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Sommario/riassunto	RFID is often cited as the next big evolution in computing as it effectively enables everyday objects to be connected to the Internet. RFID readers are now available on mobile phones and in this paper we present an example of their use in a location based mobile game. Location based games are a new entertainment genre that allow users to play games in mixed reality in that they incorporate knowledge of their physical location and then provide them with the ability to interact with both real and virtual objects within that location. The game presented in this paper is the first of its kind and shows the potential for using RFID with mobile phones.