used is no longer used and is replaced. This makes it impossible to identify the shuffled playing card set that is currently being used at the game table since the shuffled playing card set is often replaced with a new one. For this reason, in case of any problem with the card shoe apparatus or if any irregular card has been inserted, it is difficult to investigate the cause thereof or to take countermeasures therefor, which is a problem.

[0005]

The disclosure aims to provide a table game system that is capable of identifying the shuffled playing card set that is currently being used at a game table, and also capable of, if any problem occurs with a card shoe apparatus or if the insertion of any irregular card is found, identifying the shuffled playing card set that has been used at the time of the occurrence thereof, thereby enabling an investigation of the cause thereof or the taking of countermeasures therefor.

[0006]

[Solution to Problem]

An aspect of the present invention provides a table game system comprising an ID detector, wherein the ID detector is configured to detect a shuffled card identification (ID) that is indicated as an ID code on, and that uniquely identifies, a set of a shuffled plurality of decks of playing cards having a unique arrangement order; a card shoe; and a database that is accessible to the card shoe. The card shoe comprises a card housing that is configured to store the set of the shuffled plurality of decks of playing cards; an opening through which the playing cards of the stored set can be manually drawn one by one from the card housing to be dealt onto one of a plurality of game tables that are in a casino; a card reader, the card reader being configured to read information of each of the playing cards drawn from the card housing onto the one of the plurality of game tables; a display; and a control unit. The control unit is configured to judge a winner and/or a loser of a card game based on the information read by the card reader; show a result of the judgement on the display; input the shuffled card ID detected by the ID detector into the database; and identify the card set currently being used in the card game based on the shuffled card ID detected by the ID detector. The database contains an identification of one or more predefined events in association with the shuffled card ID. The one or more predefined events include at least one of the following (1) to (5):

(1) a reading error in the card reader with respect to a card in the identified card set; (2) an end of the card game due to an operation of an end button to end a use of the set of the shuffled plurality of decks of playing cards currently stored in the card shoe; or a drawing of a cut card from the shuffled plurality of decks of playing cards currently stored in the card shoe; (3) an attempt to draw a card when no card should be drawn according to rules of the card game; (4) an attempt to move or insert a card in a direction opposite to a predefined drawing direction of a card at the opening; or (5) an occurrence of a predefined irregular operation determined to be irregular by the card shoe.

The present disclosure also provides 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 or an input means capable of identifying the shuffled card ID, and houses the shuffled playing cards such that the housed shuffled playing cards are manually dealt one by one onto a game table,

the card shoe apparatus including:

a card housing unit for housing the shuffled playing cards;

a lid that enables the entry/removal of the shuffled playing cards;

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

a card reading unit that reads from a card drawn from the card housing unit onto the game table information contained in the said card on a rank thereof;

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; and

a display unit that outputs a result of the winner/loser determined by the winner/loser determination unit,

wherein the control unit has a function of storing the uniquely identifiable shuffled card ID read by the barcode reader or the input means, identifying the shuffled playing cards as the card set to be used in a current game in connection with the shuffled card ID, and storing each specified event that occurs during the use of said identified shuffled playing cards at a game table, and

the items of the specified events stored in connection with the shuffled card ID include at least one of the following:

(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.

[0007]

[Advantageous Effects of Invention]

As disclosed, it is possible to provide a table game system that is capable of, if any problem occurs with a card shoe apparatus or if the insertion of any irregular card is found, identifying the shuffled playing card set being used at the time of the occurrence thereof, and thereby enables the investigation of the cause thereof or the taking of countermeasures therefor by identifying the shuffled playing card set being used at the time of occurrence thereof.

[0008]

[Brief Description of Drawings]

[Fig. 1] Fig. 1 is a perspective view schematically showing the entirety of a

Claims

1. A table game system comprising:

an ID detector, wherein the ID detector is configured to detect a shuffled card identification (ID) that is indicated as an ID code on, and that uniquely identifies, a set of a shuffled plurality of decks of playing cards having a unique arrangement order;

a card shoe; and

a database that is accessible to the card shoe;

wherein:

the card shoe comprises:

a card housing that is configured to store the set of the shuffled plurality of decks of playing cards;

an opening through which the playing cards of the stored set can be manually drawn one by one from the card housing to be dealt onto one of a plurality of game tables that are in a casino;

a card reader, the card reader being configured to read information of each of the playing cards drawn from the card housing onto the one of the plurality of game tables;

a display; and

a control unit, the control unit being configured to:

judge a winner and/or a loser of a card game based on the information read by the card reader;

show a result of the judgement on the display;

input the shuffled card ID detected by the ID detector into the database; and

identify the card set currently being used in the card game based on the shuffled card ID detected by the ID detector;

the database contains an identification of one or more predefined events in association with the shuffled card ID; and

the one or more predefined events include at least one of the following (1) to (5):

(1) a reading error in the card reader with respect to a card in the identified card set;

(2) an end of the card game due to:

an operation of an end button to end a use of the set of the shuffled plurality of decks of playing cards currently stored in the card shoe; or

a drawing of a cut card from the shuffled plurality of decks of playing cards currently stored in the card shoe;

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

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

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

2. The table game system according to claim 1, wherein the database contains at least one of the following items of information (i) to (ix) in connection with the shuffled card ID identified as the card set that is currently stored in the card shoe:

(i) a dealer of the one of the plurality of game tables at which the identified card set is being used;

(ii) a start time of use of the identified card set;

(iii) an end time of the use of the identified card set;

(iv) a time period during which the card set was present on the one of the plurality of game tables;

(v) a location at which the identified card set was located before the identified card set was delivered to the one of the plurality of game tables;

(vi) a process of disposal of the identified card set after the use of the identified card set;

(vii) whether all of the playing cards of the identified card set have been delivered to a disposal apparatus;

(viii) information regarding a win and/or a loss at the one of the plurality of game tables where the identified card set is used; or

(ix) a procurement of the identified card set.

3. The table game system according to claim 1, wherein the ID detector is connected to the control unit through a network by which the control unit is configured to obtain the shuffled card ID.

4. The table game system according to claim 1, further comprising a transmitter by which information indicating occurrence of one or more of the predefined events, in association with the shuffled card ID, are transmittable to an external device.

5. The table game system according to claim 1, wherein the database contains information on at least one of:

(a) which of the playing cards is drawn from the card shoe when one of the one or more predefined events occurred;

(b) which of a plurality of card games was being played when one of the one or more predefined events occurred; or

(c) a time when one of the one or more predefined events occurred.