



(19) **United States**

(12) **Patent Application Publication**
SHIGETA

(10) **Pub. No.: US 2023/0005329 A1**

(43) **Pub. Date: Jan. 5, 2023**

(54) **GAME SYSTEM**

Publication Classification

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(51) **Int. Cl.**
G07F 17/32 (2006.01)

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(52) **U.S. Cl.**
CPC **G07F 17/3237** (2013.01); **G07F 17/322** (2013.01)

(21) Appl. No.: **17/773,977**

(57) **ABSTRACT**

(22) PCT Filed: **Oct. 28, 2020**

The game system of the present invention comprises a game table having a betting area in which a plurality of betting targets are laid out, a camera that captures the game table and generates a captured image, and an information processing device that identifies which betting target the stack is bet on, wherein when a plurality of stacks of the gaming chips are bet on the same betting area, the information processing device, based on the captured image, determines which stack is the stack of main player and which stack is the stack of back-betting player.

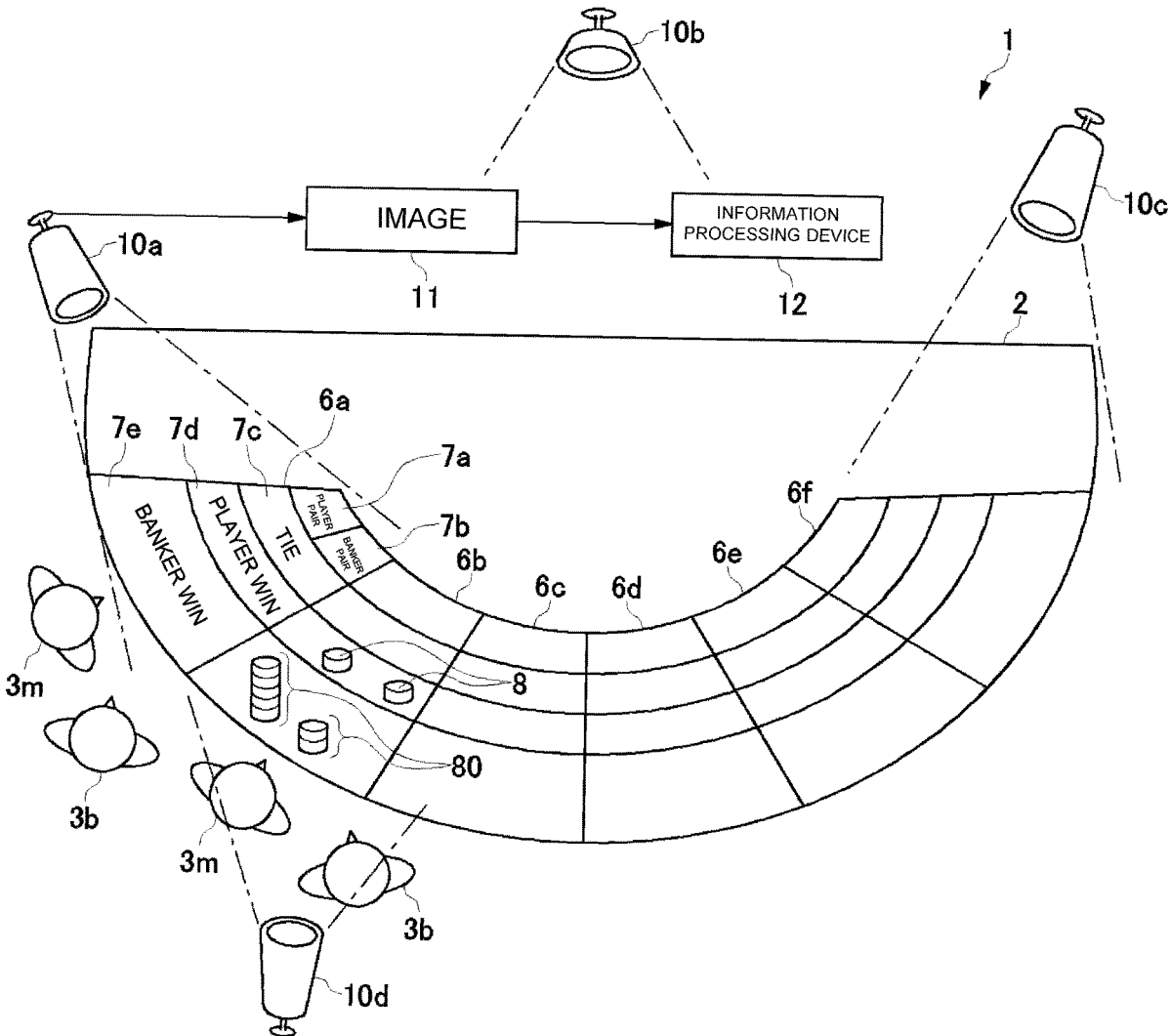
(86) PCT No.: **PCT/JP2020/040449**

§ 371 (c)(1),

(2) Date: **May 3, 2022**

(30) **Foreign Application Priority Data**

Nov. 14, 2019 (JP) 2019-206359



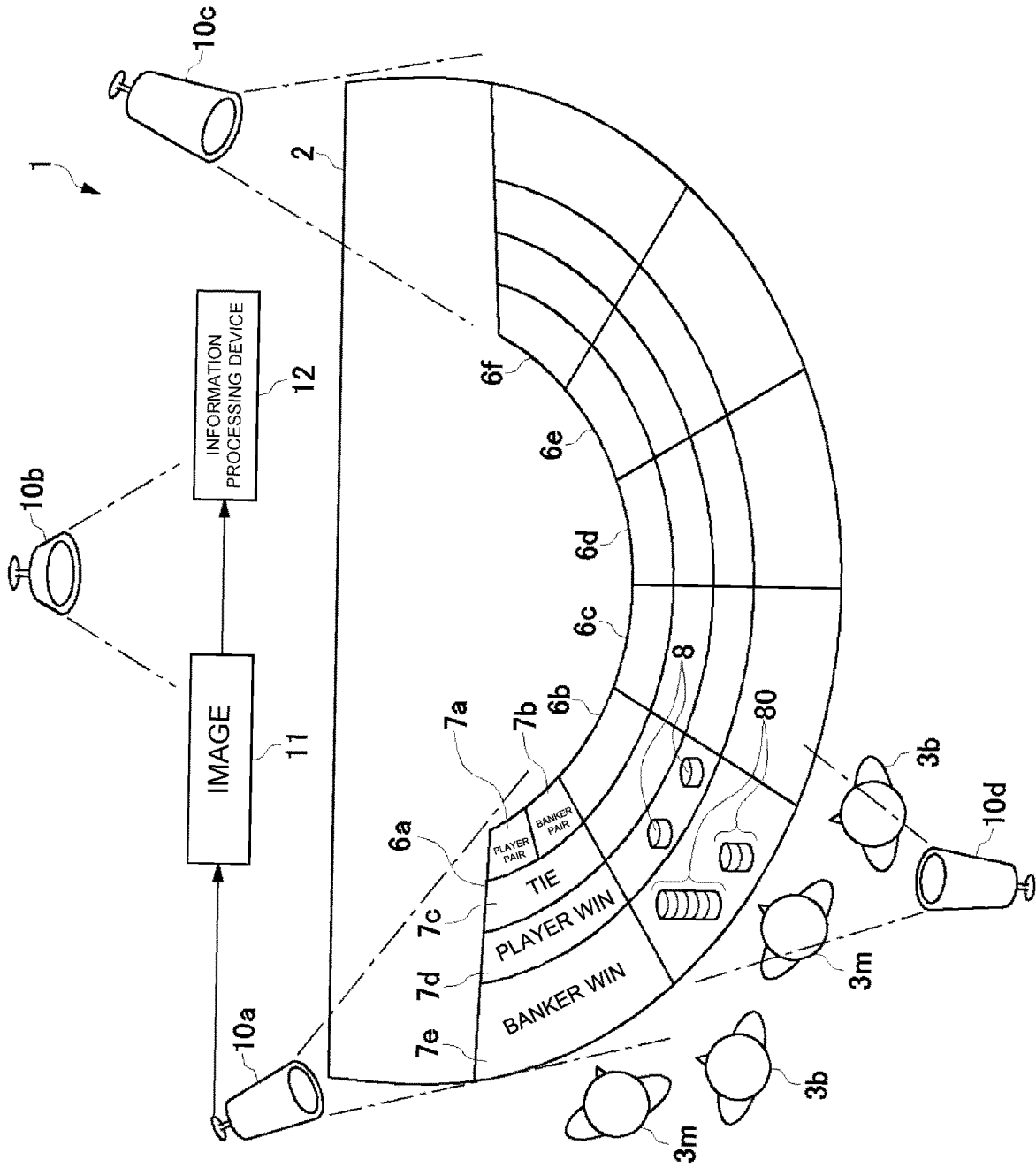


Fig.1

Fig.2

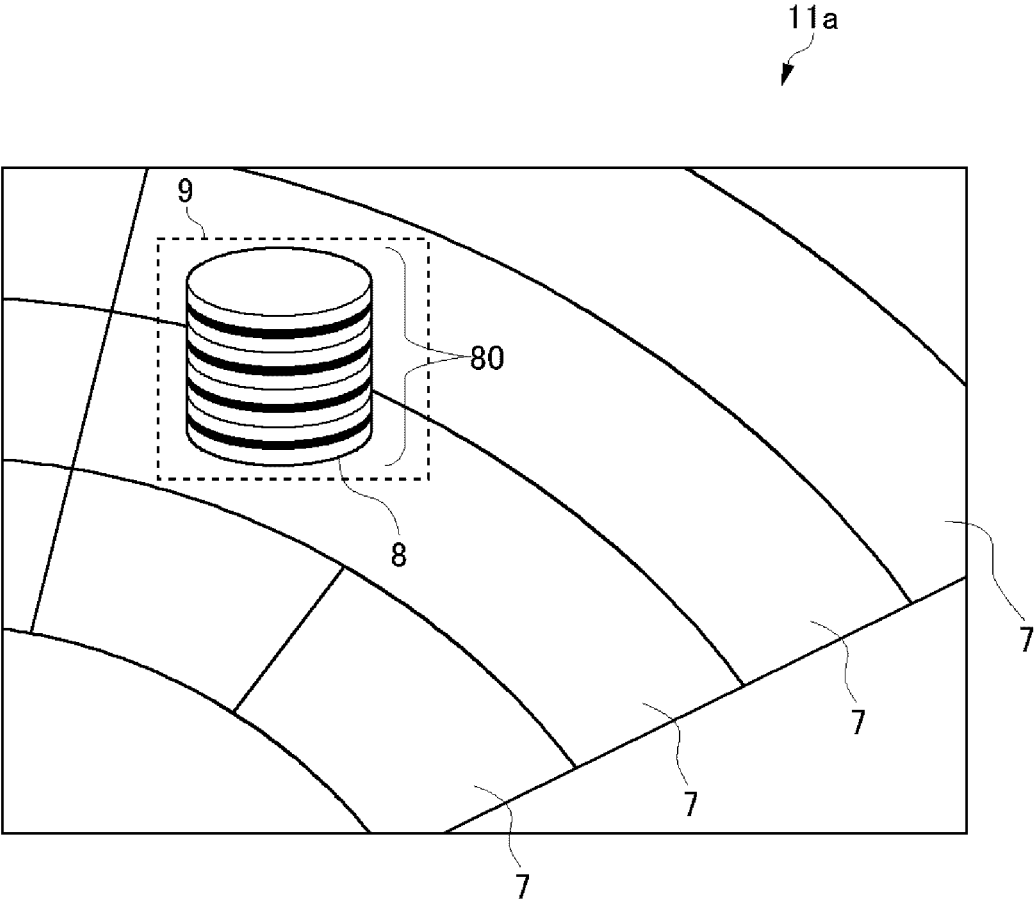


Fig.3

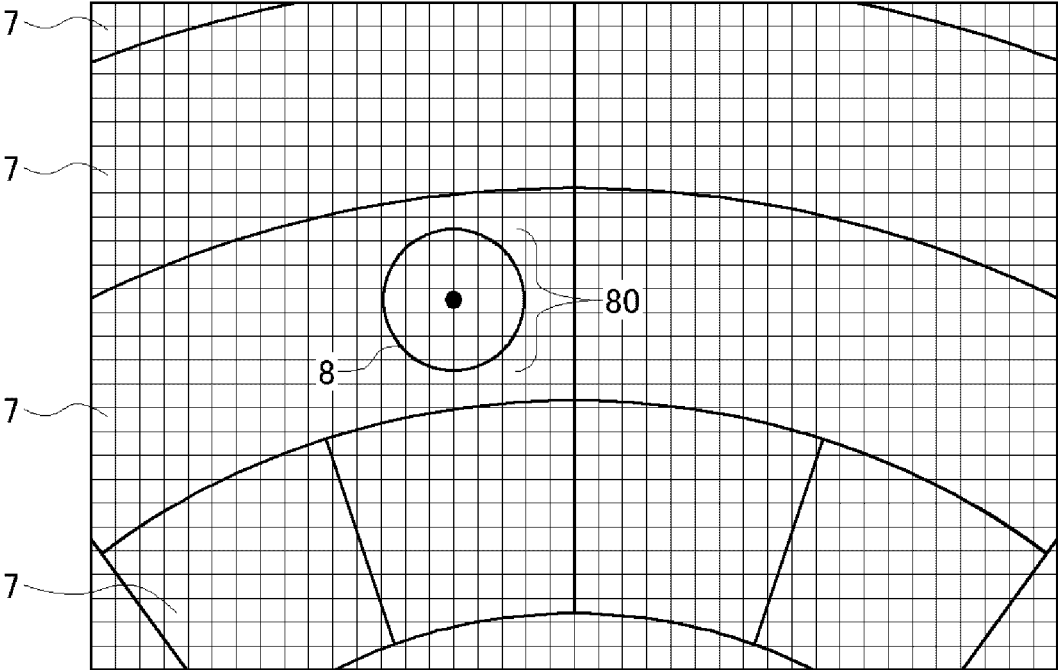


Fig.4

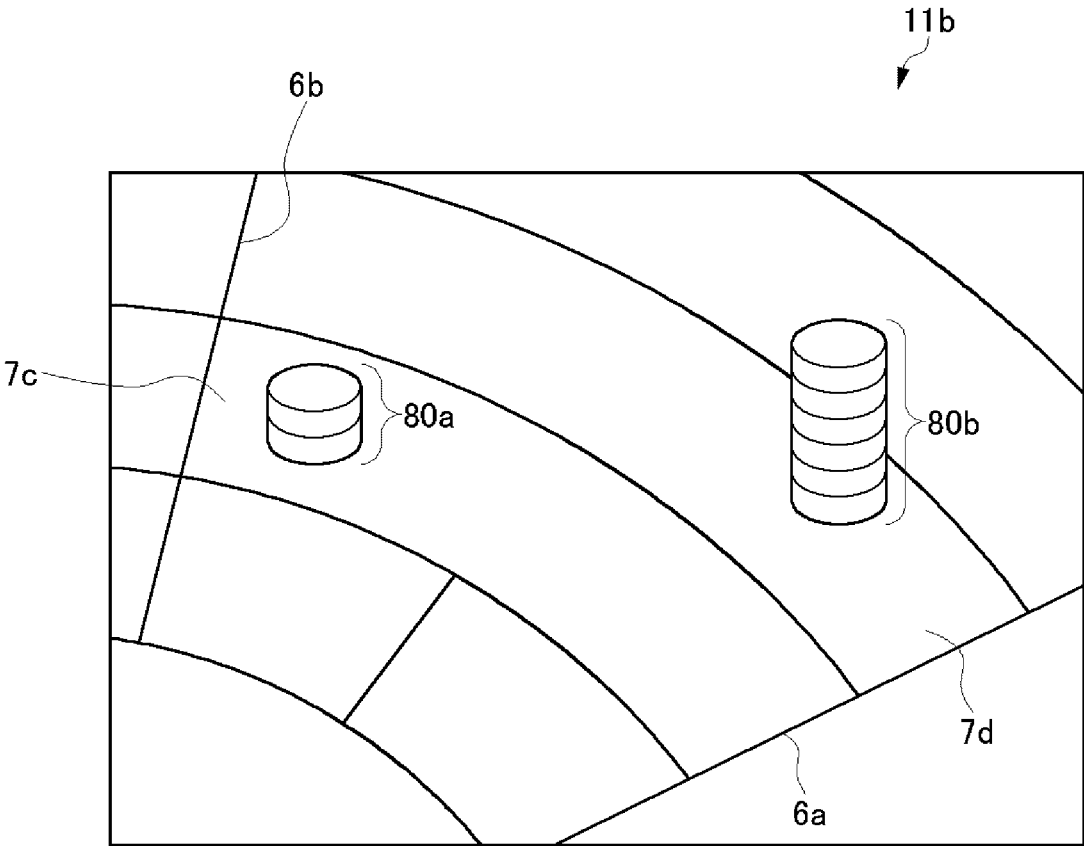


Fig.5

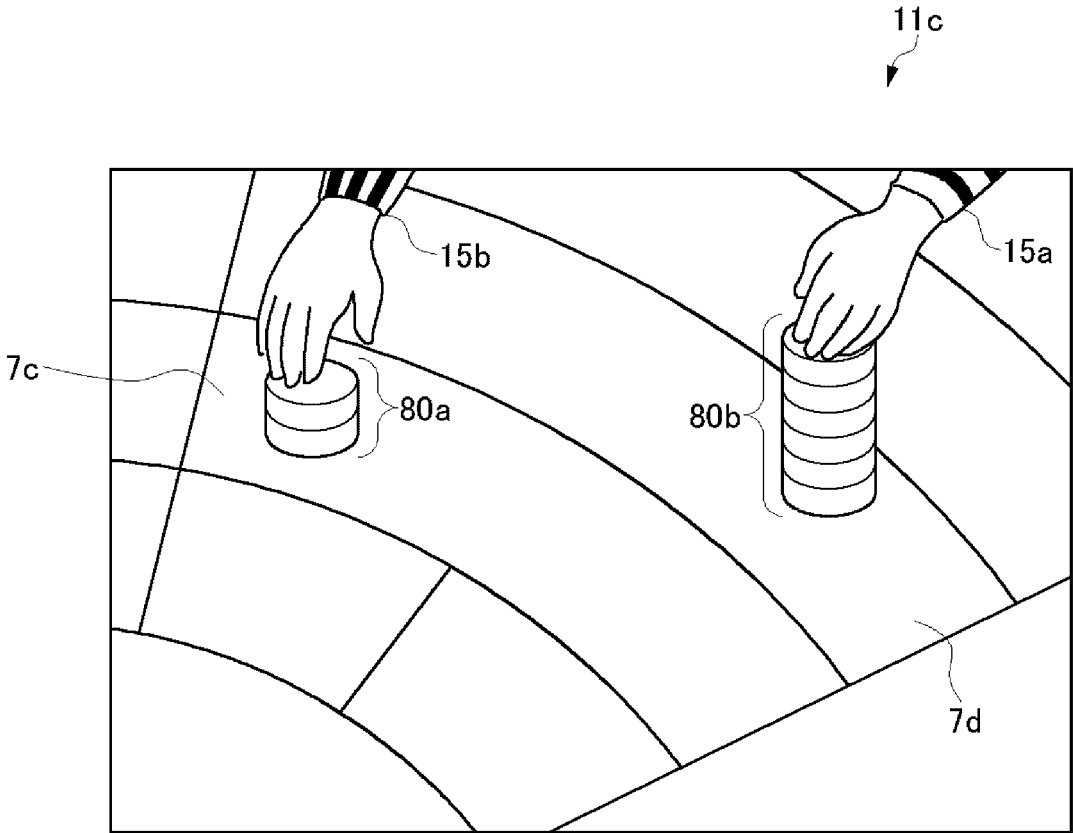


Fig.6

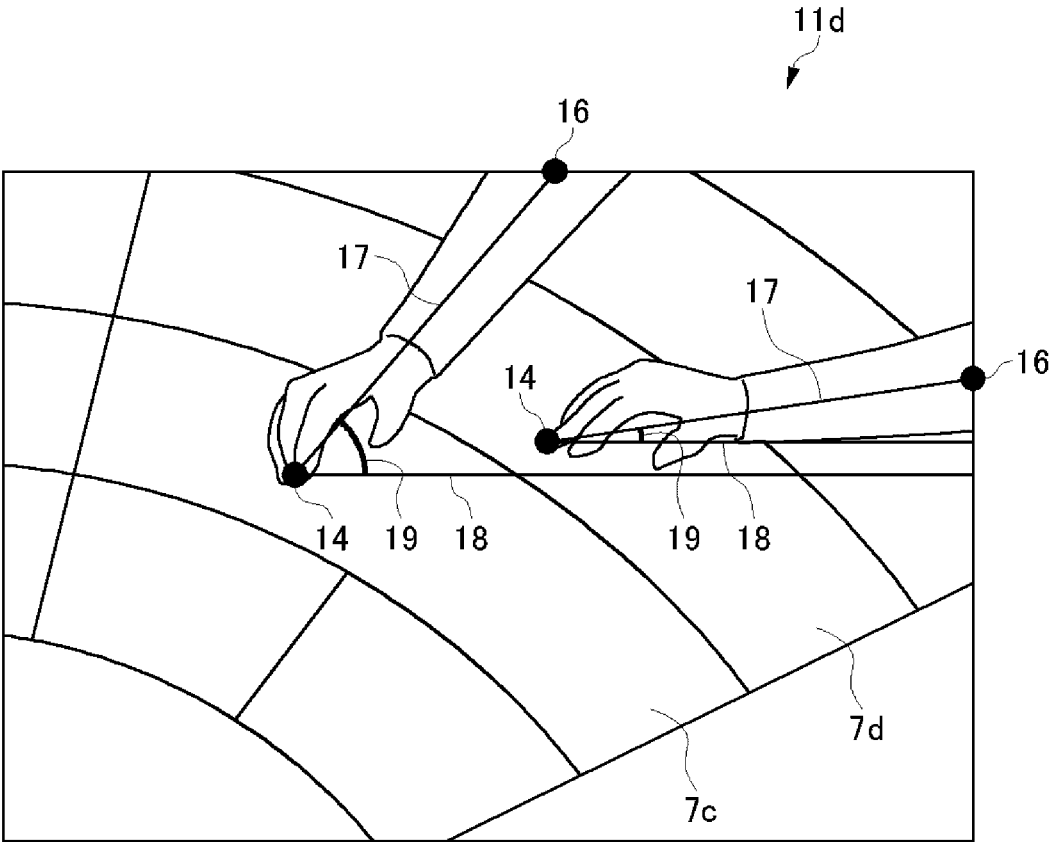


Fig.7

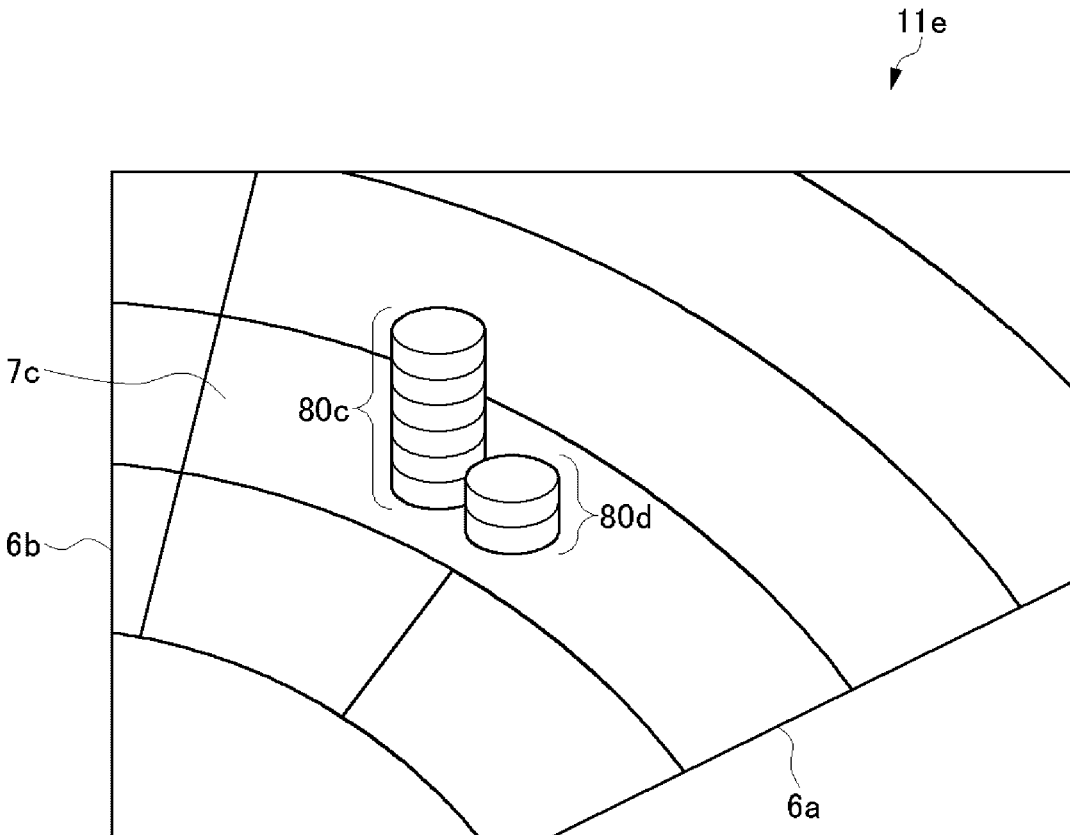


Fig.8

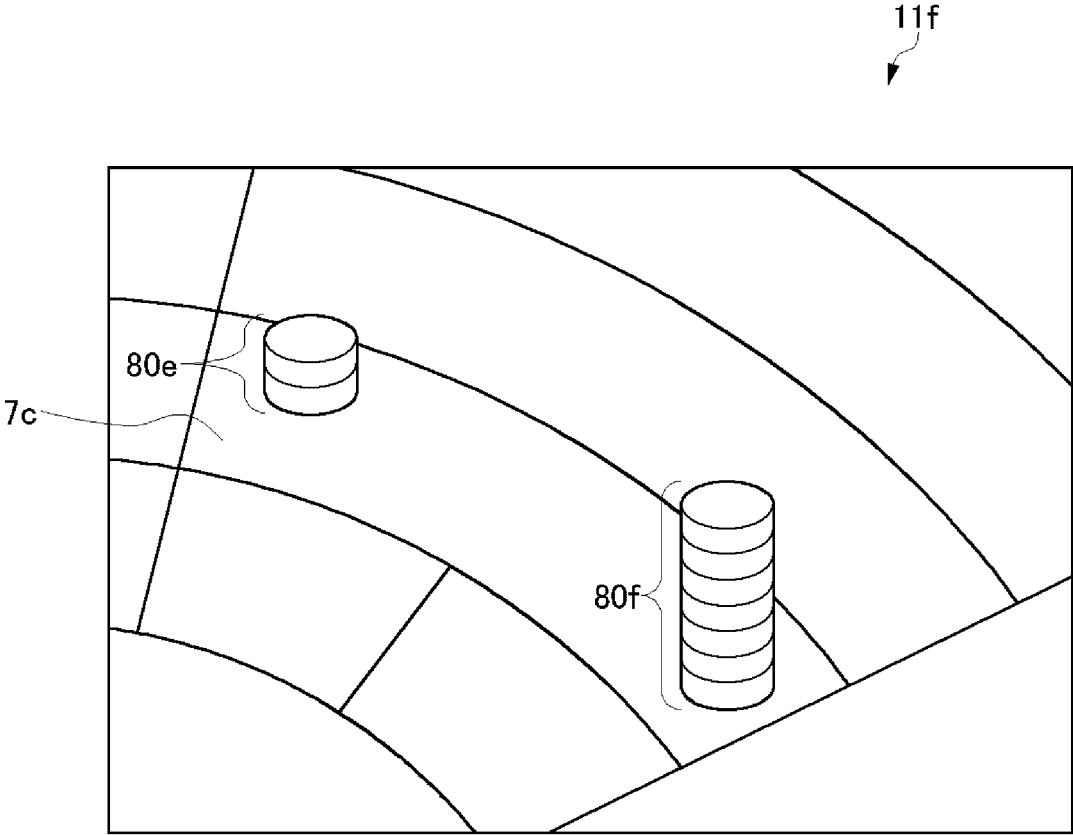


Fig.9

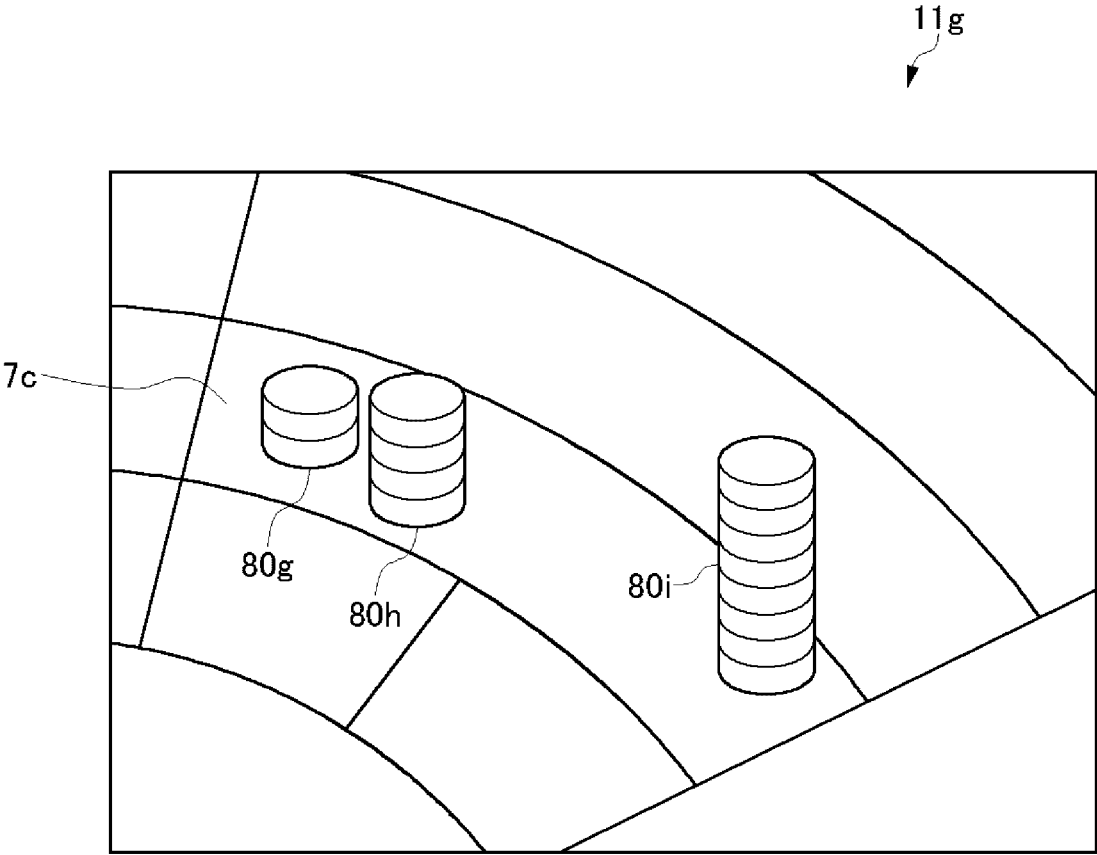
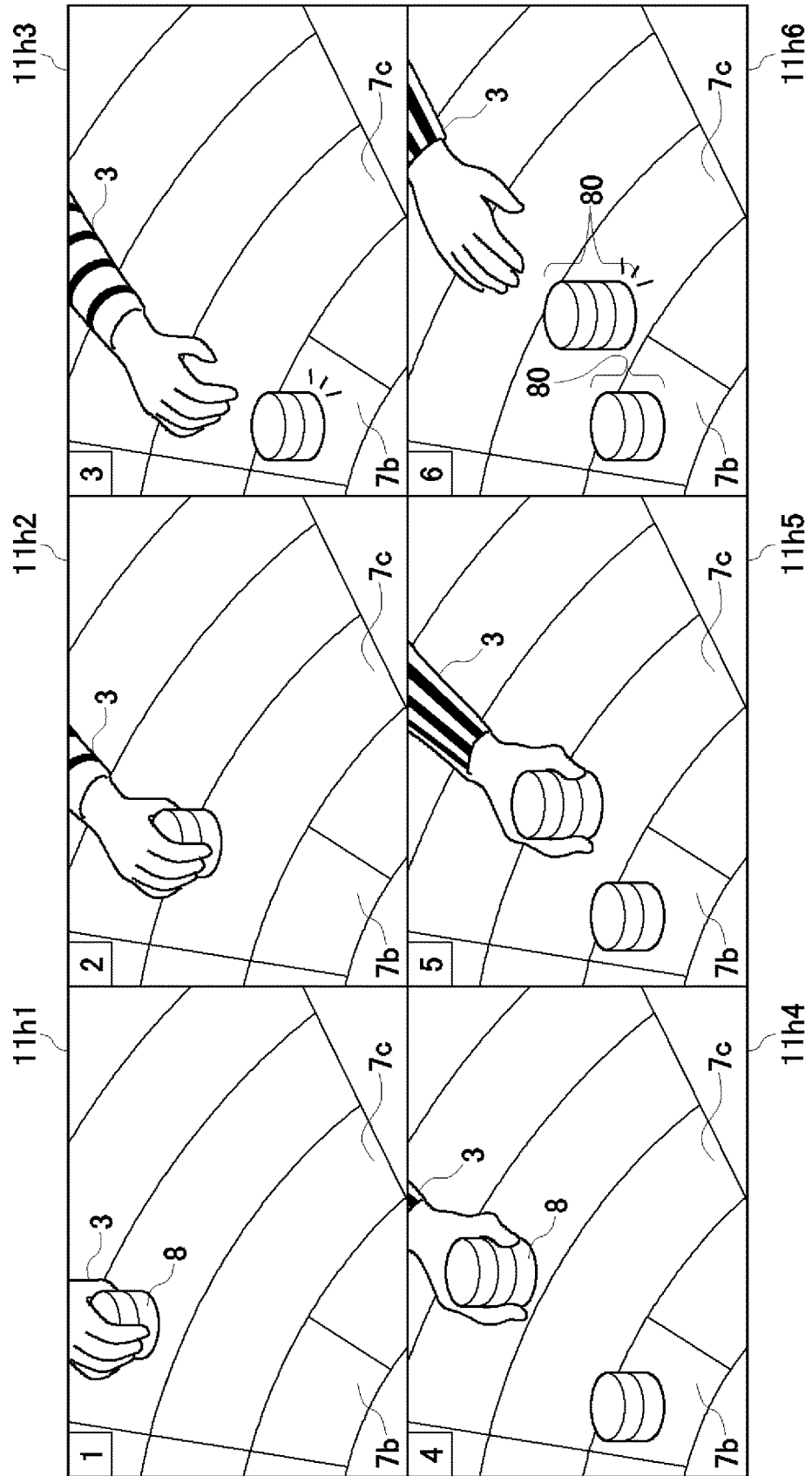


Fig.10



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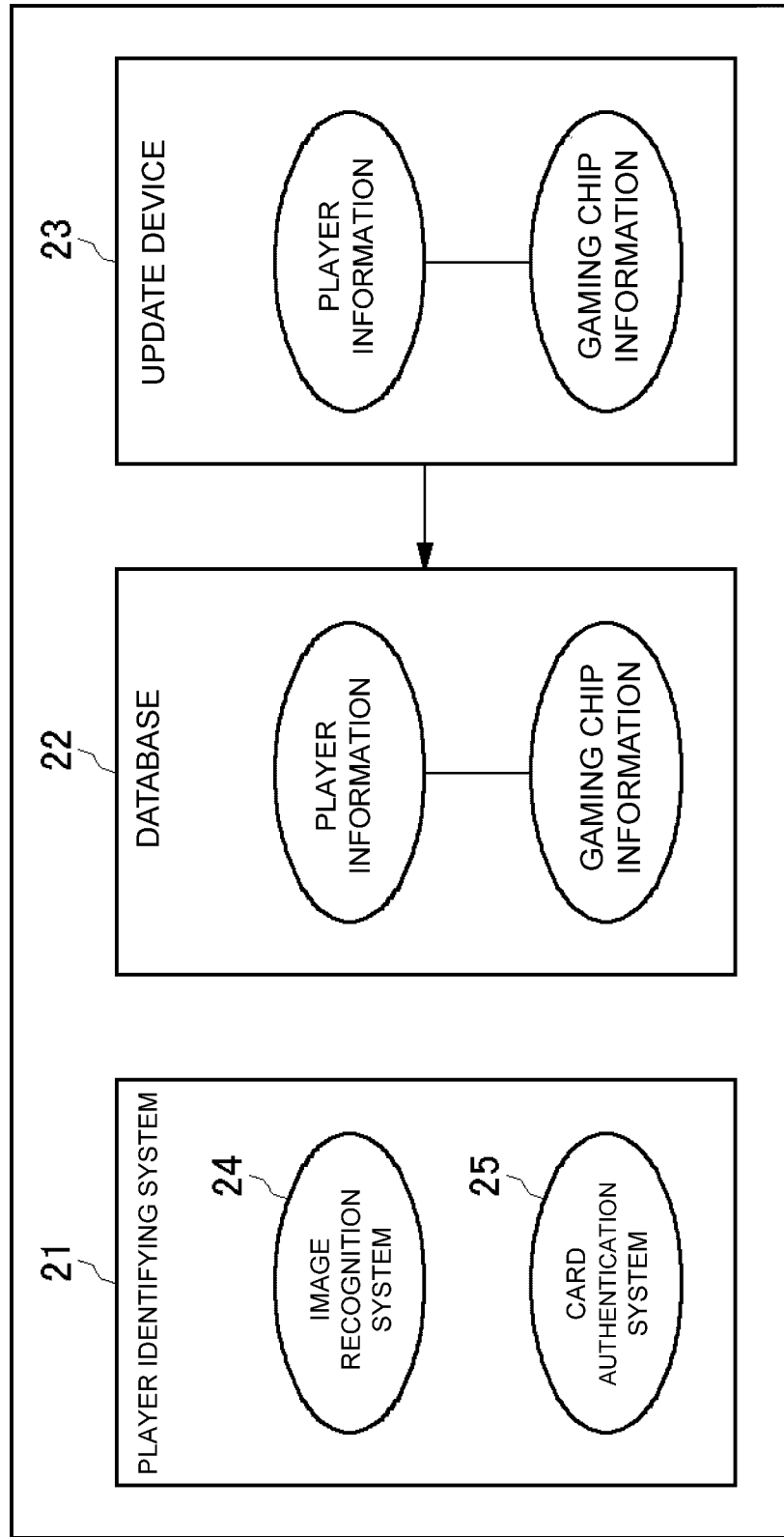


Fig.11

GAME SYSTEM

TECHNICAL FIELD

[0001] The present invention relates to a game system used for a game played by placing a gaming chip on one of a plurality of betting targets laid out on a table.

BACKGROUND ART

[0002] Conventionally, there is known a system which, at a table where a game is played by placing gaming chips on one of the betting targets laid out on the table, captures the gaming chips on the table with a camera to obtain an image, then analyzes the image by an image analyzing device and identifies a betting target on which the gaming chips are placed and the type and number of the gaming chip to determine how much gaming chips have been bet on which betting target.

[0003] A plurality of play positions are provided on the table so that a plurality of players can play at the same time. On the table, a betting area is provided for each play position. In each betting area, a plurality of betting targets are laid out. A player playing in a play position places a gaming chip on one of the plurality of betting targets laid out in the betting area allocated to his/her play position to bet the gaming chips on the betting target. When a plurality of gaming chips are bet on a betting target, the plurality of gaming chips are stacked and placed on the betting target to form a single stack.

[0004] Therefore, by designing the image analyzing device in consideration of the fact that the betting area is divided for each play position in this manner, it is possible to determine which betting target and how many gaming chips have been bet on each play position. For example, in a table for a baccarat game, at least "PLAYER" and "BANKER" are provided as multiple types of betting targets for each play position. The game system can determine whether a player in each play position has bet on "PLAYER" or "BANKER" and also how much the bet amount is by analyzing the image taken (e.g., Patent Literature 1).

[0005] In addition to this system, a player identification system for identifying players can be used to determine which player has bet how much gaming chips on which betting target. In addition thereto, by using the game result determination system for determining the outcome of the game, it is possible to determine which player has bet how many gaming chips, how many gaming chips have been redeemed, and how many gaming chips have been collected by dealer (for example, see JP2019-149155A).

SUMMARY OF INVENTION

Technical Problem

[0006] Even if a table has more than one play position, it does not necessarily mean that the player must be in one of the play positions to play the game. In particular, when all the available play positions are already in use, a player who is not in a play position may participate in the game by placing his or her gaming chips in the betting area allocated to a player playing in a play position (hereinafter referred to as the "main player"). Thus, when a player who is not in a play position bets on a betting target in one of the betting areas allocated to the player in the play position, this is

referred to as "back-betting", and the player who does back-betting is referred to as the "back-betting player".

[0007] Such back-betting results in multiple players betting gaming chips on multiple betting targets in one betting area 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, the present invention is 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 captures the table to generate an image; 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 image, wherein the information processing device is configured to determine which stack is main player's stack and which stack is back-betting player's stack based on the image when a plurality of stacks of gaming chips are being bet on the same betting area.

[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 main player's stack and which stack is the back-betting player's stack based on positional relationships of the plurality of stacks betting on the same betting area with respect to each other.

[0012] With this configuration, even if multiple stacks of gaming chips are bet on the same betting area, it is possible to determine which stack is the main player's stack and which stack is the back-betting player's stack based on the relative positions of those stacks. For example, if a game is played with a rule that a back bet should be placed to the right of a main bet, the system can determine that the left stack is the main player's stack and the right stack is the back-betting player's stack.

[0013] In the above game system, the information processing device may be configured to determine which stack is the main player's stack and which stack is the back-betting player's stack based on a positional relationship between the stack and the betting target on which the stack is bet.

[0014] This configuration makes it possible to determine which stack is which player's stack based on where the stack is placed on the betting target. For example, if a game is played under a rule set by the casino that the main bet should be placed in the center and left of the betting target, and the back bet should be placed on the right side of the betting target, the system can determine that the stack placed in the center or left of the betting target is the main betting player's stacks, and the stack placed on the right side of the betting target is the stacks of the back-betting player's stack. Fur-

thermore, even if no back-betting player bet a stack and there is only a stack within the betting target that is bet by the main player only, it will be possible to determine that the stack is the main player's stack based on the position at which the stack is placed.

[0015] In the above game system, the camera may capture a player betting a stack of gaming chips, and the information processing device may be configured to recognize in the image each player who has bet the stack on the same betting area, and based on the recognition results, determine which stack is the main player's stack and which stack is the back-betting player's stack.

[0016] With this configuration, it is possible to recognize the player who bet the stack, whereby it is possible to determine which player is the main player, which player is the back-betting player, and also which stack is the main player's, which stack is the back-betting player's.

[0017] In the above game system, the information processing device may be configured to recognize in the image 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 main player's stack and wherein it is determined which stack is the back-betting player's stack.

[0018] With this configuration, even if the casino does not set the rules for where the stack should be bet on, and the game is played such that the player is free to bet the stack anywhere in a betting target, the system can still identify which stack belongs to which player based on a body part or clothing part recognized from the captured image.

[0019] In the above game system, the information processing device may be 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 main player's stack and which stack is the back-betting player's stack.

[0020] With this configuration, it is possible to recognize which body part or clothing part belongs to which player, and then to determine which body part or clothing part has been bet which stack.

[0021] In the above game system, the information processing device may be 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 main player's stack and which stack is the back-betting player's stack.

[0022] With this configuration, it is possible to determine which stack belongs to which player, for example, from the direction of the extension of the body part or clothing betting the stack, even if it is difficult to recognize the faces of the main player and the back-betting player, or to recognize the body part or clothing.

[0023] In the above game system, the information processing device may be configured to determine whether the plurality of stacks bet on the same betting area are stacks of the same player based on the image.

[0024] With this configuration, it is possible to determine which stack belongs to which player, even if, for example, one player is betting on more than one stack because of a large betting amount, or if more than one player respectively bet a stack.

[0025] In the above game system, the information processing device may be configured to determine whether the

plurality of stacks are stacks of the same player based on a distance of the plurality of stacks.

[0026] With this configuration, it is possible to determine, for example, if the distance between the stacks is close, they are bets made by the same player, and if the distance between the stacks is far, they are bets made by more than one player.

[0027] In the above game system, the information processing device may be configured to determine which stack is the main player's stack and which stack is the back-betting player's stack based on a plurality of the images obtained in chronological order.

[0028] With this configuration, it is possible to distinguish which stack belongs to which player, not only from a single image captured, but also from multiple images obtained in chronological order, i.e., video.

[0029] In the above game system, the information processing device may be configured to determine which stack is a main player's stack and which stack is a back-betting player's stack based on an order in which the plurality of stacks bet on the same betting area were bet.

[0030] With this configuration, for example, if the casino has a rule that the main player should bet first and the back-betting player should bet later, the system can determine that the first stack bet is the main player's and the last stack bet is the back-betting player's.

Advantageous Effects of Invention

[0031] According to the present invention, it is possible to determine which stack is the main player's stack and which stack is the back-betting player's stack, even if a plurality of stacks of gaming chips are bet on the same betting area.

BRIEF DESCRIPTION OF DRAWINGS

[0032] FIG. 1 illustrates a configuration of a game system of the first example of the present invention.

[0033] FIG. 2 illustrates a captured image of the first example generated by a camera photographing a betting area.

[0034] FIG. 3 illustrates a portion of the image captured by the camera directly above the game table.

[0035] FIG. 4 illustrates an image of a second example taken by the camera taking a picture of the betting area.

[0036] FIG. 5 illustrates an image of a third example taken of a third example generated by the camera taking a picture of a betting area.

[0037] FIG. 6 illustrates a captured image of a fourth example generated by the camera photographing the betting area.

[0038] FIG. 7 illustrates a captured image of a fifth example generated by the camera photographing the betting area.

[0039] FIG. 8 illustrates a captured image of a sixth example generated by the camera photographing the betting area.

[0040] FIG. 9 illustrates a captured image of a seventh example generated by the camera photographing the betting area.

[0041] FIG. 10 illustrates six images taken in a chronological order.

[0042] FIG. 11 is a diagram illustrating a configuration of a game system of a second example of the present invention.

DESCRIPTION OF EMBODIMENTS

[0043] The game system of this invention will be described in detail with reference to the drawings. In the following embodiments, a game system for baccarat will be illustrated as a game system, but the invention is not limited by this embodiment. The components in the following embodiments include those that can be readily assumed by those skilled in the art or are substantially the same.

[0044] FIG. 1 illustrates the configuration of a game system of a first example of an embodiment of the present invention. The game system 1 is provided with a game table 2 of an approximate oval shape. On one side of the game table 2 (the lower side of FIG. 1), a main player 3m and a back-betting player 3b (hereinafter, the main player 3m and the back-betting player 3b together are also referred to as “player 3”) are located on one side of the game table 2, and the dealer (figure omitted) is located on the opposite side. On the top surface of the game table 2, a plurality of betting areas 6a to 6f (hereinafter collectively referred to as “betting areas 6”) are compartmentalized for each of a plurality of play positions. In addition, a plurality of betting targets are laid out in each of the betting area 6. In each betting area 6, PLAYER PAIR area 7a, BANKER PAIR area 7b, TIE area 7c, PLAYER WIN area 7d and BANKER WIN area 7e are laid out as betting targets 7. Main player 3m and back-betting player 3b participate in a game by placing a gaming chip 8 on one of the betting targets 7 laid out in betting area 6, and betting gaming chip 8 on betting target 7. The gaming chips 8 to be bet may be one or more gaming chips 8. In the case of betting more than one gaming chip 81, the gaming chips 8 are stacked to form a pile of one or more gaming chips 8. This pile of gaming chips 8 is hereafter referred to as a stack 80. The stack 80 may comprise one gaming chip 8.

[0045] The game system 1 is equipped with a camera 10, wherein the camera 10 captures the betting area 6 and generates a captured image 11. Further, the game system 1 is equipped with an information processing device 12, wherein the information processing device 12 determines, based on the captured image 11, whether the stack 80 is a stack bet by the main player 3m (hereinafter referred to as “main bet”) or a stack bet by the back-betting player 3b (hereinafter referred to as “back bet”). Alternatively, the information processing device 12 may identify the location of the stack 80 of gaming chips 8 placed on the betting target 7 without determining whether it is a main bet or a back bet.

[0046] For purposes of explanation, four cameras 10a-10d are illustrated in FIG. 1 for convenience, but the number or location of the cameras 10 may be any number or location that can adequately capture the betting area 6 and the stack 80 placed therein. The camera 10b takes an image of the betting area 6 of the gaming table 2 and the gaming chips 8 placed thereon from directly above the gaming table 2. Although only the surface of the topmost gaming chip 8 of the stack 80 can be observed in the image of the camera 10b, the location of the stack 80 can be determined more easily than in the image of the other cameras 10.

[0047] FIG. 2 illustrates a captured image 11a of a first example generated by the camera 10 taking a picture of the betting area 6. The method of recognizing the stack 80 in the information processing device 12 will be described here using FIG. 2. The captured image 11a shown in FIG. 2 comprises a plurality of pixels arranged in two-dimensional coordinates.

[0048] As an assumption, the gaming chip 8 is at least partially imparted with a color. The color may be a layer of the gaming chip 8, applied circumferentially on the sides of the gaming chip 8, or as a predetermined mark on the surface of the gaming chip 8. FIG. 2 illustrates an example of a color attached circumferentially to a side of the gaming chip 8. The color represents a type (value) of the gaming chip 8. In other words, the gaming chip 8 is given a color according to the type (value) of the gaming chip 8.

[0049] The information processing device 12 detects the stack 80 from within the image using a neural network that has been trained to detect the stack 80. Specifically, the information processing device 12 detects a rectangular region 9 (bounding box) including the stack 80 from within the image (object detection) or extracts a region of the stack 80 (hereinafter referred to as the “stack region”)(region segmentation).

[0050] The information processing device 12 extracts a region in which the partially assigned color is presented, and determines the type of each gaming chip 8 based on the partially assigned color of each gaming chip 8 in the detected stack 80. This determination may be made using template matching or a machine learning model such as a neural network. The two of them may be used in combination, or each of them may be used to make a stepwise determination.

[0051] Further, the information processing device 12 may recognize the stack 80 or the type of gaming chip 8 that forms the stack 80 by a method of measuring features on the image such as shape, brightness, saturation, tint, etc., based on the image analysis to the captured image 11, without using an artificial intelligence device.

[0052] Next, the method of recognizing which betting target 7 the stack 80 is placed on will be described. FIG. 3 shows a portion of an image taken by the camera 10b directly above the gaming table 2. In this image, the topmost gaming chip 8 of the stack 80 is observed in a circular shape. The information processing device 12 defines a two-dimensional arranged grid for this image, and for each grid, which betting target 7 the grid in question corresponds to. The information processing device 12 detects the stack 80 from the image and determines in which grid the detected stack 80 (specifically, the center of the topmost gaming chip 8 of the stack 80) is located, thereby determining in which betting target 7 the stack 80 is placed. Based on the captured image shown in FIG. 3, it is also possible to determine in which grid the stack 80 is located, thereby determining in which position in the betting target 7 the stack 80 is placed.

[0053] When the information processing device 12 determines on which betting target 7 the stack 80 is placed based on the captured image 11a shown in FIG. 2, the information processing device 12 does as follows. That is, when using a captured image obtained from an oblique upward angle, such as the captured image 11a in FIG. 2, the information processing device 12 determines, according to the coordinate value of a pixel (i.e., the position in the captured image) at the center of a bottom edge of the detected rectangular region 9 or the lowest point in the center of the maximum left and right width of the extracted stack region, the position where the stack 80 is located (i.e., the betting target 7 or the position within the betting target 7).

[0054] Alternatively, in determining the position where the stack 80 is located (i.e., the betting target 7 or the position within the betting target 7) from the captured image

11a shown in FIG. 2, the information processing device 12 may determine that the stack 80 exists at the coordinates of the center of the left and right directions of the color circumferentially attached to the side of the bottom gaming chip 8. Alternatively, the position of the stack 80 may be determined by estimating the overall shape of the gaming chip 8 from the arc shape of the color arc attached in the circumferential direction and identifying the coordinates of the center of the gaming chip 8 from the overall shape.

[0055] The information processing device 12 stores which coordinates correspond to which betting target 7, and the information stored is compared with the coordinates indicating the center of the gaming chip 8 determined from the captured image 11a to recognize on which betting target 7 the stack 80 is placed. The information processing device 12 may also detect or extract each betting target 7 from the captured image using a machine learning model such as a neural network to determine the betting target 7 on which the stack 80 is placed by detecting or extracting each betting target 7 from the captured image.

[0056] The information processing device 12 may also recognize the center of the topmost chip and the number of gaming chips 8 in the stack 80 and based on those, estimate the position of the center of the lowest gaming chip in the stack 80 and use that as the position of the stack 80. In this case, the information processor 12 calculates the position of the right angle of the right triangle as the position of the lowest gaming chip, that is, the position of the stack, wherein the right triangle has a line segment connecting the camera 10 and the center of the topmost chip as the slope of the diagonal, has a height calculated from the number of gaming chips 8, and has the base on the table surface.

[0057] The information processing unit 12 transforms the coordinates of each pixel of the image obtained from the camera 10 into the table coordinate system set on the table surface. This transformation formula is determined from the position and posture relationship between the table surface and the camera 10, and is known as long as the camera 10 is fixed. By transforming the position of the recognized stack 80 in the respective images of the multiple cameras 10 into the table coordinate system, the position of the stack 80 in the respective images of the multiple cameras 10 can be handled in a unified manner for the stack 80 captured by the multiple cameras.

[0058] The information processing device 12 has a map of betting targets corresponding to the table coordinate system. The information processor 12 determines which of the 7 betting targets the stack 80 is located on by mapping the position (coordinates) of the stack 80 converted to the table coordinate system onto the map (the first map) where the 7 betting targets are set.

[0059] The information processing device 12 further has a map (a second map) in which some of the betting targets (e.g., the relatively large areas such as the TIE area 7c, the PLAYER WIN area 7d, and BANKER WIN area 7e) are further divided into a number of sub-areas. The information processing device 12 determines which sub-area of the betting target 7 the stack 80 is located in by mapping the positions (coordinates) of the stacks converted to the table coordinate system onto the second map. As such a second map, for example, a map may be used in which three sub-areas are defined by dividing the TIE area 7c longitu-

dinally into three parts, four sub-areas are defined by dividing the PLAYER WIN area 7d and BANKER WIN area 7e respectively into four parts.

[0060] When the positions of the stack 80 obtained by the plurality of cameras 10 respectively are converted to the table coordinate system, an error may occur between them. This error can be caused by a shift in the posture or position of the camera 10, an inaccuracy in the transformation formula for the coordinate transformation, or an error in the recognition of the position of the stack 80. If the positions of the same stack 80 captured by the plurality of cameras 10 are misaligned when each is converted to the table coordinate system, the median value of those stack 80 may be regarded as the coordinates of the stack 80. If the stacks 80 were captured by the plurality of cameras 10 respectively, and the distance between them in the table coordinate system is less than a predetermined threshold, the information processing device 12 may consider those stacks 80 to be the same stack, and if the distance between them is greater than the threshold value, it may recognize them to be two different stacks.

[0061] In the above example, the information processing device 12 determined which betting target or sub-area the stack 80 was placed in after converting all of the stack 80 positions obtained from each of the plurality of cameras 10 into the same table coordinate system, however, instead of this, the information processing device 12 may determine which betting target or sub-area the recognized stack 80 is located in by preparing a map with each betting target or sub-area in the captured image 11 of each camera 10 and mapping the location of the recognized stack 80 in the captured image 11 of each camera onto that map without any coordinate transformation.

[0062] FIG. 4 illustrates a second example of a captured image 11b generated by the camera 10 capturing the betting area 6. A portion of the betting area 6a and 6b is illustrated in the captured image 11b. The specific method of determination by the information processing device 12 will be described using FIGS. 1, 4 and 5.

[0063] There are two stacks 80a and 80b in betting area 6a in FIG. 4, with stack 80a placed in TIE area 7c and stack 80b in PLAYER WIN area 7d. Now suppose that the casino sets a rule that the back bet should be placed to the right of the main bet from the player to the dealer, and the game is played in accordance with that rule, and a captured image 11b is generated. In this case, the information processing device 12 determines, based on the captured image 11b, that a stack 80b placed in PLAYER WIN area 7d is placed on the left side and a stack 80a placed in TIE area 7c is placed on the right side of the stack 80b, and furthermore, based on the above rule, determines that 80b is the main bet and stack 80a is the back bet.

[0064] Based on the above rules, it is possible to determine whether each stack 80 is a main bet or a back bet, even when multiple stacks 80 are betting in the same betting area 6 by main player 3m and back-betting player 3b. The casino may set a rule that the main bet should be placed in the center and left side of the betting target 7 and the back bet is placed on the right side of the betting target 7.

[0065] Based on the above rules, if one or more stacks 80 that were bet by main player 3m are in the betting target 7 and no stacks bet by back-betting player 3b is in the betting target 7, the information processing device 12 can determine that the stack 80 belongs to main player 3m, and the

information processing device 12 also can determine that the stack 80 belongs to the back-betting player 3b if one or more stacks 80 that were bet by the back-betting player 3b are in the betting target 7 and no stacks bet by the main player 3m is in the betting target 7.

[0066] In the above, only two examples of rules set by the casino were explained, but the rule is not necessarily limited to the above rules, and any rule may be set by the casino as long as it is capable of distinguishing between back-betting player 3b and main player 3m.

[0067] FIG. 5 illustrates a third example of a captured image 11c generated by the camera 10 capturing the betting area 6. In addition to image 11b, a hand and part of an arm of main player 3m or a part of a sleeve of clothing (hereinafter simply referred to as "arm 15a") and a hand and part of an arm of back-betting player 3b (hereinafter simply referred to as "arm 15b") are shown in the image 11c (hereinafter the arm 15a and the arm 15b are collectively referred to as "arm 15"). The information processing device 12 is configured to recognize the arms 15 in the captured image 11c. Further, the information processing device 12 can identify whether each arm 15 is that of the main player 3m or that of the back-betting player 3b. Based on the results of the identification, the information processing device 12 determines whether each stack 80 placed in the betting area 6 belongs to the main player 3m or to the back-betting player 3b.

[0068] Here, the method of recognizing the arm 15 of the information processing device 12 will be described. The method of recognizing the region of the arm 15 from the captured image 11c is basically the same as the method of extracting the region of the gaming chip 8 described above. In the case of recognizing the gaming chip 8, a specific color attached to the gaming chip 8 is used as a reference, but in the case of recognizing the arm 15, the color or pattern of the clothing and the color of the arm are used as a reference.

[0069] The information processing device 12 captures the arms 15 of each player in advance and stores the captured images of each arm 15 in association with the information identifying the player concerned. The information processing device 12 identifies the main player 3m and the back-betting player 3b by the player identification system described below. When the information processing device 12 recognizes a first arm 15 in the captured image 11c, the information processing device 12 determines which arm 15 corresponds to the previously stored arm 15, and determines whether the arm 15 is an arm 15a of the main player 3m or an arm 15b of the back-betting player 3b by identifying which arm 15 corresponds to the previously stored arm 15.

[0070] The information processing device 12 may also recognize the arm 15 in the captured image 11c and determine whether the arm 15 belongs to the main player 3m or the back-betting player 3b based on the direction of the recognized arm 15 as well.

[0071] FIG. 6 illustrates a fourth example of an image 11d captured by the camera 10 capturing the betting area 6. The method of identification based on the direction of the arms is described using FIG. 6. The captured image 11d illustrates the respective arms 15 of the main player 3m and the back-betting player 3b. The information processing device 12 first identifies the tip 14 and the end 16 of the arm 15, and connects the two points with a straight line 17. It also connects the straight line 17 to a straight line 18 drawn

horizontally through the tip 14. The angle 19 constituted by those two lines 17 and 18 is used as a criterion for identifying the player 3.

[0072] In the game, the back-betting player 3b plays in a standing position. Therefore, when the back-betting player 3b bets, he/she puts his/her arm 15b out at a high angle to the game table 2. The main player 3m, on the other hand, plays the game in a seated position. Therefore, when betting, he/she will put his/her arm 15a out from a low angle toward game table 2.

[0073] That is, the information processing device 12 identifies the arm 15 with a small angle 19 determined by the above method as the arm 15a of the main player 3m, and the arm 15 with a large angle 19 is the arm 15b of the back-betting player 3b. Further, it may be identified on the basis of otherwise.

[0074] In the above, the object to be recognized by the information processing device 12 in the captured image 11d was the arm 15. However, the object to be recognized does not have to be the arm 15 of the player 3, and it may be a part of the body or a part of the clothing, other than the arm.

[0075] As an example of recognizing a part of the body other than the arm, for example, the body of player 3 may be captured so that the body of player 3 is also included in the captured image 11. In that case, the body of the main player 3m sitting on the chair is recognized, and furthermore, the arm 15 coming out of that body is recognized. It further recognizes the stack 80 on which the arm 15 has bet, and identifies the stack 80 as belonging to the main player 3m. The same method is used to identify the back-betting player 3b.

[0076] In betting gaming chips 8 by player 3 in a game, one player 3 may bet a plurality of stacks 80 of gaming chips 8 in a game. The game system 1 of the present example enables a determination of whether the plurality of stacks 80 belong to the same player 3 in such a case. FIG. 7 will be used to explain the following.

[0077] FIG. 7 illustrates a captured image 11e of a fifth example generated by the camera 10 capturing the betting area 6. The captured image 11e illustrates a portion of the betting areas 6a and 6b. There are two stacks 80c and 80d in betting area 6, and both stacks 80c and 80d are placed in TIE area 7c. The information processing device 12 measures the distance between the stacks 80c and 80d that are bet on the same betting target 7 based on the captured image 11e. This distance may be a distance in the captured image 11e or may be converted from the distance in the captured image 11e to a distance in real space. The information processing device 12 then determines whether the stacks 80c and 80d are stacks 80 of the same player 3 based on the obtained distance.

[0078] FIG. 8 illustrates a captured image 11f of a sixth example generated by the camera 10 capturing the betting area 6. The specific method of determination will be described using FIGS. 7 and 8. In FIG. 7, the two stacks 80c and 80d are placed in close proximity to each other. In this case, the information processing device 12 determines that the distance between the stacks 80c and 80d is less than a predetermined threshold, and determines that these two stacks 80c and 80d are the stacks 80 of the same player 3. On the other hand, in the captured image 11f of the sixth example in FIG. 8, the two stacks 80 are placed at a distance from each other. In this case, the information processing device 12 determines that the distance between the stacks

80e and **80f** is greater than a predetermined threshold, and determines that these two stacks **80e** and **80f** are different stacks **80** of player **3**. In other words, the information processing device **12** determines whether the plurality of stacks **80** are stacks **80** of the same player **3** based on the distance between the plurality of stacks **80**. The distance between the stacks **80** that the information processing device **12** uses as a basis for the determination may be any distance.

[0079] FIG. 9 illustrates a captured image **11g** of a seventh example generated by the camera **10** capturing the betting area **6**. FIG. 9 is used to illustrate the method of determining when three stacks **80** are bet on the same betting target **7**. In FIG. 9, the three stacks are placed in the TIE area **7c**. Stack **80g** and stack **80h** are placed in close proximity and stack **80i** is placed remotely. In this case, the information processing device **12** uses the distances between the stacks **80g** and **80h** and between the stacks **80h** and **80i** as a basis for determining the distance between the stacks **80g** and **80h** and between the stacks **80h** and **80i**. In other words, the information processing device **12** determines that stack **80g** and stack **80h** have been bet by one player **3** and stack **80i** by the other player **3**. The distance that the information processing device **12** uses as a basis for the determination may be any distance.

[0080] Two stacks **80** are illustrated in FIGS. 7 and 8 and three stacks **80** are illustrated in FIG. 9, but there may be four or more stacks **80**.

[0081] Although the determination by the information processing device **12** described above determined whether the plurality of stacks **80** were main bets or back bets based on each single captured image, the information processing device **12** may make the determination based on a plurality of captured images. The camera **10** provided in the game system **1** takes pictures of the betting area **6** at regular intervals to generate a captured image. The captured images can be obtained in chronological order. Thus, when a plurality of stacks **80** are placed on the same betting area **6**, the information processing device **12** can also determine whether the plurality of stacks **80** are stacks **80** of the same player **3** based on the plurality of captured images obtained in a time series.

[0082] FIG. 10 shows the six imaging images **11h1** to **11h6** obtained in chronological order from 1 to 6. A specific method for determining the image based on the plurality of captured images will be described using FIG. 10. The captured images **11h1** and **11h2** represent a first player **3** attempting to place a plurality of gaming chips **8** in the betting area **6**. Captured image **11h3** represents the first player **3** placing a plurality of gaming chips **8** on the BANKER PAIR area **7b** of the betting area **6** to bet on the BANKER PAIR area **7b**. Captured images **11h4** and **11h5** represent the second player **3** attempting to place a plurality of gaming chips **8** in the betting area **6**. Captured image **11h6** represents the second player **3** placing the plurality of gaming chips **8** on the TIE area **7c** of the betting area **6** to bet on the TIE area **7c**. The captured image **11h6** also represents the plurality of stacks **80** being present in the same betting area **6** including a stack **80** made by the first player **3** betting and a stack **80** made by the second player **3** betting.

[0083] For example, if the casino sets the rule that the back bet should be made after the main bet and the game is played, and six captured images **11h1** to **11h6** are obtained, the information processing device **12** will determine that the

gaming chip **8** bet by the first player **3** is a stack **80** of the main player **3m** and the gaming chip **8** bet by the second player **3** is a stack **80** of the back-betting player **3b**.

[0084] In the above, one rule was mentioned, but any rule may be set by the casino as long as the rule is capable of distinguishing between the back-betting player **3b** and the main player **3m**.

[0085] The main player **3m** and the back-betting player **3b** may each bet more than one stack **80**. In this case, judging simply by the order, the second stack **80** bet by main player **3m** is judged to be the one bet by back-betting player **3b** bet. Therefore, to determine whether the second and subsequent stacks of **80** are back bets by main player **3m** or back betting player **3b**, the information processing device **12** may make the following determination.

[0086] The camera **10** continuously captures a plurality of images and provides the information processing device **12** with a time series of captured images **11**. In this case, if the second stack **80** is bet within a predetermined time (for example, 2 seconds) after the first stack **80** was bet, the information processor **12** recognizes that the first stack and the second stack were bet by the same player, and if the third stack **80** is bet within a predetermined time after the second stack **80** was bet, the information processor **12** recognizes that the second stack and the third stack were bet by the same player.

[0087] Even if there are multiple stacks **80** in the same betting area **6**, they may all have been bet by main player **3m**. In this case, the information processing device **12** will not be able to determine whether the second stack of **80** is the first stack of **80** is bet within a predetermined time after the first stack is bet, the information processor **12** recognizes that the first stack and the second stack were bet by the same player, and the third stack is If the second stack is bet within a predetermined time after the second stack is bet, the second stack and the third stack may be recognized as having been bet by the same player.

[0088] If there are multiple stacks **80** in the same betting area **6**, the information processing device **12** may determine whether those stacks **80** were bet by the same player based on the amount and number of gaming chips **8** in those stacks **80**. For example, when there are a stack **80** of ten \$10,000 chips (totaling \$100,000) and a stack **80** of two \$1,000 chips, the information processing device **12** may determine that those stacks were bet by separate players. This is because it is unlikely that a player who bets \$100,000 would further bet \$1,000 for a total of \$101,000. In this case, the information processing device **12** may recognize the stack **80** with the larger amount as the stack bet by the main player.

[0089] FIG. 11 illustrates the configuration of the game system **20** of the second example of the present invention. The game system **20** of the second example comprises, in addition to the game system **1** of the first example (see FIG. 1), a player identification system **21** that identifies a main player **3m**, a database **22** that stores information about the player **3** and the gaming chip **8** in association with each other, and an update device **23** that stores the information of the gaming chip **8** determined to be the stack **80** of the main player **3m** and the information of the player **3** identified as the main player **3m** in association with each other.

[0090] The above configuration makes it possible to manage at least the main player **3m**'s gaming chips **8** in the database **22**. The player identification system **21** may also be configured to identify the back-betting player **3b**.

[0091] The player identification system 21 includes an image recognition system 24 comprising a camera 10 and an image recognition device, and a card authentication system 25 comprising a card and a card reader, but it may include either one of the two.

[0092] The camera 10 captures the face of the player 3 and outputs the image generated by the capturing to the image recognition device. The image recognition device is equipped with a face recognition engine using a neural network which has learned the face images of a plurality of pre-registered players 3 (hereinafter, the registered players 3 are also referred to as “members”). The image recognition device identifies which registered member’s face image the inputted face image is of by inputting the image from the camera 10 into the neural network. If the image from the camera 10 is determined that the image from the camera 10 is not a face of any of the registered members, the image recognition device outputs a result that the face image is a non-member’s face image.

[0093] The camera 10 may capture a part of the body of the player 3 other than the face. For example, the camera may be configured to associate information on the clothing and/or physical features of the player 3 captured with information on the face of the player 3.

[0094] The card reader scans the member’s card handed to the dealer by the player 3 and reads out the information stored on the member’s card. The members’ card is a magnetic card with a magnetic stripe, and at least the user ID of the player 3 (the member) is stored on the magnetic stripe. When the dealer receives the member’s card from the player 3, the dealer scans the member’s card with the card reader and inputs the position in which the player 3 will play (hereinafter referred to as “play position”) to the card reader. The card reader outputs the user ID read from the member’s card and the area ID of the play position entered by the dealer.

[0095] The structure may be configured to associate the information on the members’ card with information on whether each player is the main player 3 m or the back-betting player 3 b .

[0096] In the player identification system 21, the player 3 may be identified either by the face recognition system or by reading the members’ card, or only one of the two. That is to say, the registered members do not necessarily have to be identified by the member’s card when they arrive at the play position, in which case the player 3 is identified by the face recognition system only. In addition, if the face of the player 3 cannot be captured properly and face recognition does not work, the player 3 may be identified by the member’s card. Furthermore, the player 3 may be identified by both the face recognition and the member’s card.

[0097] The information on the gaming chips 8 may be value or identification information or otherwise of the gaming chips 8. By using this information, it is also possible to determine which player 3 has been redeemed for how much gaming chip 8 and how much gaming chip 8 has been collected by the dealer, and how much gaming chip 8 each player 3 has in its possession as a result of those redemptions and collections (amount in possession).

[0098] The game system in the above description is assumed to be used in baccarat, but it may be used in blackjack as well.

[0099] The following contents are disclosed by the above embodiment.

[0100] (Appendix 1) A table having a betting area in which multiple types of betting objects are laid out; a camera that captures the table and generates a captured image; and an information processing device that determines, based on a position of a stack of the gaming chips in the captured image, which of the betting targets the stack is bet on, wherein the information processing device further determines which of a plurality of sub-areas within the betting target the stack is located.

[0101] (Appendix 2) A table having a betting area in which multiple types of betting objects are laid out; a camera that captures the table and generates a captured image; and an information processing device that determines, based on a position of a stack of the gaming chips in the captured image, which of the betting targets the stack is bet on, wherein the information processing device has a map that defines the betting targets in the table coordinate system set on a surface of the table, and determines which of the betting targets the stack is bet on by converting a position of the stack in the captured image to a table coordinate system and mapping the converted position to the map.

EXPLANATIONS OF THE REFERENCE NUMERALS

[0102]

1	Game system
2	Game table
3	PLAYER
3m	Main player
3b	Back-betting player
6	Betting area
7	Betting target
7a	PLAYER PAIR area
7b	BANKER PAIR area
7c	TIE area
7d	PLAYER WIN area
7e	BANKER WIN area
8	Gaming chip
80	Stack
10	Camera
11	Image
12	Information processing device
15	arm
15a	Main player’s arm
15b	Back-betting player arm
20	Game system
21	Player identifying system
22	Database
23	Update device

1. A game system comprising:
 - a table having a betting area in which multiple types of betting targets are placed;
 - a camera that captures the table to generate an image; 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 image,
 wherein the information processing device is configured to determine which stack is main player’s stack and which stack is back-betting player’s stack based on the image when a plurality of stacks of gaming chips are being bet on the same betting area.
2. The game system as claimed in claim 1, wherein the information processing device is configured to determine which stack is the main player’s stack and which stack is the

back-betting player's stack based on positional relationships of the plurality of stacks betting 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 main player's stack and which stack is the back-betting player's stack 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 captures a player betting a stack of gaming chips, and

the information processing device is configured to recognize in the image each player who has bet the stack on the same betting area, and based on the recognition results,

determine which stack is the main player's stack and which stack is the back-betting player's stack.

5. The game system as claimed in claim 4, wherein the information processing device is configured to recognize in the image 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 main player's stack and wherein it is determined which stack is the back-betting player's stack.

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 main player's stack and which stack is the back-betting player's stack.

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 main player's stack and which stack is the back-betting player's stack.

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 image.

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.

10. The game system as claimed in claim 1, wherein the information processing device is configured to determine which stack is the main player's stack and which stack is the back-betting player's stack based on a plurality of the images obtained in chronological order.

11. The game system as claimed in claim 10, wherein the information processing device is configured to determine which stack is a main player's stack and which stack is a back-betting player's stack based on an order in which the plurality of stacks bet on the same betting area were bet.

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