

ABSTRACT OF THE INVENTION

The present invention is to provide a method for analyzing, matching and delivering questions of an online game, which is applied to a question-and-answer server (Q & A server) linked to a plurality of user terminals (such as personal computers, hand-held mobile phones and etc.) respectively. When the Q & A server receives a question signal transmitted from the user terminal, the Q & A server executes the steps of determining whether the question signal includes at least one of keywords preset in a keyword database; reading property tag corresponding to the keyword from a tag database; determining whether property tags preset in a plurality of user accounts in a user database are matched with the property tag corresponding to the question signal; and transmitting the question signal to user terminals corresponding to the user accounts, which have the property tags matched with the property tag corresponding to the question signal.

Indicate Fig. No to accompany abstract when published: Fig. 3