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 present disclosure aims to provide a table game system that may be 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 a set of shuffled playing cards made up of a plurality of number of decks of playing cards shuffled to have a unique arrangement order, wherein a shuffled card ID is given to the shuffled playing cards; a control unit; 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, at least one sensor for sensing the playing card being drawn from the housing unit and outputting at least one sensing result, and a display unit for outputting a result of the winner/loser determination by the winner/loser determination unit; an obtaining means capable of obtaining the shuffled card ID of the shuffled playing card to be housed in the card shoe apparatus; and a database being accessibly connected to the card shoe apparatus and the obtaining means, wherein the control unit determines an occurrence of a security item based on the at

least one sensing result output from the at least one sensor, wherein the control unit stores to the database game table information which indicates one of the game tables on which a shuffled playing card is currently used, the shuffled card ID of the shuffled playing cards obtained by the obtaining means, time at which the shuffled ID was obtained by the obtaining means, and the occurrence of the security item, in association with each other.

[0006a]

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 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]

As disclosed, it is possible to provide a table game system that may be 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