In order to effectively control the cheating behaviors of online games, embodiments of the present invention provide a method and a service for allocating gaming resources. The technical solution is as follows:

A method for allocating game resources is provided, the method including:

receiving a game participation request sent by a user, the game participation request including game subzone information;

when the user enters a game subzone identified by the game subzone information, assigning the user to a waiting queue that the user corresponds to in the game subzone in accordance with a predetermined condition; and

when the user is successfully assigned to the waiting queue ~~that the user corresponds to~~, selecting participant(s) to play in the same group with the user from waiting queue(s) other than the waiting queue of the user, and allocating game resources for the user and the selected participant(s) ~~to play in the same group with the user~~.

A server is provided, the server including a receiving module, a queue assignment module and a participant assignment module; wherein

the receiving module is adapted to receive a game participation request sent by the user, the game participation request including the game subzone information;

the queue assignment module is adapted to, when the user enters a game subzone identified by the game subzone information, assign the user to the waiting queue that the user corresponds to in the game subzone in accordance with a predetermined condition; and

the participant assignment module is adapted to, when the user is successfully assigned to the waiting queue ~~that the user corresponds to~~, select participant(s) to play in the same group with the user from waiting queue(s) other than the waiting queue of the user, and allocate game resources for the user and the selected participant(s) ~~to play in the same group with the user~~.

A machine-readable medium is provided, the machine-readable medium having a set

of instructions stored thereon, where when the set of instructions is executed, a machine is enabled to perform a method for allocating game resources, the method including:

receiving a game participation request sent by a user, the game participation request including game subzone information;

when the user enters a game subzone identified by the game subzone information, assigning the user to a waiting queue that the user corresponds to in the game subzone in accordance with a predetermined condition; and

when the user is successfully assigned to the waiting queue ~~that the user corresponds to~~, selecting participant(s) to play in the same group with the user from waiting queue(s) other than the waiting queue of the user, and allocating game resources for the user and the selected participant(s) ~~to play in the same group with the user~~.

The advantageous benefit brought by the technical solution provided by the embodiments of the present invention is that: by implementation of the technical solution of assigning the user to the waiting queue that the user corresponds to in accordance with the predetermined condition in the game subzone, and when the user is successfully assigned to the waiting queue ~~that the user corresponds to~~, selecting the participant(s) to play in the same group with the user from the waiting queue(s) other than the waiting queue of the user ~~in accordance with a specific algorithm~~, and allocating game resources for the user and the selected participant(s), ~~all~~ a part or all of the users to participate in the same game can come from different waiting queues, which to some extent, ~~eliminates~~ decreases the possibility that the game's participants know each other, thereby can effectively ~~prevent~~ reduce occurrence of ~~the situation of~~ the game participants' cheating.

Brief Description of Accompanying Drawings

In order to more clearly illustrate the technical solution in the embodiments of the present invention, the drawings that need to use in the description of the embodiments will be briefly described hereinafter. Apparently, the drawings in the following description are merely some of the embodiments of the present invention, and for the person skilled in the art, other drawings can be obtained based on these drawings without making inventive labors.

What is claimed is:

1. A method for allocating game resources, characterized in that, the method comprises:

receiving a game participation request sent by a user, the game participation request comprising game subzone information;

when the user enters a game subzone identified by the game subzone information, assigning the user to a waiting queue that the user corresponds to in the game subzone in accordance with a predetermined condition; and

when the user is successfully assigned to the waiting queue ~~that the user corresponds to~~, selecting one or more participants to play in the same group with the user from one or more waiting queues other than the waiting queue of the user, and allocating game resources for the user and the selected one or more participants ~~to play in the same group with the user~~.

2. The method according to claim 1, ~~characterized in that~~wherein, the predetermined condition is the time when the user enters the game subzone;

a process of assigning the user to the waiting queue that the user corresponds to in accordance with the predetermined condition comprises:

determining a time segment to which the user ~~correspondingly~~ belongs according to the time when the user enters the game subzone;

obtaining the waiting queue that the determined time segment ~~to which the user correspondingly belongs~~ corresponds to according to a correspondence between preset time segments and waiting queues; and

judging whether the obtained waiting queue has remaining space, and assigning the user to the obtained waiting queue on the condition that the obtained waiting queue has remaining space.

3. The method according to claim 1, ~~characterized in that~~wherein, the predetermined

condition is an Internet Protocol (IP) address being used when the user enters the game subzone;

a process of assigning the user to the waiting queue that the user corresponds to in accordance with the predetermined condition comprises:

determining an IP address segment to which the user ~~correspondingly~~ belongs according to the IP address being used when the user enters the game subzone;

obtaining the waiting queue that the determined IP address segment ~~to which the user correspondingly belongs~~ corresponds to according to a correspondence between pre-stored IP address segments and waiting queues; and

judging whether the obtained waiting queue has remaining space, and assigning the user to the obtained waiting queue on the condition that the obtained waiting queue has remaining space.

4. The method according to claim 1, ~~characterized in that~~wherein, the predetermined condition is an Internet Protocol (IP) address being used when the user enters the game subzone;

a process of assigning the user to the waiting queue that the user corresponds to in accordance with the predetermined condition comprises:

obtaining a frequency of entering the game subzone that the IP address being used when the user enters the game subzone corresponds to according to a correspondence between pre-stored IP addresses and frequencies of entering the game subzone;

obtaining the waiting queue that the obtained frequency of entering the game subzone corresponds to according to a correspondence between pre-stored frequency segments and waiting queues; and

judging whether the obtained waiting queue has remaining space, and assigning the user to the obtained waiting queue on the condition that the obtained waiting queue has remaining space.

5. The method according to claim 1, ~~characterized in that~~wherein, the predetermined

condition is a combination of the time when the user enters the game subzone and an Internet Protocol (IP) address being used when the user enters the game subzone;

a process of assigning the user to the waiting queue that the user corresponds to in accordance with the predetermined condition comprises:

determining a time segment to which the user ~~correspondingly~~ belongs according to the time when the user enters the game subzone, and determining an IP address segment to which the user ~~correspondingly~~ belongs according to the IP address being used when the user enters the game subzone;

obtaining the waiting queue that the determined time segment and IP address segment correspond to according to a correspondence between pre-stored time IP segments and waiting queues; and

judging whether the obtained waiting queue has remaining space, and assigning the user to the obtained waiting queue on the condition that the obtained waiting queue has remaining space.

6. The method according to claim 1, ~~characterized in that~~wherein, a process of selecting one or more participants to play in the same group with the user from one or more waiting queues other than the waiting queue of the user comprises:

determining the number of ~~the~~ one or more participants to play in the same group with the user;

selecting the obtained number of one or more waiting queues from the one or more waiting queues other than the waiting queue of the user ~~by adopting a specific algorithm~~; and

respectively selecting one waiting user from each of the obtained one or more waiting queues as a participant to play in the same group with the user;

~~wherein the specific algorithm is a random or pseudo-random algorithm~~.

7. The method according to claim 1, ~~characterized in that~~wherein, after the process of selecting one or more participants to play in the same group with the user from one or more waiting queues other than the waiting queue of the user ~~so that the user plays a game together with the participants~~, the method further comprises:

during ~~the~~ a game, upon receiving a request of checking information of the game's

one or more participants or a chat request sent by the user, returning the information of the game's one or more participants or chat information to the user~~, so that the user can check the information of the game's participants or the chat information at any time~~; or

when ~~the~~ a game ends, sending an automatic group-switch instruction to the user, and reassigning the user to another waiting queue that the user corresponds to~~,~~ so ~~that~~as to reassign one or more participants to play in the same group with the user ~~can be reassigned for the user~~ before the game is restarted.

8. A server, characterized in that, the server comprises: a receiving module, a queue assignment module and a participant assignment module;

the receiving module is adapted to receive a game participation request sent by a user, the game participation request comprising game subzone information;

the queue assignment module is adapted to assign the user to a waiting queue that the user corresponds to in accordance with a predetermined condition in a game subzone identified by the game subzone information when the user enters the game subzone; and

the participant assignment module is adapted to, when the user is successfully assigned to the waiting queue ~~that the user corresponds to~~, select one or more participants to play in the same group with the user from one or more waiting queues other than the waiting queue of the user, and to allocate game resources for the user and the selected one or more participants ~~to play in the same group with the user~~.

9. The server according to claim 8, ~~characterized in that~~wherein, the queue assignment module comprises:

a first determination unit, adapted to, on the condition that the predetermined condition is the time when the user enters the game subzone, determine a time segment to which the user ~~correspondingly~~ belongs according to the time when the user enters the game subzone;

a first acquisition unit, adapted to obtain the waiting queue that the determined time segment ~~to which the user correspondingly belongs~~ corresponds to according to a correspondence between pre-stored time segments and waiting queues; and

a first assignment unit, adapted to judge whether the obtained waiting queue has remaining space, and assign the user to the obtained waiting queue on the condition that

the obtained waiting queue has remaining space.

10. The server according to claim 8, ~~characterized in that~~wherein, the queue assignment module comprises:

a second determination unit, adapted to, on the condition that the predetermined condition is an Internet Protocol (IP) address being used when the user enters the game subzone, determine an IP address segment to which the user ~~correspondingly~~ belongs according to the IP address being used when the user enters the game subzone;

a second acquisition unit, adapted to obtain the waiting queue that the determined IP address segment ~~to which the user correspondingly belongs~~ corresponds to according to a correspondence between pre-stored IP address segments and waiting queues; and

a second assignment unit, adapted to judge whether the obtained waiting queue has remaining space, and assign the user to the obtained waiting queue on the condition that the obtained waiting queue has remaining space.

11. The server according to claim 8, ~~characterized in that~~wherein, the queue assignment module comprises:

a third determination unit, adapted to, on the condition that the predetermined condition is an Internet Protocol (IP) address being used when the user enters the game subzone, obtain a frequency of entering the game subzone that the IP address being used when the user enters the game subzone corresponds to according to a correspondence between pre-stored IP addresses and frequencies of entering the game subzone;

a third obtaining unit, adapted to obtain the waiting queue that the obtained frequency of entering the game subzone corresponds to according to a correspondence between pre-stored frequency segments and waiting queues; and

a third assignment unit, adapted to judge whether the obtained waiting queue has a remaining space, and assign the user to the obtained waiting queue on the condition that the obtained waiting queue has remaining space.

12. The server according to claim 8, ~~characterized in that~~wherein, the queue assignment module comprises:

a fourth determination unit, adapted to, on the condition that the predetermined condition is a combination of the time when the user enters the game subzone and an

Internet Protocol (IP) address being used when the user enters the game subzone, determine a time segment which the user ~~correspondingly~~ belongs according to the time when the user enters the game subzone, and to determine an IP address segment to which the user ~~correspondingly~~ belongs according to the IP address being used when the user enters the game subzone;

a fourth acquisition unit, adapted to obtain the waiting queue that the determined time segment and IP address segment correspond to according to a correspondence between pre-stored time IP segments and waiting queues; and

a fourth assignment unit, adapted to judge whether the obtained waiting queue has remaining space, and assign the user to the obtained waiting queue on the condition that the obtained waiting queue has remaining space.

13. The server according to claim 8, ~~characterized in that~~wherein, the participant assignment module comprises:

a determination unit, adapted to determine the number of one or more participants to play in the same group with the user;

a first selection unit, adapted to select the obtained number of one or more waiting queues from the one or more waiting queues other than the waiting queue of the user by adopting a ~~specifien~~ algorithm~~, wherein the specific algorithm is a random or pseudo-random algorithm~~; and

a second selection unit, adapted to respectively select one waiting user from each of the obtained one or more waiting queues as a participant to play in the same group with the user.

14. The server according to claim 8, ~~characterized in that~~wherein, the server further comprises:

an information feedback module, adapted to, during a game, upon receiving a request of checking information of the game's one or more participants or a chat request sent by the user, return the information of the game's participants or the chat information to the user~~, so that the user can check the information of the game's participants or the chat information at any time~~; or

a reassignment module, adapted to, when a game ends, sending an automatic

group-switch instruction to the user, and reassign the user to another waiting queue that the user corresponds to, so ~~that~~ as to reassign one or more participants to play in the same group with the user ~~can be reassigned for the user~~ before the game is restarted.

15. A machine-readable medium, having a set of instructions stored thereon, wherein when the set of instructions is executed, characterized in that a machine is enabled to perform a method for allocating game resources according to any of claims 1 to 7, ~~and the method comprises:~~

~~receiving a game participation request sent by a user, the game participation request comprising game subzone information;~~

~~when the user enters a game subzone identified by the game subzone information, assigning the user to a waiting queue that the user corresponds to in the game subzone in accordance with a predetermined condition; and~~

~~when the user is successfully assigned to the waiting queue that the user corresponds to, selecting participants to play in the same group with the user from waiting queues other than the waiting queue of the user, and allocating game resources for the user and the participants to play in the same group with the user~~.