

ABSTRACT

A selling method and apparatus for a virtual chess piece, and a device, a medium and a program produce, which belong to the field of virtual environments. The method comprises: during a turn-based chess game, in response to a purchase operation on a virtual chess piece, displaying the quantity of resources consumed for the purchase of the virtual chess piece (520), wherein the quantity of resources consumed corresponds to the quantity of discount resources; in response to a selling operation on an owned virtual chess piece owned, displaying selling information of the virtual chess piece (540), wherein the selling information is used for indicating the quantity of newly-added resources after the virtual chess piece is successfully sold, and the quantity of discount resources corresponding to the quantity of newly-added resources is the same as the quantity of discount resources corresponding to the quantity of resources consumed; and when the virtual chess piece is in a non-match state, displaying that the virtual chess piece is successfully sold (560). By means of the solution, a storage space of a computer device can be saved on, and a player can be aided in adjusting a game strategy, thereby improving the game experience of the player.

FIG. 6