CLAIMS

1. A system configured to manage gaming chips and packages of shuffled playing cards, the system comprising:

a set of shuffled playing cards constituting a predetermined number of decks that are shuffled in a random order, wherein a unique card ID is assigned to the set of shuffled playing cards using a wireless tag;

a gaming chip having a chip ID using a wireless tag;

a game table where games are played using the set of shuffled playing cards and the gaming chips, the gaming chips including the gaming chip;

a card storage area configured to store one or more sets of shuffled playing cards carried from a card room and to be loaded to a card shooter device on the game table, the plurality of shuffled playing cards including the set of shuffled playing cards;

a chip storage area configured to store one or more gaming chips of the gaming chips to be used on the game table;

one or more card readers configured to read, using a first information transmission method and for each set of the one or more sets of shuffled playing cards stored in the card storage area, a card ID of the set; and

one or more chip readers configured to read, using a second information transmission method and for each chip of the one or more gaming chips stored in the chip storage area, a chip ID of the chip, and

wherein the first information transmission method is different from the second information transmission method, such that the:

one or more card readers are configured to read the wireless tag for the card ID and not read the wireless tag for the chip ID, and

the one or more chip readers are configured to read the wireless tag for the chip ID and not read the wireless tag for the card ID.

2. The system according to claim 1, wherein the card ID is stored in a UHF wireless tag and the chip ID is stored in a HF wireless tag.

3. The system according to claim 1, further comprising a controller coupled to the one or more card readers and the one or more chip readers, the controller configured to detect a variation in information read by the one or more card readers or the one or more chip readers.

4. The system according to claim 1, wherein:

the one or more card readers are configured to read information stored in the wireless tag for the card ID using a radio wave method, and

the one or more chip readers are configured to read information stored in the wireless tag for the chip ID using an electromagnetic induction method.

5. A system configured to manage playing cards to which card information is attached by RFID tag for card and gaming chips to which chip information is attached by RFID tag for chip, the system comprising:

a card storage configured to store the playing cards;

a chip storage configured to store the gaming chips;

an RFID reader for cards configured to read the card information stored in the RFID tag for card attached to the playing cards stored in the card storage; and

an RFID reader for chips configured to read the chip information stored in the RFID tag for chip attached to the gaming chips stored in the chip storage,

wherein the RFID reader for cards is configured to read the RFID tag for card and not read the RFID tag for chip, and the RFID reader for chips is configured to read the RFID tag for chip and not read the RFID tag for card.

6. The system according to claim 5, wherein the card information is assigned to a package comprising a plurality of the playing cards, and the chip information is assigned to each of the gaming chips.

7. The system according to claim 6, wherein the RFID tag for card is attached to the package, and the RFID tag for chip is embedded in the gaming chip.

8. The system according to claim 5, wherein the RFID tag for card is embedded in the playing card, and the card information is assigned to each of the playing cards.

9. The system according to claim 5, further comprising a controller coupled to the RFID reader for cards and the RFID reader for chips, and the controller is configured to detect variation in the card information read by the RFID reader for cards or the chip information ready by the RFID reader for chips.

10. The system according to claim 5, wherein:

the RFID reader for cards is configured to read the card information on the RFID tag for card using a radio wave method, and

the RFID reader for chips is configured to read the chip information on the RFID tag for chip using an electromagnetic induction method.

11. A storage box configured to store playing cards to which card information is attached by an RFID tag for card, and a gaming chip to which chip information is attached by an RFID tag for the chip, the storage box comprising:

a card storage configured to store the playing cards;

a chip storage configured to store the gaming chips;

an antenna for cards configured to read the card information of the playing cards stored in the card

storage; and

an antenna for chips configured to read the chip information of the gaming chips stored in the chip storage, and

wherein an information transmission method between the antenna for cards and the RFID tag for card and an information transmission method between the antenna for chips and the RFID tag for chip are different from each other, such that the antenna for cards is configured to read the RFID tag for card and not read the RFID tag for chip, and the antenna for chips is configured to read the RFID tag for chip and not read the RFID tag for card.