

ABSTRACT

A METHOD FOR IMPLEMENTATING MULTI-PLAYER GAMES

A method for implementing a multi-player game comprising the steps of receiving at a client application on a client device, a command to perform an action; calculating at the client application, a consequence of the action; and rendering by the client application, the consequence in a first instance of the game. The method further comprises the steps of sending a data package from the client device to a server, the data package comprising the action and the consequence; determining by the server, that the consequence is valid; and disseminating by the server, the data package to other client devices, so that client applications in the other client devices can render the consequence in other instances of the game. Wherein the step of rendering by the client application the consequence in the first instance of the game, is performed prior to the step of determining by the server that the consequence is valid.

[Figure 2]