

Abstract

The disclosure relates to the field of computer, and provides a method for interactive logic fault tolerance in an online game and a system for fault tolerance in an online game. The method includes the following steps: a client determines whether there is fault in the game data; the client sends a game data synchronization request to a game sever when it is determined that there is fault in the game data; the game server returns a game data synchronization response to the client, and the game data synchronization response comprises correct game data corresponding to the false game data; and the client updates game data of a game player according to the game data synchronization response. In embodiments of the disclosure, the client sends the game data synchronization request to the game sever when it is determined that there is fault in the game data, the game server returns the game data synchronization response to the client, and the client updates the game data of the game player according to the game data synchronization response returned by the game server, so that the client can also play a game by synchronizing the game data with the game server when there is fault in the game data.

Fig. 3