Claims:

~~1. A management system that manages a game token, comprising:~~

~~a holder identification device configured to, when the game token is used, identify a holder of the game token by referring to a memory device in which the holder of the game token is stored;~~

~~a player identification device configured to, when the game token is used, identify the player who used the game token;~~

~~a control device configured to generate an error signal when the holder identified by the holder identification device and the player identified by the player identification device do not match for the game token used.~~

~~2. The management system according to claim 1, wherein the memory device is provided in the game token.~~

~~3. The management system according to claim 2, wherein the memory device is a rewritable area of an RFID tag attached to the game token that can rewrite data.~~

~~4. The management system according to claim 3, wherein the holder identification device is an RFID reader configured to read the rewritable area of the game token used.~~

~~5. The management system according to claim 1, wherein the game token has identification information attached thereto to identify the game token,~~

~~the memory device is a database configured to store the identification information in association with the holder, and~~

~~the holder identification device identifies the holder of the game token used by referring to the database on the basis of the identification information acquired from game token used.~~

~~6. The management system according to claim 5, wherein the game token has an RFID tag storing the identification information.~~

~~7. The management system according to claim 1, further comprising an alarm output device configured to output an alarm based on the error signal.~~

~~8. The management system according to claim 1, wherein the control device configured to store the player identified by the player identification device as the holder in the memory device when the holder identified by the holder identification device and the player identified by the player identification device do not match with respect to the game token used.~~

~~9. The management system according to claim 8, wherein the control device configured to store in the memory device that there was a discrepancy between the holder identified by the holder identification device and the player identified by the player identification device for the game token used, when the holder does not match the player identified by the player identification device.~~

~~10. The management system according to claim 1, wherein the player identifying device is configured to identify the player who used the game token by face recognition or reading the ID card.~~

~~11. A management system that manages a game token, comprising:~~
~~a memory device configured to store a holder of the game token; and~~
~~a player identifying device configured to identify a player who purchases the game token; and~~
~~a control device configured to store the player as the holder in the memory device for the game token to be purchased.~~

~~12. A management system that manages a game token, comprising:~~
~~a memory device configured to store a holder of the game token;~~
~~an identification device configured to identify a player who receives payout of the game token; and~~
~~a control device configured to store the player as the holder in the memory device for the game token paid out.~~

~~13. The management system according to claim 12, wherein the identification device configured to further identify a betting area assigned to the player, and~~
~~the control device is configured to determine which player the game token is to be paid out by identifying which the betting area the game token is to be paid out in.~~

~~14. The management system according to claim 13, wherein in case that in the betting area, the game token for which the player identified by the identification device is stored as the holder and the game token in which the player identified by the identification device is not stored as the holder are wagered,~~

~~the control device stores, in the memory device, the player identified by the identified device as the holder of the game token which is paid out to the game token for which the player identified by the identification device as the holder.~~

~~15. The management system according to claim 12, further comprising a detection device configured to detect amount of the game token paid out, wherein~~

~~in case that in the betting area, the game token for which the player identified by the identification device is stored as the holder and the game token in which the player identified by the identification device is not stored as the holder are wagered,~~

~~the control device stores the player identified by the identification device as the holder of the game token paid out in the betting area after detecting, by the detection device, an amount corresponding to payout to the game token for which the player identified by the identification device is not stored as the holder.~~

~~16. The management system according to claim 12, further comprising a detection device configured to detect amount of the game token paid out, wherein~~

~~in case that in the betting area, the game token for which the player identified by the identification device is stored as the holder and the game token in which the player identified by the identification device is not stored as the holder are wagered,~~

~~the control device stores in the memory device the player identified by the identification device as the holder of the game token first detected by the detection device for the betting area.~~

~~17. The management system according to any of claims 13 to 16, wherein the betting area comprises: an area for betting the game token for which the player identified by the identification device is stored as the holder; and an area for betting the game token for which the player identified by the identification device is not stored as the holder.~~

~~18. The management system according to any of claims 13 to 17, further comprising an output device configured to output visual information for distinguishing the betting area in which the game token for which the player identified by the identification device is stored as the holder is bet and the betting area in which the game token for which the player identified by the identification device is not stored as the holder is bet.~~

~~19. A management system that manages a game token, comprising: a memory device configured to store a holder of the game token; and~~

~~a player identification device configured to identify a plurality of candidate players who may receive a stack of the game tokens to be paid out; and~~

~~a control device configured to store the plurality of candidate players as the holders for each of the gaming tokens constituting the stack to be paid out.~~

~~20. The management system according to claim 19, wherein the player identification device identifies a plurality of players who receive the payouts as a result of betting on the same betting area as the plurality of candidate players.~~

~~21. The management system according to claim 19, wherein~~

~~the player identification device is configured to identify a player betting the game token,~~

~~the management system further comprises a holder identification device configured to identify the plurality of candidate players stored as the holder in the memory device for the bet game tokens, wherein~~

~~the control device, when the betting player identified by the player identification device matches any of the plurality of the candidate players identified by the holder identification device, determine and stores it in the memory the matched candidate player as the holder.~~

~~22. A management system that manages chips storing identification information, which are used in games on a game table, comprising:~~

~~a first identification device configured to read the identification information stored in betting chips placed in a betting area on the game table;~~

~~a second identification device configured to acquire the identification information stored in the payout chips that are paid out for the betting chips;~~

~~a memory device configured to store the identification information in association with the holder of the chip that stored the identification information; and~~

~~a control device configured to store in the memory device the holder associated with the identification information read from the bet chip by said first identification device as the holder associated with the identification information of the payout chip acquired by the second identification device.~~

~~23. The management system according to claim 22, wherein the second identification device is the first identification device, and acquires the identification information stored in the payout chip by reading the identification information stored in the payout chip placed in the betting area.~~

~~24. The management system according to claim 22, wherein the second identification device is a device configured to read the identification information stored in the plurality of chips in the chip tray of the dealer, and is configured to obtain the identification information stored in the payout chips from the difference between the plurality of identification information read before the payout chips are~~

~~dispensed and the plurality of identification information read after the payout chips are dispensed.~~

~~25. The management system according to claim 22, wherein the second identification device acquires the identification information stored in the payout chip by reading the identification information stored in the payout chip placed in a payout area different from the betting area on the game table.~~

~~26. The management system according to claim 22, wherein the first identification device periodically reads the identification information, and~~

~~when the first identification device no longer reads the identification information read from the betting chip by the first identification device, the control device stores the holder associated with the identification information no longer read by the first identification device in the memory device as the holder associated with the identification information of the payout chip acquired by the second identification device.~~

~~27. The management system according to claim 22, wherein the second identification device acquires the identification information by periodically reading the identification information stored in the payout chip, and~~

~~when the second identification device no longer reads the identification information that the second identification device has read from the payout chip, the control device~~

changes the holder associated with the identification information that the first identification device has read from the bet chip to the holder associated with the identification information that is no longer read.

28. A management system that manages chips that store identification information used in games at a game table, comprising:

a first identification device configured to acquire the identification information stored in chips before the exchange that are placed on the game table by a player for exchange between chips; and

a second identification device configured to acquire the identification information stored in the chips after the exchange that are given to the player corresponding to the chips before the exchange;

a memory device configured to store the identification information in association with the holder of the chip that stored the identification information; and

a control device configured to store the holder associated with the identification information of the chip before the exchange obtained by the first identification device in the memory device as the holder associated with the identification information of the chip after the exchange obtained by the second identification device.

29. The management system according to claim 28, wherein the control device further stores the holder associated with the identification information of the chip before the exchange

~~obtained by the second identification device in the memory device as the holder associated with the identification information of the chip after the exchange obtained by the first identification device.~~

~~30. The management system according to claim 28, wherein the first identification device is a reader configured to read the identification information of a plurality of the chips in a chip tray of a dealer and acquire increased identification information as the identification information stored in the chips before the exchange.~~

~~31. The management system according to claim 28, wherein the second identification device is a reader configured to read the identification information of the plurality of chips in the chip tray of the dealer and acquire decreased identification information as the identification information stored in the chips after the exchange.~~

~~32. A management system that manages an exchange of chips storing identification information used in a game at a game table, comprising:~~

~~a reading device configured to read the identification information stored in the chips placed in a reading area on the game table for exchange;~~

~~a memory device configured to store the identification information and the holder of the chip that stored the identification information in association with each other; and~~

~~a control device configured to, when associated with the identification information stored on a first chip read by the reading device is different from the holder associated with the identification information stored on a second chip, which is different from the first chip, read by the reading device, store the holder associated with the identification information stored on a first chip read by the reading device as the holder associated with the identification information stored on a second chip, in the memory device.~~

1. A management system for managing game token that store identification information with which the holder's information is associated, the management system comprising:

a purchasing player identification device configured to identify a player who purchases the game token;

a first writing device configured to record information of the player identified by the purchasing player identification device as a holder associated with the identification information of the game token purchased;

a holder identification device configured to identify the holder of the game token by reading the game token wagered at the game table;

a second writing device configured to record information indicating that the casino owns the game token as the holder associated with the identification information of the game token collected from a player and read in the chip tray at the game table;

a third writing device configured to record, as the holder associated with the identification information of the game token paid out, information of the holder associated with the

identification information of the game token which is wagered, subject to payout, and no longer read the holder identification device at the game table at the same time as the game token paid out to the player.

2. The management system according to claim 1, wherein the holder associated with the identification information of the game token wagered and returned to the player without being collected in the chip tray, whose holder is identified by the holder identifying device, is not changed.

3. The management system according to claim 1, further comprising a database, wherein the first to third writing devices are configured to record the information of the holder of the game token in the database in association with the identification information.

4. The management system according to claim 1, wherein the first to third writing devices are configured to store the information of the holder of the game token in the game token.

5. The management system according to claim 1, further comprising:

a table player identification device configured to identify the player who uses the game token in the game table; and

a control device configured to determine whether or not the holder identified by the holder identification device and the player identified by the table player identification device match with respect to the game token used in the game table.

6. The management system according to claim 5, wherein the table player identifying device is configured to identify the player who uses the game token by face recognition or by reading an ID card.

7. The management system according to claim 1, further comprising a fourth writing device configured to record information indicating that the casino owns the game token as the holder associated with the identification information of the game token to be exchanged to cash.

8. A management system for managing chips used in games at a game table, comprising:

a chip determination device configured to determine chips placed in a betting area on the game table;

a holder identification device configured to identify a holder of the betting chip by referring to a memory device storing the holder of the betting chip placed in a betting area on the game table; and

an updating device configured to update the memory device storing the holder of payout chips that are paid out to the betting area where the betting chips are placed, wherein

the updating device is configured to update the memory device storing the holders of the payout chips upso that the holder of the payout chips that are no longer determined by the chip determination device together with the betting chips are the holders of the betting chips.

9. The management system according to claim 8, further comprising the memory device storing a plurality of holders of the chips, wherein

the holder identification device is configured to refer to the memory device, and

the updating device is configured to update the memory device.

10. The management system as recited in claim 8, wherein the chip is provided with a memory device storing the holder of the chip,

the holder identification device is configured to refer to the memory device of the betting chip, and

the updating device is configured to update the memory device of the payout chip.