CLAIMS

1. A game management method, the method being performed by a terminal device and comprising:

displaying a game interface of a target game, the game interface having a first content displayed thereon in a case that a runtime of the target game is in a first time period and the target game is in a ranked game mode, the first content being used for indicating a basic number of times to accelerate the acquisition of first resources spendable in the first time period, the accelerating the acquisition of first resources referring to that, based on acquiring the first resources by participating in the target game, the first resources are additionally acquirable in a case of participating in the target game in the first time period; and

displaying a second content in response to receiving a selection instruction for the first content, the second content comprising a first additional quantity of the first resources additionally acquirable by spending one of the basic number of times in the first time period, the first additional quantity being determined based on a current game level of a user and used for changing a game level of the user.

2. The method according to claim 1, further comprising:

displaying a third content, the third content being used for indicating an additional number of times to accelerate the acquisition of first resources spendable in the first time period, the additional number of times being determined based on game behavior data in a second time period, and a start time of the second time period being earlier than a start time of the first time period.

3. The method according to claim 2, further comprising:

acquiring game behavior data of the user in the second time period;

determining game points of the user in the second time period based on the game behavior data of the user in the second time period; and

determining, based on the game points of the user in the second time period, the additional number of times to accelerate the acquisition of first resources spendable by the user in the first time period.

4. The method according to claim 3, wherein the determining game points of the user in the second time period based on the game behavior data of the user in the second time period comprises:

acquiring point parameters respectively corresponding to a plurality of game behavior data;

and

determining the game points of the user in the second time period based on number of behaviors respectively corresponding to a plurality of game behavior data of the user in the second time period and the point parameters respectively corresponding to the plurality of game behavior data.

5. The method according to claim 3, wherein the determining, based on the game points of the user in the second time period, the additional number of times to accelerate the acquisition of first resources spendable by the user in the first time period comprises:

determining a target point interval where the game points of the user in the second time period is located; and

using, based on pre-stored correspondence between point intervals and number of times, a number of times corresponding to the target point interval as the additional number of times to accelerate the acquisition of first resources spendable by the user in the first time period.

6. The method according to claim 2, further comprising:

acquiring a plurality of candidate contents, each candidate content corresponding to a point interval;

determining contents-to-be-selected among the plurality of candidate contents based on the game points of the user in the second time period, the game points of the user in the second time period being located in a point interval corresponding to the contents-to-be-selected; and

determining the third content among the contents-to-be-selected.

7. The method according to claim 6, wherein each content-to-be-selected corresponds to a relationship between a number of victories and a number of defeats; and the relationship between a number of victories and a number of defeats is a magnitude relationship between a number of victories and a number of defeats; the determining the third content among the contents-to-be-selected comprises:

determining a relationship between a number of victories and a number of defeats of the user in the second time period;

determining a target content-to-be-selected from the contents-to-be-selected, and using the target content-to-be-selected as the third content; a relationship between a number of victories and a number of defeats corresponding to the target content-to-be-selected being consistent with a relationship between a number of victories and a number of defeats of the user in the second time

period.

8. The method according to claim 1, wherein the displaying a game interface of a target game comprises:

acquiring a number of games spent by the user in a third time period, a start time of the third time period being consistent with the start time of the first time period, and an end time of the third time period being the runtime; and

displaying the game interface of the target game in response to that the number of games spent is less than a target number of times, the target number of times being determined based on the basic number of times to accelerate the acquisition of first resources spendable in the first time period and the additional number of times to accelerate the acquisition of first resources spendable in the first time period.

9. The method according to claim 1, wherein the displaying a second content in response to receiving a selection instruction for the first content comprises:

displaying a first page in response to receiving the selection instruction for the first content, the first page displaying at least one of time information and number of times information, wherein the time information is used for indicating a spendable time of a remaining number of times to accelerate the acquisition of first resources and is determined based on a current time and the end time of the first time period, and the number of times information comprises a target number of times to accelerate the acquisition of first resources spendable in the first time period and the remaining number of times to accelerate the acquisition of first resources spendable in the spendable time; and

displaying the second content in response to receiving a selection instruction for the first page.

10. The method according to claim 9, wherein the first page further displays the game level of the user, the game level being determined based on a quantity of the first resources acquired by the user.

11. The method according to claim 1, further comprising:

displaying a fourth content, the fourth content comprising a first basic quantity of the first resources acquirable in a case of participating in the target game.

12. The method according to claim 11, wherein the fourth content further comprises a second basic quantity of second resources acquirable in a case of participating in the target game, the second resources being used for acquiring virtual resources.

13. The method according to claim 1, wherein the second content further comprises a second additional quantity of second resources that are additionally acquirable by spending one of the basic number of times in the first time period.

14. A game management apparatus, comprising:

a display module configured to display a game interface of a target game, the game interface having a first content displayed thereon in a case that a runtime of the target game is in a first time period and the target game is in a ranked game mode, the first content being used for indicating a basic number of times to accelerate the acquisition of first resources spendable in the first time period, the accelerating the acquisition of first resources referring to that, based on acquiring the first resources by participating in the target game, the first resources are additionally acquirable in a case of participating in the target game in the first time period; and

the display module being further configured to display a second content in response to receiving a selection instruction for the first content, the second content comprising a first additional quantity of the first resources that are additionally acquirable by spending one of the basic number of times in the first time period, the first additional quantity being determined based on a current game level of a user and used for changing a game level of the user.

15. An electronic device, comprising one or more processors and a memory, the memory storing at least one computer-readable instruction, the at least one computer-readable instruction being loaded and executed by the one or more processors, to cause the electronic device to implement the game management method according to any one of claims 1 to 13.

16. A computer program, wherein the computer program causes a computer to implement the game management method according to any one of claims 1 to 13.