impossible to accurately read the game tokens placed in close proximity. The problem is not limited to the reading between the betting area and the chip tray, but also applies to the upper and lower sections of the double chip tray and each section of the cabinet where the game tokens are stored.

[0006]

One aspect of the present disclosure a reading system for game tokens, comprising: a storage section that is provided in a game table and extending in a plane, for storing a game token equipped with an RFID tag; and a reading device having an antenna configured to generate an electromagnetic wave for reading the RFID tag of the game token stored in the storage section, wherein the reading device has a plurality of the antennas corresponding to a plurality of partial areas of the storage section so that the electromagnetic waves of the plurality of antennas do not read the RFID tag of the game token placed in a predetermined area other than the storage section where the game token is placed, and the plurality of antennas are arranged to at least partially overlap each other. This configuration may reduce the possibility that the magnetic field generated by the antenna will read the game token placed in an area other than the storage area.

[0007]

In the above reading system for game token, the plurality of antennas may have three or more wiring portions extending along a predetermined direction.

[0008]

In the above reading system for game token, the antenna may have a dense portion and a sparse portion of wiring portions extending in the predetermined direction, the antenna may be configured so that a direction of electric current flowing in the wiring portions of each of the dense portions is in the same direction as each other.

[0009]

In the above reading system for game token, the RFID tag may store at least an ID assigned to the game token, the

CLAIMS:

1. A reading system for game tokens, comprising:

a storage section that is provided in a game table and extending in a plane, for storing a game token equipped with an RFID tag; and

a reading device having an antenna configured to generate an electromagnetic wave for reading the RFID tag of the game token stored in the storage section, wherein

the reading device has a plurality of the antennas corresponding to a plurality of partial areas of the storage section so that the electromagnetic waves of the plurality of antennas do not read the RFID tag of the game token placed in a predetermined area other than the storage section where the game token is placed, and

the plurality of antennas are arranged to at least partially overlap each other.

2. The recording system for game token according to claim 1, wherein the plurality of antennas has three or more wiring portions extending along a predetermined direction.

3. The reading system for game tokens according to claim 2, wherein the antenna has a dense portion and a sparse portion of wiring portions extending in the predetermined direction,

the antenna is configured so that a direction of electric current flowing in the wiring portions of each of the dense portions is in the same direction as each other.

4. The reading system for game tokens according to claim 1, wherein the RFID tag stores at least an ID assigned to the game token,

the reading system further comprises a control unit configured to identify the IDs of the game tokens stored in the storage section, and

the control unit is configured to determine that there is one game token in the storage section with the ID assigned to the RFID tag when the RFID tag on the same game token is read in duplicate by the electromagnetic waves generated by the plurality of antennas.

5. The reading system for game token according to claim 1, wherein the plurality of antennas are positioned above or below the storage section.

6. The reading system for game token according to claim 1, wherein the reading device has a group of antennas comprising a plurality of antennas that enable the reading of an RFID tag provided in the game token placed in the same partial area of the plurality of partial areas.

7. The reading system for game token according to claim 1, wherein the reading device has one reader configured to read the RFID tag using all of the plurality of antennas included in one group of the antennas.

8. The reading system for game token according to claim 1, wherein the reading device has one reader configured to read the RFID tag using the plurality of antennas.

9. The reading system for game token according to claim 7, wherein the reader is configured to perform the reading multiple times by changing the antenna used.

10. The reading system for game token according to claim 1, wherein the reading device is configured to perform the reading multiple times by changing the antenna to be used among the plurality of antennas.

11. The reading system for game token according to claim 2, wherein the storage section is located in the vicinity of

a betting area where game participants place the game tokens,

the predetermined direction is a direction from the storage section to the betting area, and

the wiring portions extending in the predetermined direction are arranged in a striped pattern over the entirety of the storage section.

12. The reading system for game token according to claim 2, wherein the game table has a betting area where the game participant places the game token,

the predetermined direction is a direction perpendicular to the direction from the storage section to the betting area, and

the wiring portions extending in the predetermined direction are arranged in a striped pattern over the entirety of the storage section.

13. The reading system for game token according to claim 12, wherein three or more of the wiring portions extending along the predetermined direction are included in one antenna.

14. The reading system for game token according to claim 1, wherein the plurality of antennas are arranged such that the wiring portions overlap each other.

15. The reading system for game token according to claim 1, further comprising a collected game token storage section adjacent to the storage section and configured to temporarily store the game token collected from a player, wherein

the collected game token storage section comprises an antenna for the collected game token different from the plurality of antennas provided for the plurality of partial areas of the storage section.

16. The reading system for game token according to claim 15, further comprising a shielding member provided between

the storage section and the collected game token storage section, and configured to prevent the plurality of antennas corresponding to the plurality of partial areas of the storage section from reading the RFID tag of the game token in the collected game token storage section and/or prevent the antenna for the collected game token from reading the RFID tag of the game token in the storage section.

17. The reading system for game token according to claim 16, wherein the RFID tag stores at least an ID assigned to the game token,

the reading system is configured such that the plurality of antennas provided for the plurality of partial areas of the storage section do not read the RFID tag of the game token in the collected game token storage section,

the reading system further comprises a control unit configured to identify the IDs of the game tokens stored in the storage section and the collected game token storage section,

the control unit is configured to determine that the game token to which the ID is assigned is present in the storage section when the ID read by the antenna in the storage section overlaps with the ID read by the antenna for collected game token.

18. The reading system for game token according to claim 16, wherein the RFID tag stores at least an ID assigned to the game token,

the reading system is configured such that the antenna for collected game token does not read the RFID tag of the game token in the storage area,

the reading system further comprises a control unit configured to identify the IDs of the game token stored in the storage section and the collected game token storage section,

the control unit is configured to, when the ID read by

the antenna in the storage section overlaps with the ID read by the antenna for collected game token, determine that the game token with the ID assigned is present in the collected game token storage section.