codes attached to the cards of the shuffled playing cards and the ranks thereof, and which has a countermeasure to prevent cheating in which a shuffled card ID of the shuffled playing cards to be used is read to identify such shuffled playing cards, and a set of codes attached to such shuffled playing cards to be used is identified based on the shuffled card ID, thereby automatically identifying within the card shoe apparatus one of the association tables or databases, each of which makes it possible to obtain the correlation between the codes and the ranks, so that a person who intends to commit cheating is prevented from knowing the correlation between the codes and the ranks of the cards.

[Brief Description of Drawings]

[0012]

[Fig. 1]

Fig. 1 is a perspective view schematically showing the entirety of a table game system according to an embodiment of the present invention.

[Fig. 2]

Fig. 2 is a perspective view of shuffled playing cards to be used in the table game system according to the embodiment of the present invention.

[Fig. 3]

Fig. 3 is a diagram showing a general configuration of the card shoe apparatus.

[Fig. 4]

Fig. 4 is a plan view of a card according to the embodiment of the present invention.

[Fig. 5]

Fig. 5 is an enlarged plan view showing a main portion of a card guide of the card shoe apparatus, in which the card guide is partially broken.

[Fig. 6]

Fig. 6 is a diagram showing the relation between the output waves from sensors

Claim

1. A table game system comprising:

shuffle playing cards composed of playing cards made up of a plurality of number of decks shuffled to have a unique arrangement order, a uniquely identifiable shuffled card ID being attached to the shuffled playing cards as an ID code;

a card shoe apparatus that houses the shuffled playing cards in a card housing unit such that the said shuffled playing cards can be manually dealt one by one onto a game table and reads from the card a code printed on the card concerning the rank thereof;

a barcode reader or an input means for information that identifies the shuffled card ID capable of identifying the shuffled card ID; and

a control unit that includes a memory for storing a plurality of association tables or a plurality of databases, each of which makes it possible to obtain the rank of each card based on the code of each card,

wherein each association table or database is recorded in association with the shuffled card ID, and one of the plurality of association tables or databases is determined by identifying the shuffled card ID, and based on the association table or database identified, the card reading unit reads the code when each card is drawn from the card housing unit and the rank of the card is identified based on that code,

the system further comprises:

a liquid crystal display unit that displays a mismatch, if the code read by the card shoe apparatus does not match a code that is defined in the association table or the database identified.