Claims

1. An information processing device that is connected to a plurality of game devices and a storage unit that stores records of a player in individual games and is used for calculating an ability value corresponding to valid proficiency of the player, the information processing device comprising:

an authentication unit that performs authentication of entry information received from any of the plurality of game devices;

a game processing unit that stores records of the player in games received from any of the plurality of game devices in association with a flag indicating whether the game is performed in a state where the authentication has been executed or not;

a first partial ability value calculation unit that determines at least one first game performed in a state where the authentication has not been executed based on the flag, and calculates a first partial ability value based on the records in the at least one first game ~~performed in a state where given reliability confirmation processing is not executed~~;

a second partial ability value calculation unit that determines at least one second game performed in a state where the authentication has been executed based on the flag, and calculates a second partial ability value based on the records in the at least one second game ~~performed in a state where the given reliability confirmation processing is executed~~; and

a player ability value calculation unit that calculates the ability value of the player based on the first partial ability value and the second partial ability value.

~~2. The information processing device according to claim 1, further comprising a reliability authentication processing unit that executes the given reliability confirmation processing.~~

~~3~~2. The information processing device according to claim 1, wherein the first partial ability value calculation unit calculates a weighted average of the records in the at least one first game as the first partial ability value.

~~4~~3. The information processing device according to any one of claims 1 to ~~3~~2, wherein the second partial ability value calculation unit calculates a weighted

average of the records in the at least one second game as the second partial ability value.

~~5~~4. The information processing device according to any one of claims 1 to 4~~3~~, wherein the player ability value calculation unit calculates a weighted average of the first partial ability value and the second partial ability value as the ability value.

~~6~~5. The information processing device according to claim 5, wherein the player ability value calculation unit calculates, as the ability value, a value P represented by an expression:

P = {(T - n)P1 + nP2}/T,

wherein n is a number of times the second game has been played, T is a given specified number of games, P1 is the first partial ability value, and P2 is the second partial ability value.

~~7~~6. The information processing device according to claim 5, wherein the player ability value calculation unit calculates, as the ability value, a value P represented by an expression:

P = min[P1, {(T - n)P1 + nP2}/T],

wherein n is a number of times the second game has been played, T is a given specified number of games, P1 is the first partial ability value, and P2 is the second partial ability value.

~~8. The information processing device according to any one of claims 1 to 7, wherein the given reliability confirmation processing is executed in a game included in a given game event.~~

~~9~~7. A program for causing a computer connected to a plurality of game devices and a storage unit that stores records of a player in individual games to function as:

means for performing authentication of entry information received from any of the plurality of game devices;

means for storing records of the player in games received from any of the plurality of game devices in association with a flag indicating whether the game is performed in a state where the authentication has been executed or not;

means for determining at least one first game performed in a state where the authentication has not been executed based on the flag, and for calculating a first partial ability value based on the records in at least one first game ~~performed in a state where given reliability confirmation processing is not executed~~;

means for determining at least one second game performed in a state where the authentication has been executed based on the flag, and for calculating a second partial ability value based on the records in at least one second game ~~performed in a state where the given reliability confirmation processing is executed~~; and

means for calculating an ability value corresponding to valid proficiency of the player based on the first partial ability value and the second partial ability value.