obtained by the incentive points. The game provider can use the information on the members' playing status for marketing purposes instead of providing the members with benefits, and also enjoys the advantage of being able to use the information for detecting cheating.

SUMMARY OF THE INVENTION

PROBLEM TO BE SOLVED BY THE INVENTION

[0004]

However, if the member hands the member's card to the operator and the operator scans the member's card in order to identify the member playing at each play position, the time and effort required to do so will affect the game operation and reduce the efficiency of the game operation.

[0005]

Therefore, Embodiments of the present disclosure to provide a management system that is advantageous to identify a member for each play position with less reduction in game operation efficiency.

SOLUTION TO SOLOVE THE PROBLEM

[0006]

According to an aspect, there is provided a management system of a facility which provides a game using a chip in a game table having a play position, comprising: a chip RFID tag is configured to include in the chip stores chip identification information of the chip and the value

of the chip, a member's card is configured to include a card RFID tag storing member information, a card RFID reader is configured to be provided in the play position of the game table and reads the member information from the card RFID tag, a chip RFID reader reads the chip RFID tag of the chip placed in the play position, and, a storage device in which the image of the player's face is stored in association with the member information, wherein: the card RFID reader and the chip RFID reader are a same reader, the management system determines whether the image of the face stored in the storage device matches a face of a player recognized in the game table in association with the member information read from the card RFID tag.

A management system of one embodiment is a management system in a facility providing a game using a game table having a play position, the management system comprising: a member's card having a card RFID tag storing member information built in; and a card RFID reader that is

[0034]

With this configuration, even if the play table has multiple play positions, the member can be identified for each play position.

EFFECTS OF THE INVENTION

[0035]

According to the present disclosure, since the member information stored in the member's card is read at the play position, the player may not need to hand the member's card to the dealer, and the dealer may not need to perform any operation on the member's card, and the management system can know which player has arrived at which play position.

BRIEF DESCRIPTION OF THE DRAWINGS

[0036]

Fig. 1 is a diagram of an overall overview of a table game management system according to an embodiment;

Fig. 2 is a diagram of an overview of a database according to the embodiment;

Fig. 3 is an explanatory diagram of an RFID tag included in a game token according to a second embodiment;

Fig. 4 is a conceptual diagram of a method for recording data of a game token according to the second embodiment;

Fig. 5 is a diagram of an overall overview of a game token management system according to the second embodiment;