On the other hand, a conventional gaming chip with the configuration shown in Fig. 11 is also known. In this gaming chip 500', a capsule 551 having a built-in RFID tag 550 is used as a security part 552, a receiving part 510 is provided around the capsule 551, and a step is provided between the receiving part 510 and the capsule 551 to form indents. Then, by attaching the central parts 520 and 530 to the indents, the gaming chip 500' is completed.

[0013]

According to such a gaming chip 500', there is little bias of the RFID tag 550 when the gaming chips 500' are stacked as described above, and there is no instability in reading or writing. However, such a gaming chip 500' requires an RFID tag 550 to be housed inside the capsule 551, which is a costly process and does not produce a high yield.

[0014]

Embodiments of the present invention seek to provide a game token that incorporates an RFID tag by means of a security part, in which a plurality of RFID tags embedded in a plurality of stacked game tokens can be read in a relatively stable manner even when the plurality of game tokens are stacked in any direction.

[0015]

Embodiments of the present invention also seek to provide a game token that can ensure security at a low cost.

SOLUTION TO PROBLEM

[0016]

A game token in one aspect of the present invention is a game token comprising a security part and a receiving part that accepts the security part, wherein the security part has: a shape with a diameter smaller than a diameter of the receiving part; a structure consisting of a plurality of laminated plastic layers, an RFID tag; and a visible print layer indicating a type or ID of the game token, wherein the receiving part has a recessed portion on its surface to

accept at least one of the security part, wherein a depth of the recessed portion is at least 25% of a thickness of the game token, wherein the security part and the receiving part construct a flat surface with no substantial step between the security part and the receiving part.

[0017]

With this configuration, since the depth of the recessed portion for accepting the security part in the receiving part is 25% or more of the thickness of the game token, the RFID tag can be placed closer to the center of the game token in the thickness direction compared to the conventional game token. Therefore, even when a plurality of game tokens are stacked in any direction, the difference in distance between the RFID tags can be made relatively small, and the reading of the RFID tags can be stabilized.

[0018]

The RFID tags may be positioned less than 25% above and below the center of the thickness direction of the game token.

[0019]

With this configuration, even when a plurality of game tokens are stacked in any orientation, the difference in distance between the RFID tags becomes relatively small, and the reading of the RFID tags becomes stable.

[0020]

The RFID tags may be disposed between the plurality of plastic layers.

[0021]

With this configuration, even if the security part is removed from the receiving part, the RFID tag cannot be easily removed, thus improving security.

[0022]

The RFID tag may be provided on the inner surface of the security part.

[0023]

This configuration facilitates manufacturing.

[0024]

The RFID tag may store information related to the type

or ID of the game token represented in the visible print layer.

[0025]

With this configuration, the type or ID of the game token can be identified by reading the RFID tag.

[0026]

The RIFD tag may store information associated with the appearance of the receiving parts.

[0027]

With this configuration, information related to the appearance can be obtained by reading the RFID tag.

[0028]

The security part may comprise a thermo-compression bonded plastic layer.

[0029]

This configuration enables a structure in which a plurality of plastic layers are laminated by the method of thermo-compression.

[0030]

The security part may be composed of the plastic layer bonded with an adhesive.

[0031]

This configuration enables a structure in which a plurality of plastic layers are laminated by way of adhesive bonding.

[0032]

There is also disclosed a game token comprising: a receiving part having a first recessed portion of a first depth on one side and a second recessed portion of a second depth deeper than the first depth on the other side; a first part to be fitted into the first recessed portion; a second part to be fitted into the second recessed portion; and an RFID tag placed at a position deeper than the first depth in the second recessed portion.

[0033]

With this configuration, the RFID tag is positioned

member.

[0042]

A game token in another aspect of the present invention is a game token comprising: a receiving part having a recessed portion on at least one side; and a security part having an RFID tag, wherein the security part is inserted into the recessed portion, wherein a depth of the recessed portion is 25% or more of a thickness of the game token, and wherein the RFID tag is positioned such that an offset from a center of a thickness direction of the game token is less than 25% of the thickness of the game token, wherein the security part and the receiving part construct a flat surface with no substantial step between the security part and the receiving part.

[0043]

With this configuration, the RFID tag can be disposed at a position less than 25% above and below the center of the thickness direction of the receiving part, so that even when a plurality of game tokens are stacked in any direction, the difference in distance between the RFID tags can be made relatively small, thereby stabilizing the reading of the RFID tag.

[0044]

A game token in another aspect of the present invention is a game token comprising: a receiving part having a recessed portion on at least one side, and a security part that is inserted into the recessed portion, wherein the security part has a laminated structure including a plurality of plastic layers, and RFID tags are embedded between the plastic layers, wherein the security part and the receiving part construct a flat surface with no substantial step between the security part and the receiving part.

[0045]

With this configuration, a game token with a built-in RFID tag can be configured simply by attaching the security part having a laminated structure to the recessed portion of the receiving part.

[0046]

A method in one aspect of the present invention is a method for manufacturing a game token, comprising: manufacturing, by molding, a receiving part having a recessed

portion; manufacturing a security part by integrating a plurality of plastic layers with an RFID tag between the layers; and bonding the security part to the recessed portion to construct a flat surface with no substantial step between the security part and the receiving part.

[0047]

With this configuration, it is possible to configure a game token with a built-in RFID tag simply by attaching the security parts of the laminated structure to the recessed portion of the receiving part.

[0048]

A method in another aspect of the present invention is a method for manufacturing a game token, comprising: manufacturing, by molding, a receiving part having a recessed portion; producing a laminated structure by integrating a plurality of plastic layers; and bonding the recessed part and the laminated structure with an RFID tag therebetween to construct a flat surface with no substantial step between the laminated structure and the receiving part.

[0049]

With this configuration, the security part can be easily manufactured, and a game token with a built-in RFID tag can be easily manufactured.

BRIEF DESCRIPTION OF DRAWINGS

[0050]

Fig. 1 shows a diagram of a game token use in accordance with the first embodiment of the present invention;

Fig. 2 shows a schematic cross-sectional view of a portion of the cross-section of a game token in accordance with the first embodiment of the present invention;

Fig. 3 shows the manufacturing process of a game token in accordance with the first embodiment of the present invention;

Fig. 4 shows a schematic diagram of a plurality of game token in accordance with the first embodiment of the present invention;

Fig. 5 shows a cross-sectional view of a portion of the cross-section of a game token in accordance with the

CLAIMS:

1. A game token comprising a security part and a receiving part that accepts the security part,

wherein the security part has:

a shape with a diameter smaller than a diameter of the receiving part;

a structure consisting of a plurality of laminated plastic layers,

an RFID tag; and

a visible print layer indicating a type or ID of the game token,

wherein the receiving part has a recessed portion on its surface to accept at least one of the security part,

wherein a depth of the recessed portion is at least 25% of a thickness of the game token,

wherein the security part and the receiving part construct a flat surface with no substantial step between the security part and the receiving part.

2. The game token according to claim 1, wherein the RFID tag is positioned such that an offset of the RFID tag from a center of a thickness direction of the game token is less than 25% of the thickness of the game token.

3. The game token according to claim 1, wherein the RFID tag is disposed between the plurality of plastic layers.

4. The game token according to claim 1, wherein the RFID tag is provided on an inner surface of the security part.

5. The game token according to claim 1, wherein the RFID tag stores information related to the type or ID of the game token represented in the visible print layer.

6. The game token according to claim 1, wherein the RIFD tag stores information associated with an appearance of the receiving parts.

7. The game token according to claim 1, wherein the security parts comprise a thermo-compression bonded plastic layer.

8. The game token according to claim 1, wherein the security part is composed of a plastic layer bonded with an adhesive.

9. A game token comprising:

a receiving part having a recessed portion on at least one side; and

a security part having an RFID tag, wherein the security part is inserted into the recessed portion,

wherein a depth of the recessed portion is 25% or more of a thickness of the game token, and

wherein the RFID tag is positioned such that an offset from a center of a thickness direction of the game token is less than 25% of the thickness of the game token,

wherein the security part and the receiving part construct a flat surface with no substantial step between the security part and the receiving part.

10. A game token comprising:

a receiving part having a recessed portion on at least one side, and

a security part that is inserted into the recessed portion,

wherein the security part has a laminated structure including a plurality of plastic layers, and RFID tags are embedded between the plastic layers,

wherein the security part and the receiving part construct a flat surface with no substantial step between the security

part and the receiving part.

11. A method for manufacturing a game token, comprising:

manufacturing, by molding, a receiving part having a recessed portion;

manufacturing a security part by integrating a plurality of plastic layers with an RFID tag between the layers; and

bonding the security part to the recessed portion to construct a flat surface with no substantial step between the security part and the receiving part.

12. A method for manufacturing a game token, comprising:

manufacturing, by molding, a receiving part having a recessed portion; and

producing a laminated structure by integrating a plurality of plastic layers; and

bonding the recessed part and the laminated structure with an RFID tag therebetween to construct a flat surface with no substantial step between the laminated structure and the receiving part.