

Method, System and Apparatus for Implementing Web Game

Field of the Invention

The present invention relates to network communication technologies, and particularly, to a method, system and apparatus for implementing a web game.

5 Background of the Invention

A web game is provided on a web page and is played by an online user via a browser, and there is no need to download a client which usually occupies large system resources. Furthermore, a user can play the web game using any computer that can access the Internet whenever and wherever the user wants to without worrying about the computer
10 can not run the web game because the computer does not meet the minimal requirements of the web game.

At present, social network sites (SNS) communities generally serve as carriers of web games. The SNS communities provide users with relation chains (buddies, or buddies of buddies). Primary relation chains provide a good entry point for new users to
15 play the web games at the beginning stage and may make the new users have a fancy for playing the web game. Further, the SNS communities increase both visiting frequency and visiting time of the web game for the users. The users may visit the SNS regularly within a period of time, which is good for the web game that is evaluated by using visiting time and visiting frequency of the user.

20 Through analysis and research when conceiving the invention, the inventor finds that the prior art has drawbacks in at least the following aspects.

Firstly, the web games based on the SNS communities are not good in real-time informing users. Generally, the user can obtain game information only after logging on the SNS community, and the user can not receive such game information in real time.

25 Secondly, the user can not stay online for a long time in the web game based on the SNS community. Usually, the user spends limited time logging on the SNS community. Thus, when not logging on the SNS community, the user can not play the web game based on the community.

Summary of the Invention

Embodiments of the present invention provides a method, system and apparatus for implementing web game to solve the problem that a web game based on a SNS community can not perform real time informing and a user can not stay online for a long
5 time.

Embodiments of the present invention provide a method for implementing a web game, and the method may include:

authenticating a user logging on a web game via an instant messaging (IM) client of the user;

10 obtaining web game information of the user, sending the web game information of the user to an IM client of a contact of the user to make the IM client of the contact generate an IM message comprising the web game information and inform the contact of the user of the IM message.

Embodiments of the present invention provide a system for implementing web game. The system may include: an IM client of a user, a server, and an IM client of a contact of the user, where

the IM client of the user is adapted to log on a web game after the user logs on the
5 IM client;

the server is adapted to obtain web game information of the user after the user logs on the web game via the IM client of the user, and send the web game information of the user to the IM client of the contact of the user;

the IM client of the contact of the user is adapted to receive the web game
10 information sent by the server, generate an IM message comprising the web game information, and inform the contact of the user about the IM message generated.

Embodiments of the present invention provide an apparatus for implementing web game, and the apparatus may include:

a logon module, adapted to authenticate a user logging on a web game via an instant messaging (IM) client of the user;

- 5 an obtain module, adapted to obtain web game information of the user, and send the web game information of the user to an IM client of a contact of the user to make the IM client of the contact generate an IM message comprising the web game information.

The technical scheme provided by embodiments of the present invention has the following merits.

5 The technical scheme provided by the embodiments of the present invention adopts the IM as the carrier of the web game, thus solves the problem that the conventional web game based on the SNS community can not perform real time informing and the user can not stay online for a long time. Meanwhile, the technical scheme provides a tighter relation chain and more implementation forms for the web game, and can improve the service experience of the user.

Brief Description of the Drawings

10 Figure 1 is a flowchart illustrating a method according to an embodiment of the present invention.

Figure 2 is a schematic diagram illustrating a informing of a game status to a user via an IM system message according to an embodiment of the present invention.

Figure 3 is a flowchart illustrating a method according to an embodiment of the present invention.

5 Figure 4 is a schematic diagram illustrating a process of logging on a web game by a user according to an embodiment of the present invention.

Figure 5 is a schematic diagram illustrating returning a game operation of a user to other users according to an embodiment of the present invention.

10 Figure 6 is a schematic diagram illustrating a structure of a system according to an embodiment of the present invention.

Figure 7 is a schematic diagram illustrating a structure of an apparatus according to an embodiment of the present invention.

Detailed Description of the Invention

15 Embodiments are hereinafter described in details with reference to the accompanying drawings to make the objective, technical scheme and merits of the present invention more clear.

An embodiment is provided.

The embodiment of the present invention provides a method for implementing a web game. As shown in Figure 1, the method may include the following procedures.

20 In block 101, a user logging on a web game via an instant messaging (IM) client of the user is authenticated.

Specifically, the user logs on the IM client, a server authenticates the user, and the user logs onto the web game via the IM client.

25 With the development of communication technologies, IM techniques have become a prevailing application in current Internet and make communications between people more easy and convenient.

In block 102, web game information of the user is obtained and sent to an IM client of a contact of the user to make the IM client of the contact generate an IM message including the web game information and inform the contact of the user about the IM message.

5 Preferably, the method may also include:

 sending the web game information to the user via a webpage interface, or

 sending the web game information to the IM client of the user to make the IM client generate an IM message including the web game information and inform the user of the IM message.

10 It should be noted that the web game information may be sent to the contact of the user via the webpage interface when the contact of the user is playing the web game.

 Preferably, when the web game information includes information of a game operation performed by the user in the web game, the method may also include: after the web game information is obtained and before the web game information is sent to the IM
15 client of the contact of the user,

 performing logic processing on the game operation and obtaining a game result; and

 accordingly, sending the web game information to the user via the webpage interface may include:

 sending the game result to the user via the webpage interface.

20 Accordingly, sending the web game information to the IM client of the user to make the IM client generate an IM message including the web game information and inform the user of the IM message may include:

 sending the game result to the IM client of the user to make the IM client generate an IM message including the game result and inform the user of the IM message.

25 When the web game information includes information of a game operation performed by the user in the web game and a contact involved in the game operation,

the method may also include: after the web game information of the user is obtained and before the web game information is sent to the IM client of the contact of the user,

performing logic processing on the game operation and obtaining a game result; and

5 accordingly, sending the web game information to the IM client of the contact of the user to make the IM client generate an IM message including the web game information and inform the contact of the user of the IM message may include:

sending the game result to an IM client of the contact involved in the game operation to make the IM client generate an IM message including the game result and inform the contact involved in the game operation of the IM message.

10 The IM message may be:

an IM system message, or an IM prompt notification message, or an IM offline message.

Preferably, the method may also include:

15 displaying the web game information or the game result by the IM client of the user so that the user and the contact of the user may obtain current web game information of the user in real time via respective IM clients.

In the prior art, the user can obtain the game information only when the user has logged into the SNS community, but according to the embodiment of the present invention, because the IM user generally logs on the IM client every day, the IM user is
20 able to obtain the change of the web game information in time via the IM client. For example, when vegetables of a user A is stolen in a web game, the user A in the prior art can not obtain information of the vegetable stealth in time; but according to the embodiment, even if the user A is not playing the web game when the vegetables are stolen, the user A can obtain the information immediately via the IM client as long as the
25 user A is using the IM client.

The method provided by embodiments of the present invention adopts the IM as the carrier of the web game, thus solves the problem that the conventional web game based

on the SNS community can not perform real time informing and the user can not stay online for a long time. Meanwhile, the method provides a tighter relation chain and more implementation forms for the web game, and can improve the service experience of the user.

5 Another embodiment is provided.

In order to solve the problem that a conventional web game based on a SNS community can not perform real time game information and a user can not stay online for a long time, embodiments of the present invention provide a method for implementing a web game. A new implementation platform, i.e. IM is provided for the web game. The IM
10 and the web game based on the IM will be briefly described hereinafter.

The IM is a real time communication service which enables users to establish a kind of personal chatting room on the Internet. The IM provides status information, such as displays a list of contacts, information of whether a contact is online and whether a contact can be chatted with, and so on. The IM provides firm relation chains and strong
15 attraction. Many IM users firstly logs on an IM client immediately after starting computers everyday, and stay online even if the IM users does not perform online chatting, which provides good chances for web games. The IM possesses all the two key factors for surviving of the web games: buddy relation chains and strong attraction. On the one hand, the relation chain provided by IM is stronger than that provided by the SNS community,
20 on the other hand, the time spent by a user in staying online via an IM client is much longer than that spent in browsing SNS websites.

Besides the relation chains and strong attraction, the IM can further solve problems of the web game based on a SNS community that real time informing can not be performed and a user can not stay online for a long time.

25 1. For the real time informing, a user may be informed of game status information of the user or a contact of the user via IM system messages.

As shown in Figure 2, game information of a user A in a web game is reported to a server in real time, and the server may inform a user B about the game information of the user A, thus the user B is able to obtain the game information of the user A via IM system

messages in time. For example, in a friend trading game, when the user B is sold by the user A, the user B can obtain the information in real time via an IM system message, which increases real-time performance of the web game.

2. For staying online for a long time, a main difference between the IM and the SNS community is that the IM has very strong attraction which makes a user stay online for a long time. Users, especially those in China, are used to starting an IM application after the computer is switched on. This enables the web games thrive in a more active environment, and in return, the web games also give users another reason for staying online in the IM system.

When the web games are implemented based on the IM, the following merits are further achieved.

Firstly, much stronger friend relation chains as in the IM are provided. Since IM friends generally communicate online, the friend relation chain is usually much stronger than that provided by SNS websites. This trait is more important for the web games which relies more on relation chains.

Secondly, there are various manners for presenting web game information in IM systems. Currently, many places in an IM interface can be used for presenting web game information, such as, "User A currently is a slave of user B" can be displayed in the place for showing a user status; other web game information of the user, e.g., the vegetable species grown by the user or information of cars owned by the user in the web games, can be displayed in a mini information page of the user, and the user may determine whether those information is displayed. Further, the web game can be displayed in a Tab (button) column in an IM main panel, and details of the web game are still displayed in a webpage.

Details of implementation according to the method provided by the embodiment of the present invention will be described in detail in the following, which is also shown in Figure 3.

In block 201, a user logs on an IM client, a server authenticates the user, and the user logs onto the web game via the IM client.

As shown in Figure 4, when a user A clicks on a button corresponding to a web game on a main panel (also called as Tab), the web game obtains an IM account signature from the IM client, authenticates the IM account signature in the server. After the server authenticates the IM account signature, the server directly returns account information and game information of the user A to the web game. Thus, the user logon process is finished, and the user enters the web game.

The IM account signature obtained by the web game from the IM client is generally an IM account number of the user, the web game authenticates the IM account number in the server, and makes the user A log on the web game via the IM account number. Therefore, the user can use an IM account as a game account in the web game, i.e., the user needs only one IM account to both obtain IM services and play a web game, and does not need to apply for a game account, which improves the service experience of the user and simplifies management of users.

The IM account signature may also be an IM account number and account information corresponding to the IM account number. The account information may be a game account number of the user which uniquely identifies the user in the web game and is associated with the IM account number in a one-to-one correspondence. For example, the web game obtains from the IM client an IM account number of 123456 and a game account number of 789 which is corresponding to the IM account number. The IM account number 123456 and the game account number 789 are authenticated in the server. If the authentication is passed, the server returns the account information and the game information to the user A and a web game interface is provided, thus the user logs on the web game successfully. The account information returned by the server to the user A may be a game account number of the user A, and the game information may be information in connection with the user A in the web game, such as the number of cars owned by the user A in a web game of cars, model, price, parking lot and total parking time of each car in the web game of cars, and so on.

In block 202a, the server obtains web game information of the user in the web game. When the web game information includes information of a game operation, the server performs logic processing on the game operation, and returns a game result obtained in the processing to the user via a webpage.

Referring to Figure 4, the user A performs an operation online in the web game via a web game interface, and sends information of the performed operation to the server. The server performs logic processing on the operation of the user, and directly returns a game result generated by the operation of user A to the user. For example, in a web game of cars, when the user A wants to purchase a new car X, the user A goes to a car market, selects one car X to perform the purchase. After receiving the operation of the user A, the server firstly judges whether the user A has enough virtual money to buy the new car X based on information of virtual money of the user A in the current web game. If the user A has enough virtual money, the purchase is authorized, the total amount of virtual money of the user A is reduced by the prices of one car X, and a new car X is displayed in information of the user A. If the user A does not have enough virtual money, a purchase failed message is returned, and the user is prompted that there is not enough money currently, and the purchase of a new car X can not be done.

It should be noted that, the server may also send the game result to the IM client of the user to make the IM client generate an IM message including the game result and send the IM message to the user.

In block 202b, when the web game information obtained by the server includes information of a game operation and a contact involved in the game operation, the server performs logic processing on the game operation of the user and obtains a game result after the processing.

When the contact involved in the game operation is not playing the web game, the server sends the game result to the IM client of the contact involved in the game operation to make the IM client generate an IM message including the game result and inform the contact of the generated IM message.

When the contact involved in the game operation is playing the web game, the server informs the contact of the game result via a webpage interface.

Referring to Figure 5, when the game operation of the user A has influence on the user B who is not playing the game, after finishing the game logic processing, the server directly returns the game result generated in the processing to the user A via a webpage interface, and returns the game result to the user B via an IM system message because the

user B is not playing the game and can only obtain the game information through the IM in real time. It may depend on settings of the user B whether the user B needs to obtain the result of the game operation of user A, the user B may further configure whether to receive operation results of user A via IM system messages according to practical requirements.

In addition, if the user B is playing the web game currently, the server directly returns the result of the game operation of the user A to the user B via a webpage interface in real time. If the user B is not playing the web game and is not using the IM client, the server may inform the user B of the result of the game operation of the user A via an IM offline message. It may depend on settings of the user B whether the user B needs to obtain the result of the game operation of the user A, the user B may further configure whether to receive operation results of user A via IM offline messages according to practical requirements.

For example, in a friend trading game, if the user A buys the user B as a slave, after finishing the game logic processing, the server displays the user B in a list of slaves of the user A and sends the processing result to an IM client. The IM client informs the user B via an IM system message so that the user B may obtain that the user A has bought the user B as a slave of the user A via the IM system message in time although the user B is not playing the friend trading game.

The game operation of the user may have influence on multiple users who are not playing the web game, i.e., there may be multiple contacts involved in the game operation of the user, after finishing the game logic processing, the server may directly returns the game result of the processing to the user via the webpage, and return the game result to the multiple users involved via IM system messages generated by IM clients of the multiple users.

Besides, the server may send the game result of the operation of the user to other users involved through other IM manners, such as through IM TIP prompting messages to the users who are involved but are not playing the game, and the other manners are not limited by embodiments of the present invention.

It can be seen that block 202a and block 202b are two parallel procedures.

In block 203, when information of the user in the web game is changed, the web game information of the user displayed in the IM client of the user and the IM client of the contact are also updated.

When the information of the user in the web game is changed, the web game information displayed in the IM client of the user and the IM client of the contact is also updated. The places to display the web game information of the user may be arbitrarily selected according to the requirements, and are not limited in embodiments of the present invention.

For example, when the user A performs a game operation which results in a change of information of the user A, the server may send related web game information of the user A to a flag recording server of the IM used by the user. When a friend (sometimes a stranger) of the user A requests the web game information of the user A, the friend may obtain the up-to-date web game information of the user A from the flag recording server, thus the web game information of the user A is updated. The flag recording server of the IM is a server for storing status information in the IM system which may include web game information of users and other status information of users, and so on. The flag recording server may receive web game information of users sent by the server in real time, and may also receive web game information of users sent by the server in specified time intervals.

For example, in the web game of cars, when the user A buys a new car X, the server sends the web game information of the user A to the flag recording server of the IM, thus when a friend or a stranger of the user A checks the web game information of the user A via the IM client of the friend or the stranger, the friend or the stranger may obtain that the user A has just bought a new car X as the up-to-date web game information of the user A.

In the method which implements the web game on the IM carrier, the IM carrier is a cross-platform IM system which may be a PC platform or a mobile phone platform and is not limited in embodiments of the present invention. The IM carrier may be selected according to situations of the users.

In addition, the method provided by embodiments of the present invention adopts the

IM as its carrier for implementing the web game. The method is also applicable for web games based on a mail box, based on a leisure platform, based on a mobile phone and so on, and the implementation procedures are similar, thus will not be described herein.

5 The method provided by embodiments of the present invention adopts the IM as the carrier of the web game, thus solves the problem that conventional web games based on a SNS community can not perform real time informing and users can not stay online for a long time. Meanwhile, the method provides a tighter relation chain and more implementation forms for the web game, and can improve the service experience of the users.

10 Another embodiment is provided.

Embodiments of the present invention provide a system for implementing a web game. As shown in Figure 6, the system may include: an IM client 301 of a user, a server 302, and an IM client 303 of a contact of the user.

15 The IM client 301 of the user is for logging on a web game after the user logs on the IM client 301.

The server 302 is for obtaining web game information of the user after the user logs on the web game via the IM client 301 of the user, and sending the web game information of the user to the IM client 303 of the contact of the user.

20 It should be noted that the server 302 may send the web game information to the contact of the user via a webpage interface when the contact of the user is playing the web game.

The IM client 303 of the contact of the user is for receiving the web game information sent by the server 302, generating an IM message including the web game information, and informing the contact of the user about the IM message generated.

25 The server 302 may be further for sending the web game information of the user to the user via a webpage interface; or sending the web game information obtained to the IM client 301 of the user. Accordingly, the IM client 301 of the user may be further for generating an IM message including the web game information, and informing the user of

the IM message generated.

When the web game information includes information of a game operation performed by the user in the web game, the server 302 may be further for performing logic processing on the game operation, sending a game result obtained by processing the game operation to the user via a webpage interface; or sending the game result to the IM client 301 of the user.

Accordingly, the IM client 301 of the user is further for generating an IM message including the game result, and informing the user of the IM message.

When the web game information includes information of a game operation performed by the user in the web game and a contact involved in the game operation,

the server 302 is further for sending the game result obtained by processing the game operation to the IM client 303 of the contact of the user, and accordingly,

the IM client 303 of the contact of the user is further for generating an IM message including the game result and informing the contact involved in the game operation of the IM message generated.

The IM client 301 of the user and the IM client 303 of the contact of the user are further for displaying the web game information or the game result so that the user and the contact of the user can obtain the current web game information or game result of the user in real time via respective IM clients.

The system provided by embodiments of the present invention adopts the IM as the carrier of the web game, thus solves the problem that conventional web games based on a SNS community can not perform real time informing and users can not stay online for a long time. Meanwhile, the method provides a tighter relation chain and more implementation forms for the web game, and can improve the service experience of the users.

Another embodiment is provided.

Embodiments of the present invention provide a server apparatus for implementing a

web game. As shown in Figure 7, the apparatus may include:

a logon module 401, for authenticating a user logging on a web game via an IM client of the user;

5 an obtain module 402, for obtaining web game information of the user, and sending the web game information of the user to an IM client of a contact of the user to make the IM client of the contact generate an IM message including the web game information.

The obtain module 402 may include:

10 an obtain unit, for obtaining the web game information of the user after the IM client of the user logs on the web game; the web game information includes information of a game operation of the user in the web game and a contact involved in the game operation;

a send unit, for performing logic processing on the game operation obtained by the obtain unit, sending a game result obtained by processing the game operation to the IM client of the contact involved in the game operation to make the IM client generate an IM message including the game result and inform the contact involved in the game operation
15 of the IM message generated.

The send unit is further for sending the game result to the IM client of the user to make the IM client generate an IM message including the game result and inform the user of the IM message.

Preferably, the apparatus may also include:

20 a return module, for returning the game result to the user directly via a webpage interface; or when the contact involved in the game operation is playing the web game, returning the game result to the contact involved in the game operation directly via the webpage interface.

25 The apparatus provided by embodiments of the present invention adopts the IM as the carrier of the web game, thus solves the problem that conventional web games based on a SNS community can not perform real time informing and users can not stay online for a long time. Meanwhile, the method provides a tighter relation chain and more

implementation forms for the web game, and can improve the service experience of the users.

The term “receive” in the description of embodiments of the present invention may be interpreted to be initiatively obtaining from another module, or to be receiving
5 information from another module.

Those skilled in the art should understand each of the drawings is merely a schematic of a preferred embodiment, and all the modules and the procedures in the drawings are not necessary for implementing the present invention.

Those skilled in the art can understand the modules in the apparatus of embodiments
10 of the present invention may be located in the apparatus as described in the embodiments, or may be located in one or more apparatuses of the embodiments of the present invention when modified properly. The modules in embodiments of the present invention may be combined into one module, or may be further divided into multiple sub modules.

The index numbers of the embodiments are merely for facilitating description, and
15 should not be interpreted to be representative for the preference order of the embodiments.

Some of the procedures in embodiments of the present invention may be implemented by software programs, and the programs may be stored in a computer-readable storage medium, such as compact disk or hard drive, and so on.

20 The foregoing is only preferred embodiments of the present invention and is not for use in limiting the present invention. Any modification, equivalent replacement or improvement made under the spirit and principles of the present invention is included in the protection scope thereof.

Claims

1. A method for implementing a web game, comprising:

authenticating a user logging on a web game via an instant messaging (IM) client of the user;

5 obtaining web game information of the user, sending the web game information of the user to an IM client of a contact of the user to make the IM client of the contact generate an IM message comprising the web game information and inform the contact of the user of the IM message.

10 2. The method of claim 1, further comprising:

 sending the web game information to the user via a webpage interface, or

 sending the web game information to the IM client of the user to make the IM client generate an IM message comprising the web game information and inform the user of the IM message.

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 3. The method of claim 2, wherein the web game information comprises information of a game operation performed by the user in the web game,

 the method further comprises: after obtaining the web game information of the user and before sending the web game information to the IM client of the contact of the user,

20 performing logic processing on the game operation and obtaining a game result;

 and sending the web game information to the user via the webpage interface comprises:

 sending the game result to the user via the webpage interface;

 and sending the web game information to the IM client of the user to make the IM
25 client generate an IM message comprising the web game information and inform the user of the IM message comprises:

 sending the game result to the IM client of the user to make the IM client generate an IM message comprising the game result and inform the user of the IM message.

30 4. The method of claim 1, wherein the web game information comprises information of a game operation performed by the user in the web game and a contact involved in the game operation,

the method further comprises: after obtaining the web game information of the user and before sending the web game information to the IM client of the contact of the user, performing logic processing on the game operation and obtaining a game result; and sending the web game information to the IM client of the user to make the IM client generate an IM message comprising the web game information and inform the user of the IM message comprises:

5 sending the game result to the IM client of the contact involved in the game operation to make the IM client of the contact involved in the game operation generate an IM message comprising the game result and inform the contact involved in the game operation of the IM message generated.

5. The method of claim 4, further comprising:
sending the game result to the user via a webpage interface; or
sending the game result to the IM client of the user to make the IM client generate an
15 IM message comprising the game result and inform the user of the IM message.

6. The method of claim 4, wherein when the contact involved in the game operation is playing the web gaming, the game result is sent to the contact involved in the game operation via a webpage interface.

20 7. The method of claim 4, further comprising:
sending the web game information to the contact of the user via a webpage interface when the contact of the user is playing the web gaming.

25 8. The method of claim 1, wherein the IM message comprises one of:
an IM system message, an IM prompt notification message, and an IM offline message.

9. The method of claim 3 , further comprising: displaying the web game information
30 by the IM client of the user.

10. The method of claim 4, further comprising: displaying the game result by the IM client of the user.

11. The method of claim 3 or 4, further comprising:

sending the web game information or the game result of the user to an IM flag recording server serving the user.

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12. A system for implementing a web game, comprising: an instant messaging (IM) client of a user, a server, and an IM client of a contact of the user, wherein

the IM client of the user is adapted to log on a web game after the user logs on the IM client;

10 the server is adapted to obtain web game information of the user after the user logs on the web game via the IM client of the user, and send the web game information of the user to the IM client of the contact of the user;

the IM client of the contact of the user is adapted to receive the web game information sent by the server, generate an IM message comprising the web game information, and inform the contact of the user about the IM message generated.

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13. The system of claim 12, wherein the server is further adapted to send the web game information to the user via a webpage interface, or

send the web game information to the IM client of the user; and

20 the IM client of the user is further adapted to generate an IM message comprising the web game information, and inform the user of the IM message.

14. The system of claim 12, wherein the web game information comprises information of a game operation performed by the user in the web game,

25 the server is further adapted to perform logic processing on the game operation to obtain a game result, and send the game result to the user via a webpage interface; or send the game result to the IM client of the user;

and the IM client of the user is further adapted to generate an IM message comprising the game result, and inform the IM message to the user.

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15. The system of claim 12, wherein the web game information comprises information of a game operation performed by the user in the web game and a contact involved in the game operation,

the server is further adapted to perform logic processing on the game operation and obtain a game result, and send the game result to the IM client of the contact of the user;

and the IM client of the contact of the user is adapted to generate an IM message comprising the game result and inform the contact involved in the game operation of the IM message generated.

16. The system of claim 15, wherein the server is further adapted to send the game result to the user via a webpage interface, or

send the game result to the IM client of the user;

and the IM client of the user is further adapted to generate an IM message comprising the game result, and inform the user of the IM message.

17. The system of claim 15, wherein when the contact involved in the game operation is playing the web gaming, the server is further adapted to return the game result to the contact involved in the game operation directly via the webpage interface.

18. The system of claim 15, wherein the server is further adapted to return the web game information to the contact of the user directly via the webpage interface when the contact of the user is playing the web gaming.

19. The system of claims 14, wherein the IM client of the user is further adapted to display the web game information.

20. The system of claim 15, wherein the IM client of the user is further adapted to display the game result.

21. The system of claim 14 or 15, wherein the server is further adapted to send the web game information or the game result of the user to an IM flag recording server serving the user.

22. An apparatus for implementing a web game, comprising:
a logon module, adapted to authenticate a user logging on a web game via an instant messaging (IM) client of the user;

an obtain module, adapted to obtain web game information of the user, and send the web game information of the user to an IM client of a contact of the user to make the IM client of the contact generate an IM message comprising the web game information.

5 23. The apparatus of claim 22, wherein the obtain module comprises:

an obtain unit, adapted to obtain the web game information of the user comprising information of a game operation of the user in the web game and a contact involved in the game operation;

10 a send unit, adapted to perform logic processing on the game operation obtained by the obtain unit, obtain a game result, send the game result to the IM client of the contact involved in the game operation to make the IM client of the contact involved in the game operation generate an IM message comprising the game result and send the IM message to the contact involved in the game operation.

15 24. The apparatus of claim 23, wherein the send unit is further adapted to send the game result to the IM client of the user to make the IM client generate an IM message comprising the game result and inform the user of the IM message.

25. The apparatus of claim 24, further comprising:

20 a return module, adapted to return the game result to the user directly via a webpage interface; or when the contact involved in the game operation is playing the web game, return the game result to the contact involved in the game operation directly via a webpage interface.