

ABSTRACT

A method and apparatus for playing a match in a turn-based chess game, and a device and a medium, which relate to the field of human-computer interaction. The method comprises: displaying cards held by one's own side, wherein the cards comprise at least two card types (410); when a first acquisition condition corresponding to a first card type is met, adding a first card and displaying same, wherein the first card is a card of the first card type, different card types correspond to different acquisition conditions, and the first card type is any one of the at least two card types (420); and in response to a usage operation performed on the first card, displaying the first card being utilized in a game match of a turn-based chess game (430). The method can simplify a match content presentation mode for a turn-based chess game, improve the efficiency of human-computer interaction, and saving server resources.

Fig. 16