of the plurality of betting area which is divided for each play position, therefore results in multiple stacks of gaming chips will be present on the same betting target or multiple betting targets different from each other in one bet area. In conventional systems, in such cases, it is difficult to determine which of the multiple stacks of gaming chips placed in the same betting area is the main player's stack and which stack is the back-betting player's stack.

[0008]

Therefore, embodiments of the present invention seek to provide a game system that can determine which stack of gaming chips placed by a plurality of players on the same betting area is the stack placed by which player.

SOLUTION TO PROBLEM

[0009]

The game system of one aspect of the invention comprises: a table having a betting area in which multiple types of betting targets are placed; a camera that is configured to capture the table a plurality of times in a chronological order to generate a plurality of chronological images; and an information processing device that is configured to identify on which of the betting target a stack of gaming chips is being bet on, based on a position of the stack of gaming chips in the plurality of chronological images, wherein the information processing device is configured to determine which stack is a stack of a player who bet earlier and which stack is a stack of a player who bet later based on the plurality of chronological images when a plurality of stacks of gaming chips are being bet on the same betting area. The information processing device is configured to determine, based on the plurality of chronological images, an order in which the plurality of stacks bet on the same betting area were bet. The information processing device is further configured to distinguish, based on the determined order, which stack is the stack of

the player who bet earlier and which stack is the stack of the player who bet later.

[0010]

This configuration makes it possible to determine which stack is the main player's stack and which stack is the back-betting player's stack, even if multiple stacks of gaming chips are bet on the same betting area.

[0011]

In the above game system, the information processing device may be configured to determine which stack is the

CLAIMS:

1. A game system comprising:

a table having a betting area in which multiple types of betting targets are placed;

a camera that is configured to capture the table a plurality of times in a chronological order to generate a plurality of chronological images; and

an information processing device that is configured to identify on which of the betting target a stack of gaming chips is being bet on, based on a position of the stack of gaming chips in the plurality of chronological images, wherein

the information processing device is configured to determine which stack is a stack of a player who bet earlier and which stack is a stack of a player who bet later based on the plurality of chronological images when a plurality of stacks of gaming chips are being bet on the same betting area;

the information processing device is configured to determine, based on the plurality of chronological images, an order in which the plurality of stacks bet on the same betting area were bet; and

the information processing device is configured to distinguish, based on the determined order, which stack is the stack of the player who bet earlier and which stack is the stack of the player who bet later.

2. The game system as claimed in claim 1, wherein the information processing device is configured to determine which stack is the stack of the player who bet earlier and which stack is the stack of the player who bet later based on positional relationships of the plurality of stacks bet on the same betting area with respect to each other.

3. The game system as claimed in claim 1, wherein the

information processing device is configured to determine which stack is the stack of the player who bet earlier and which stack is the stack of the player who bet later based on a positional relationship between the stack and the betting target on which the stack is bet.

4. The game system as claimed in claim 1, wherein

the camera is configured to capture a player betting a stack of gaming chips, and

the information processing device is configured to recognize in the plurality of chronological images each player who has bet the stack on the same betting area, and based on the recognition results, determine which stack is the stack of the player who bet earlier and which stack is the stack of the player who bet later.

5. The game system as claimed in claim 4, wherein the information processing device is configured to recognize in the plurality of chronological images a body part or clothing part of the each player who has bet the stack on the same betting area, and based on the results of recognition of the body part or clothing part, determine which stack is the stack of the player who bet earlier and wherein it is determined which stack is the stack of the player who bet later.

6. The game system as claimed in claim 5, wherein the information processing device is configured to identify which body part or clothing part of the recognized body part or clothing part is a body part or clothing part of either player, and based on the identification result, determine which stack is the stack of the player who bet earlier and which stack is the stack of the player who bet later.

7. The game system as claimed in claim 5, wherein the information processing device is configured to determine a

direction of the recognized body part or clothing part, and based on the result of the determination, determine which stack is the stack of the player who bet earlier and which stack is the stack of the player who bet later.

8. The game system as claimed in claim 1, wherein the information processing device is configured to determine whether the plurality of stacks bet on the same betting area are stacks of the same player based on the plurality of chronological images.

9. The game system as claimed in claim 8, wherein the information processing device is configured to determine whether the plurality of stacks are stacks of the same player based on a distance of the plurality of stacks.