CLAIMS

What is claimed is:

1. A method for controlling a virtual race car performed at a terminal, the method comprising:

controlling, using a client on which a first account is logged in, a first virtual race car of the first account to move on a virtual map of a round of racing game, the first virtual race car being a pursuing race car in the round of racing game and the first account being an account participating in the round of racing game;

displaying, on the client on which the first account is logged in, that an endurance value of a second virtual race car is reduced when the first virtual race car collides with the second virtual race car on the virtual map, the second virtual race car being a fleeing race car in the round of racing game, wherein the second virtual race car is a virtual race car of a second account in the round of racing game, the second account is an account participating in the round of racing game, and the second virtual race car wins the round of racing game when the endurance value of the second virtual race car is greater than a preset threshold for a specified time; and

displaying, on the client, that the second virtual race car has been removed from the round of racing game when the endurance value of the second virtual race car is no greater than the preset threshold.

2. The method according to claim 1,wherein the method further comprises:

determining that the first virtual race car hits the second virtual race car when the second virtual race car is contacted in a first hit detection region in which the first virtual race car is located, a size of the first hit detection region being greater than a size of the first virtual race car, the first virtual race car being located in the first hit detection region, the first hit detection region moving as the first virtual race car moves; or

determining that the first virtual race car hits the second virtual race car when a second hit detection region in which the second virtual race car is located is contacted in a first hit detection region in which the first virtual race car is located, a size of the first hit detection region being greater than a size of the first virtual race car, the first virtual race car being located in the first hit detection region, the first hit detection region moving as the first virtual race car moves, a size of the second hit detection region being greater than a size of the

second virtual race car, the second virtual race car being located in the second hit detection region, the second hit detection region moving as the second virtual race car moves.

3. The method according to claim 1, wherein the method further comprises:

displaying, on the client, that the endurance value of the second virtual race car is increased when the second virtual race car remains within a preset region on the virtual map longer than a first preset duration.

4. The method according to claim 3, wherein the method further comprises:

before the second virtual race car remains within the preset region on the virtual map longer than the first preset duration,

displaying the preset region on the virtual map; and

when the second virtual race car remains in the preset region on the virtual map longer than the first preset duration, canceling the display of the preset region on the virtual map.

5. The method according to claim 3, wherein the method further comprises:

cancelling the display of the preset region on the virtual map when the round of racing game reaches a countdown start moment.

6. The method according to claim 1, wherein the method further comprises:

displaying, on the client, that the round of racing game has ended and the first virtual race car loses when the first preset duration after the round of racing game is started has ended and there is a fleeing race car with an endurance value being greater than the preset threshold; or

displaying, on the client, that the round of racing game has ended and the first virtual race car wins when the first preset duration after the round of racing game is started has ended and there is no fleeing race car with an endurance value being greater than the preset threshold.

7. The method according to claim 1, wherein the method further comprises:

displaying, on the client, a first limit region set on the virtual map; and

performing any one or combination of the following manners:

reducing any one or combination of the speed, acceleration, acceleration time, and endurance value of the second virtual race car when the second virtual race car enters the first

limit region; and

increasing any one or combination of the speed, acceleration, and acceleration time of the first virtual race car when the first virtual race car enters the first limit region.

8. The method according to claim 7, wherein the method further comprises:

after displaying, on the client, the first limit region set on the virtual map, canceling the display of the first limit region on the client after the display of the first limit region reaches a second preset duration, the setting of the first limit region being canceled on the virtual map;

displaying, on the client, a second limit region set on the virtual map; and

performing any one or combination of the following manners:

reducing any one or combination of the speed, acceleration, acceleration time, and endurance value of the second virtual race car when the second virtual race car enters the second limit region; and

increasing any one or combination of the speed, acceleration, and acceleration time of the first virtual race car when the first virtual race car enters the second limit region.

9. The method according to claim 7, wherein the method further comprises:

after displaying, on the client, the first limit region set on the virtual map, displaying, on the client, a second limit region set on the virtual map; and

performing any one or combination of the following manners:

reducing any one or combination of the speed, acceleration, acceleration time, and endurance value of the second virtual race car when the second virtual race car enters the second limit region; and

increasing any one or combination of the speed, acceleration, and acceleration time of the first virtual race car when the first virtual race car enters the second limit region.

10. The method according to claim 9, wherein the first limit region and the second limit region are set in any one or combination of the following manners:

the first limit region and the second limit region are regions randomly set on the virtual map;

the first limit region is smaller than the second limit region; and

the first limit region is contained in the second limit region, and the first limit region overlaps the second limit region.

11. The method according to any one of claims 1 to 9, wherein the method further comprises:

displaying a mini-map of the virtual map on the client, the mini-map being used for displaying the positions of the first virtual race car and the second virtual race car on the virtual map.

12. The method according to claim 11, wherein a manner of displaying the mini-map on the client comprises any one or combination of the following:

hiding the position of the second virtual race car on the mini-map displayed on the client when a distance between the second virtual race car and the first virtual race car is greater than a first threshold;

displaying the position of the second virtual race car for a third preset duration on the mini-map every fourth preset duration after the round of racing game is started; and

displaying the position of the second virtual race car on the mini-map displayed on the client when the round of racing game reaches the countdown start moment.

13. The method according to any one of claims 1 to 9, wherein the method further comprises:

displaying, on the client, that a first initial position of the first virtual race car on the virtual map remains unchanged within a fourth preset duration after the round of racing game is started, it being set that the first virtual race car is not allowed within the fourth preset duration to start moving from the first initial position, it being set that the second virtual race car is allowed to start moving from a second initial position on the virtual map when the round of racing game is started.

14. The method according to claim 1, wherein the virtual map comprises any one or combination of the following race tracks:

a race track having both an underground structure and a ground structure; and

a circular race track with a height difference.

15. An apparatus for controlling a virtual race car performed at a terminal, the apparatus comprising:

a first control unit, configured to control a first virtual race car of a first account to move on a virtual map of a round of racing game, the first virtual race car being a pursuing race car in the round of racing game and the first account being an account participating in the round of racing game;

a first display unit, configured to display, on the client on which the first account is logged in, that an endurance value of a second virtual race car is reduced when the first virtual race car collides with the second virtual race car on the virtual map, the second virtual race car being a fleeing race car in the round of racing game, wherein the second virtual race car is a virtual race car of a second account in the round of racing game, the second account is an account participating in the round of racing game, and the second virtual race car wins the round of racing game when the endurance value of the second virtual race car is greater than a preset threshold for a specified time; and

a second display unit, configured to display, on the client, that the second virtual race car has been removed from the round of racing game when the endurance value of the second virtual race car is no greater than the preset threshold.

16. A non-transitory computer-readable storage medium, the non-transitory computer-readable storage medium storing a computer program, the computer program being run to perform the method according to any one of claims 1 to 14.

17. A terminal, comprising a memory and a processor, the memory storing a computer program, the processor being configured to perform the method according to any one of claims 1 to 14 through the computer program.