Claims

[Claim 1]

A server device connected through a network to a plurality of gaming devices that execute a competition game, comprising:

a storing part that stores a competition table of a game event where a plurality of players participate;

a competition match assigning part that assigns an order to each of a plurality of competition matches included in the competition table, and assigns the plurality of competition matches to a predetermined gaming device of the plurality of gaming devices;

a transmitting part that transmits information related to the plurality of competition matches assigned by the competition match assigning part to the predetermined gaming device; and

a game controlling part that transmits a start permission of a competition game related to the competition match, which is selected without following the order by operation of the predetermined gaming device from the plurality of competition matches displayed on the predetermined gaming device, to the predetermined gaming device without following the order if authentication requests including player identifications of all players related to the selected competition match~~, which is selected without following the order by operation of the predetermined gaming device from the plurality of competition matches displayed on the predetermined gaming device,~~ are received from the predetermined gaming device, and if it has been determined that the player identifications included in the authentication requests correspond to opponents in the competition table.

[Claim 2]

The server device according to claim 1, wherein the competition match assigning part calculates the time required for sequentially executing the plurality of competition matches based on the order for the plurality of competition matches assigned to the predetermined gaming device.

[Claim 3]

A gaming device that executes a competition game, which is connected through a network to a server device provided with a storing part that stores a competition table of a

game event where a plurality of players are participating, a competition match assigning part that assigns an order to each of a plurality of competition matches included in the competition table, and assigns the plurality of competition matches to the gaming device, and a transmitting part that transmits to the gaming device information related to the plurality of competition matches assigned by the competition match assigning part, comprising:

a receiving part that receives from the server device the information related to the plurality of competition matches included in the competition table;

a displaying part that displays a list of the plurality of competition matches based on the information received by the receiving part;

an accepting part that accepts selection of at least one competition match from the list of the plurality of competition matches displayed on the displaying part without following the order; and

a transmit part that transmits an authentication request of a player related to the at least one competition match to the server device.

[Claim 4]

A method of controlling a server device that is provided with a storing part and connected through a network to a plurality of gaming devices that execute a game, comprising:

a step of storing a competition table of a game event where a plurality of players participate in the storing part;

a step of assigning an order to each of a plurality of competition matches included in the competition table;

a step of assigning the plurality of competition matches to a predetermined gaming device of the plurality of gaming devices;

a step of transmitting information related to the plurality of the assigned competition matches to the predetermined gaming device; and

a step of transmitting a start permission of a competition game related to the competition match, which is selected without following the order by operation of the predetermined gaming device from the plurality of competition matches displayed on the predetermined gaming device, to the predetermined gaming device without following the order if authentication requests including player identifications of all players related to the selected competition match~~, which is selected without following the order by operation of the~~

~~predetermined gaming device from the plurality of competition matches displayed on the predetermined gaming device, are received from the predetermined gaming device~~.

[Claim 5]

A program that controls a server device that is provided with a storing part and connected through a network to a plurality of gaming devices that execute a game to execute steps in the server device, the steps comprising:

a step of storing a competition table of a game event where a plurality of players participate in the storing part;

a step of assigning an order to each of a plurality of competition matches included in the competition table;

a step of assigning the plurality of competition matches to a predetermined gaming device of the plurality of gaming devices;

a step of transmitting information related to the plurality of the assigned competition matches to the predetermined gaming device; and

a step of transmitting a start permission of a competition game related to the competition match, which is selected without following the order by operation of the predetermined gaming device from the plurality of competition matches displayed on the predetermined gaming device, to the predetermined gaming device without following the order if authentication requests including player identifications of all players related to the selected competition match~~, which is selected without following the order by operation of the predetermined gaming device from the plurality of competition matches displayed on the predetermined gaming device, are received from the predetermined gaming device~~.