CLAIMS

[Claim 1]

A program that causes a computer that performs service provision relating to a plurality of types of games and involving imparting a first game element to a user to execute:

processing of accepting selection of one game out of the plurality of types of games;

processing of accepting an impartation request for the first game element relating to the one game of which selection is accepted from the user;

processing of imparting the first game element to the user on the basis of the impartation request;

processing of acquiring a status of a second game element that corresponds to the first game element; and

processing of controlling impartation of the first game element in accordance with the status of the second game element that is acquired,

wherein impartation of the first game element is controlled to be enabled, under a condition that the status of the second game element that is acquired is a first status;

wherein, in a case where the status of the second game element that is acquired is a second status that is different from the first status, impartation of the first

game element is controlled to be disabled;

wherein the status of the second game element includes information of a stock status of the second game element,

wherein the first status is a status in which the second game element is in stock, and

wherein the second status is a status in which the second game element is out of stock;

wherein the status of the second game element is managed for each type of game, and

wherein the program further causes the computer to execute processing of proposing another game of which the status of the second game element that is managed is the first status, in a case where the status of the second game element that is managed with regard to the one game, of which selection is accepted, is the second status.

[Claim 2]

The program according to Claim 1,

further causing the computer to execute processing of accepting payment of a price relating to the impartation request,

wherein impartation of the first game element is performed under a condition that payment of the price has been performed.

[Claim 3]

The program according to Claim 1 or 2,

wherein each of the plurality of types of ~~the~~ games includes a drawing game, and

wherein the program further causes the computer to execute processing of deciding, on the basis of a result of the drawing game, the first game element to be imparted on the basis of the impartation request.

[Claim 4]

The program according to Claim 3,

wherein the first game element includes a first-type first game element and a second-type first game element, and

wherein the first game element decided on the basis of the result of the drawing game is the first-type first game element.

[Claim 5]

The program according to Claim 4,

wherein the second-type first game element is imparted not on the basis of the result of the drawing game.

[Claim 6]

The program according to Claim 5,

wherein the second-type first game element is imparted to the user under a condition that an impartation count of the first-type first game element to the same user has reached a predetermined count.

[Claim 7]

The program according to Claim 6,

wherein the second-type first game element is imparted to the user under a condition that a predetermined count of the first-type first game element is imparted to the same user at one time.

~~[Claim 8]~~

~~The program according to any one of Claims 1 to 7,~~

~~wherein, in a case where the status of the second game element that is acquired is a second status that is different from the first status, impartation of the first game element is controlled to be disabled.~~

[Claim ~~9~~8]

The program according to any one of Claims ~~8~~1 to 7,

wherein the control to disable impartation of the first game element includes control to a state in which the impartation request is not accepted.

[Claim ~~10~~9]

The program according to any one of Claims ~~8~~1 to 8 ~~or 9~~,

wherein the first game element is a virtual good, and

wherein the second game element is an actual good.

[Claim ~~11~~10]

The program according to any one of Claims 1 to 9~~10~~,

further causing the computer to execute processing relating to providing the second game element corresponding to the first game element to the user, under a condition

that impartation of the first game element has been performed.

[Claim ~~12~~11]

The program according to Claim ~~11~~10,

wherein information regarding whether or not to permit provision of the second game element to the user is set to the second game element,

wherein the first status is a status in which information permitting provision of the second game element to the user is set, and

wherein the second status is a status in which information not permitting provision of the second game element to the user is set.

~~[Claim 13]~~

~~The program according to Claim 11 or 12,~~

~~wherein the status of the second game element includes information of a stock status of the second game element,~~

~~wherein the first status is a status in which the second game element is in stock, and~~

~~wherein the second status is a status in which the second game element is out of stock.~~

~~[Claim 14]~~

~~The program according to any one of Claims 8 to 13,~~

~~wherein the game of which service provision is performed includes a plurality of types of games,~~

~~wherein the program further causes the computer to execute processing of accepting selection of one game out of the plurality of types of games, and~~

~~wherein, in a case of accepting selection of the one game, impartation of the first game element relating to the one game is performed on the basis of the impartation request.~~

~~[Claim 15]~~

~~The program according to Claim 14,~~

~~wherein the status of the second game element is managed for each type of game, and~~

~~wherein the program further causes the computer to execute processing of proposing another game of which the status of the second game element that is managed is the first status, in a case where the status of the second game element that is managed with regard to the one game, of which selection is accepted, is the second status.~~

[Claim ~~16~~12]

The program according to ~~either~~ any one of Claims 1 to 11~~14 or 15~~,

further causing the computer to execute processing of presenting the user with, for each of the types of games, a period in which the first game element relating to the game is impartible.

[Claim ~~17~~13]

The program according to ~~any one of~~ Claim~~s~~ 1~~14 to 16~~,

further causing the computer to execute processing of presenting the user with, for each of the types of games, a list of first game elements that are impartible regarding the game.

[Claim ~~18~~14]

A provision system that performs service provision relating to a plurality of types of game~~s~~ and involving imparting a first game element to a user, the provision system comprising:

a first accepting means that accepts a selection of one game out of the plurality of types of games;

a second accepting means that accepts an impartation request for the first game element from the user relating to the one game of which selection is accepted;

imparting means that imparts the first game element to the user on the basis of the impartation request accepted by the second accepting means;

acquisition means that acquires a status of a second game element that corresponds to the first game element; and

control means that controls impartation of the first game element in accordance with the status of the second game element that is acquired by the acquisition means,

wherein the control means controls impartation of the first game element to be enabled, under a condition that the

status of the second game element that is acquired by the acquisition means is a ~~predetermined~~ first status;

wherein, in a case where the status of the second game element that is acquired is a second status that is different from the first status, the control means controls impartation of the first game element to be disabled;

wherein the status of the second game element includes information of a stock status of the second game element,

wherein the first status is a status in which the second game element is in stock, and

wherein the second status is a status in which the second game element is out of stock;

wherein the status of the second game element is managed for each type of game, and

means for proposing another game of which the status of the second game element that is managed is the first status, in a case where the status of the second game element that is managed with regard to the one game, of which selection is accepted, is the second status.

[Claim ~~19~~15]

An information management device that manages service provision relating to a plurality of types of games and involving imparting a first game element, the information management device comprising:

a first accepting means that accepts a selection of one

game out of the plurality of types of games;

a second accepting means that accepts an impartation request for the first game element relating to the one game of which selection is accepted;

imparting means that imparts the first game element on the basis of the impartation request accepted by the second accepting means;

acquisition means that acquires a status of a second game element that corresponds to the first game element; and

control means that controls impartation of the first game element in accordance with the status of the second game element that is acquired by the acquisition means,

wherein the control means controls impartation of the first game element to be enabled, under a condition that the status of the second game element that is acquired by the acquisition means is a ~~predetermined~~ first status;

wherein, in a case where the status of the second game element that is acquired is a second status that is different from the first status, the control means controls impartation of the first game element to be disabled;

wherein the status of the second game element includes information of a stock status of the second game element,

wherein the first status is a status in which the second game element is in stock, and

wherein the second status is a status in which the

second game element is out of stock;

wherein the status of the second game element is managed for each type of game, and

means for proposing another game of which the status of the second game element that is managed is the first status, in a case where the status of the second game element that is managed with regard to the one game, of which selection is accepted, is the second status.