Claims:

1. A management system configured to manage a gaming currency to be used for betting in a game in a casino, wherein

the gaming currency includes a built-in EM wire member and a built-in RFID part configured to store information,

the RFID part includes an IC chip configured to store the information so as to be readable and an antenna connected to the IC chip,

the management system comprises:

a gate including an EM detecting system configured to detect presence of the gaming currency possessed by a passing person passing therethrough by detecting presence of the EM wire member; and

an RFID reading system configured to read the information from the RFID part,

the management system is a system configured to manage the gaming currency permitted to be brought out to outside of the gate or brought in to inside of the gate on condition of a declaration, and

the RFID reading system is configured to:

read the information from the RFID part of the gaming currency declared by the passing person; or

read the information from the RFID part of the gaming currency detected by detecting the EM wire member by the EM detecting system, and

the management system further comprises a registering device configured to store in a database the information of the gaming currency read by the RFID reading system as information on the gaming currency related to bringing-out or bringing-in.

2. The management system according to claim 1, wherein

the RFID reading system is configured to read the information from the RFID part of the gaming currency to be brought in to the inside of the gate,

the registering device is configured to store in the database the information of the gaming currency to be brought out

to the outside of the gate by the passing person as the information of the gaming currency related to the bringing-out, and

the management system further comprises an inspecting device configured to inspect whether the information of the gaming currency to be brought in to the inside of the gate by the passing person and read by the RFID reading system is stored in the database as the information of the gaming currency related to the bringing-out.

3. The management system according to claim 1, wherein

the management system is a system configured to manage the gaming currency prohibited from being brought out to outside of the gate or brought in to inside of the gate,

the RFID reading system is configured to read the information from the RFID part of the gaming currency detected by detecting the EM wire member by the EM detecting system, and

the management system further comprises an inspecting device configured to inspect whether the information of the gaming currency read by the RFID reading system is stored in the database.

4. The management system according to claim 1, wherein the gate is a player gate on a casino gaming floor in the casino, a staff gate in a casino security area in the casino, or a staff gate in a manufacturing facility which manufactures the gaming currency.

5. A gaming currency comprising: a first capsule member made of resin; a second capsule member made of resin; an EM wire member; an RFID part; a first decal made of resin; a second decal made of resin; and a peripheral portion made of resin,

the first capsule member and the second capsule member are joined to form a capsule,

the RFID part includes an IC chip configured to readably store information and an antenna connected to the IC chip,

the peripheral portion is disposed around the periphery of the capsule,

the first decal and the second decal are provided on the

outside of the first capsule member and the second capsule member respectively,

the RFID part is disposed within the capsule,

the EM wire member is disposed between the first decal and the second decal,

the EM wire member and the RFID part are disposed apart from each other in a thickness direction of the gaming currency, and

presence of the gaming currency is detectable by the EM wire member and the information is readable from the RFID part.

6. The gaming currency according to claim 5, wherein the EM wire member and the RFID part are arranged to overlap each other when viewing from the thickness direction.

7. The gaming currency according to claim 5, wherein the EM wire member is disposed within the capsule.

8. The gaming currency according to claim 5, wherein

the EM wire member is held by a first sheet-like base member to form an EM sheet, and

the EM sheet is fixed to the first capsule member or the second capsule member.

9. The gaming currency according to claim 5, wherein

the RFID part is held by a second sheet-like base member to form an RFID sheet, and

the RFID sheet is fixed to the first capsule member or the second capsule member.

10. The gaming currency according to claim 5, wherein

the EM wire member is held by a first sheet-like base member to form an EM sheet,

the RFID part is held by a second sheet-like base member to form an RFID sheet, and

the RFID sheet includes at least one adhesive surface larger than the EM sheet and is adhered to the EM sheet and the first

capsule member or the second capsule member over the EM sheet with the adhesive surface.

11. The gaming currency according to claim 5, wherein the EM wire member is made of amorphous material.

12. The gaming currency according to claim 5, wherein the EM wire member is a circular wire member of one lap, or two or more laps with no end.

13. The gaming currency according to claim 8 or 10, wherein the EM sheet is formed, and the EM wire member is a plurality of wire members arranged in a same direction as each other on the first sheet-like base member.

14. The gaming currency according to claim 8 or 10, wherein the EM wire member includes a group of first wire members arranged in a same direction as each other on a first surface of the first sheet-like base member and a group of second wire members arranged in a direction crossing the group of first wire members on a second surface of the first sheet-like base member.

15. The gaming currency according to claim 5, wherein the first decal and the second decal are printed with casino information.

16. The gaming currency according to claim 5, wherein the IC chip is configured to store at least any one of a chip ID and denomination information of the gaming currency.

17. The gaming currency according to claim 5, wherein the EM wire member and the RFID part are built in the capsule in a non-contact state.