[0009]

Embodiments of the present invention seek to provide a novel game token tray system including a game token tray having a double tray structure in which the game token is stored.

Solution to Problem

[0009a]

An aspect of the present invention provides a game token tray comprising: an upper tray, wherein a game token in which a radio frequency (RF) tag is embedded can be placed onto and removed from the upper tray during settlement of a game; a lower tray disposed below the upper tray and in which the game token is storable for replenishment to the upper tray; a first reader; and a second reader; wherein: the upper tray and the lower tray are structured such that they can be arranged in a first arrangement in which the upper tray and the lower tray overlap each other and in a second arrangement in which the game token can be placed onto and removed from the lower tray; the first reader is configured to obtain identification information assigned to the game token by reading the RF tag of the game token while the game token is on the lower tray and is configured not to read the RF tag whenever the upper and lower trays are in the first arrangement; and the second reader is configured to obtain the identification information of the game token by performing a reading while the game token is on the upper tray.

[0009b]

Another aspect of the present invention provides game token tray comprising: an upper tray, wherein a game token, having a side surface with a color indicating a value and having a radio frequency (RF) tag storing information indicating the value, can be placed onto and removed from the upper tray during settlement of a game; a lower tray disposed

below the upper tray and in which the game token is storable for replenishment to the upper tray; a first reader; and a second tray; wherein: the upper tray and the lower tray are structured such that they can be arranged in a first arrangement in which the upper tray and the lower tray overlap each other and in a second arrangement in which the game token can be placed onto and removed from the lower tray; the first reader is configured to obtain the value by reading the RF tag of the game token while the game token is on the lower tray and is configured not to read the RF tag whenever the upper and lower trays are in the first arrangement; and the second reader is configured to obtain the value by performing a reading while the game token is on the upper tray.

[0010]

According to the present disclosure, a game token tray provided on a game table and holding a game token, includes: an upper tray used to take in and out the game token during settlement of a game; and a lower tray disposed below the upper tray and storing the game token for replenishment to the upper tray. The game token includes a plastic layer, a specific color capable of specifying a type of the game token is at least partially provided in the game token, a printing layer representing the type of the game token is provided in upper and lower surfaces of the game token, an individually identifiable side code is given to a side surface of the game token, the game token has a structure in which an RF tag is fixed to the plastic layer, and a configuration in which the type of the game token can be specified by the specific color, an upper portion of the upper tray is open such that the game

CLAIMS

1. A game token tray comprising:

an upper tray, wherein a game token in which a radio frequency (RF) tag is embedded can be placed onto and removed from the upper tray during settlement of a game;

a lower tray disposed below the upper tray and in which the game token is storable for replenishment to the upper tray;

a first reader; and

a second reader;

wherein:

the upper tray and the lower tray are structured such that they can be arranged in a first arrangement in which the upper tray and the lower tray overlap each other and in a second arrangement in which the game token can be placed onto and removed from the lower tray;

the first reader is configured to obtain identification information assigned to the game token by reading the RF tag of the game token while the game token is on the lower tray and is configured not to read the RF tag whenever the upper and lower trays are in the first arrangement; and

the second reader is configured to obtain the identification information of the game token by performing

a reading while the game token is on the upper tray.

2. The game token tray according to claim 1, wherein the second reader is configured so that the second reader does not perform the reading of the game token whenever the game token is on the lower tray.

3. A game token tray comprising:

an upper tray, wherein a game token, having a side surface with a color indicating a value and having a radio frequency (RF) tag storing information indicating the value, can be placed onto and removed from the upper tray during settlement of a game;

a lower tray disposed below the upper tray and in which the game token is storable for replenishment to the upper tray;

a first reader; and

a second reader;

wherein:

the upper tray and the lower tray are structured such that they can be arranged in a first arrangement in which the upper tray and the lower tray overlap each other and in a second arrangement in which the game token can be placed onto and removed from the lower tray;

the first reader is configured to obtain the value

by reading the RF tag of the game token while the game token is on the lower tray and is configured not to read the RF tag whenever the upper and lower trays are in the first arrangement; and

the second reader is configured to obtain the value by performing a reading while the game token is on the upper tray.

4. The game token tray according to claim 3, wherein the second reader is configured so that the second reader does not perform the reading of the game token whenever the game token is on the lower tray.