~~What is claimed is:~~CLAIMS

~~1. A game management system that manages a casino game which is played in a casino facility, the game management system comprising:~~

~~a gaming table in which a game is played using game tokens;~~

~~an information processing device that identifies a bet amount for each player position of the gaming table on a basis of a position, a type, and the number of game tokens which have been bet;~~

~~a player identifying unit that identifies a player who participates in a game at each player position of the gaming table; and~~

~~a point processing unit that stores a member ID of each player who is identified by the player identifying unit and a bet amount of each player position which is identified by the information processing device in a database in correlation with each other,~~

~~wherein the point processing unit has a function of giving points based on a bet amount of each player who is identified by the player identifying unit to the player.~~

~~2. The game management system according to claim 1, further comprising a game result determining device that is able to determine a result of a game,~~

~~wherein the point processing unit is configured to ascertain winning/losing and a balance of each player on a~~

~~basis of information of the bet amount of each player and information of the game result determined by the game result determining device.~~

~~3. The game management system according to claim 2, further comprising a game token tray that accommodates the game tokens,~~

~~wherein the information processing device is configured to determine a total amount of the game tokens in the game token tray and to compare a total amount of the balance of each player with a total increase/decrease amount of the game token tray before and after settlement of the game tokens.~~

~~4. The game management system according to claim 3, wherein the point processing unit is configured to offer points to the players when the total increase/decrease amount of the game token tray before and after settlement of the game tokens and the total amount of the balance of the players match each other as a result of comparison.~~

~~5. The game management system according to claim 1, wherein the player identifying unit is a face authentication system.~~

~~6. The game management system according to claim 1, wherein the player identifying unit is a reader device that~~

~~is carried by each player and reads the member ID from a storage medium in which the member ID is stored.~~

~~7. The game management system according to any one of claims 1 to 6, wherein the point processing unit has a function of ascertaining a start time and an end time at which each player participates in a game in the gaming table and storing the start time and the end time in the database.~~

~~8. The game management system according to claim 1, wherein the point processing unit has a function of calculating a bet amount of each player for each game.~~

~~9. The game management system according to claim 1, further comprising an incentive processing unit that provides an incentive on a basis of the bet amount which is accumulated every month or every year.~~

~~10. The game management system according to claim 1, further comprising an incentive processing unit that provides an incentive on a basis of a bet amount which is accumulated every successive days.~~

~~11. A game management system comprising:~~

~~a player identifying unit that identifies a player who participates in a game in a casino facility;~~

~~a camera that acquires an image by photographing game tokens which each player has bet in the game;~~

~~an information processing device that identifies a bet amount of each player in the game on a basis of the image; and~~

~~a recording unit that records points of each player according to the bet amount identified by the information processing device.~~

~~12. The game management system according to claim 11, wherein the recording unit is a storage medium which is carried by each player.~~

~~13. The game management system according to claim 11, wherein the recording unit is a database in which the points for each player are recorded for a plurality of players.~~

~~14. The game management system according to any one of claims 11 to 13, further comprising an incentive offering device that offers an incentive to each player according to the points recorded in the recording unit.~~

~~15. The game management system according to any one of claims 11 to 14, wherein the point processing unit manages a plurality of gaming tables, ascertains a total bet amount for each player, a net profit of each player, or a net~~

~~profit of a game promoter in a predetermined time or period, offers points or a status to each player under a predetermined condition on a basis of the total bet amount, the net profit of each player, or the net profit of the game promoter, and outputs the offered points or status.~~

~~16. The game management system according to claim 15, wherein the predetermined time or period is a day, successive days, or a month.~~

~~17. The game management system according to claim 15, wherein the point processing unit additionally offers points or status when the points are collectively offered in the predetermined time or period.~~

~~18. The game management system according to claim 15, wherein the point processing unit offers a right to enter a VIP room on a basis of the points or status.~~

~~19. The game management system according to claim 15, wherein the points or status is able to be exchanged for unrealizable game tokens.~~

~~20. The game management system according to claim 15, wherein the points or status is able to be used for paying a usage fee for a hotel or a predetermined facility.~~

~~21. The game management system according to any one of claims 11 to 14, wherein the point processing unit outputs the total bet amount of each player as credit information of the player.~~

1. A game management system for managing casino games played at a casino facility, comprising:

a game table for playing the game using game tokens;

an information processing unit that identifies a bet amount for each player position on the game table based on the position, type, and number of game tokens for games that have been bet;

a player identification means for identifying a player participating in the game at each player position of the game table;

a royalty point processing means for storing in a database a member ID of each player identified by the player identification means in association with the bet amount for each player position identified by the information processor; and

a game result judging device capable of judging game results, wherein

the royalty point processing means is configured to be able to ascertain a win/loss and balance of each player based on the information of the bet amount of each player and the information of the game result determined by the game result determination device, and the game management system is equipped with a function to grant royalty points

to the players in accordance with the balance.

2. The game management system according to claim 1, further comprising:

a game token tray for storing the game game tokens, wherein

the information processor is capable of determining a total amount of the game tokens in the game token tray, and is configured to compare the total amount of change in the game token tray before and after the liquidation of the game substitute money with the total amount of balance for each player.

3. The game management system according to claim 2, wherein the royalty point processing means is configured to award royalty points to players when the results of the comparison between a total increase/decrease of the game token tray and a total amount of income/expenses of each player before and after the liquidation of the game tokens are identical.

4. The game management system according to claim 1, wherein the player identification means is a face recognition system.

5. The game management system according to claim 1, wherein the player identification means is a reader that

reads the member ID from a storage medium in the player possession and in which the member ID is stored.

6. The game management system according to any of claims 1 to 5, wherein the royalty point processing means is equipped with a function for ascertaining a start time and an end time during which each player has participated in a game in the game table and storing the start time and the end time on the database.

7. The game management system according to claim 1, wherein the royalty point processing means is provided with a function to calculate the bet amount of each player for each game.

8. The game management system according to claim 1, further comprising:

a royalty processing means that provides rewards based on an amount of bets accumulated on a monthly or yearly basis.

9. The game management system according to claim 1, further comprising:

a royalty processing means that provides rewards based on an amount of bets accumulated over consecutive days.

10. A game management system comprising:

a player identification means for identifying a player participating in a game at a casino facility;

a camera for capturing an image of the game tokens that the player has bet on in the game;

an information processing apparatus for identifying an amount of bet placed by the player in the game based on the image;

a recording means for recording a player's royalty points in accordance with the amount of bet identified by the information processing device; and

a game result determination device capable of determining the result of the game, wherein

the recording means is configured to be able to ascertain a net profit of the player or a net profit of the game organizer based on the information of the amount of bet of each player and the game result determined by the game result determination device, and is equipped with a function to grant royalty points to the player in proportion to the net profit.

11. The game management system according to claim 10, wherein the recording means is a storage medium possessed by the player.

12. The game management system according to claim 10, wherein the recording means is a database that records the

royalty points for each player for a plurality of players.

13. The game management system according to any of claims 10 to 12, further comprising:

a privilege granting device that grants privileges to the players in accordance with the royalty points recorded in the recording means.

14. The game management system according to any of claims 1 to 9, wherein the point processing means manages a plurality of game tables and ascertains a total bet amount or a net profit of each player or a net profit of the game organizer for a predetermined time or period, and is capable of granting and outputting royalty points or status to the players under predetermined conditions based on the total bet amount or the net profit of each player or the net profit of the game organizer.

15. The game management system according to any of claims 1 to 9, wherein the recording means manages a plurality of game tables and ascertains a total bet amount or a net profit of each player or a net profit of the game organizer for a given time or period, and is capable of granting and outputting royalty points or status to the players under predetermined conditions based on the total bet amount or the net profit of each player or the net profit of the game organizer.

16. The game management system according to claim 14 or 15, wherein the predetermined time or period is in units of a day or multiple consecutive days or a month.

17. The game management system according to claim 14, wherein the royalty point processing means grants additional royalty points or statuses when royalty points are intensively granted during the predetermined time or period.

18. The game management system according to claim 14, wherein the royalty point processing means grants a right to enter a VIP room based on the royalty points or status.

19. The game management system according to claim 14 or 15, wherein the royalty points or status are exchangeable for non-exchangeable game token.

20. The game management system according to claim 14 or 15, wherein the royalty points or status can be used to pay for the use of a hotel or a predetermined facility.

21. The game management system according to any of claims 1 to 9, wherein the royalty point processing means outputs a total bet amount for each player as credit information for the player.