

ABSTRACT

Disclosed are a game management method and apparatus, and a device and a computer-readable storage medium, belonging to the technical field of networks. The method comprises: displaying a game interface of a target game and, when running time of the target game is within a first time period and the target game is in a ranking competition mode, displaying first content on the game interface, wherein the first content is used for indicating a base number of times that can be used in the first time period for accelerated acquisition of first resources, and accelerated acquisition of the first resources refers to additionally acquiring the first resources when participating in the target game in the first time period on the basis of participating in the target game to acquire the first resources (201); and in response to receiving a selection instruction in respect of the first content, displaying second content, the second content comprising a first additional number of the first resources that can be additionally acquired using one of the base number of times in the first time period, the first additional number being determined on the basis of a current game level of a user, and the first additional number being used for changing the game level of the user (202).