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(57) Abstract :

A table top gaming device, comprises of a cuboidal body 1 developed to be installed on a fixed surface and accessed by a user to place a carrom board on body 1, a chamber 3 mapped within body 1 for storing multiple coins, an inlet 4 is crafted on chamber 3 for allowing a user to refill coins, a push button 5 for enabling a user to input details regarding activation and deactivation of device, a robotic gripper 6 for withdrawing coins from chamber 3 and arranging coins on board, a touch interactive display panel 8 for enabling user to input details regarding number of users that desires to play a table top game, an imaging unit 10 for capturing and processing images of board, a laser sensor for detecting presence of coins on board and a motorized omnidirectional conveyor 11 for translating coins to chamber 3.

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