

ABSTRACT

SYSTEM AND METHOD FOR ACCELERATED MACHINE SWITCHING

A computer-implemented system initiating a new online video game in response to user input from a client device, the online video game being in a first state on a first server when initiated, executing the online video game on the server, thereby causing the online video game to enter into a second state, pausing or terminating the online video game, determining differences between the first state and the second state and generating difference data containing the differences, transmitting the difference data over a network to a second server, the second server, and recreating the second state from the difference data and the first state in response to user input indicating that the user wishes to resume the online video game and in response to the second server being selected as the server on which to execute the video game.

Fig. 27a