

Abstract

The present invention discloses a method and a server for allocating game resources, which belongs to the field of network technology. The method includes: 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 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. The present technical solution makes all users who participate in the game come from different waiting queues, to some extent eliminating the possibility that game participants know each other, thereby can effectively prevent the situation of the game participants' cheating.