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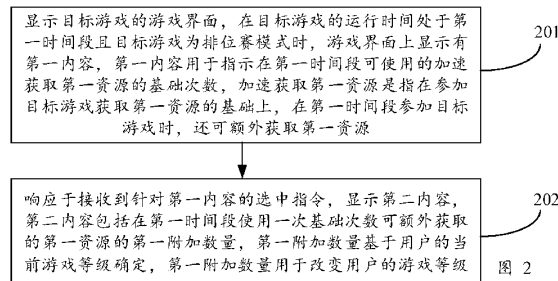
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(81) 指定国(除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG,

(54) Title: GAME MANAGEMENT METHOD AND APPARATUS, AND DEVICE AND COMPUTER-READABLE STORAGE MEDIUM

(54) 发明名称: 游戏管理方法、装置、设备及计算机可读存储介质



- 201 Display 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, display 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
- 202 In response to receiving a selection instruction in respect of the first content, display 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

(57) 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

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(84) 指定国(除另有指明, 要求每一种可提供的地区保护): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), 欧亚 (AM, AZ, BY, KG, KZ, RU, TJ, TM), 欧洲 (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, ME, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)。

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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).

(57) 摘要: 本申请公开了游戏管理方法、装置、设备及计算机可读存储介质, 属于网络技术领域。方法包括: 显示目标游戏的游戏界面, 在目标游戏的运行时间处于第一时间段且目标游戏为排位赛模式时, 游戏界面上显示有第一内容, 第一内容用于指示在第一时间段可使用的加速获取第一资源的基础次数, 加速获取第一资源是指在参加目标游戏获取第一资源的基础上, 在第一时间段参加目标游戏时, 还可额外获取第一资源(201); 响应于接收到针对第一内容的选中指令, 显示第二内容, 第二内容包括在第一时间段使用一次基础次数可额外获取的第一资源的第一附加数量, 第一附加数量基于用户的当前游戏等级确定, 第一附加数量用于改变用户的游戏等级(202)。