

Abstract

MANAGEMENT SYSTEM FOR SUBSTITUTE CURRENCY FOR GAMING

The management system for substitute currency (C) for gaming comprises: a ground pattern acquiring device (12) that acquires an image of the ground pattern (1) of the substitute currency (C) for gaming via a camera (11); an ID reading device (13) that reads the unique ID (2) of the substitute currency (C) for gaming; and a management control device (14) that associates the pattern (4) of the ground pattern (1) with the unique ID (2) and stores them in a database (15). The management control device (14) analyzes the image of the ground pattern (1) acquired by the ground pattern acquiring device (12) to identify the pattern (4), and determines whether the pattern (4) of the ground pattern (1) of the substitute currency (C) for gaming to be judged matches the pattern (4) of the ground pattern (1) associated with the ID information of the substitute currency (C) for gaming to be judged obtained from the ID reading device (13) by searching the database (15), thereby to determine authenticity of the substitute currency for gaming.

Fig. 5