information), game token coins in the casino may be used for crimes, including money-laundering, for example, and the solution to the concern is asked for.

[0006]

Therefore, the present disclosure seeks to provide a game token coin and a management system that may enable additional write of information on an RFID tag, allow the RFID tag of the game token coin to retain the use history of the game token coin, and enable the finding of a fraud game token coin having unusual use history based on the written use history.

[0006a]

According to an aspect, there is provided a management system for a plurality of game token coins that each includes a radio frequency identification (RFID) tag that has (a) a non-rewritable data region configured to store, as constant information, at least one of production information, product information, casino information, value information, and a serial number of the game token coin, and (b) a rewritable data region configured to store variable information, the system comprising: a writer; a reader; and a management controller; wherein:

the writer is configured to write the respective variable information of the game token coins to the respective rewritable data regions of the game token coins;

the rewritable data regions are each configured to store a plurality of sets of the variable information relating to a plurality of locations, event or status;

the reader is configured to:

read the constant information stored in the data non-rewritable regions of the plurality of game token coins; and

read the respective variable information stored in the data rewritable regions that are respectively paired with each of the constant information; and

the management controller configured to, for each of one or more of the game token coins:

determine presence of an abnormality based on the variable information of the respective game token coin; and

generate an error signal in response to presence of the determination of the presence of the abnormality.

[0006b]

There is also disclosed a game token coin that is used in the management system as described.

[0006c]

There is also disclosed a reader for a game token coin used in the management system as described.

[0006d]

According to another aspect, there is provided a game token coin comprising a radio frequency identification (RFID) tag that includes a non-rewritable data region and a rewritable data region, wherein:

the non-rewritable data region is configured to store, as constant information, at least one of production information, product information, casino information, value information, and a serial number of the game token coin; and

the rewritable data region is configured to store, as variable information, of the game token coin written by a writer.

[0007]

In a management system for a game token coin according to the present disclosure, one RFID tag having a data non-rewritable region and a data rewritable region is imparted to a game token coin,

the data non-rewritable region of the RFID tag is configured to store, as constant information, at least one of production information, product information, casino information, value information, and a serial number of the game token coin, and the data rewritable region is configured to store, as variable information, location relating information (or formation about the whereabouts) of the game token coin, in which from the constant information (or fixed information) stored in the data non-rewritable region of an RFID tag, the variable information stored in the data rewritable region of the same RFID tag is extractable. The system further includes a writer configured to additionally write the location relating information of the

of the game token coins read by the reader and determine the location relating information.

[0018]

A game token coin according to the present disclosure includes one RFID tag having a data non-rewritable region and a data rewritable region. The data non-rewritable region is configured to store, as constant information, at least one of production information, product information, casino information, value information, and a serial number of the game token coin. The data rewritable region is configured to store, as variable information, location relating information of the game token coin written by a writer. The variable information stored in the data rewritable region of the RFID tag is extractable from the constant information stored in the data non-rewritable region of the same RFID tag.

[0019]

The game token coin may be configured in which a reader collectively reads the constant information stored in the data non-rewritable region of a plurality of the game token coins, and the location relating information stored in the data rewritable region is read based on the read constant information.

[0020]

The foregoing and other objects, features, aspects and advantages of the exemplary embodiments will become more apparent from the following detailed description of the