CLAIMS

1. A game token management system comprising:

game tokens attached with unique ID that is individually identifiable;

an ID reading device that reads the unique ID attached to the game token;

a storage that holds the game token in a casher in a game place;

a game table chip tray that holds the game token in a game table;

a chip determination device that specifies a type and number of game tokens held in the game table chip tray and the storage, with the ID reading device; and

a management control device that, in the game place, manages the IDs attached to the game tokens on the database, wherein

the management control device has a function that previously registers, on the database, the IDs of the game tokens that are contemplated to be used, manages, using the database,

at least

the IDs of the game tokens present on the game table chip tray and the storage, together with information about location, on the database, specifies the game token in the game table chip tray and the storage at predetermined

~~timing and further retrieves the database and determines following events by the retrieval of the database:~~

~~1) a fact that ID absent on the database is newly present and~~

~~2) a fact that two or more identical IDs are present, and~~

~~generates an error signal when status 1) or 2) is noticed.~~

~~2. The game token management system according to claim 1, wherein~~

~~the management control device further has a function that~~

~~when there is a change in presence of the game token in at least the game table chip tray and the storage,~~

~~records a time or a place at which the change has occurred, on the database in association with the ID,~~

~~retrieves the database, and, when two or more identical IDs are present,~~

~~extracts and stores the ID and the time or the place recorded on the database in association with the ID from the database, and~~

~~specifies the time at which the detected game token attached with the ID goes in or goes out the game table chip tray or the storage, or the place of the game table chip tray or the storage in which the game token has been~~

held.

3. The game token management system according to claim 1 or 2, further comprising

a bet area chip determination device that specifies the type and numbers of the game tokens bet on a bet area of the game table by the ID reading device, and

a function is provided that determines following events by the retrieval of the database also for the ID of the game token present on the bet area of the game table:

1) a fact that ID absent on the database is newly present and

2) a fact that two or more identical IDs are present, and

generates an error signal when status 1) or 2) is noticed.

4. The game token management system according to any one of claims 1 to 3, wherein

the unique ID is provided at at least three places of side faces of the game token.

5. The game token management system according to any one of claims 1 to 4, wherein

the unique ID is inkjet-printed with an ink viewable in visible light.

6. The game token management system according to any one of claims 1 to 5, wherein

~~the unique ID is inkjet-printed with an ink unviewable in visible light.~~

~~7. The game token management system according to any one of claims 1 to 6, wherein~~

~~the unique ID is provided by a presence or absence of marks in a plurality of lines and a plurality of rows.~~

~~8. The game token management system according to any one of claims 1 to 7, wherein~~

~~a transparent coating layer or varnish is provided on a side face of the game token.~~

~~9. The game token management system according to any one of claims 1 to 8, wherein~~

~~the unique ID is RFID.~~

~~10. The game token management system according to any one of claims 1 to 9, wherein~~

~~the game token has a structure having a unique ID provided by ink jet printing on the side face and having a built-in RFID, and~~

~~the management control device has a function that manages, on the database, information about ID attached on the side face and information about ID of RFID that have been associated with each other.~~

~~11. The game token management system according to any one of claims 1 to 10, wherein~~

~~the game token has a construction having a~~

multilayer structure comprising a plurality of laminated plastic layers having different colors, at least one layer being a colored layer, a white layer or a light-color layer being laminated on an outer side of the colored layer, the multilayer structure having a striped pattern on a side face thereof in a laminated direction, the type of the game token being identifiable by the colored layer.

12. A game token having a construction comprising a unique ID that is provided at at least three places of a white layer on a side face or a side face of a light-color layer, is readable by a ID reading device to identify the type of and information about manufacture of a game token, and can be managed on database.

13. The game token according to claim 12, wherein

the unique ID is inkjet-printed with an ink viewable in visible light.

14. The game token according to claim 12 or 13, wherein the unique ID is inkjet-printed with an ink unviewable in visible light.

15. The game token according to any one of claims 12 to 14, wherein

the unique ID is provided by a presence or absence of marks in a plurality of lines and a plurality of rows.

16. The game token according to any one of claims 12 to 15, wherein a transparent coating layer or varnish is

~~provided on a side face of the game token.~~

~~17. A game token comprising~~

~~unique IDs that are each identifiable, wherein~~

~~the unique ID provided on the game token is readable with an ID reading device, the ID reading device can read the game token held in a storage of a casher in a game place and a game table chip tray in the game table, and, further,~~

~~a type and number of the game tokens held in the game table chip tray and the storage are specified by a chip determination device through the ID reading device, the ID of the game token present on the game table chip tray and the storage is managed together with information about location on database,~~

~~at least~~

~~1) a fact that ID absent on the database is newly present and~~

~~2) a fact that two or more identical IDs are present, are examined, and~~

~~an occurrence of status 1) or 2) can be determined by the ID.~~

1. A management system for managing gaming chips at a casino, the management system comprising:

a cashier including a storage area in which the gaming chips are held;

a gaming table tray configured to hold the gaming chips at a game table;

an ID reader configured to read IDs provided on the gaming chips;

a chip determination device configured to use the ID reader to identify the IDs of the gaming chips in at least the gaming table tray and the cashier; and

a database configured to record the IDs of the gaming chips determined by the chip determination device along with their location information,

wherein the management system is configured to use the database to determine the gaming chips owned by the casino, including the gaming chips existing in the gaming table tray and the gaming chips existing in the cashier.

2. The management system according to claim 1, wherein the gaming chips for amusement use held by the casino include substitute coins for amusement use that are being moved from a back yard of the casino.

3. The management system according to claim 1, wherein:

the ID reader is provided in the cashier,

the chip determination device is configured to identify, using the ID reader, the IDs of the gaming chips to be exchanged for cash paid by a game participant at the

cashier, and

the management system further comprises a control device configured to record the exchange at the cashier in a manner that enables the game participant to be identified, and to record the game participant in the database as the location information along with the IDs of the gaming chips.

4. A management system for managing gaming chips at a casino, the management system comprising:

a cashier including a storage area in which the gaming chips are held;

a gaming table tray configured to hold the gaming chips at a game table;

an ID reader configured to read IDs provided on the gaming chips;

a chip determination device configured to use the ID reader to identify the IDs of the gaming chips in at least the gaming table tray and the cashier; and

a database configured to record the IDs of the gaming chips determined by the chip determination device along with their location information,

wherein the management system is configured to use the database to determine the gaming chips owned by a game participant.

5. The management system according to claim 4, further comprising:

a recording device configured to record:

1) an exchange between the gaming chips and cash made by the game participant; and

2) collection of the gaming chips from to the game participant and redemption of the gaming chips to the game participant based on a result of game.

6. The management system according to claim 5, wherein a control device of the management system is configured to identify, based on a record of the recording device in response to fraud being suspected, the game participant who performed 1) the exchange or 2) the collection.

7. A management system for managing gaming chips at a casino, the management system comprising:

a cashier including a storage area in which the gaming chips are held;

a gaming table tray configured to hold the gaming chips at a game table;

an ID reader configured to read IDs of the gaming chips in the cashier and the gaming table tray;

a chip determination device configured to uses the ID reader to identify at least the IDs of the gaming chips

held in the gaming table tray and the cashier;

a database configured to record location information of the gaming chips, including the cashier, the gaming table tray, and game participants, based on the IDs identified by the chip determination device, along with the IDs of all gaming chips that are expected to be used in the casino; and

a control device configured to identify a suspicion of fraud with respect to the gaming chips based on the location information recorded in the database, and to identify a person pertaining to the suspicion of fraud.

8. A management system for managing gaming chips at a casino, the management system comprising:

a reader configured to:

acquire IDs of the gaming chips at a cashier including a storage area in which at least the gaming chips are held, and

acquire the IDs of the gaming chips to be exchanged for cash paid by game participants at the cashier;

a database configured to record the IDs of the gaming chips that are expected to be used in the casino, along with location information of the gaming chips; and

a control device configured to record the exchange

at the cashier in a manner that enables the game participant to be identified, and to record the game participant in the database as the location information along with the IDs of the gaming chips.