## Claims

[Claim 1] A game system comprising:

a game device to play a dart game; and

a server device which is accessible to a storage unit to store dart game related information on a dart game played by a plurality of players, wherein

the game device includes:

a game progressing unit which progresses each game of a dart game and records a result of each opponent; and

a game result information providing unit which provides game result information, indicating a result of each opponent in the game, to a player terminal which a player uses, by displaying a two-dimensional code including the game result information,

the player terminal includes:

a game result information acquiring unit which acquires the game result information by reading the two-dimensional code displayed by the game device; and

a transmitting unit which sends the game result information to the server device, and

the server device includes:

a receiving unit which receives the game result information from the player terminal; and

a management unit which records the received game result information in the dart game related information stored in the storage unit.

[Claim 2] The game system according to Claim 1, wherein

the player terminal further includes:

an opponent information acquiring unit which acquires opponent information indicating player identification information of each opponent in the game;

an opponent information transmitting unit which sends the opponent information acquired by the opponent information acquiring unit to the server device before sending the game result information to the server device, and

the server device further includes:

an opponent information receiving unit which receives the opponent information from the player terminal.

[Claim 3] The game system according to Claim 2, wherein

the game device further includes:

a second opponent information acquiring unit which acquires the opponent information; and

an opponent information providing unit which provides the opponent information to the opponent information acquiring unit included in the player terminal.

[Claim 4] The game system according to Claim 3, wherein

the opponent information providing unit included in the game device displays a two-dimensional code including the opponent information, and

the opponent information acquiring unit included in the player terminal acquires the opponent information by reading the displayed two-dimensional code.

[Claim 5] The game system according to Claim 3, wherein

the opponent information providing unit included in the game device sends the opponent information to the opponent information acquiring unit included in the player terminal via short range wireless communication, and

the opponent information acquiring unit included in the player terminal acquires the opponent information which is sent from the opponent information providing unit included in the game device via short range wireless communication.

[Claim 6] The game system according to Claim 2, wherein

the server device further includes a determining unit which determines consistency with the dart game related information stored in the storage unit, for a combination of players indicated in the opponent information received by the opponent information receiving unit.

[Claim 7] The game system according to Claim 2, wherein

the opponent information acquiring unit included in the player terminal acquires a player ID used for identifying a player, as the opponent information.

[Claim 8] The game system according to Claim 7, wherein

the game device further includes a player ID acquiring unit which acquires the player ID by reading a predetermined medium storing the player ID, and

the opponent information acquiring unit included in the player terminal acquires the player ID, which is acquired by the player ID acquiring unit included in the game device, from the game device as the opponent information.

[Claim 9] The game system according to Claim 7, wherein

the opponent information acquiring unit included in the player terminal acquires the player ID, which is stored in the storage unit included in the player terminal as the opponent information.

[Claim 10] The game system according to Claim 7, wherein

the server device further includes:

a login processing unit which executes login processing of the player terminal; and

a determining unit which determines consistency with the information related to the login processing, for the player ID received from the player terminal as the opponent information.

[Claim 11] A game system comprising:

a game device to play a dart game; and

a server device which is accessible to a storage unit to store dart game related information on a dart game played by a plurality of players, wherein

the game device includes:

a game progressing unit which progresses each game of a dart game and records a result of each opponent; and

a game result information providing unit which provides game result information, indicating a result of each opponent in the game, to a player terminal which a player uses,

the player terminal includes:

a game result information acquiring unit which acquires the game result information provided by the game device;

an opponent information acquiring unit which acquires opponent information indicating player identification information of each opponent in the game; and

a transmitting unit which sends the game result information and the opponent information, to the server device, and

the server device includes:

a receiving unit which receives the game result information and the opponent information from the player terminal; and

a management unit which records the received game result information and the opponent information in the dart game related information stored in the storage unit

the game device further includes:

a second opponent information acquiring unit which acquires the opponent information; and

an opponent information providing unit which provides the opponent information to the opponent information acquiring unit included in the player terminal.

[Claim 12] A game device to play a dart game, comprising:

a game progressing unit which progresses each game of a dart game and records a result of each opponent; and

a game result information providing unit which provides game result information, indicating a result of each opponent in the game, to a player terminal which a player uses, by displaying a two-dimensional code including the game result information, wherein

the player terminal includes:

a game result information acquiring unit which acquires the game result information by reading the two-dimensional code displayed by the game device; and

a transmitting unit which sends the game result information to a server device which is accessible to a storage unit to store dart game related information on a dart game played by a plurality of players, wherein

the server device includes:

a receiving unit which receives the game result information from the player terminal; and

a management unit which records the received game result information in the dart game related information stored in the storage unit.

[Claim 13] A program for causing a game device used to play a dart game to function as:

a game progressing unit which progresses each game of a dart game and records a result of each opponent; and

a game result information providing unit which provides game result information, indicating a result of each opponent in the game, to a player terminal which a player uses, by displaying a two-dimensional code including the game result information, wherein

the player terminal includes:

a game result information acquiring unit which acquires the game result information by reading the two-dimensional code displayed by the game device; and

a transmitting unit which sends the game result information to a server device which is accessible to a storage unit to store dart game related information on a dart game played by a plurality of players, wherein

the server device includes:

a receiving unit which receives the game result information from the player terminal; and

a management unit which records the received game result information in the dart game related information stored in the storage unit.

[Claim 14] A game device to play a dart game, comprising:

a game progressing unit which progresses each game of a dart game and records a result of each opponent; and

a game result information providing unit which provides game result information, indicating a result of each opponent in the game, to a player terminal which a player uses, wherein

the player terminal includes:

a game result information acquiring unit which acquires the game result information provided by the game device;

an opponent information acquiring unit which acquires opponent information indicating player identification information of each opponent in the game; and

a transmitting unit which sends the game result information and the opponent information, to a server device which is accessible to a storage unit to store dart game related information on a dart game played by a plurality of players, wherein

the server device includes:

a receiving unit which receives the game result information and the opponent information from the player terminal; and

a management unit which records the received game result information and the opponent information in the dart game related information stored in the storage unit

the game device further includes:

a second opponent information acquiring unit which acquires the opponent information; and

an opponent information providing unit which provides the opponent information to the opponent information acquiring unit included in the player terminal.

[Claim 15] A program for causing a game device used to play a dart game to function as:

a game progressing unit which progresses each game of a dart game and records a result of each opponent; and

a game result information providing unit which provides game result information, indicating a result of each opponent in the game, to a player terminal which a player uses, wherein

the player terminal includes:

a game result information acquiring unit which acquires the game result information provided by the game device;

an opponent information acquiring unit which acquires opponent information indicating player identification information of each opponent in the game; and

a transmitting unit which sends the game result information and the opponent information, to a server device which is accessible to a storage unit to store dart game related information on a dart game played by a plurality of players, wherein

the server device includes:

a receiving unit which receives the game result information and the opponent information from the player terminal; and

a management unit which records the received game result information and the opponent information in the dart game related information stored in the storage unit

the game device further includes:

a second opponent information acquiring unit which acquires the opponent information; and

an opponent information providing unit which provides the opponent information to the opponent information acquiring unit included in the player terminal.