SYSTEM AND METHOD FOR VALIDATING CREDIT-GIVING UNIT USED ON GAMING MACHINE

FIELD OF THE INVENTION

[0001] The present invention relates to a validating system and method, and more particularly to a system and method for validating credit-giving unit used on gaming machine.

BACKGROUND OF THE INVENTION

[0002] Currently, most of the gaming machines use different credit-giving units as media, with which players can play on different gaming machines. The credit-giving units can be, for example, tokens, paper tickets, chips and the like, and are used like real money for inserting into the gaming machines. These credit-giving units will be identified by the gaming machines and a total available credit corresponding to the inserted credit-giving units will be displayed on the gaming machines.

[0003] For example, when a credit-giving unit is in the form of a token, the tokens supplied by an entertainment premise will be used by all players on all gaming machines therein. A tremendous number of tokens, as many as several ten or even several hundred thousand pieces, might be needed in a general-scale entertainment premise. And, for a large-scale entertainment premise, the number of tokens needed might be as high as several million pieces or more. In brief, the total tokens used in an entertainment premise would occupy an extremely large space and be extremely heavy to cause inconveniences to the operators of the entertainment premise in managing and handling these tokens. Further, there are possibly counterfeit or fake tokens that could not be distinguished by the gaming machines from the real and legal ones, and players

can still get credits in exchange for the inserted counterfeit tokens. This would no doubt cause serious loss to the entertainment premise operators.

[0004] On the other hand, when the credit-giving unit is in the form of a paper ticket, the paper ticket is usually barcoded to record the player's total available credit, the spent credit, detailed list of consumption, etc. The barcode on the paper ticket is used by the gaming machine to recognize whether the paper ticket is true or not, and is also used as a media to enable the gaming machines for use. While the use of paper tickets can solve the problems brought by the tokens when the latter are used as the media for consumption in the entertainment premise, such as the extremely large space occupied by the tokens and the difficulty in handling the extremely heavy tokens, the paper tickets are easily subject to the risk of being counterfeited. Moreover, the paper tickets are designed for single-use and not reusable. Thus, the use of paper tickets would waste valuable resources and is therefore not environmentally friendly.

SUMMARY OF THE INVENTION

[0005] It is therefore a primary object of the present invention to provide a system and method for validating credit-giving unit used on gaming machine, so that the problem of a non-reusable, non-environmentally friendly and easily counterfeited credit-giving unit can be overcome.

[0006] To achieve the above and other objects, the system for validating credit-giving unit used on gaming machine provided according to the present invention includes an input/output unit, a scanning unit, a consumption database, a determination unit, and a processing unit. The consumption database includes a plurality of codes respectively corresponding to a credit-giving unit and consumption data respectively matching one of the codes. The input/output unit is connected to the scanning unit, which is further

connected to the determination unit. The determination unit is also connected to the consumption database, while the consumption database is connected to the processing unit. The input/output unit serves to receive, hold, or return the credit-giving unit. The scanning unit scans a credit-giving unit so as to obtain a code and a consumption data recorded on the credit-giving unit. The determination unit examines whether there is any consumption data in the consumption database that corresponds to the code of the scanned credit-giving unit. When the determination unit determines there is a consumption data in the consumption database that corresponds to the code, the processing unit will then provides the consumption data to the gaming machine as a total available credit, which is then displayed on a display unit of the gaming machine.

[0007] The processing unit is further connected to the input/output unit. When the determination unit determines there is not any consumption data in the consumption database that corresponds to the code, the processing unit will send a command to the input/output unit, so that the credit-giving unit is held in the input/output unit and no total available credit is output to the display unit.

[0008] The system for validating credit-giving unit used on gaming machine provided according to the present invention further includes a recognition unit connected to the processing unit for recognizing a true credit-giving unit based on a code corresponding thereto. When a fake or counterfeit code is recognized by the recognition unit, the processing unit sends a command to the input/output unit and the received fake credit-giving unit is returned by the input/output unit. On the other hand, when a true code is recognized by the recognition unit, the code is sent by the recognition unit to the determination unit for subsequent processing.

[0009] The code can be encrypted in advance using a string or an algorithm, so that the code is protected against piracy. And, the system further includes a decryption unit

connected to the scanning unit and the recognition unit through the processing unit. When the scanning unit scans the credit-giving unit to obtain the encrypted code recorded thereon, the encrypted code is decrypted by the decryption unit using the string or the algorithm and then provided to the recognition unit for subsequent processes.

[0010] The system for validating credit-giving unit used on gaming machine provided according to the present invention further includes an erasing unit connected to the input/output unit and the processing unit for erasing the recorded code from the credit-giving unit. When the processing unit provides the consumption data to the gaming machine as total available credit, the processing unit also sends a command to the erasing unit for the latter to erase the consumption data recorded on the credit-giving unit.

[0011] The system for validating credit-giving unit used on gaming machine provided according to the present invention further includes a write-in unit connected to the input/output unit and the processing unit for writing a consumption data in a credit-giving unit. When a game on the gaming machine is ended and the credit-giving unit is to be returned, the processing unit sends a command to the input/output unit for the latter to provide the credit-giving unit with the recorded consumption data already been erased therefrom. The processing unit also converts the total available credit recorded by the gaming machine into a consumption data, and sends a command to the write-in unit for the latter to write the consumption data in the credit-giving unit. Meanwhile, the processing unit records the consumption data in the consumption database and then sends a command to the input/output unit for the latter to return the credit-giving unit.

[0012] The system for validating credit-giving unit used on gaming machine provided according to the present invention further includes an encryption unit connected to the write-in unit through the processing unit. Before sending the command to the write-in unit, the processing unit first sends a command to the encryption unit for the latter to

encrypt the code and the consumption data using a string or an algorithm. And then, the encrypted code and consumption data are sent to the write-in unit for subsequent processes.

[0013] To achieve the above and other objects, the method for validating credit-giving unit used on gaming machine according to the present invention includes the following steps: providing a gaming machine for a consumer to play a game thereon by using a credit-giving unit, receiving a credit-giving unit by an input/output unit; scanning the credit-giving unit by a scanning unit of the gaming machine to thereby obtain a code and a consumption data recorded on the credit-giving unit; determining by a determination unit whether there is any consumption data included in a consumption database that corresponds to the code; and in the case the determination unit determining there is a consumption data in the consumption database corresponding to the code, a processing unit providing the consumption data to the gaming machine as a total available credit, displaying the total available credit on a display unit provided on the gaming machine, and holding the credit-giving unit in the input/output unit.

[0014] Alternatively, in the case the determination unit determines there is not a consumption data in the consumption database corresponding to the code, a command is sent by the processing unit to the input/output unit for holding the credit-giving unit in the gaming machine without displaying any available credit on the display unit.

[0015] Before the determination unit determining whether there is a consumption data in the consumption database corresponding to the code, the following steps are further included: recognizing whether the credit-giving unit is true or false by a recognition unit based on the code obtained by the scanning unit; in the case the recognition unit recognizing the credit-giving unit as counterfeited or fake based on the code, the processing unit sending a command to the input/output unit for the same to return the

currently received credit-giving unit; or in the case the recognition unit recognizing the credit-giving unit as true based on the code, the recognition unit sending the code to the determination unit for subsequent processes.

[0016] When a credit-giving unit is to be returned upon the ending of a game on the gaming machine, the processing unit sends a command to the input/output unit for the same to provide a credit-giving unit with any consumption data already erased therefrom; the processing unit also converts the total available credit recorded by the gaming machine into a consumption data and sends a command to an encryption unit, so that the encryption unit encrypts the code and the consumption data using a string or an algorithm.

[0017] The method for validating credit-giving unit used on gaming machine according to the present invention further includes the following steps for writing a code in the credit-giving unit: the encryption unit sending the encrypted code and consumption data to a write-in unit, the write-in unit writing the encrypted code and consumption data in the credit-giving unit, the processing unit recording the consumption data in the consumption database and sending a command to the input/output unit for the latter to return the credit-giving unit.

[0018] The method for validating credit-giving unit used on gaming machine according to the present invention further includes the following steps for decrypting the code of the credit-giving unit: after the scanning unit scanning the credit-giving unit to obtain the code thereof, the code being decrypted by a decryption unit using the string or the algorithm; and the decrypted code being provided to the recognition unit for subsequent processes.

[0019] The method for validating credit-giving unit used on gaming machine

according to the present invention further includes the following steps for erasing a code from a credit-giving unit: when the processing unit retrieving the consumption data from the consumption database and providing the consumption data to the gaming machine as a total available credit, the processing unit further sending a command to an erasing unit for the same to erase the consumption data recorded on the credit-giving unit; and the holding the credit-giving unit in the input/output unit.

[0020] With the above arrangements, the system and method for validating credit-giving unit used on gaming machine according to the present invention provides one or more of the following advantages:

[0021] (1) With the system and method for validating credit-giving unit used on gaming machine, data can be written in and erased from the credit-giving unit by the write-in unit and the erasing unit, respectively. Therefore, the credit-giving unit is reusable and it is possible to overcome the problem as found in the conventional non-environmentally friendly credit-giving unit that can only be used to record the consumption once and is not reusable.

[0022] (2) With the system and method for validating credit-giving unit used on gaming machine, the credit-giving unit can be validated as a true one through a plurality of validating processes, including encrypting the code, determining whether there is corresponding code and consumption data presented in a consumption database, etc. Thus, the present invention provides enhanced counterfeit-protection function and the problem of an easily counterfeited credit-giving unit is also solved.

BRIEF DESCRIPTION OF THE DRAWINGS

[0023] The structure and the technical means adopted by the present invention to

achieve the above and other objects can be best understood by referring to the following detailed description of the preferred embodiments and the accompanying drawings, wherein

[0024] Fig. 1 is a systematic block diagram of a system for validating credit-giving unit used on gaming machine according to the present invention;

[0025] Fig. 2 is a block diagram of a first embodiment of the system of the present invention;

[0026] Fig. 3 is a block diagram of a second embodiment of the system of the present invention;

[0027] Fig. 4 is a block diagram of a third embodiment of the system of the present invention;

[0028] Fig. 5 is a block diagram of a fourth embodiment of the system of the present invention;

[0029] Fig. 6 is a block diagram of a fifth embodiment of the system of the present invention;

[0030] Fig. 7 is a block diagram of a sixth embodiment of the system of the present invention;

[0031] Fig. 8 is a flowchart showing the steps included in a method for validating credit-giving unit used on gaming machine according to the present invention;

[0032] Fig. 9 is a flowchart showing the steps for recognizing a true credit-giving unit by a recognition unit according to the method of the present invention;

[0033] Fig. 10 is a flowchart showing the steps for encrypting a credit-giving unit according to the method of the present invention;

[0034] Fig. 11 is a flowchart showing the steps for writing data in the credit-giving unit according to the method of the present invention;

[0035] Fig. 12 is a flowchart showing the steps for decrypting the credit-giving unit according to the method of the present invention; and

[0036] Fig. 13 is a flowchart showing the steps for erasing data from the credit-giving unit according to the method of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0037] The present invention will now be described with some preferred embodiments thereof. For the purpose of easy to understand, elements that are the same in the preferred embodiments are denoted by the same reference numerals. Please refer to Fig. 1 that is a systematic block diagram of a system for validating credit-giving unit used on gaming machine according to the present invention. As shown, the system for validating credit-giving unit used on gaming machine includes an input/output unit 1, a scanning unit 2, a determination unit 3, a consumption database 4, and a processing unit 5. The input/output unit 1 is connected to the scanning unit 2, which is further connected to the determination unit 3. The determination unit 3 is also connected to the consumption database 4, which is further connected to the processing unit 5.

[0038] According to the present invention, the input/output unit 1 serves to receive, hold or return a credit-giving unit 6. On the credit-giving unit 6, information such as a code 60 and a consumption data 40 can be recorded. The credit-giving unit 6 can be a token, a card, or a chip with a radio-frequency (RF) tag. However, in practical implementation of the present invention, the credit-giving unit 6 is not necessarily restricted to a token, card or chip. Further, the consumption database 4 includes a plurality of codes 60 and consumption data 40. The codes 60 respectively correspond to a unique credit-giving unit 6. The consumption data 40 are respectively recorded on a corresponding credit-giving unit 6 when the latter is to be returned by the input/output unit 1, and the consumption data 40 include information about, for example, an equivalent monetary amount, a total available credit, or a detailed consumption list of the credit-giving unit 6, etc.

[0039] The input/output unit 1 is connected to the scanning unit 2 and the processing unit 5. The scanning unit 2 scans a credit-giving unit 6 to obtain the code 60 and the consumption data 40 recorded on the credit-giving unit 6. The determination unit 3 is connected to the scanning unit 2 for determining whether the consumption database 4 includes any consumption data 40 that matches the code 60 obtained by the scanning unit 2. If yes, the processing unit 5 retrieves the consumption data 40 from the consumption database 4 and provides the retrieved consumption data 40 to a gaming machine 7 as a total available credit 70. The total available credit 70 is displayed on a display unit 72 provided on the gaming machine 7. On the other hand, if it is determined the consumption database 4 does not include any consumption data 40 that matches the code 60 obtained by the scanning unit 2, the processing unit 5 will send a command to the input/output unit 1 for the latter to hold the credit-giving unit 6 therein, and no total available credit 70 will be output to the display unit 72.

[0040] In the present invention, there is further included a recognition unit 8 connected

to the processing unit 5 for recognizing whether a credit-giving unit 6 being currently received by the input/output unit 1 is a true one or a false one. According to the present invention, when the scanning unit 2 obtains the code 60 of the credit-giving unit 6 that is currently received by the input/output unit 1, the recognition unit 8 would check whether the consumption database 4 includes a corresponding code 60. If a corresponding code 60 is included in the consumption database 4, it means the currently received credit-giving unit 6 is a true one, and the recognition unit 8 sends the code 60 to the determination unit 3 for the same to proceed with subsequent processes. Or, if no corresponding code 60 is found in the consumption database 4, it means the currently received credit-giving unit 6 is a counterfeited or fake one. When the recognition unit 8 recognizes the counterfeited or fake code 60, the processing unit 5 will send a command to the input/output unit 1 for the latter to return the currently received credit-giving unit 6. With these arrangements, it is able to achieve the purpose of recognizing any false credit-giving unit 6.

[0041] The present invention further includes a write-in unit 9, which is connected to the input/output unit 1 and the processing unit 5 for writing a consumption data 40 in the credit-giving unit 6. When a game on the gaming machine 7 is ended and it is desired to return the credit-giving unit 6 by the input/output unit 1, the processing unit 5 sends a command to the input/output unit 1 for the latter to provide a credit-giving unit 6 with the recorded consumption data having been erased therefrom. The pressing unit 5 will then convert the equivalent monetary credit, the total available credit 70 or the detailed consumption list recorded by the gaming machine into a consumption data 40. Thereafter, the processing unit 5 sends a command to the write-in unit 9 for the latter to write the consumption data 40 in the credit-giving unit 6. The processing unit 5 also records the consumption data 40 in the consumption database 4. Finally, the processing unit 5 sends a command to the input/output unit 1 for the latter to return the credit-giving unit 6.

[0042] To prevent the code from being illegally duplicated or pirated, the system of the present invention further includes an encryption unit 10, which is connected to the write-in unit 9 through the processing unit 5. Before sending the command to the write-in unit 9, the processing unit 5 first sends a command to the encryption unit 10 for the same to encrypt the code 60 and/or the consumption data 40 using a string or an algorithm. The encrypted code 60 and/or consumption data 40 is then sent to the write-in unit 9 by the encryption unit 10, so that the write-in unit 9 writes the encrypted code 60 and/or consumption data 40 in the credit-giving unit 6.

[0043] For the determination unit 3 to determine whether there is any consumption data 40 in the consumption database 4 that corresponds to the code 60, the encrypted code 60 and/or the encrypted consumption data 40 must be decrypted for use by the determination unit 3 in the above-mentioned determination process. Thus, the system of the present invention further includes a decryption unit 11, which is connected to the scanning unit 2 and the recognition unit 8 through the processing unit 5. When the scanning unit 2 scans the credit-giving unit 6 currently received by the input/output unit 1 to obtain the encrypted code 60 and consumption data 40, the encrypted code 60 and consumption data 40 are decrypted by the decryption unit 11 using the string or the algorithm. The decrypted code 60 is then sent to the recognition unit 8 for subsequent processes, and the decrypted consumption data 40 is sent to the determination unit 3 for subsequent processes.

[0044] According to the present invention, while the decryption unit 11 decrypts the encrypted code 60 and consumption data 40 using the string or the algorithm, the recognition unit 8 also simultaneously recognizes the credit-giving unit 6 as true or false by recognizing whether the code of the credit-giving unit 6 being currently received by the input/output unit 1 has been encrypted by the string or the algorithm.

[0045] The system of the present invention further includes an erasing unit 12, which is connected to the input/output unit 1 and the processing unit 5 for erasing the consumption data 40 recorded on the credit-giving unit 6. When the processing unit 5 provides the consumption data 40 to the gaming machine 7 as the total available credit 70, it also sends a command to the erasing unit 12 for the same to erase the consumption data 40 recorded on the credit-giving unit 6.

[0046] Please refer to Fig. 2 that is a block diagram of a first embodiment of the system according to the present invention. As shown, in the first embodiment, the input/output unit 1 and the scanning unit 2 are independently provided outside the gaming machine 7 to constitute a token processing system 13; and the determination unit 3, the consumption database 4 and the processing unit 5 are together provided in a server 14. For the token processing system 13 to provide the functions of recognizing the credit-giving unit 6 as true or false, encrypting and decrypting the code 60 and/or the consumption data 40, etc., a second embodiment of the system according to the present invention is further provided as shown in Fig. 3. As can be seen from Fig. 3, the second embodiment is different from the first embodiment in that the token processing system 13 further includes the recognition unit 8, the write-in unit 9, the encryption unit 10, the decryption unit 11, and the erasing unit 12. Please refer to Fig. 4 that is a block diagram of a third embodiment of the system according to the present invention. As shown, the third embodiment is different from the second embodiment in that the recognition unit 8 is provided in the server 14 instead of the token processing system 13. Thus, the present invention can be easily realized by applying the aforesaid embodiments to existing gaming machines. Alternatively, the same one token processing system can be shared for a plurality of gaming machines to save the operating cost of the system.

[0047] Of course, it is also possible to build the token processing system in the gaming

machine in the process of manufacturing a new gaming machine. Please refer to Fig. 5 that is a block diagram of a fourth embodiment of the system according to the present invention. As shown, the fourth embodiment is different from the first embodiment in that the input/output unit 1 and the scanning unit 2 are arranged in the gaming machine 7 to constitute the token processing system 13. Also please refer to Fig. 6 that is a block diagram of a fifth embodiment of the system according to the present invention. As shown, the fifth embodiment is generally similar to the second embodiment except that the token processing system 13 is arranged in the gaming machine 7. Please refer to Fig. 7 that is a block diagram of a sixth embodiment of the system according to the present invention. As shown, the sixth embodiment is different from the third embodiment in that the token processing system 13 is arranged in the gaming machine 7.

[0048] Fig. 8 is a flowchart showing the steps included in a method for validating credit-giving unit used on gaming machine according to the present invention. As shown, the method includes the following steps:

[0049] Step S10: providing a gaming machine for a consumer to play a game thereon by using a credit-giving unit, and the credit-giving unit being received by an input/output unit;

[0050] Step S20: scanning the credit-giving unit by a scanning unit to thereby obtain a code and a consumption data recorded on the credit-giving unit;

[0051] Step S30: determining by a determination unit whether there is any consumption data included in a consumption database that corresponds to the code obtained in the step S20; if yes, going to Step S40; or if not, going to Step S50; and

[0052] Step S40: when the determination unit determines there is a consumption data

in the consumption database corresponding to the code, providing the corresponding consumption data by a processing unit to the gaming machine as a total available credit, displaying the total available credit on a display unit provided on the gaming machine, and holding the credit-giving unit in the input/output unit; or

[0053] Step S50: when the determination unit determines there is not any consumption data in the consumption database corresponding to the code, a command being sent by the processing unit to the input/output unit for holding the received credit-giving unit in the gaming machine without outputting any total available credit to the display unit.

[0054] Please refer to Fig. 9. In the method for validating credit-giving unit used on gaming machine according to the present invention, before the determination unit determines whether there is any consumption data in the consumption database corresponding to the code recorded on the received credit-giving unit, the following steps are further included to recognize whether the credit-giving unit is true or not by a recognition unit:

[0055] Step S21: a recognition unit recognizing the received credit-giving unit as a true or false based on the code obtained by the scanning unit; if the credit-giving unit being recognized as true, going to Step S22; or if the credit-giving unit being recognized as false, going to Step S23; and

[0056] Step S22: the recognition unit sending the consumption data to the determination unit for subsequent processes, namely, performing the Step S30; or

[0057] Step S23: the processing unit sending a command to the input/output unit for the same to return the currently received credit-giving unit.

[0058] With the above arrangements, the credit-giving unit can be determined as true or false by the recognition unit to thereby prevent a third party from illegally counterfeiting the credit-giving unit.

[0059] Please refer to Fig. 10. In the method for validating credit-giving unit used on gaming machine according to the present invention, when a game on the gaming machine is ended and the credit-giving unit is to be returned, the following steps are further included to encrypt the code of the credit-giving unit:

[0060] Step S501: the processing unit sending a command to the input/output unit for the same to provide the credit-giving unit with the consumption data thereof having been erased;

[0061] Step S502: the processing unit converting the total available credit recorded by the gaming machine into a consumption data and sending a command to an encryption unit; and

[0062] Step S503: the encryption unit using a string or an algorithm to encrypt the code and/or the consumption data.

[0063] Please refer to Fig. 11. In the method for validating credit-giving unit used on gaming machine according to the present invention, the following steps are further included to write a code and/or a consumption data in a credit-giving unit:

[0064] Step S504: the encryption unit sending the encrypted code and/or consumption data to a write-in unit;

[0065] Step S505: the write-in unit writing the code and/or the consumption data in the

credit-giving unit;

[0066] Step S506: the processing unit recording the consumption data in the consumption database; and

[0067] Step S507: the processing sending a command to the input/output unit for the latter to return the credit-giving unit.

[0068] Since the code and/or the consumption data in the credit-giving unit has been encrypted by the encryption unit, the steps as shown in Fig. 12 are further included after the scanning unit has scanned the credit-giving unit to obtain the code and the consumption data written in the credit-giving unit:

[0069] Step S201: a decryption unit decrypting the code using the string or the algorithm; and

[0070] Step S202: the decrypted code being provided to the recognition unit for subsequent processes, namely, for performing the step S21.

[0071] Please refer to Fig. 13. In the method for validating credit-giving unit used on gaming machine according to the present invention, when the input/output unit holds the credit-giving unit in the gaming machine, the consumption data recorded on the credit-giving unit must be erased through the following steps:

[0072] Step S511: the processing unit sending a command to an erasing unit for the latter to erase the consumption data recorded on the credit-giving unit; and

[0073] Step S512: the input/output unit holding the credit-giving unit therein.

[0074] According to the system and method for validating credit-giving unit used on gaming machine, data can be written in or erased from the credit-giving unit by the write-in unit and the erasing unit, respectively, enabling the credit-giving unit to be reusable. Thus, it is possible to overcome the problem as found in the conventional non-environmentally friendly credit-giving unit that the credit-giving unit can only be used to record the consumption data once and is not reusable. Moreover, with the present invention, the credit-giving unit can be validated as a true one through a plurality of validating processes, including encrypting, decrypting, recognizing, and determining whether the code and consumption data are present in the consumption database. Thus, the present invention provides enhanced counterfeit-protection function and the problem of an easily counterfeited credit-giving unit is also solved.

[0075] The present invention has been described with some preferred embodiments thereof and it is understood that many changes and modifications in the described embodiments can be carried out without departing from the scope and the spirit of the invention that is intended to be limited only by the appended claims.

What is claimed is:

1. A system for validating credit-giving unit used on gaming machine, comprising:

an input/put unit for receiving, holding or returning a credit-giving unit, and, on the credit-giving unit, a code and a consumption data corresponding to the code is able to be recorded;

a scanning unit being connected to the input/output unit for scanning the credit-giving unit to obtain the code and the consumption data recorded thereon;

a consumption database including a plurality of codes and consumption data, and each of the codes corresponding to a unique credit-giving unit;

a determination unit being connected to the scanning unit and the consumption database for determining whether the consumption database includes any consumption data matching the code obtained by the scanning unit from the credit-giving unit; and

a processing unit being connected to the input/output unit, the scanning unit, the determination unit, and the consumption database;

wherein when the determination unit determines that there is a consumption data in the consumption database that matches the code of the credit-giving unit, the processing unit provides the consumption data to a gaming machine as a total available credit and displays the total available credit on a display unit provided on the gaming machine; and

wherein when the determination unit determines that there is not any consumption data in the consumption database that matches the code of the credit-giving unit, the processing unit sends a command to the input/output unit for the latter to hold the credit-giving unit therein without outputting any total available credit to the display unit.

2. The system for validating credit-giving unit used on gaming machine as claimed in claim 1, further comprising a recognition unit connected to the processing unit; wherein when the scanning unit scans and obtains the code of the credit-giving unit being currently received by the input/output unit, the recognition unit determines whether there is a code in the consumption database that corresponds to the code obtained by the scanning unit; wherein when the recognition unit determines there is a code in the consumption database that corresponds to the code obtained by the scanning unit, the recognition unit sends the code to the determination unit; and wherein when the recognition unit determines there is not any code in the consumption database that corresponds to the code obtained by the scanning unit, the processing unit sends a command to the input/output unit for the latter to return the currently received credit-giving unit.

3. The system for validating credit-giving unit used on gaming machine as claimed in claims 1 or 2, further comprising a write-in unit being connected to the input/output unit and the processing unit for writing the code and/or the consumption data in the credit-giving unit; wherein when a game on the gaming machine is ended, the processing unit sends a command to the input/output unit for the latter to provide one credit-giving unit in the gaming machine with the consumption data on the credit-giving unit having been erased therefrom, the processing unit also converts the total available credit recorded on the gaming machine into a consumption data and sends a command to the write-in unit for the latter to write the consumption data in

the credit-giving unit; meanwhile, the processing unit records the consumption data in the consumption database and then sends a command to the input/output unit for the latter to return the credit-giving unit, in which the consumption data has been written.

4. The system for validating credit-giving unit used on gaming machine as claimed in claim 3, further comprising an encryption unit being connected to the write-in unit through the processing unit; wherein before sending the command to the write-in unit, the processing unit sends a command to the encryption unit for the latter to encrypt the code and/or the consumption data and then sends an encrypted code and/or encrypted consumption data to the write-in unit for writing in the credit-giving unit.

5. The system for validating credit-giving unit used on gaming machine as claimed in claim 4, further comprising a decryption unit being connected to the scanning unit, the recognition unit and the determination unit through the processing unit; wherein when the scanning unit scans the credit-giving unit being currently received by the input/output unit to obtain an encrypted code of the credit-giving unit, the decryption unit decrypts the encrypted code using a string or an algorithm and then provides the decrypted code and/or consumption data to the recognition unit.

6. The system for validating credit-giving unit used on gaming machine as claimed in any one of the preceding claims, further comprising an erasing unit being connected to the input/output unit and the processing unit for erasing a recorded code from the credit-giving unit; wherein when the processing unit retrieves the consumption data from the consumption database and provides the consumption data to the gaming machine as the total available credit, the processing unit also sends a command to the erasing unit for the latter to erase the recorded code from the credit-giving unit.

7. A method for validating credit-giving unit used on gaming machine, comprising the

steps of:

providing a gaming machine for a consumer to play a game thereon by using a credit-giving unit, and the credit-giving unit being received by an input/output unit;

scanning the credit-giving unit by a scanning unit to thereby obtain a code and a consumption data recorded on the credit-giving unit;

determining by a determination unit whether there is any consumption data included in a consumption database that corresponds to the code; and

in the case the determination unit determining there is a consumption data in the consumption database corresponding to the code, a processing unit providing the consumption data to the gaming machine as a total available credit, displaying the total available credit on a display unit provided on the gaming machine, and holding the credit-giving unit in the input/output unit; or

in the case the determination unit determining there is not any consumption data in the consumption database corresponding to the code, a command being sent by the processing unit to the input/output unit for holding the credit-giving unit in the gaming machine without outputting any total available credit on the display unit.

8. The method for validating credit-giving unit used on gaming machine as claimed in claim 7, wherein, before the determination unit determining whether there is any consumption data in the consumption database corresponding to the code, the following steps are further included:

recognizing whether the credit-giving unit is true or false by a recognition unit based

on the code obtained by the scanning unit; and

in the case the recognition unit determining the code presents in the consumption database, the recognition unit sending the consumption data to the determination unit for subsequent processes; or

in the case the recognition unit determining the code does not present in the consumption database, the processing unit sending a command to the input/output unit for the same to return the currently received credit-giving unit.

9. The method for validating credit-giving unit used on gaming machine as claimed in claims 7 or 8, wherein the following steps are further included when any credit-giving unit is to be returned upon the ending of a game on the gaming machine:

the processing unit sending a command to the input/output unit for the same to provide the credit-giving unit with any consumption data already erased therefrom;

the processing unit converting the total available credit recorded by the gaming machine into the consumption data and sending a command to an encryption unit; and

the encryption unit encrypting the code and/or the consumption data by a string or an algorithm.

10. The method for validating credit-giving unit used on gaming machine as claimed in claim 9, further comprising the following steps for writing the code and/or the consumption data in the credit-giving unit:

the encryption unit sending the encrypted code and/or consumption data to a write-in

unit;

the write-in unit writing the code and/or the consumption data in the credit-giving unit;

the processing unit recording the consumption data in the consumption database; and

the processing unit sending a command to the input/output unit for the same to return the credit-giving unit having the code and/or the consumption data written therein.

11. The method for validating credit-giving unit used on gaming machine as claimed in claim 10, further comprising the following steps after the scanning unit obtains the credit-giving unit having the code and/or the consumption data written therein:

decrypting the encrypted code by a decryption unit using the string or the algorithm; and

providing the decrypted code to the recognition unit for subsequent processes.

12. The method for validating credit-giving unit used on gaming machine as claimed in any one of claims 7 to 11, further comprising the following steps for erasing the consumption data from the credit-giving unit when the input/output unit is to hold the credit-giving unit in the gaming machine:

the processing unit sending a command to an erasing unit for the same to erase the recorded consumption data from the credit-giving unit; and

the input/output unit holding the credit-giving unit therein.