

MAGNETIC PIGMENT FOR USE IN THE GAMING INDUSTRY

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] This application claims benefit under 35 U.S.C. §119(e) of Provisional U.S. Patent Application No. 61/650,407, filed May 22, 2012, the contents of which is incorporated herein by reference in its entirety.

TECHNICAL FIELD

[0002] This invention generally concerns gaming currency and gaming accessories having a pigment that changes colors when a magnetic field is applied in the vicinity thereto. The expression “gaming currency” covers any chip, plaque, or jeton that may be used in a gaming room and representing a value that is predetermined or not. Gaming currency is typically made of a rigid plastic material to obtain a structure that is solid enough to resist conditions of use in casinos which are often very tough. The expression “gaming accessory” covers any device, product or the like that may be used in connection with the gaming industry.

BACKGROUND

[0003] Gaming currency is generally fabricated from a scratch-resistant rigid plastic material to obtain a robust overall structure. Portions of the outer surface of gaming currency carry printed information such as but not limited to the value, the casino name and logo. Currently, like bank notes, gaming currency usually includes numerous security features, visible or not visible by the human eye, or embedded either in the chip material or in the inks of the printing. Gaming currency carry varied patterns of lines or colors to form a more or less complex decoration and to reduce the risk of counterfeiting and/or fraudulent reproduction. The use of colors and colored patterns associated with the value of the chips, especially on the edge of the chips, enables dealers, cage workers, pit bosses and other users to quickly identify and/or sort chips at a glance, even when they are stacked up.

[0004] To fight fraud and facilitate the counting and tracking of chips, especially in a gaming room or casino, gaming currency has been introduced that integrate memory electronic circuit modules in which is stored information associated with the chip, for example its identification code or number and/or its numerical value. Communication between the electronic circuit module integrated into the chip and its external read/write station takes place without contact. More particularly, a contactless electronic microchip identification device is used

including an electronic circuit microchip associated with an antenna, generally a circular loop antenna, in order to be able to communicate with the read/write station using a radio-frequency identification (RFID) technique.

SUMMARY

[0005] Gaming currency having a unique authentication method is provided. Specifically, one illustrated embodiment described herein includes gaming currency having a pigment incorporated into the top surface or edge of the currency design. The pigment is affected by the introduction of a magnetic field from, for example, an antenna. In addition, the pigment is configured such that it appears to the eye of an observer to change from a first color to a second color when the gaming currency is within the vicinity of the magnetic field. Typically, the gaming currency includes a jeton, plaque or chip to name a few.

[0006] In another illustrated embodiment, a gaming accessory having a unique identification method is illustrated and described. More particularly, a gaming accessory comprises a surface and a pigment applied to that surface, where the pigment is affected by the introduction of a magnetic field from an antenna such that the pigment appears to change from a first color to a second color when the accessory comes within the vicinity of the magnetic field. In the illustrated embodiments, the gaming accessory may be dice, playing cards, player loyalty cards, and layouts to name a few non-limiting examples.

[0007] In another embodiment, the source for introducing the magnetic field to the pigment on the currency or gaming device is fixed to the gaming table. However, one of ordinary skill in the art can appreciate that the source of the magnetic field may be portable, such as a simple magnet, a hand held device or fixed to other areas of the casino where casino currency and/or casino accessories are handled, such as the casino cage or a betting spot on a gaming table.

[0008] In another embodiment, the pigment incorporated into the gaming currency is affected by the strength and/or frequency of the introduced magnetic field such that the pigment appears to change from a first color to any one of a plurality of second colors, including transparent and translucent colors, or patterns depending upon the strength and/or frequency of the introduced magnetic field

[0009] The foregoing and other features, utilities and advantages of the invention will be apparent from the following more particular description of various embodiments of the invention as illustrated in the accompanying drawings and claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0010] FIG. 1 illustrates a front perspective view of a stack of casino currency having magnetic field sensitive pigment incorporated into edge spots and top spots and an antenna;

[0011] FIG. 2A illustrates a top view of the embodiment illustrated in FIG. 1;

[0012] FIG. 2B illustrates a top view of an embodiment illustrating magnetic field sensitive pigment with different patterns;

[0013] FIG. 2C illustrates a top view of an embodiment illustrating magnetic field sensitive pigment with different shapes;

[0014] FIG. 3A illustrates a front perspective view of another embodiment of a stack of casino currency having magnetic field sensitive pigment incorporated into the design thereof and an antenna;

[0015] FIG. 3B illustrates a front perspective view of another embodiment of a stack of casino currency illustrating magnetic field sensitive pigment with different patterns;

[0016] FIG. 4 illustrates a top view of the embodiment illustrated in FIG. 3A;

[0017] FIG. 5 illustrates a top view of a typical gaming table having a layout, chip tray and sources for producing a magnetic field associated with bet spots and chip tray for altering the appearance of the magnetic field sensitive pigment;

[0018] FIG. 6 shows a front perspective view of a gaming accessory tray having magnetic field sensitive pigment incorporated into the design thereof;

[0019] FIG. 7 shows a front perspective view of another embodiment of a gaming accessory having magnetic field sensitive pigment incorporated into the design thereof; and

[0020] FIG. 8 illustrates a front perspective view of one embodiment of a portable antenna for producing a magnetic field to affect the magnetic field sensitive pigment incorporated into the design of a gaming accessory or gaming currency.

DETAILED DESCRIPTION OF ILLUSTRATIVE EMBODIMENTS

[0021] FIGS. 1 and 2A-2C illustrate a stack of gaming currency 100 in accordance with one aspect of the present invention. Stack 100 is illustrated as a stack of individual gaming chips 110, however, the present invention as claimed shall not be limited thereto. Individual gaming chips 110, or other gaming accessories or objects disclosed herein, are manufactured to include a magnetic field sensitive pigment incorporated into the surface of the objects. In this context, the term “incorporated into the surface” includes both mixing the pigment into the material from which the chips 110 are made or applying the pigment to a surface of the chips 110. The

magnetic field sensitive pigment is affected by the introduction of a magnetic field in the vicinity of the object including the pigment. The pigment is configured such that it appears to the eyes of an observer to change from a first appearance to a second appearance when the gaming currency or object is placed in the vicinity of a magnetic field produced by a source.

[0022] As often is the case with plastic objects, coloring may be achieved by incorporating colorants into the plastic during molding or other forming processes. Coloring may also be achieved by the incorporation of colorants in coatings. The colorants are often solid inorganic pigments. Magnetic pigment may include a ferrite material, such as MFe_2O_4 , where M is one or a mixture of metals, such as calcium, strontium, barium, zinc, cadmium, manganese, magnesium, cobalt, nickel, copper, iron and the like, mixed with one or a mixture of a magnetic material such as cobalt, nickel, iron or manganese. Color effects may also be induced by application of a magnetic field. To achieve color effects in the magnetic pigment, such as induced iridescence or different patterns, color effect pigments may also be added to the mixing or applied as a layer within the body of the plastic item, such as titanium dioxide-coated mica, iron oxide-coated mica pigments, glass-based platelets, or other types of platelets, to name a few types of color affecting pigments.

[0023] As used above, the term “appearance” as used in “first appearance” or “second appearance” may refer to a coloring of the pigment, but term is not limited to just color and could include other visually apparent features, such as a pattern within the pigment, a color effect, or a pattern or shape of the pigment area. With reference to a change in color or color effect, the pigment only appears to change from a first appearance to a second appearance to the naked eye, when in the presence of the magnetic field. In the absence of the magnetic field, the pigment will maintain the appearance of the first appearance. The color or color effect may also change with the strength or the frequency of the magnetic field. Therefore, a color or color effect that may appear to the eye of the observer may change from the first color or color effect to any one of a plurality of different colors and/or color effects depending upon the associated strength or frequency of the magnetic field applied thereto.

[0024] While permanent magnets could be used to generate the magnetic field, non-permanent magnets could also be used. It is possible to vary the strength or frequency of a magnetic field generated by permanent magnets through a variety of mechanical or electromechanical devices, an electromagnet may typically be used instead. The overall strength of the electromagnet may be varied by altering the amount of current passing through the coil of the electromagnet, and the frequency of the magnetic field can be altered in a similar manner,

i.e., altering the drive current of the coil. Electromagnetic fields may be generated in other ways, which are easier to frequency modulate, such as various types of antennas and the strength of such fields may also be sufficient for use with the magnetic pigments disclosed herein.

[0025] With reference to a color change, the color change from a first color to a second color could be as simple as solid red to solid blue. The color in this case could be a blocking color such that the color is considered opaque, but could also be transparent or translucent. The first color could be white, the ultimate blocking pigment, but the second color could be transparent, such that it appears as though there is no color. The first color could also be transparent and the second color white or some other opaque color. Translucent or tinted transparent colors could also be used, such as an opaque blue first color and a translucent blue or transparent tinted blue second color. Likewise, color effects may be employed in a similar manner. The first color may be opaque, translucent or transparent and the second color may have some color effect such as iridescence.

[0026] With reference to a pattern or shape change, instead of or in addition to changing color, the first appearance could appear as one pattern and the second appearance could be a second pattern, as further described below. Likewise, the first appearance could appear to have a first shape and the second appearance could have a second shape. All of these different appearances could be combined together or used in different combinations, with a first appearance having a first color, a first pattern and a first shape and the second appearance having a second color, a second pattern and a second shape. As improving the security of the gaming currency or gaming accessory is an object of the present disclosure, the utilization of too many magnetic effects in a single gaming currency or gaming accessory might make it harder for casino personnel to verify the authenticity of the currency or accessory, which in other instances, more changes may be considered better than too few.

[0027] In the embodiment illustrated in FIG. 1, the individual chips 110 are provided with edge spots 115 and surface spots 120 with the magnetic field sensitive pigment incorporated therein. However, one of ordinary skill in the art can appreciate that the magnetic field sensitive pigment may be applied to the material of the chip or the ink, or any surface of the gaming currency in any amount and configuration imaginable without departing from the scope and spirit of the present invention.

[0028] In the illustrated embodiment, a source 105 provides the magnetic field to change the appearance of the pigment from the first color to the second color. As previously explained, one of ordinary skill in the art can appreciate that any suitable source may be used to

produce a magnetic field, such as a magnet, a RFID antenna, or a solenoid, to name a few non-limiting examples.

[0029] FIGS. 2A-2C illustrate a top view of the chip 110 with different types of magnetically induced changes illustrated. In FIG. 2A, the surface spots 120 and edge spots 115 (not shown, but illustrated in Fig. 1) change from a first color to a second color under application of the magnetic field generated by the source 105. In an embodiment, the surface spots 120 could change from a first color to a second color and the edge spots 115 could change from a first color to a third color, or one spot could change and other spots could not change. FIG. 2B illustrates an embodiment in which some of the surface spots 120 from FIG. 2A remain the same after application of the magnetic field, but some of the surface spots 130 have a second pattern as a result of application of the magnetic field. FIG. 2C illustrates an embodiment in which some of the surface spots 120 from FIG. 2A remain the same after application of the magnetic field, but some of the surface spots 150 change shape as a result of application of the magnetic field. As described above, the surface spots 150 could also change color, pattern or effect as well upon application of the magnetic field from the source 105.

[0030] FIGS. 3A, 3B and 4 illustrate a stack of gaming plaques 200 in accordance with another embodiment. Individual gaming plaques 210 are manufactured to include a magnetic field sensitive pigment 215 imbedded in or on the surface that is affected by the introduction of a magnetic field in the vicinity of whatever surfaces the pigment is applied. The magnetic field sensitive pigment 215 is configured such that it appears to the eyes of an observer to change from a first color, pattern, effect, or shape to a second color, pattern, effect or shape when the gaming currency is placed in the vicinity of the magnetic field. In the illustrated embodiment, a source 205 provides the magnetic field to change the appearance of the pigment from the first appearance to the second appearance. One of ordinary skill in the art can appreciate that any suitable source may be used to produce the magnetic field such as a magnet, a RFID reader, and a solenoid to name a few non-limiting examples. FIG. 3B illustrates that some of the second appearance edge spots 220 may have different colors, effects, patterns or shapes than the first appearance edge spots 215.

[0031] FIG. 5 illustrates a top view of a representative gaming table 300. Gaming table 300 typically comprises a stand (not shown), upon which is applied a layout 301 and a chip tray 315. In the illustrated embodiment, the bet spots 305 and 310, which are associated with the player wagering on the game, the chip tray 315, and the area 330, have each been fitted with a source to produce a magnetic field. The source may be within the layout, under the layout but on

top of an upper surface of the stand, or embedded in the upper surface of the stand. One of ordinary skill in the art can appreciate that any suitable source may be used to produce the magnetic field such as a magnet, a RFID antenna, and a solenoid to name a few non-limiting examples.

[0032] The illustrated embodiment shows each area as having its own source, however, any combination and configuration may be used without departing from the intended scope and spirit of the intended design of the source to produce a magnetic field to affect the magnetic field sensitive pigment. In this manner, casino currency may be verified and validated for authenticity in multiple areas of the gaming table surface by a dealer, pit boss or any other individual. For example, a player who sits down at the table that attempts to introduce counterfeit chips may be detected quickly if the player either places the casino currency on the bet spot 305 or 310 or requests that the dealer make change for high denomination casino currency and the dealer moves the currency to the area 330 (which may be a splash tube in the chip tray, not illustrated). In another embodiment, the strength or the frequency of the magnetic field may be different at the bet spots 305 and 310 than at the area 330 such that the magnetic field sensitive pigment on the casino currency may appear to change from a first color to a second color in the bet spots 305 and 310, and then from the first or second color to a third color in the area 330. The number of colors can be varied by the associated strength specifications of the magnetic field associated with its respective source.

[0033] Continuing with the illustrated example, the pigment on the gaming currency is configured such that it appears to the eyes of an observer to change from a first color to a second color when the gaming currency is placed in the vicinity of the magnetic field. If the color on the currency does not appear to change when in the vicinity of the magnetic field associated with the source at the bet spots 305 and 310 and area 330, the dealer, pit boss or security cameras can quickly identify the currency as counterfeit and take appropriate action. In another embodiment (not illustrated), the casino cage may incorporate a magnetic field producing device to validate and authenticate casino currency that patrons exchange for cash. In the same manner as described above, if the color on the currency does not appear to change from a first appearance to a second appearance when in the vicinity of the magnetic field associated with the source at the cage, the cage operator can quickly identify the currency as counterfeit and take appropriate action.

[0034] Table layouts are typically made from cloth, such as polyester, nylon or wool, and are printed with different printing technologies, including, but not limited to, silk screening

and transfer print. In another embodiment, table layout 301 includes an area 325 surrounding the chip tray 315 or a broader area having pigment configured to be affected by the introduction of a magnetic field from a source so that, for example, information regarding licensing, etc. may be hidden from view and only appears if the area is introduced to a magnetic field. The integration of the magnetic pigment in gaming layouts may be through the inks used for dying the material used or for printing on the material (but is not limited to just these types of applications). Visible or transparent inks may be used to print motifs or patterns that would be invisible under normal conditions and visible when the magnetic field was applied. Printing the table layouts in this manner may allow the display of a message when the magnetic field is introduced. For example, the area 325 could be expanded such that the color of the entire layout 301 may change to another visible color, where the second color may depend on the magnetic field specifications. This feature may be used as a security feature, but may also be used to possibly show operational messages or marketing messages on the layout. When multiple magnetic fields are used in overlapping proximity to one another, such as with bet spots 305 and 310 and chip tray 315 and area 330 all being within the range of the source affecting area 325, it may be necessary to establish the magnetic field strengths or frequencies at different levels, such that turning on the source for area 325 does not activate the pigments in all of the gaming currencies on the table 300 in addition to the layout 301 of the table 300.

[0035] In another embodiment, the pigment may be integrated into or applied to a roulette layout, with pigments embedded in the printed numbers, which in combination with coils or antennas underneath the layout (i.e., embedded in the wooden tabletop), may be used to highlight the winning number. As one of ordinary skill in the art will understand, this concept may be applied on many games and tables. For example, on a baccarat table there are dedicated areas designated for the player, banker or for a tie. Those areas are typically printed in visible colors with a line as a border. In addition, each of these areas may be woven, impregnated or printed with a transparent ink carrying magnetic pigment. When the draw has been completed, a magnetic field could be energized, such as through a processor driven magnetic coil, to highlight the area corresponding to the result, i.e., the player won, the banker won or the player and the banker tied. In such a case, the magnetic pigment is being used to provide a kind of “display” solution, but use of the magnetic pigment is not limited as such and may be used for other purposes, such as showing game events, providing instructions, or even providing advertisements. Naturally, multiple effects may also be created like blinking effects, by turning the magnetic field ON/OFF, or in some other way, or even color variations may be generated

based on the characteristics of the magnetic field. The “display” application of the magnetic pigments may also be applied for any other gaming accessory or even gaming currency products. For example, the pips on a die may be highlighted in some manner at the end of a roll in craps to make the die or thrown number more visible, or chips in a betting area may be highlighted at the end of a hand of 21 to indicate a winning hand.

[0036] FIGS. 6 and 7 illustrate examples of gaming accessories incorporating the pigment that appear to change from a first appearance to a second appearance when in the vicinity of a magnetic field. As shown, the die 400 of FIG. 6 may have the pigment incorporated into the die spots or pips 405 and the playing card 500 of FIG. 7 may incorporate the pigment into the design 505 on the backside of the card. For the die 400 shown in FIG. 6, the pigment may also be embedded in the raw material of the cube for an even easier authentication method. Another embodiment (not shown) may incorporate the pigment into a player loyalty card that is used for cash, pay-for-play, redemption or the like. Accordingly, if a player uses a genuine player loyalty card having the magnetic field sensitive pigment, especially when it is being used as a cash equivalent, the casino employee may quickly authenticate the validity of the card by passing the card over a magnetic field to affect the pigment incorporated into the card and observe the change from a first color to a second color, whereas a counterfeit card may be even more easily recognized.

[0037] Fig. 8 illustrates an example of a portable device 600 that may be used to produce a magnetic field area 605 for use with, for example, a casino chip 610 having a surface spot 615 and an edge spot 620 formed of the pigment that appears to change from a first appearance to a second appearance when in the vicinity of a magnetic field. One of ordinary skill in the art will appreciate that any variation of the configuration of device 600 may be used without departing from the intended use and operation of the device, such as a small hand held device that may be passed over the top of casino currency or a casino accessory to produce the magnetic field that verifies the authenticity of the currency or accessory that incorporates the magnetic field sensitive pigment.

[0038] An embodiment disclosed herein includes a gaming currency comprising a currency body and a magnetic pigment incorporated into the currency body, the magnetic pigment having a first appearance in absence of a first magnetic field, the magnetic pigment being configured to be affected by the introduction of the first magnetic field from a source such that the magnetic pigment appears to change from the first appearance to a second appearance when the gaming currency is placed in a vicinity of the first magnetic field.

[0039] The gaming currency of the embodiment, wherein the gaming currency is chosen from the group consisting of a jeton, a plaque and a chip.

[0040] The gaming currency of the embodiment, wherein the magnetic pigment is mixed into a material used to form the currency body.

[0041] The gaming currency of the embodiment, wherein the magnetic pigment is applied to a surface of the currency body.

[0042] The gaming currency of the embodiment, wherein the first appearance includes a first color and the second appearance includes a second color.

[0043] The gaming currency of the embodiment, wherein the first color is opaque and the second color is translucent or transparent.

[0044] The gaming currency of the embodiment, wherein the first color is translucent or transparent and the second color is opaque.

[0045] The gaming currency of the embodiment, wherein the first appearance includes a first color effect and the second appearance includes a second color effect.

[0046] The gaming currency of the embodiment, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.

[0047] The gaming currency of the embodiment, wherein the first appearance includes a first shape and the second appearance includes a second shape.

[0048] The gaming currency of the embodiment, wherein the gaming currency includes one or more surface spots and one or more edge spots and wherein the magnetic pigment is limited within the currency body to the one or more surface spots and the one or more edge spots.

[0049] The gaming currency of the embodiment, wherein some, but not all of the one or more surface spots and some, but not all of the one or more edge spots include the magnetic pigment.

[0050] The gaming currency of the embodiment, wherein the magnetic pigment has the first appearance in absence of a second magnetic field, the magnetic pigment being configured to be affected by the introduction of the second magnetic field from the source such that the magnetic pigment appears to change from the first appearance to a third appearance when the gaming currency is placed in a vicinity of the second magnetic field.

[0051] The gaming currency of the embodiment, wherein the first magnetic field and the second magnetic field differ by magnetic field strength.

[0052] The gaming currency of the embodiment, wherein the first magnetic field and the second magnetic field differ by magnetic field frequency.

[0053] An embodiment disclosed herein includes a gaming accessory comprising an accessory body and a magnetic pigment incorporated into the accessory body, the magnetic pigment having a first appearance in absence of a first magnetic field, the magnetic pigment being configured to be affected by the introduction of the first magnetic field from a source such that the magnetic pigment appears to change from the first appearance to a second appearance when the gaming accessory is placed in a vicinity of the first magnetic field.

[0054] The gaming accessory of the embodiment, wherein the gaming accessory is chosen from the group consisting of a die, a playing card and a layout.

[0055] The gaming accessory of the embodiment, wherein the magnetic pigment is limited to the pips of the die.

[0056] The gaming accessory of the embodiment, wherein the magnetic pigment is mixed into a material used to form the die.

[0057] The gaming accessory of the embodiment, wherein the magnetic pigment is limited to a design on a surface of the playing card.

[0058] The gaming accessory of the embodiment, wherein the magnetic pigment is mixed into a material used to form the playing card.

[0059] The gaming accessory of the embodiment, wherein the magnetic pigment is limited to one or more surface areas of the layout.

[0060] The gaming accessory of the embodiment, wherein the magnetic pigment is mixed into a material used to form the layout.

[0061] The gaming accessory of the embodiment, wherein the first appearance includes a first color and the second appearance includes a second color.

[0062] The gaming accessory of the embodiment, wherein the first color is opaque and the second color is translucent or transparent.

[0063] The gaming accessory of the embodiment, wherein the first color is translucent or transparent and the second color is opaque.

[0064] The gaming accessory of the embodiment, wherein the first appearance includes a first color effect and the second appearance includes a second color effect.

[0065] The gaming accessory of the embodiment, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.

[0066] The gaming accessory of the embodiment, wherein the first appearance includes a first shape and the second appearance includes a second shape.

[0067] The gaming accessory of the embodiment, wherein the gaming accessory is chosen from the group consisting of a die, a playing card and a layout, and wherein all or part of the gaming accessory is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

[0068] The gaming accessory of the embodiment, wherein the information includes the result of the game or hand.

[0069] The gaming accessory of the embodiment, wherein the first appearance is not visible and the second appearance is visible, and wherein one or more pips of the die are highlighted.

[0070] The gaming accessory of the embodiment, wherein the first appearance is not visible and the second appearance is visible, and wherein one or more areas of the layout are highlighted.

[0071] The gaming accessory of the embodiment, wherein the first appearance is not visible and the second appearance is visible, and wherein the one or more areas includes a winning number.

[0072] The gaming accessory of the embodiment, wherein the first appearance is not visible and the second appearance is visible, and wherein a design on one or more playing cards are highlighted.

[0073] The gaming accessory of the embodiment, wherein the first appearance is not visible and the second appearance is visible, and wherein the information includes instructions to the user.

[0074] The gaming accessory of the embodiment, wherein the first appearance is not visible and the second appearance is visible, and wherein the information includes an advertisement.

[0075] An embodiment disclosed herein includes a gaming table comprising a stand, a layout placed on the stand, a chip tray placed on the stand and adjacent the layout, and one or more sources configured to generate at least a first magnetic field around one or more locations of the layout, the first magnetic field being configured to cause a magnetic pigment incorporated into one or more objects to change from a first appearance in absence of the first magnetic field

and to change from the first appearance to a second appearance when the object is placed in the vicinity of the first magnetic field.

[0076] The gaming table of the embodiment, wherein the one or more sources are placed around bet spots.

[0077] The gaming table of the embodiment, wherein the one or more sources are placed around the chip tray.

[0078] The gaming table of the embodiment, wherein the one or more sources are placed in an area near the chip tray that is not a bet spot.

[0079] The gaming table of the embodiment, further including a layout source configured to generate at least a second magnetic field around at least a portion of the layout, the second magnetic field being configured to cause the magnetic pigment to change from the first appearance in absence of the second magnetic field and to change from the first appearance to a third appearance when the object is placed in the vicinity of the second magnetic field.

[0080] The gaming table of the embodiment, wherein the one or more objects include a surface of the layout, wherein only the surface of the layout changes from the first appearance to the third appearance when placed in the vicinity of the second magnetic field.

[0081] The gaming table of the embodiment, wherein the one or more sources are placed within the second magnetic field.

[0082] The gaming table of the embodiment, wherein the first magnetic field and the second magnetic field differ by magnetic field strength.

[0083] The gaming table of the embodiment, wherein the first magnetic field and the second magnetic field differ by magnetic field frequency.

[0084] The gaming table of the embodiment, wherein the one or more objects include material forming or printing on the layout, wherein all or part of the layout is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

[0085] The gaming table of the embodiment, wherein the information includes an indication of a result of the game or hand.

[0086] The gaming table of the embodiment, wherein the one or more objects include material forming or printing on the layout, wherein the first appearance is not visible and the second appearance is visible, and wherein one or more areas of the layout are highlighted.

[0087] The gaming table of the embodiment, wherein the one or more areas include a winning number.

[0088] The gaming table of the embodiment, wherein the information includes instructions to the user.

[0089] The gaming table of the embodiment, wherein the information includes an advertisement.

[0090] The gaming table of the embodiment, wherein the one or more objects include material forming or printing on a die, wherein the first appearance is not visible and the second appearance is visible, and wherein all or part of the die is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

[0091] The gaming table of the embodiment, wherein the one or more objects include material forming or printing on gaming currency, wherein the first appearance is not visible and the second appearance is visible, and wherein all or part of the gaming currency is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

[0092] The gaming table of the embodiment, wherein the one or more objects include material forming or printing on a playing card, wherein the first appearance is not visible and the second appearance is visible, and wherein all or part of the playing card is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

[0093] Whereas many alterations and modifications of the present invention will no doubt become apparent to a person of ordinary skill in the art after having read the foregoing description, it is to be understood that any particular embodiment shown and described by way of illustration is in no way intended to be considered limiting. Therefore, references to details of various embodiments are not intended to limit the scope of the claims which in themselves recite only those features regarded as the invention.

What is Claimed:

1. A gaming currency, comprising:
a currency body; and
a magnetic pigment incorporated into the currency body, the magnetic pigment having a first appearance in absence of a first magnetic field, the magnetic pigment being configured to be affected by the introduction of the first magnetic field from a source such that the magnetic pigment appears to change from the first appearance to a second appearance when the gaming currency is placed in a vicinity of the first magnetic field.
2. The gaming currency of claim 1, wherein the gaming currency is chosen from the group consisting of a jeton, a plaque and a chip.
3. The gaming currency of claim 1, wherein the magnetic pigment is mixed into a material used to form the currency body.
4. The gaming currency of claim 1, wherein the magnetic pigment is applied to a surface of the currency body.
5. The gaming currency of claim 1, wherein the first appearance includes a first color and the second appearance includes a second color.
6. The gaming currency of claim 5, wherein the first color is opaque and the second color is translucent or transparent.
7. The gaming currency of claim 5, wherein the first color is translucent or transparent and the second color is opaque.
8. The gaming currency of claim 5, wherein the first appearance includes a first color effect and the second appearance includes a second color effect.
9. The gaming currency of claim 8, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.

10. The gaming currency of claim 9, wherein the first appearance includes a first shape and the second appearance includes a second shape.
11. The gaming currency of claim 5, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.
12. The gaming currency of claim 11, wherein the first appearance includes a first shape and the second appearance includes a second shape.
13. The gaming currency of claim 5, wherein the first appearance includes a first shape and the second appearance includes a second shape.
14. The gaming currency of claim 1, wherein the first appearance includes a first color effect and the second appearance includes a second color effect.
15. The gaming currency of claim 14, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.
16. The gaming currency of claim 15, wherein the first appearance includes a first shape and the second appearance includes a second shape.
17. The gaming currency of claim 1, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.
18. The gaming currency of claim 17, wherein the first appearance includes a first shape and the second appearance includes a second shape.
19. The gaming currency of claim 15, wherein the first appearance includes a first shape and the second appearance includes a second shape.
20. The gaming currency of claim 19, wherein the first appearance includes a first color effect and the second appearance includes a second color effect.

21. The gaming currency of claim 1, wherein the gaming currency includes one or more surface spots and one or more edge spots and wherein the magnetic pigment is limited within the currency body to the one or more surface spots and the one or more edge spots.
22. The gaming currency of claim 21, wherein some, but not all of the one or more surface spots and some, but not all of the one or more edge spots include the magnetic pigment.
23. The gaming currency of claim 1, wherein the magnetic pigment has the first appearance in absence of a second magnetic field, the magnetic pigment being configured to be affected by the introduction of the second magnetic field from the source such that the magnetic pigment appears to change from the first appearance to a third appearance when the gaming currency is placed in a vicinity of the second magnetic field.
24. The gaming currency of claim 23, wherein the first magnetic field and the second magnetic field differ by magnetic field strength.
25. The gaming currency of claim 23, wherein the first magnetic field and the second magnetic field differ by magnetic field frequency.
26. A gaming accessory, comprising:
an accessory body; and
a magnetic pigment incorporated into the accessory body, the magnetic pigment having a first appearance in absence of a first magnetic field, the magnetic pigment being configured to be affected by the introduction of the first magnetic field from a source such that the magnetic pigment appears to change from the first appearance to a second appearance when the gaming accessory is placed in a vicinity of the first magnetic field.
27. The gaming accessory of claim 26, wherein the gaming accessory is chosen from the group consisting of a die, a playing card and a layout.
28. The gaming accessory of claim 27, wherein the magnetic pigment is limited to the pips of the die.

29. The gaming accessory of claim 27, wherein the magnetic pigment is mixed into a material used to form the die.
30. The gaming accessory of claim 27, wherein the magnetic pigment is limited to a design on a surface of the playing card.
31. The gaming accessory of claim 27, wherein the magnetic pigment is mixed into a material used to form the playing card.
32. The gaming accessory of claim 27, wherein the magnetic pigment is limited to one or more surface areas of the layout.
33. The gaming accessory of claim 27, wherein the magnetic pigment is mixed into a material used to form the layout.
34. The gaming accessory of claim 26, wherein the first appearance includes a first color and the second appearance includes a second color.
35. The gaming accessory of claim 34, wherein the first color is opaque and the second color is translucent or transparent.
36. The gaming accessory of claim 34, wherein the first color is translucent or transparent and the second color is opaque.
37. The gaming accessory of claim 34, wherein the first appearance includes a first color effect and the second appearance includes a second color effect.
38. The gaming accessory of claim 37, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.
39. The gaming accessory of claim 38, wherein the first appearance includes a first shape and the second appearance includes a second shape.

40. The gaming accessory of claim 34, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.
41. The gaming accessory of claim 40, wherein the first appearance includes a first shape and the second appearance includes a second shape.
42. The gaming accessory of claim 34, wherein the first appearance includes a first shape and the second appearance includes a second shape.
43. The gaming accessory of claim 26, wherein the first appearance includes a first color effect and the second appearance includes a second color effect.
44. The gaming accessory of claim 43, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.
45. The gaming accessory of claim 44, wherein the first appearance includes a first shape and the second appearance includes a second shape.
46. The gaming accessory of claim 26, wherein the first appearance includes a first pattern and the second appearance includes a second pattern.
47. The gaming accessory of claim 46, wherein the first appearance includes a first shape and the second appearance includes a second shape.
48. The gaming accessory of claim 44, wherein the first appearance includes a first shape and the second appearance includes a second shape.
49. The gaming accessory of claim 48, wherein the first appearance includes a first color effect and the second appearance includes a second color effect.
50. The gaming accessory of claim 26, wherein the gaming accessory is chosen from the group consisting of a die, a playing card and a layout, and wherein all or part of the gaming accessory is highlighted during or at the conclusion of a game or hand to provide information to

a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

51. The gaming accessory of claim 50, wherein the information includes the result of the game or hand.

52. The gaming accessory of claim 51, wherein the first appearance is not visible and the second appearance is visible, and wherein one or more pips of the die are highlighted.

53. The gaming accessory of claim 51, wherein the first appearance is not visible and the second appearance is visible, and wherein one or more areas of the layout are highlighted.

54. The gaming accessory of claim 53, wherein the first appearance is not visible and the second appearance is visible, and wherein the one or more areas includes a winning number.

55. The gaming accessory of claim 53, wherein the first appearance is not visible and the second appearance is visible, and wherein a design on one or more playing cards are highlighted.

56. The gaming accessory of claim 50, wherein the first appearance is not visible and the second appearance is visible, and wherein the information includes instructions to the user.

57. The gaming accessory of claim 50, wherein the first appearance is not visible and the second appearance is visible, and wherein the information includes an advertisement.

58. A gaming table, comprising:

a stand;

a layout placed on the stand;

a chip tray placed on the stand and adjacent the layout; and

one or more sources configured to generate at least a first magnetic field around one or more locations of the layout, the first magnetic field being configured to cause a magnetic pigment incorporated into one or more objects to change from a first appearance in absence of the first magnetic field and to change from the first appearance to a second appearance when the object is placed in the vicinity of the first magnetic field.

59. The gaming table as recited in claim 58, wherein the one or more sources are placed around bet spots.
60. The gaming table as recited in claim 59, wherein the one or more sources are placed around the chip tray.
61. The gaming table as recited in claim 60, wherein the one or more sources are placed in an area near the chip tray that is not a bet spot.
62. The gaming table as recited in claim 61, further including a layout source configured to generate at least a second magnetic field around at least a portion of the layout, the second magnetic field being configured to cause the magnetic pigment to change from the first appearance in absence of the second magnetic field and to change from the first appearance to a third appearance when the object is placed in the vicinity of the second magnetic field.
63. The gaming table as recited in claim 62, wherein the one or more objects include a surface of the layout, wherein only the surface of the layout changes from the first appearance to the third appearance when placed in the vicinity of the second magnetic field.
64. The gaming table as recited in claim 62, wherein the one or more sources are placed within the second magnetic field.
65. The gaming table of claim 62, wherein the first magnetic field and the second magnetic field differ by magnetic field strength.
66. The gaming table of claim 62, wherein the first magnetic field and the second magnetic field differ by magnetic field frequency.
67. The gaming table of claim 58, wherein the one or more objects include material forming or printing on the layout, wherein all or part of the layout is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

68. The gaming table of claim 58, wherein the information includes an indication of a result of the game or hand.

69. The gaming table of claim 68, wherein the one or more objects include material forming or printing on the layout, wherein the first appearance is not visible and the second appearance is visible, and wherein one or more areas of the layout are highlighted.

70. The gaming table of claim 69, wherein the one or more areas include a winning number.

71. The gaming table of claim 69, wherein the information includes instructions to the user.

72. The gaming table of claim 69, wherein the information includes an advertisement.

73. The gaming table of claim 58, wherein the one or more objects include material forming or printing on a die, wherein the first appearance is not visible and the second appearance is visible, and wherein all or part of the die is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

74. The gaming table of claim 58, wherein the one or more objects include material forming or printing on gaming currency, wherein the first appearance is not visible and the second appearance is visible, and wherein all or part of the gaming currency is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

75. The gaming table of claim 58, wherein the one or more objects include material forming or printing on a playing card, wherein the first appearance is not visible and the second appearance is visible, and wherein all or part of the playing card is highlighted during or at the conclusion of a game or hand to provide information to a user by introduction of the first magnetic field so as to change the first appearance to the second appearance.

76. The gaming table as recited in claim 58, wherein the one or more sources are placed around the chip tray.

77. The gaming table as recited in claim 76, wherein the one or more sources are placed in an area near the chip tray that is not a bet spot.

78. The gaming table as recited in claim 58, wherein the one or more sources are placed in an area near the chip tray that is not a bet spot.