

Abstract

Embodiments of the present invention provide a method and system for implementing a web game, relating to network communication technologies. The method includes: authenticating a user logging on a web game via an IM client of the user; 5 obtaining web game information of the user and sending the web game information 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 generated. The system includes an IM client of a user, a server and an IM client of a contact of the user. The apparatus includes a logon module and an obtain 10 module. 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 system provides a tighter relation chain and more implementation forms for the web game, and can improve the service experience of users.

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