table, the chip tray, or the cage. Particularly when gaming chips are moved between the chip tray and the cage, it is difficult to prevent theft and losses of gaming chips and so continuous monitoring of gaming chips inside casinos is demanded.

[0007a]

According to an aspect of the present invention, there is provided 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.

[0007b]

According to another aspect of the present invention, there is provided 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.

[0007c] According to another aspect of the present invention, there is provided 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.

[0008]

There is also disclosed a system for managing a package of shuffled playing cards and gaming chips, wherein the system includes shuffled playing cards including playing cards that constitute a predetermined number of decks and are shuffled in a random order, configured respectively as one container or one package, and having a unique card ID given to the container or the package, a gaming chip provided with a chip ID, a game table on which a game is played by using the shuffled playing cards and the gaming chips, a card storage box storing a plurality of the shuffled playing cards, the shuffled playing cards being conveyed from a card room and configured to be attached to a card shooter apparatus on the game table, a chip storage box storing a plurality of the gaming chips used on the game table and being provided with an opening/closing lock mechanism, and the card ID and the chip ID are identified using wireless tags, and the card storage box and the chip storage box are provided with one or more

card readers for reading the card IDs of all the stored shuffled playing cards and one or more chip readers for reading the chip IDs of all the

stored chips, and the card readers and the chip readers are respectively configured of readers that use frequencies or modes that differ from each other, by which reading error of the card ID and the chip ID by the wireless tags is minimized.

[0009]

In the above system, the card ID uses a UHF wireless tag and the chip ID uses a HF wireless tag.

[0010]

In the above system, further comprising control unit connected to the card reader and the chip reader and configured to detect a change when information read by the card reader or information read by the chip reader is changed.

[0011]

In the above system, the card reader read information of the wireless tag by a radio wave method, and the chip reader read information of the wireless tag by an electromagnetic induction method.

[0012]

There is also disclosed a system for managing playing cards to which card information is given by a card RFID tag and gaming chips to which chip information is given by a chip RFID tag, including storage unit in which card storage unit for storing the playing cards and chip storage unit for storing the gaming chips are included and integrally configured, a card RFID reader

information of the card RFID tag by a radio wave method, and the chip RFID reader reads information of the chip RFID tag by an electromagnetic induction method.

[0018]

There is also disclosed a storage box for storing playing cards to which card information is given by a card RFID tag and gaming chips to which chip information is given by a chip RFID tag, the storage box comprising card storage unit for storing the playing cards, chip storage unit for storing the gaming chips, a card antenna for reading the card information of the playing cards stored in the card storage unit; and a chip antenna for reading the chip information of the gaming chips stored in the chip storage unit, wherein the card antenna and the chip antenna read information using radio waves with frequencies that differ from each other.

[0019]

The foregoing and other objects, features, aspects and advantages of the exemplary embodiments will become more apparent from the following detailed description of the exemplary embodiments when taken in conjunction with the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0020]

FIG. 1 is a schematic diagram providing an overview of a table game system according to a first embodiment of