

GAMING MACHINE PLAYER ACCOUNT IDENTIFICATION SYSTEM

Abstract

A gaming machine player account identification system
5 includes a non-contact account carrier and a gaming machine.
The gaming machine includes a register processing unit, a
display interface, and an account accessing element
corresponding to the non-contact account carrier. The
non-contact account carrier can be a radio frequency (RF)
10 chip or a bar code unit. The account accessing element is a RF
accessing element or an image capturing element and a bar
code identification unit. Through the account accessing
element, the player account data can be obtained in a
non-contact fashion; then the bar code identification unit
15 interprets the account QR code to get the player account data.
Thus players can register simply by themselves and quickly
verify the player account data to save account registration
time and manpower to meet use requirements.

Figure 1