[0031] Moreover, the unit 100 has a currency exchange rate management unit 190 for updating foreign exchange rate information obtained from an exchange clearing house etc. via a network 800 so as to acquire the updated foreign exchange rate (currency exchange rate), and for managing the acquired foreign exchange rate.

[0032] Furthermore, transmission and reception of the point information acquired by the registered users is carried out between partnering point companies (respective partnering point companies) 1100 to 1700 (Company A to Company X). Of the game point information acquired by registered game players, game point information of a registered user registered in the system of the embodiment is transmitted and received between partnering game manufacturing companies 2100 and 2200 via the general network 800, and the acquired point information is registered in the partner point database 200.

[0033] A digital valuable dealer server 2500, which allows the registered members to acquire various digital valuables described in detail later via the network 800, is also connected to the network 800, and in the case where a customer desires to exchange a digital valuable acquired by him/her for acquired points, for example, the digital valuable to be exchanged is registered in the digital valuable database 500. More specifically, for example, it is structured such that classification of digital valuables desired to be exchanged, exchange conditions, and exchange applicant information are associated, registered member information is also associated and registered, and retrieval is possible.

[0034] Transmission and reception of various information can be carried out between the point transaction management unit 100 and terminals (customer terminals) 610 to 650 belonging to affiliated users (members). The respective terminals are constituted by personal computers, mobile phones, smart phones, mobile tablet terminals, game terminals etc. that can perform information transmission.

[0035] With the embodiment, as described above, application to online games that have recently had an increase in users has been explored without being limited to handling of shopping points. There is an increase in those that allow users to purchase predetermined game execution points in advance in order to execute such a game (online game), and then to execute the game within the range of the acquired points.

Among such games, even though points are not required in the beginning, there are many games provided in forms allowing acquisition of points during the progress of the