

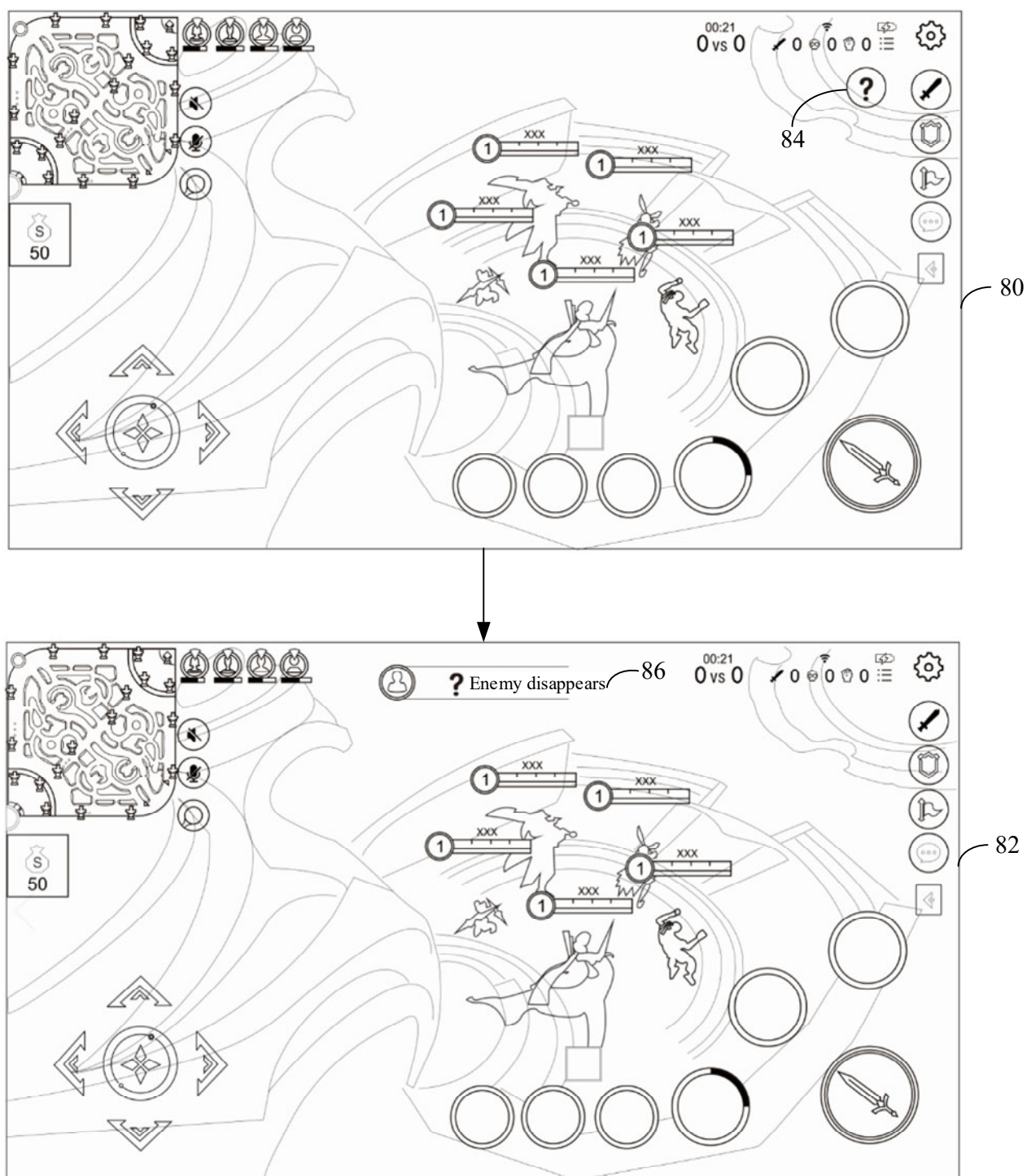


FIG. 1

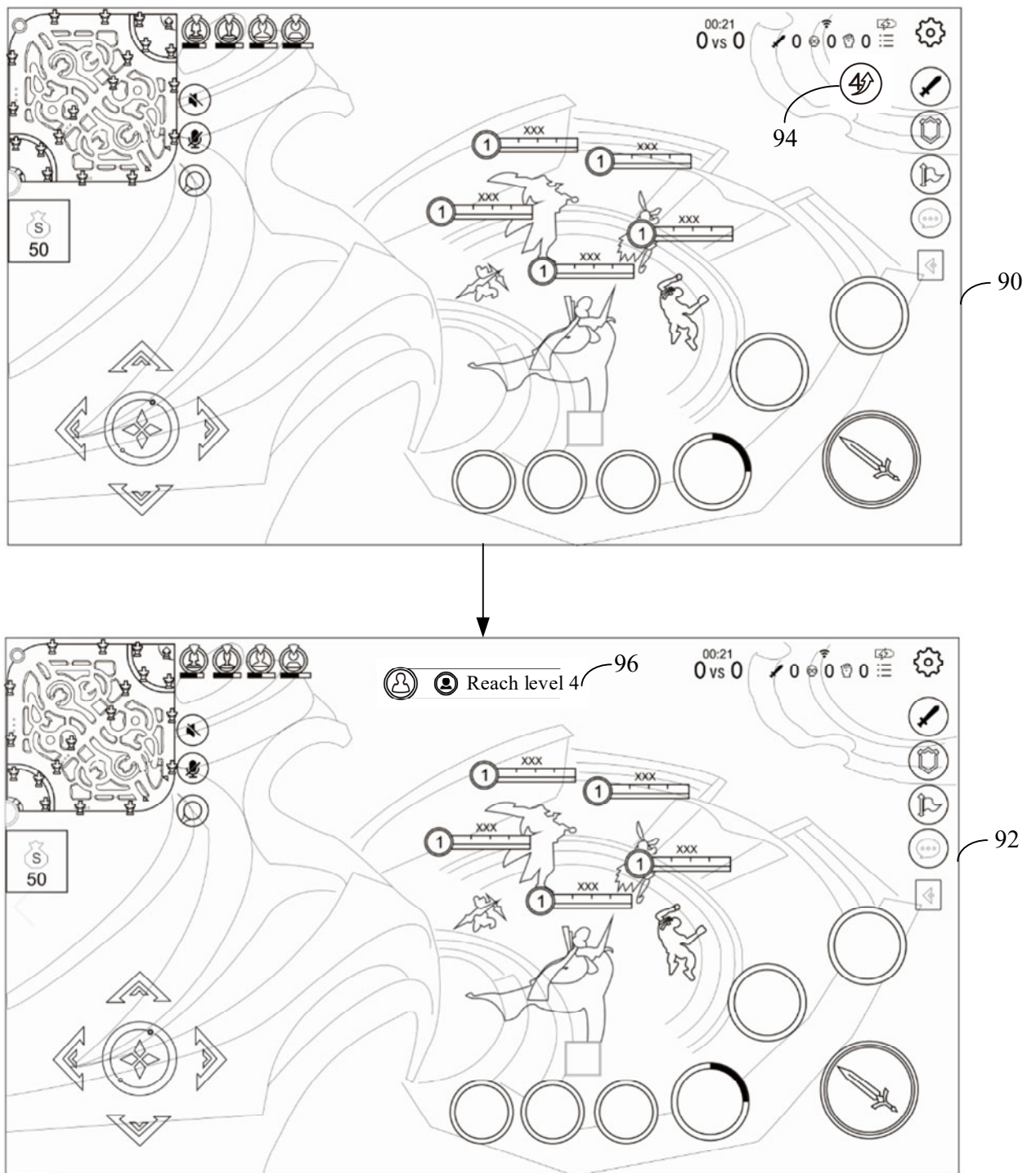


FIG. 2

Computer system 100

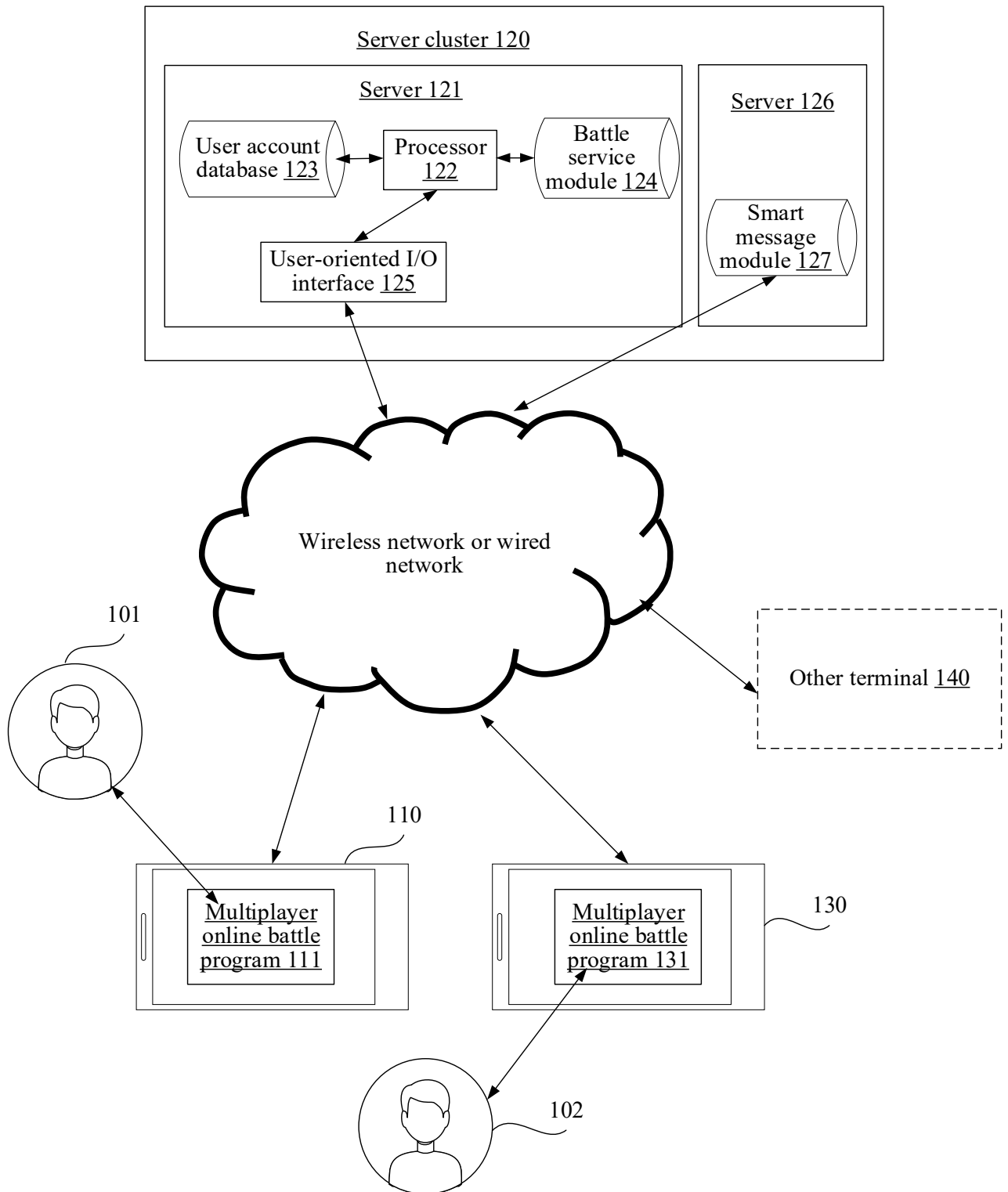


FIG. 3

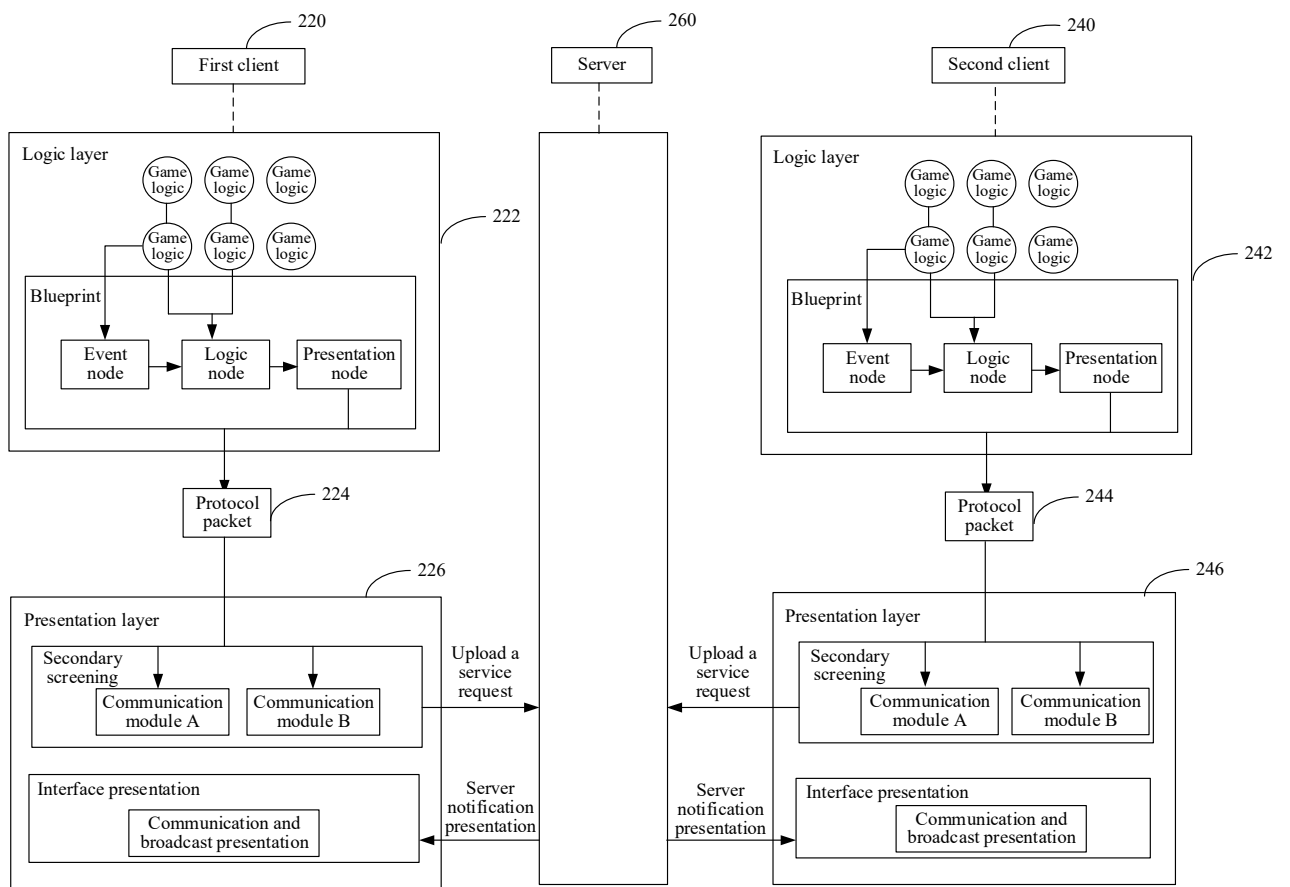


FIG. 4

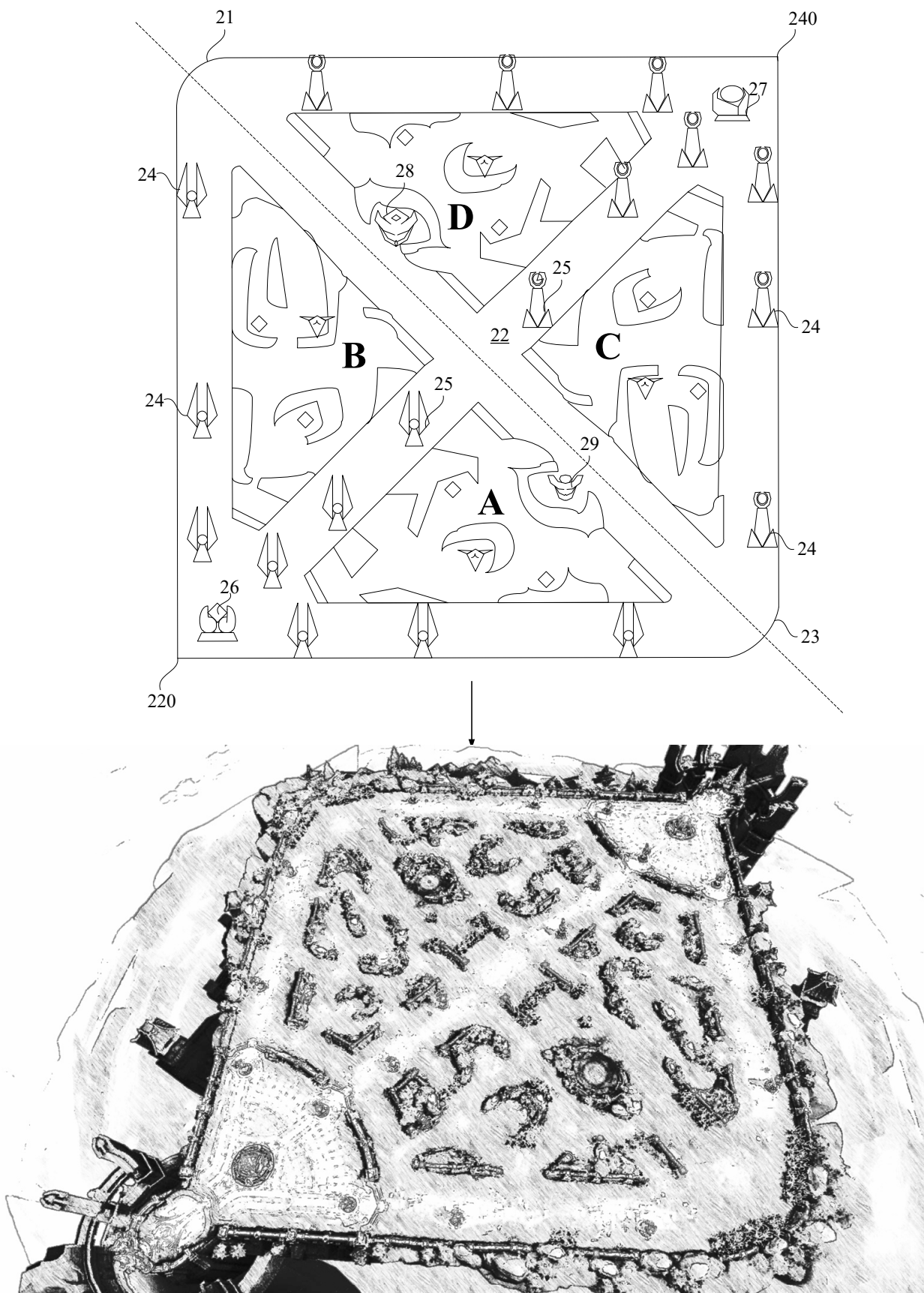


FIG. 5

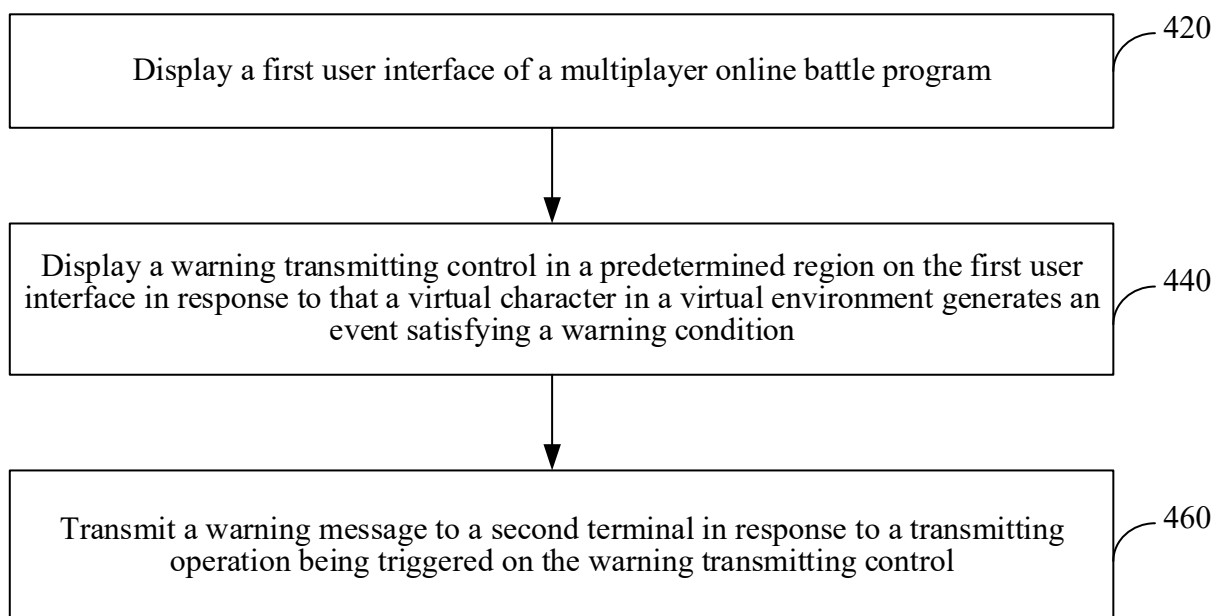


FIG. 6

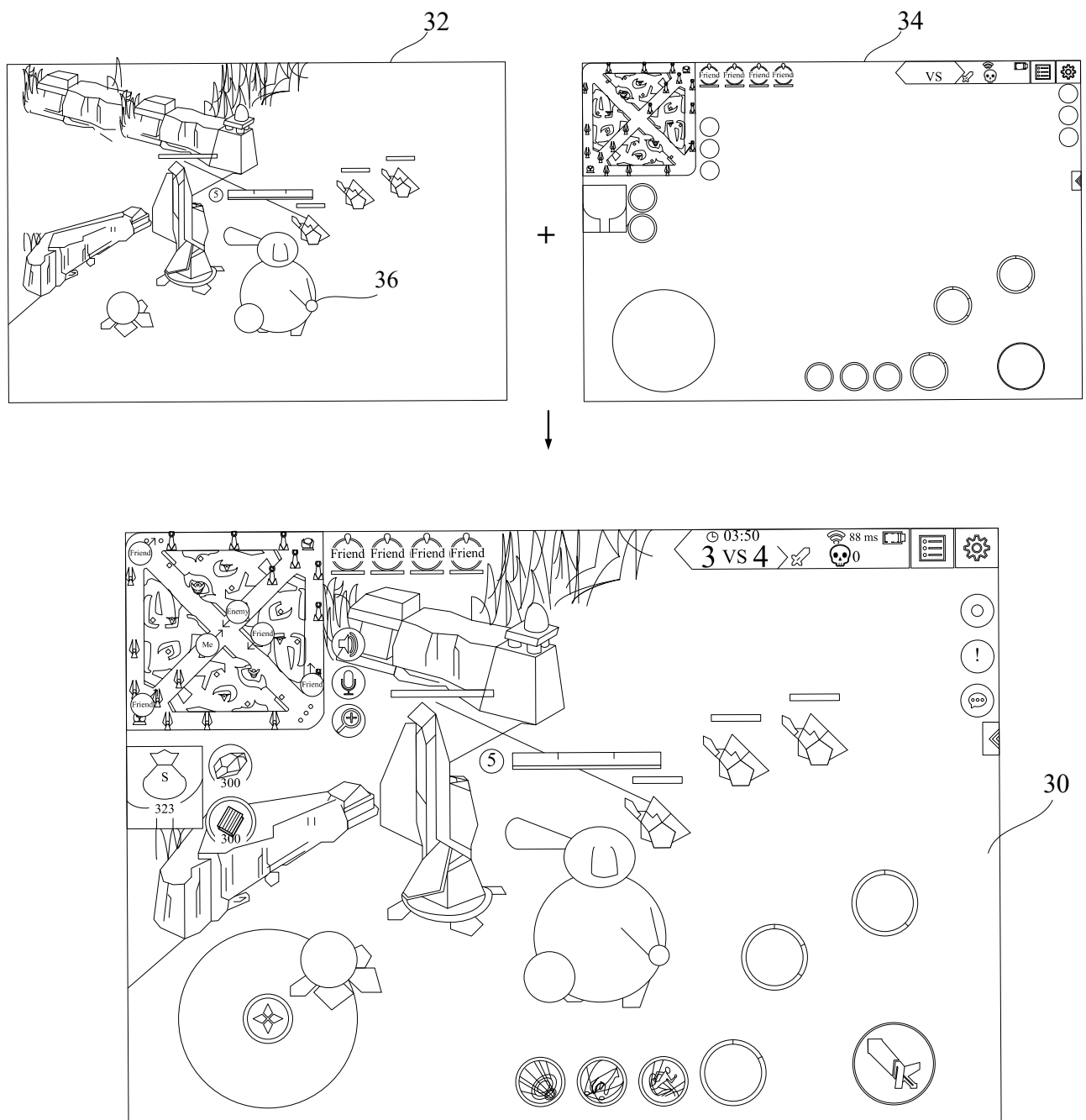


FIG. 7

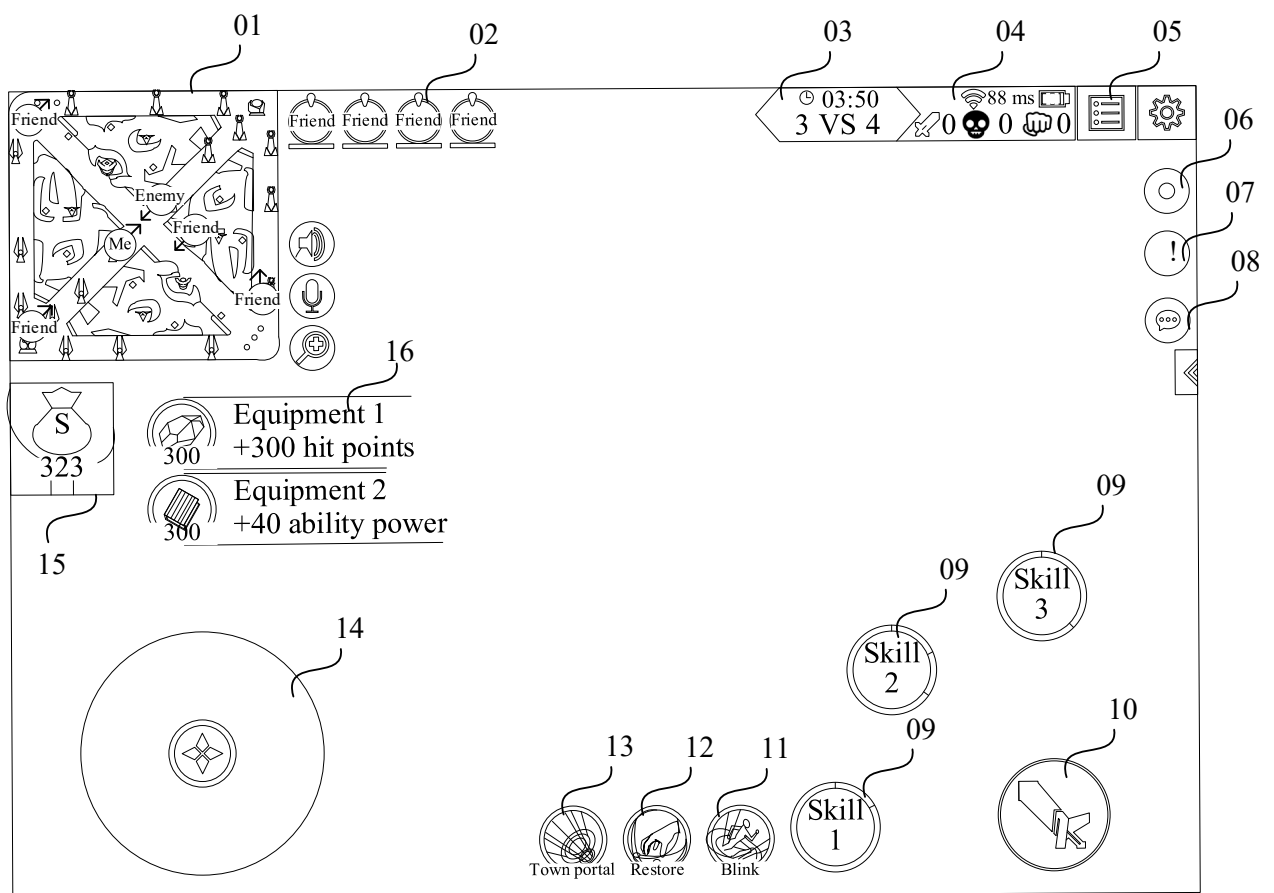


FIG. 8

Warning information	Specific warning condition	Display occasion of warning transmitting control	Presentation form of warning transmitting control	Presentation form of warning message
Enemy virtual character located in a same branch during battling disappears	Within the first 4 minutes of a game, an enemy virtual character located in a same branch disappears from the field of view of an ally for more than 3 seconds	Moment at which a disappearance time of an enemy virtual character in the field of view of an ally within the first 4 minutes of a game reaches 3 seconds		? Enemy disappears
First enemy virtual character reaches a level 4	It is discovered that the first enemy virtual character reaches a level 4, and a first virtual character is a virtual character nearest to the enemy virtual character that reaches the level 4 (in a case that a plurality of enemy virtual characters simultaneously reach the level 4, an avatar of an enemy virtual character nearest to an ally is presented in a warning message)	Moment of discovery		Reach level 4
Enemy virtual character invades an ally jungle	An appearance time of an enemy virtual character in an ally jungle exceeds 3 seconds, and a first virtual character is a virtual character nearest to the enemy virtual character	Moment at which an appearance time of an enemy virtual character in an ally jungle reaches 3 seconds		Enemy invades jungle
Enemy virtual character casts a summoner skill (including Blink, Weak, Cleanse, Stun, Heal, Sprint, Rage, End, Smite, or Interference)	An enemy virtual character is in the field of view of an ally, the enemy virtual character casts a summoner skill, there is a friend virtual character within a range of 2000 mm when the enemy virtual character casts the summoner skill (if a plurality of enemy virtual characters cast summoner skills within an extremely short time, and there is a friend virtual character within ranges of 2000 mm when the enemy virtual characters cast the summoner skills, a summoner skill that occurs last in a time axis is displayed in a warning message), and a first virtual character is a virtual character nearest to the enemy virtual character casting the summoner skill	Moment at which an enemy virtual character casts a summoner skill		No Blink
				No Weak
				No Cleanse
				No Stun
				No Heal
				No Sprint
				No Rage
				No Execute
				No Retribution
				No Interference
Enemy virtual character casts Ultimate Move	An enemy virtual character is in the field of view of an ally, there is a friend virtual character within a range of 2000 mm when the enemy virtual character casts Ultimate Move (if a plurality of enemy virtual characters cast Ultimate Move within an extremely short time, and there is a friend virtual character within ranges of 2000 mm when the enemy virtual characters cast Ultimate Move, Ultimate Move that occurs last in a time axis is displayed in a warning message), and a first virtual character is a virtual character nearest to the enemy virtual character casting Ultimate Move	Moment at which an enemy virtual character casts Ultimate Move		No Ultimate Move
First virtual character is in a poor state	Hit points of a first virtual character are lower than 10% or a combat power thereof is lower than 10%	Moment at which hit points of a first virtual character are lower than 10% or a combat power thereof is lower than 10%		Poor state
Enemy virtual character disappears in middle and late stages	After the first 10 minutes of a game, a time during which all enemy virtual characters disappear from the field of view of an ally exceeds 10 seconds, and a first virtual character is a friend virtual character with the highest economic value	Moment at which disappearance times of all enemy virtual characters in the field of view of an ally after the first 10 minutes of a game reach 10 seconds		Be aware of grass
Prompt teammates that someone is at a location of grass	A first virtual character hits, by casting a skill, an enemy hidden in grass	Moment at which a first virtual character hits, by casting a skill, an enemy hidden in grass		Be aware of grass

FIG. 9

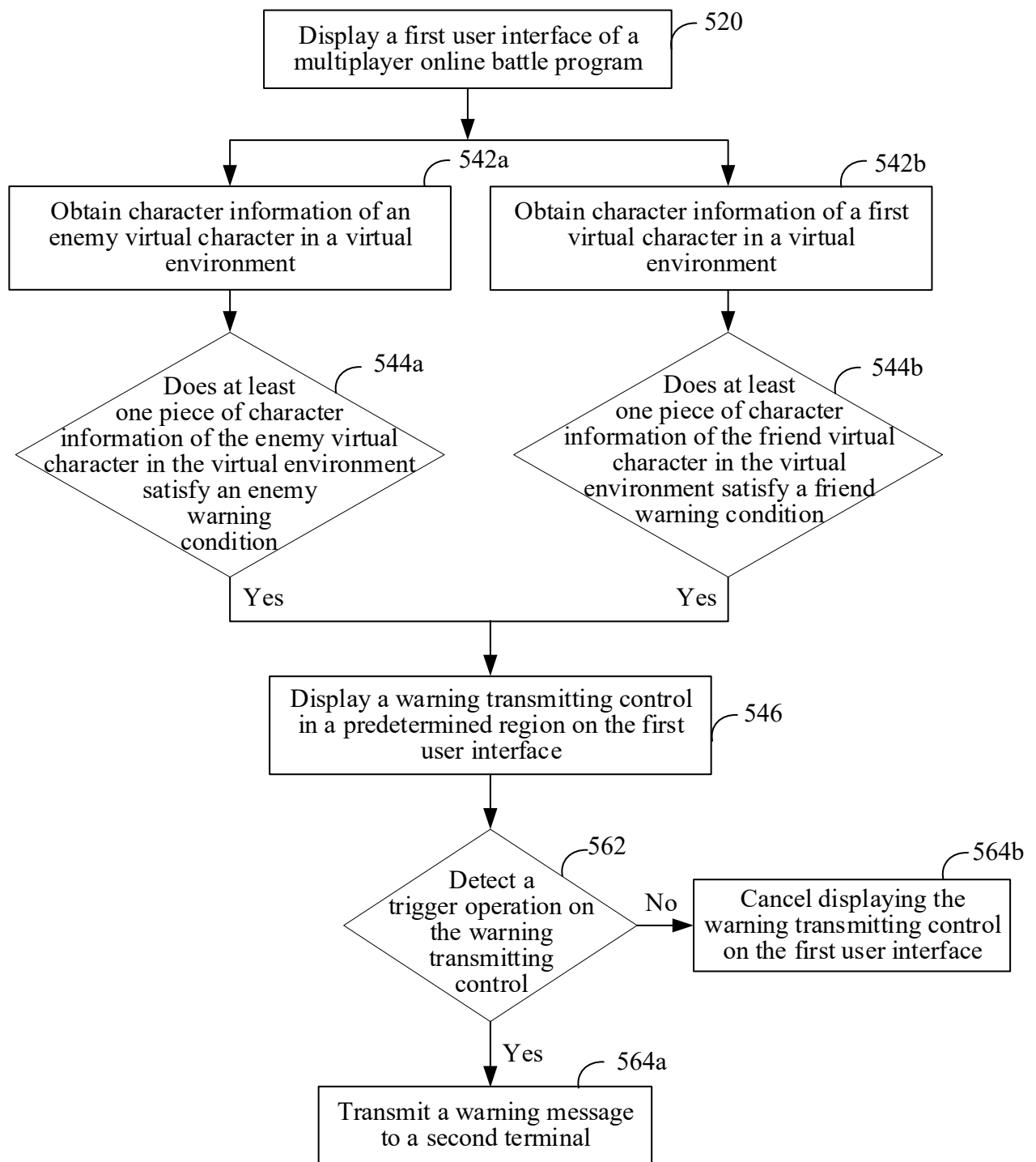


FIG. 10

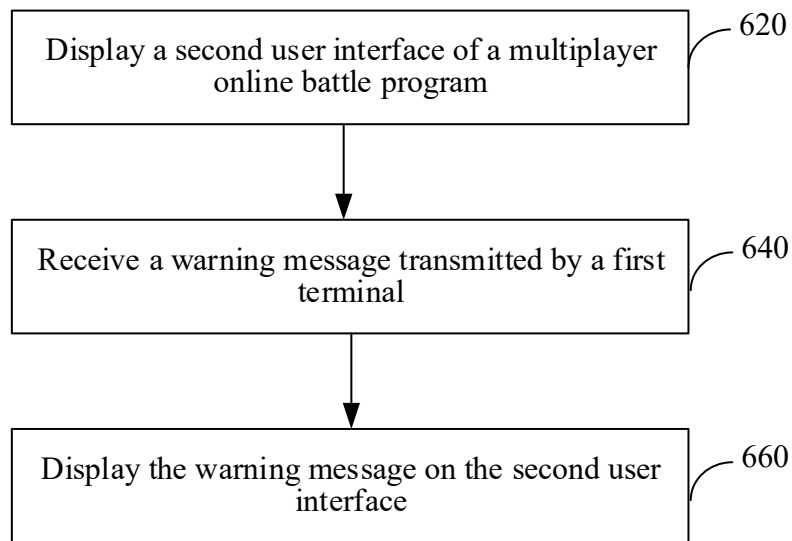


FIG. 11

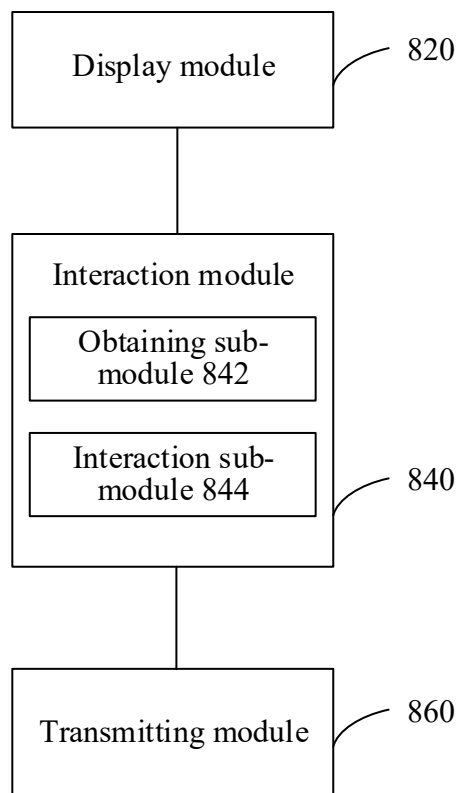


FIG. 12

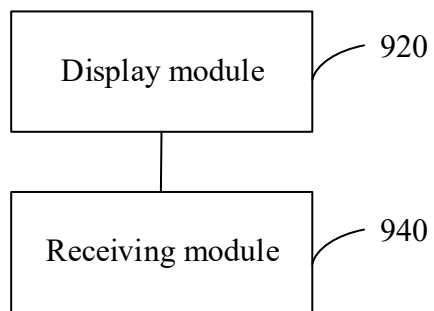


FIG. 13

1600

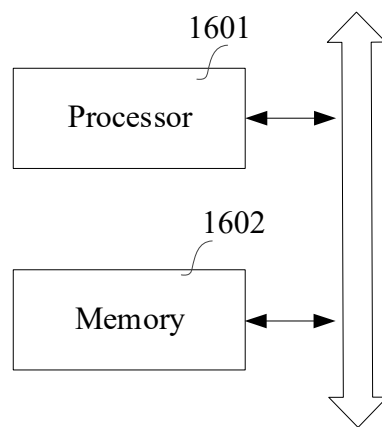


FIG. 14