CLAIMS

1. A map switching method, comprising:

obtaining a travel position of a first virtual racing car in a first virtual map in a process that a client runs a round of racing game, the first virtual racing car being controlled by a first account logged into the client, and the first virtual map being a virtual map in the round of racing game; and

teleporting the first virtual racing car from the first virtual map to a second virtual map in the round of racing game in response to detecting that the travel position reaches a first teleporter configured in the first virtual map, the first virtual map being connected to the second virtual map through the first teleporter, the round of racing game having a plurality of virtual maps that are spliced together and including the first virtual map and the second virtual map.

2. The method according to claim 1, wherein after the teleporting the first virtual racing car from the first virtual map to a second virtual map in the round of racing game, the method further comprises:

switching a virtual racing car controlled by the first account in the second virtual map from the first virtual racing car to a second virtual racing car when the second virtual map is a target virtual map, and controlling the second virtual racing car to travel in the second virtual map, the target virtual map being selected by the first account before the round of racing game starts, and the second virtual racing car being selected by the first account to travel on the target virtual map before the round of racing game starts.

3. The method according to claim 2, wherein in a case of controlling the second virtual racing car to travel in the second virtual map, the method further comprises:

activating a first ability configured for the second virtual racing car on the client, the first ability being an ability selected by the first account before the round of racing game starts and automatically activated or activated by an activation instruction on the target virtual map.

4. The method according to claim 1, wherein after the teleporting the first virtual racing car from the first virtual map to a second virtual map in the round of racing game, the method further comprises:

controlling the first virtual racing car to travel in the second virtual map; and

activating a second ability configured for the first virtual racing car on the client when the second virtual map is a target virtual map, the target virtual map being selected by the first account before the round of racing game starts, and the second ability being an ability selected by the first

account before the round of racing game starts and automatically activated or activated by an activation instruction on the target virtual map.

5. The method according to claim 1, wherein after the teleporting the first virtual racing car from the first virtual map to a second virtual map in the round of racing game, the method further comprises:

using the first virtual racing car as a virtual racing car controlled by the first account in the second virtual map when the second virtual map is different from a target virtual map, and controlling the first virtual racing car to travel in the second virtual map, the target virtual map being selected by the first account before the round of racing game starts.

6. The method according to claim 5, wherein in a case of controlling the first virtual racing car to travel in the second virtual map, the method further comprises:

receiving an activation instruction used for activating a third ability, and activating the third ability on the client, the third ability being an ability configured for the first virtual racing car on the second virtual map, and the third ability comprising an ability configured for the first virtual racing car on the first virtual map.

7. The method according to any one of claims 1 to 6, wherein the method further comprises:

selecting the plurality of virtual maps comprising the first virtual map and the second virtual map from a virtual map set before the round of racing game starts; and

splicing the plurality of virtual maps together to be used in the round of racing game.

8. The method according to any one of claims 2 to 6, wherein the method further comprises:

receiving a first instruction of the first account before the round of racing game starts, the first instruction being used for selecting one virtual map from the plurality of virtual maps as the target virtual map of the first account, and the plurality of virtual maps being spliced together to be used in the round of racing game.

9. The method according to any one of claims 2, 3, 5, and 6, wherein the method further comprises:

receiving a second instruction of the first account before the round of racing game starts, the second instruction being used for selecting a virtual racing car used on the target virtual map from a plurality of virtual racing cars for the first account.

10. The method according to any one of claims 3, 4, and 6, wherein the method further comprises:

receiving a third instruction of the first account before the round of racing game starts, the third instruction being used for configuring an ability on the target virtual map for the first account.

11. The method according to claim 1, further comprising:

obtaining a fourth instruction of the first account, and activating a fourth ability of the first account in a process of the round of racing game, the fourth ability being an ability configured for the first account and a second account, and the second account and the first account being in a same camp.

12. The method according to any one of claims 1 to 6, wherein after the obtaining a travel position of a first virtual racing car in a first virtual map, the method further comprises:

reporting the travel position to a server.

13. A map switching apparatus, comprising:

an obtaining unit, configured to obtain a travel position of a first virtual racing car in a first virtual map in a process that a client runs a round of racing game, the first virtual racing car being controlled by a first account logged into the client, and the first virtual map being a virtual map in the round of racing game; and

a teleporting unit, configured to teleport the first virtual racing car from the first virtual map to a second virtual map in the round of racing game in response to detecting that the travel position reaches a first teleporter configured in the first virtual map, the first virtual map being connected to the second virtual map through the first teleporter, the round of racing game having a plurality of virtual maps that are spliced together and including the first virtual map and the second virtual map.

14. A storage medium, storing a computer program, and the computer program, when run, performing the method according to any one of claims 1 to 12.

15. A device, comprising a memory and a processor, the memory storing a computer program, and the processor being configured to perform the method according to any one of claims 1 to 12 by using the computer program.

16. A computer program product comprising instructions, the instructions, when run on a computer, causing the computer to perform the method according to any one of claims 1 to 12.