face of the game token money.

[0004]

The game token money of the related art is manufactured through injection molding, and a material having a color different from those of other portions is injected to the filler portions. As a result, a game token money in which the color on the side face is changed between the filler portions 191 and other portions along the circumferential direction is obtained.

[0005]

The applicant proposed a method of manufacturing a game token money having a multilayered structure by overlapping a plurality of sheet-shaped members, thermocompressively bonding the sheet-shaped members to form a multilayered lamination plate, and punching the multilayered lamination plate (for example, PCT/JP 2016/072673). In such a multilayered lamination plate, by coloring a plurality of sheet-shaped members with different colors, it is possible to recognize a plurality of layers having different colors on the side face of the game token money obtained through punching.

[0006]

Embodiments of the present disclosure seek to provide a game token money having a layered structure provided with filler portions recognizable on the front face and the side face, and a method of manufacturing the game token money.

[0006a]

According to an aspect, there is provided a game token money comprising: a plurality of thermo-compression bonded plastic layers that are laminated and form a stripe pattern in a layering direction of the plurality of thermo-compression bonded plastic layers on a side face of the game token money and include a first colored layer that corresponds to a value of the game token money and a second colored layer laminated on the first colored layer; a classification part configured to indicate a classification of the game token money, the classification part is positioned in a channel defined by the second colored layer, wherein at least a portion of the first colored layer extends circumferentially about an entirety of the side face of the game token money without interruption by the classification part and is recognizable from the side face of the game token money; and a radio-frequency identification (RFID) that is embedded in one of the plurality of thermo-compression bonded plastic layers other than an outermost one of the plurality of thermo-compression bonded plastic layers and is configured to include information associated with the classification of the game token money and the value of the game token money.

[0006b]

According to another aspect, there is provided a game token money comprising a plurality of layers forming a side face on which there is a stripe pattern in a layering

direction of the plurality of layers, wherein the plurality of layers includes a first colored layer having a color that corresponds to a value of the game token money, and a second colored layer on the first colored layer; and a classification part configured to indicate a classification of the game token money, the classification part is positioned in a channel defined by the second colored layer, wherein at least a portion of the first colored layer extends circumferentially about an entirety of the side face without interruption by the classification part and is recognizable from both the side face of the game token money.

[0007]

There is also disclosed a game token money including: a plurality of plastic layers

[0010]

In the game token money described above, the classification part may have a plurality of different colors.

[0011]

In the game token money described above, the classification part may indicate a classification of the game token money regarding whether the game token money is for a very important person (VIP) or for a common person.

[0012]

In the game token money described above, the classification part may indicate a classification of the game token money regarding whether the game token money is for a cash chip, for a rolling chip, or for a promotion chip.

[0013]

In the game token money described above, a plurality of the classification parts may be arranged at an equiangular interval in a circumferential direction of the game token money. In this configuration, it is possible to visually recognize the classification part on the side face regardless of the angle of the circumferential direction of the game token money.

[0014]

There is also disclosed a method of manufacturing a game token money, including: providing a plurality of plastic layers including a colored layer and a pale color layer; forming a classification part insertion layer by filling a classification part indicating a classification of the game token money in the pale

[0016]

The manufacturing method described above may further include creating a database for associating information of the RFID with a value of the game token money and a classification of the game token money indicated by the classification part. In this configuration, it is possible to specify the value information and the classification information of the game token money associated with the information of the RFID by referencing the database.

[0017]

There is also disclosed a game token money including: an indication for indicating a value of the game token money on a front face; at least a colored layer provided in the middle to form a stripe pattern in a layering direction on a side face, the value of the game token money being specified by the colored layer; and a classification part formed in a color different from a color of the colored layer and filled in a position recognizable from a side face and a front face, the classification part indicating a classification other than the value of the game token money. In this configuration, it is possible to recognize the classification part on any one of the side face and the front face and specify the classification of the game token money.

[0018]

The game token money described above may further include an RFID embedded inside, wherein the RFID contains information regarding a value of the game token money and a classification

of the game token money indicated by the classification part. In this configuration, it is possible to acquire information associated with the value and the classification by reading the RFID.

[0019]

In the game token money described above, the colored layer and the classification part may be externally recognized by a camera, and a value and a classification of the game token money obtained from the camera may be inspected in combination with information obtained from the RFID. In this configuration, it is possible to inspect the game token money using a combination of the value and classification and the RFID.

[0020]

In the game token money described above, a plurality of the classification parts may be arranged at an equiangular interval in a circumferential direction of the game token money. In this configuration, it is possible to visually recognize the classification part on the side face regardless of the angle of the circumferential direction of the game token money.

[0021]

There is also disclosed a game token money obtained by laminating a plurality of layers including a surface layer having a visually recognizable front face and a middle layer positioned inward of the surface layer, the game token money including: a notch formed in an outer edge of the surface layer; and a classification part filled in the notch to indicate a

classification of the game token money, wherein the surface layer and the classification part are visually recognizable on the front face of the game token money, and the surface layer, the classification part, and the middle layer are visually recognizable on a side face of the game token money.

[0022]

There is also disclosed a method of manufacturing a game token money, the method including: providing a surface layer having a sheet shape having a blank portion; forming a classification part insertion layer by filling a classification part in the blank portion; forming a multilayered lamination plate by performing thermocompression bonding for a plurality of layers including the classification part insertion layer and a sheet-shaped middle layer; and obtaining a game token money by punching the multilayered lamination plate such that a punching line crosses the classification part.

[0023]

There is also disclosed an inspection system for inspecting the game token money described above, including: a camera configured to create a front face image by photographing a front face of the game token money; a camera configured to create a side face image by photographing a side face of the game token money; and an inspection device configured to specify a color of the classification part from the front face image and specify a color of the classification part from the side

CLAIMS

1. A game token money comprising:

a plurality of thermo-compression bonded plastic layers that:

are laminated and form a stripe pattern in a layering direction of the plurality of thermo-compression bonded plastic layers on a side face of the game token money; and

include a first colored layer that corresponds to a value of the game token money and a second colored layer laminated on the first colored layer;

a classification part configured to indicate a classification of the game token money, the classification part:

is positioned in a channel defined by the second colored layer, wherein at least a portion of the first colored layer extends circumferentially about an entirety of the side face of the game token money without interruption by the classification part; and

is recognizable from the side face of the game token money; and

a radio-frequency identification (RFID) that:

is embedded in one of the plurality of thermo-compression bonded plastic layers other than an outermost one of the plurality of thermo-compression

bonded plastic layers; and

is configured to include information associated with the classification of the game token money and the value of the game token money.

2. The game token money according to claim 1, wherein the classification part has a color different from a color of the first colored layer.

3. The game token money according to claim 1, wherein the classification part includes the same color of the first colored layer.

4. The game token money according to claim 1, wherein the classification part has a plurality of colors.

5. The game token money according to claim 1, wherein the classification is configured to classify a type of the game token money as a very important person (VIP) chip or a common chip.

6. The game token money according to claim 1, wherein the classification is configured to classify a type of chip associated with the game token money.

7. The game token money according to claim 1, wherein the classification part includes a plurality of

classification parts arranged at equiangular intervals in a circumferential direction of the game token money.

8. The game token money according to claim 1, wherein:

the layering direction includes a longitudinal direction of the game token money; and

a color of the second colored layer is a pale color.

9. The game token money according to claim 1, wherein the first colored layer forms a continuous portion of the side face of the game token money.

10. The game token money according to claim 1, wherein:

the first colored layer includes a first surface and a second surface; and

the first surface of the first colored layer is in contact with a first surface of a first surface of the second colored layer and a first surface of the classification part.

11. The game token money according to claim 10, further comprising:

a first token face, a second token face, and the side face positioned between the first token face and the second token face.

12. The game token money according to claim 1, wherein:

the second colored layer includes a notch that defines the channel; and

the second colored layer is filled in with the classification part such that the classification part is positioned in channel formed by the notch.

13. The game token money according to claim 1, wherein:

the second colored layer defines a first portion of the side face and a second portion of the side face;

the classification part defines a third portion of the side face; and

the third portion of the side face is interposed in a circumferential direction of the game token money between the first portion of the side face and the second portion of the side face.

14. The game token money according to claim 1, further comprising:

a first end surface and a second end surface; and

wherein:

the classification part is interposed between the first end surface of the game token money and the first colored layer; and

the first colored layer is interposed between the classification part and the second end surface of the game token money.

15. The game token money according to claim 6, wherein the type of chip includes a cash chip, a rolling chip, or a promotion chip.

16. A game token money comprising:

a plurality of layers forming a side face on which there is a stripe pattern in a layering direction of the plurality of layers,

wherein the plurality of layers includes a first colored layer having a color that corresponds to a value of the game token money, and a second colored layer on the first colored layer; and

a classification part configured to indicate a classification of the game token money, the classification part is positioned in a channel defined by the second colored layer, wherein at least a portion of the first colored layer extends circumferentially about an entirety of the side face without interruption by the classification part and is recognizable from both the side face of the game token money.

17. The game token money according to claim 16, further comprising an embedded radio-frequency identification (RFID) configured to include information associated with the value of the game token money and the classification of the game token money.

18. The game token money according to claim 17, wherein:

the first colored layer and the classification part are configured to be externally recognizable by a camera; and

a value and a classification of the game token money obtained using the camera can be inspected in combination with information obtained from the RFID.

19. The game token money according to claim 16, wherein the classification part includes a plurality of classification parts arranged at equiangular intervals in a circumferential direction of the game token money.