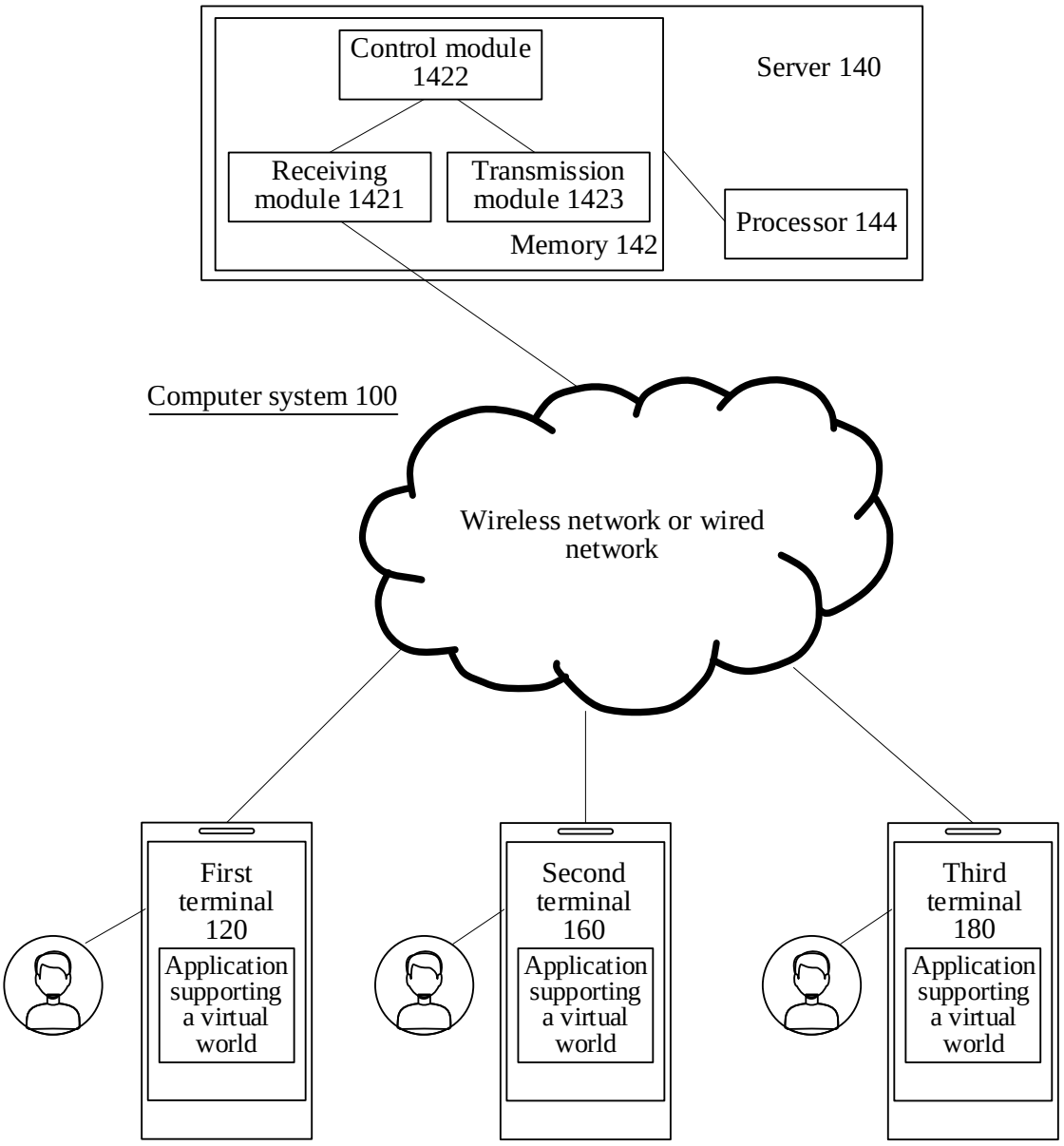

Control module 1422
Server 140
Receiving module 1421
Transmission module 1423
Memory 142
Processor 144
Computer system 100
Wireless network or wired network
First terminal 120
Application supporting a virtual world
Second terminal 160
Application supporting a virtual world
Third terminal 180
Application supporting a virtual world

FIG. 1

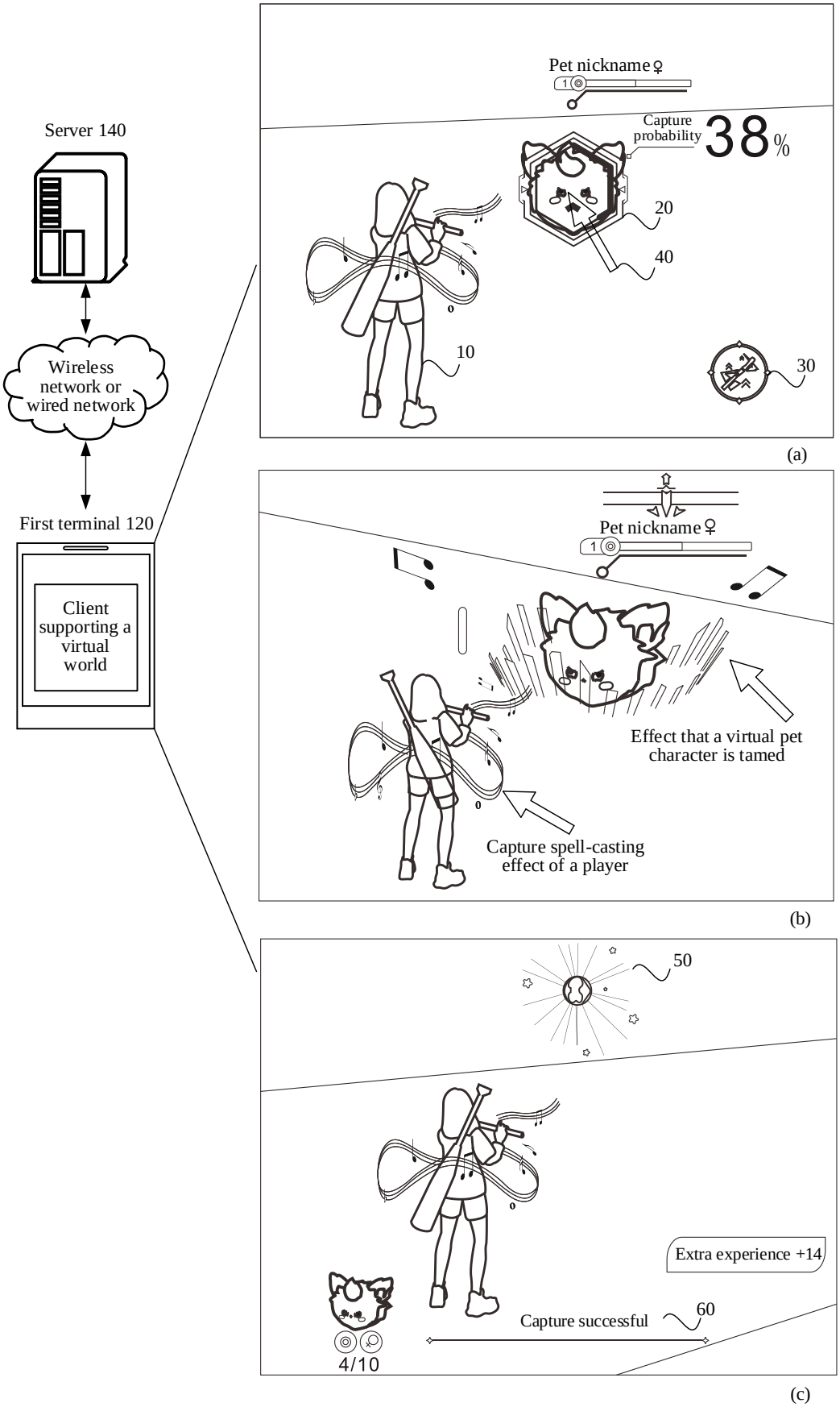

Server 140
Wireless network or wired network
First terminal 120
Client supporting a virtual world
Pet nickname♀
Capture probability
38%
20
40
10
30
(a)
Pet nickname♀
Effect that a virtual pet character is tamed
Capture spell-casting effect of a player
(b)
50
Extra experience +14
Capture successful
60
4/10
(c)

FIG. 2

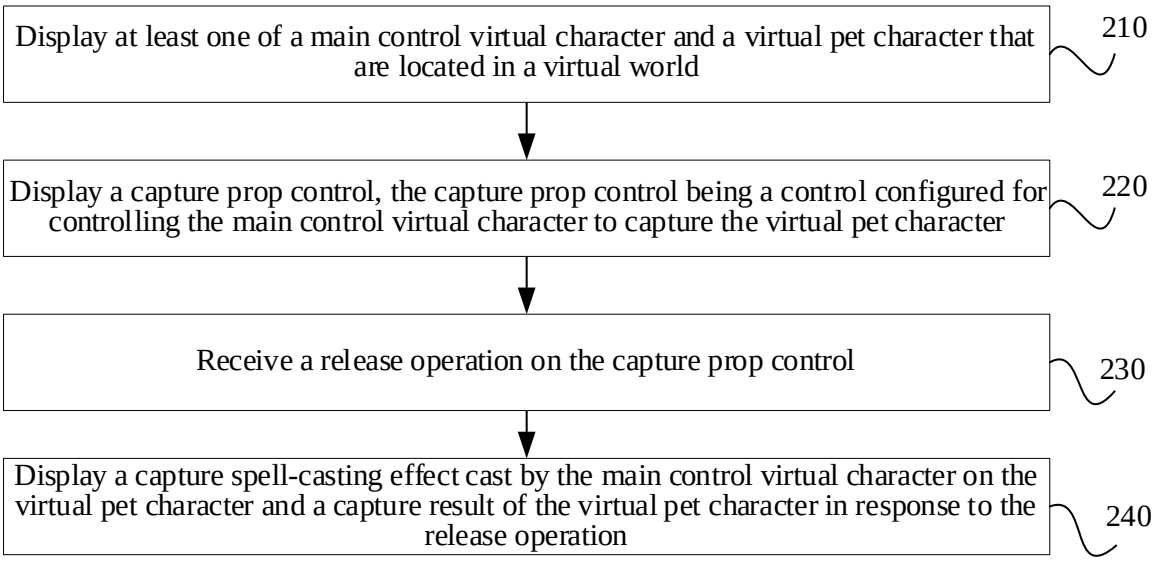

Display at least one of a main control virtual character and a virtual pet character that are located in a virtual world
210
Display a capture prop control, the capture prop control being a control configured for controlling the main control virtual character to capture the virtual pet character
220
Receive a release operation on the capture prop control
230
Display a capture spell-casting effect cast by the main control virtual character on the virtual pet character and a capture result of the virtual pet character in response to the release operation
240

FIG. 3

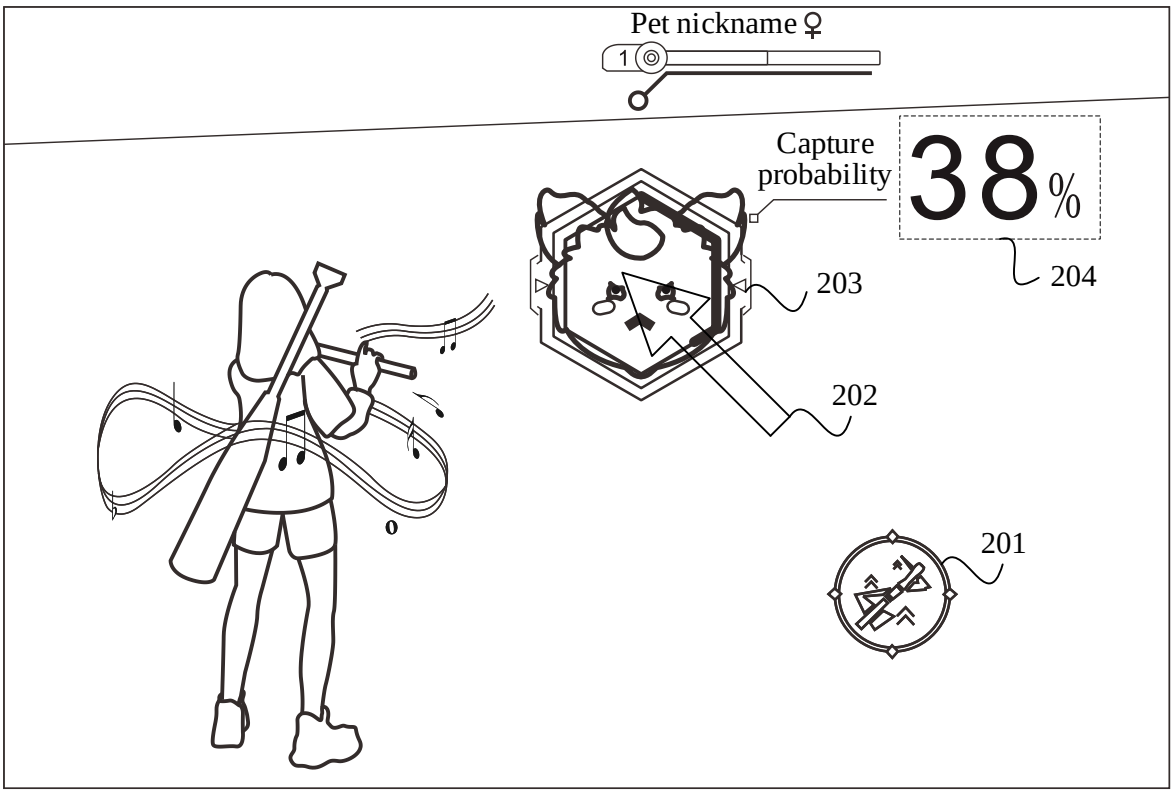

Pet nickname ♀
Capture probability
38%
204
203
202
201

FIG. 4

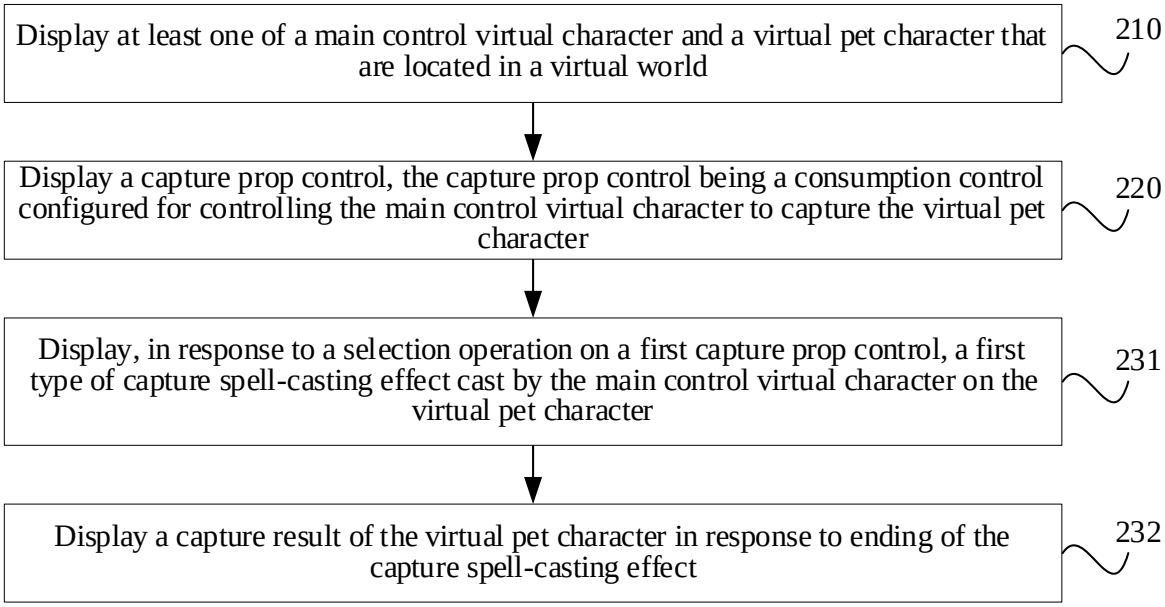

Display at least one of a main control virtual character and a virtual pet character that are located in a virtual world
210
Display a capture prop control, the capture prop control being a consumption control configured for controlling the main control virtual character to capture the virtual pet character
220
Display, in response to a selection operation on a first capture prop control, a first type of capture spell-casting effect cast by the main control virtual character on the virtual pet character
231
Display a capture result of the virtual pet character in response to ending of the capture spell-casting effect
232

FIG. 5

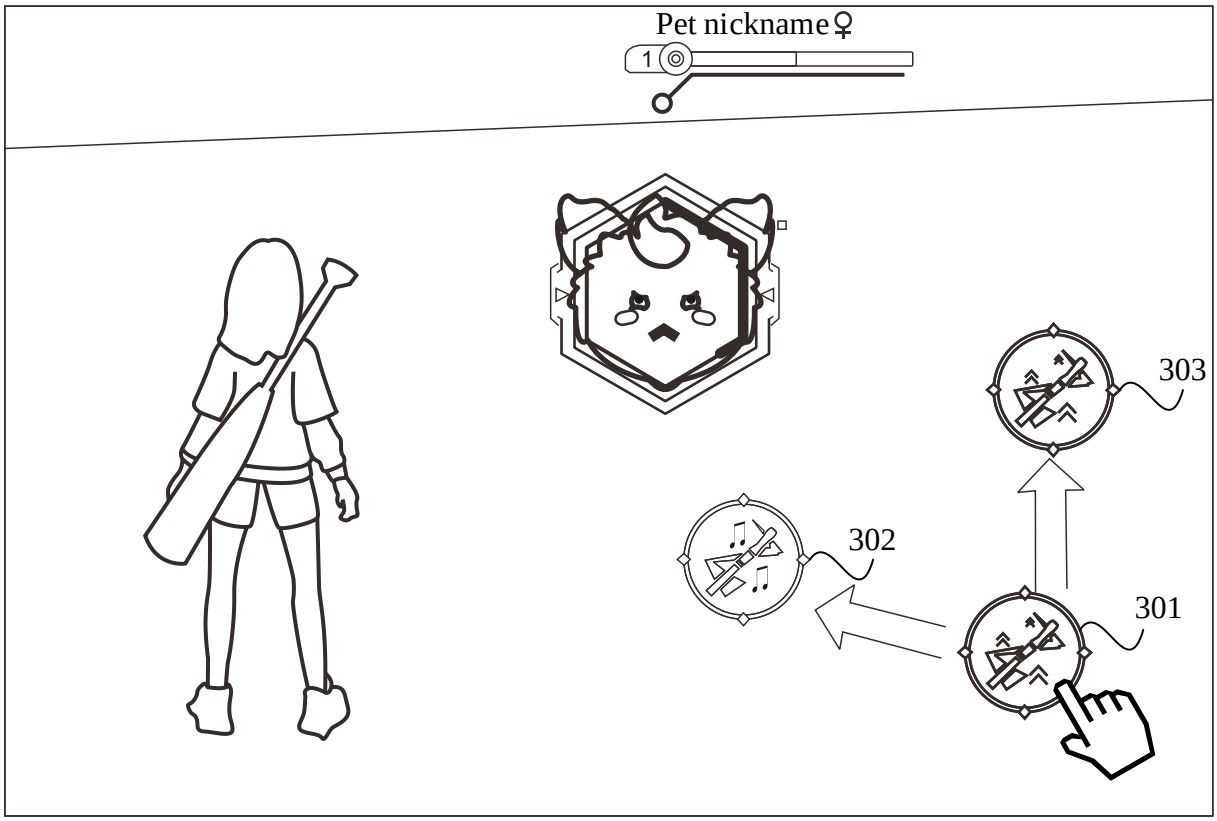

Pet nickname♀
1
303
302
301

FIG. 6

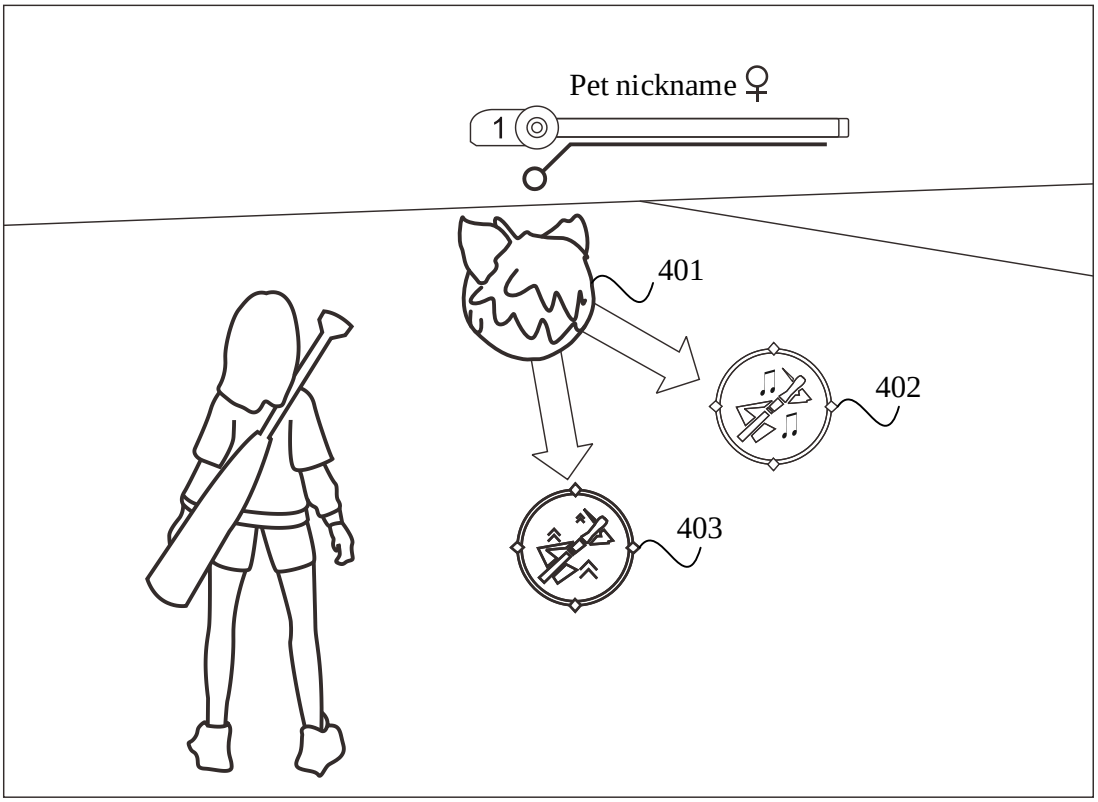


FIG. 7

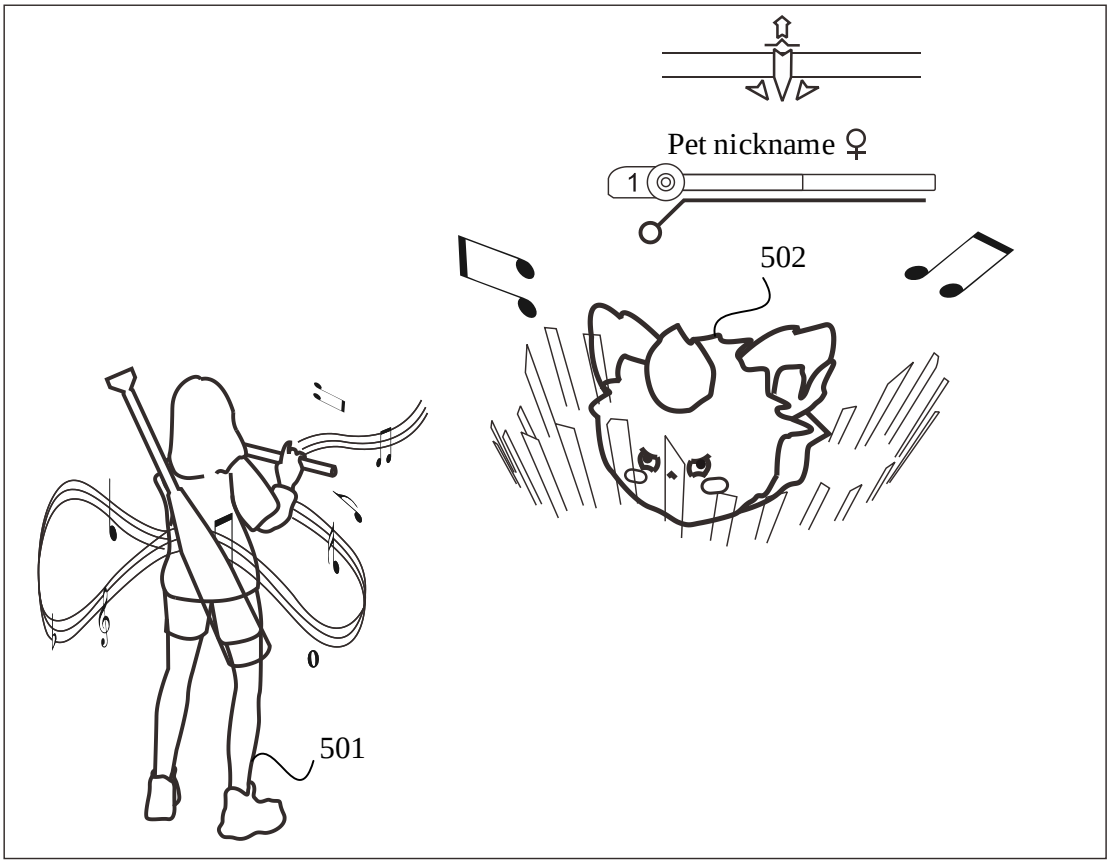


FIG. 8

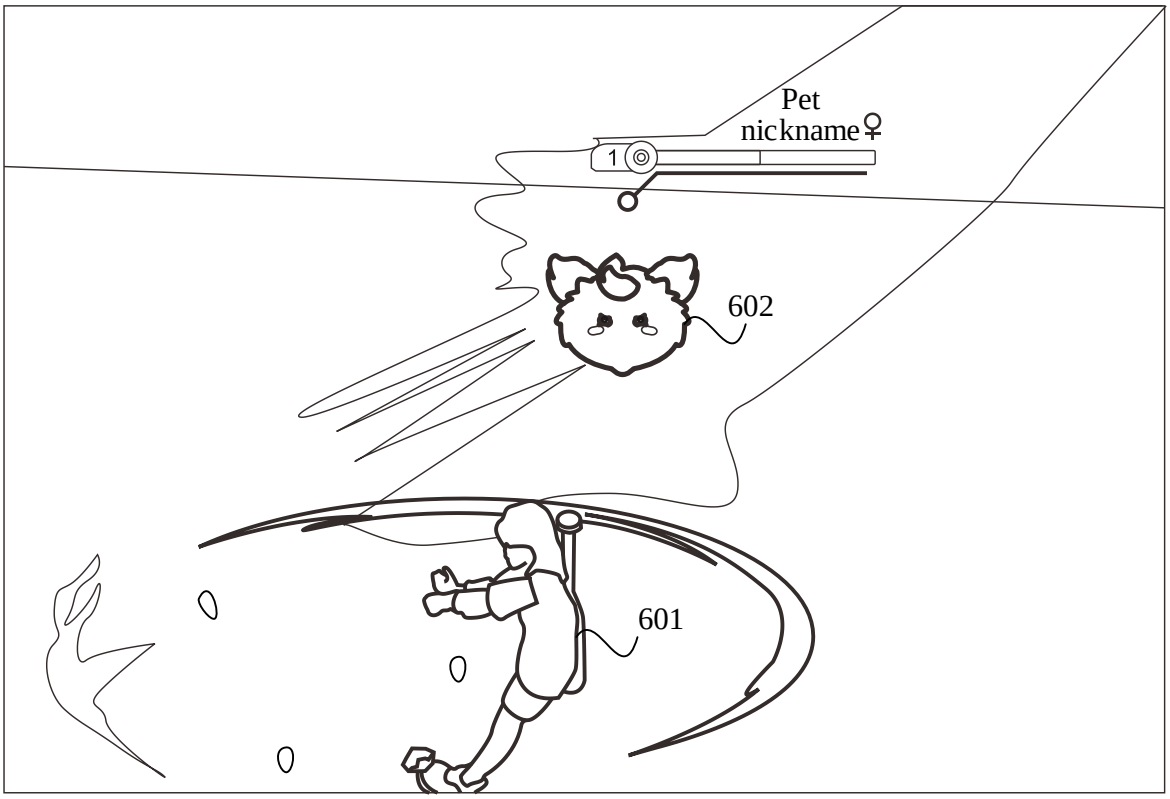


FIG. 9

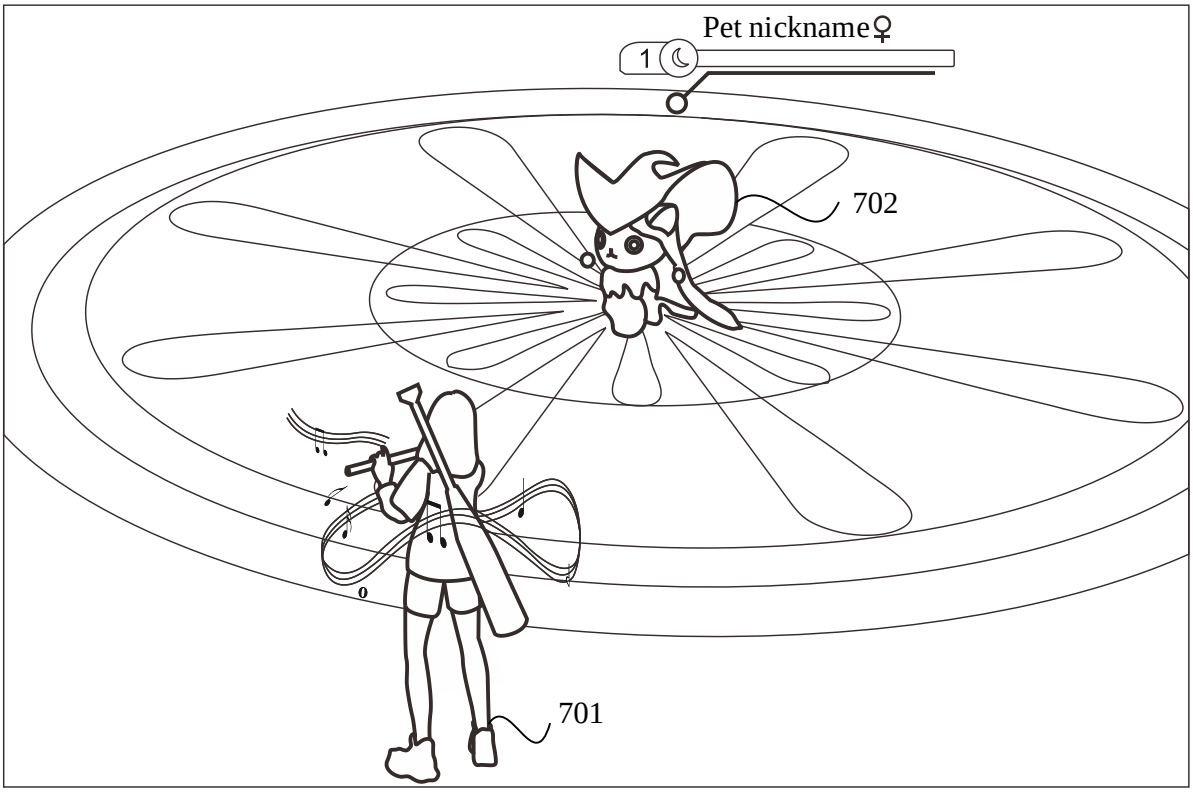


FIG. 10

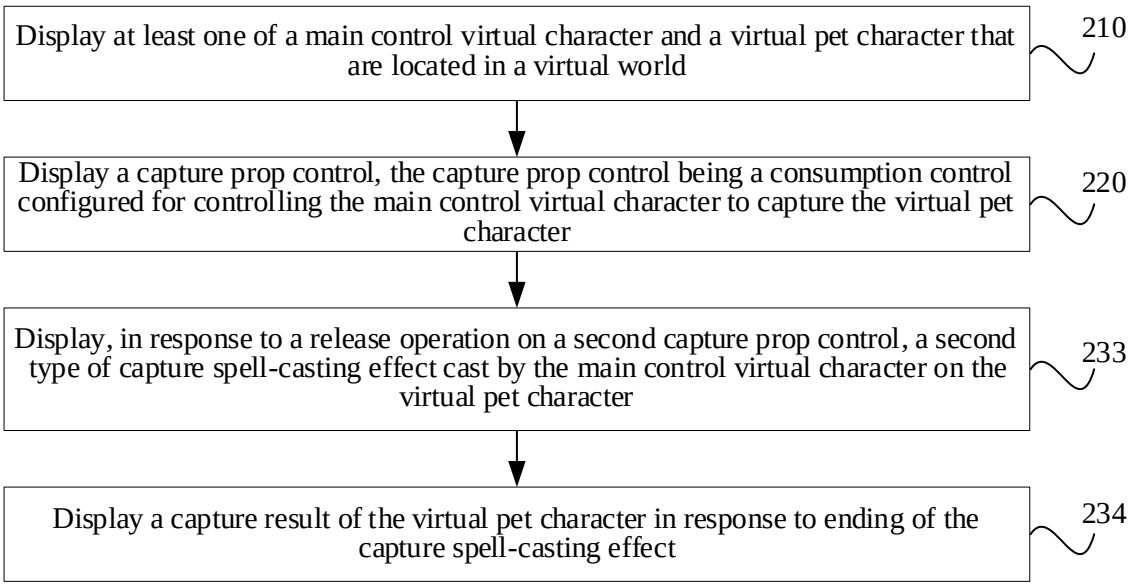


FIG. 11

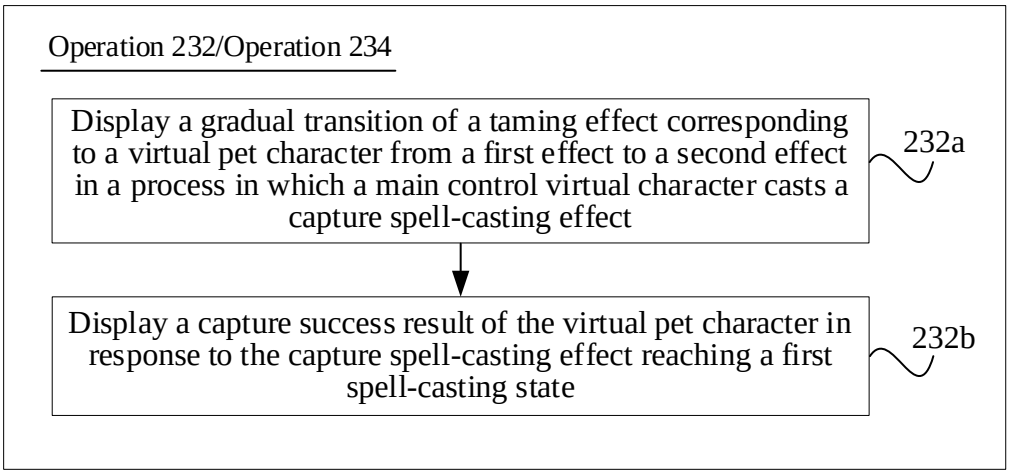


FIG. 12



FIG. 13

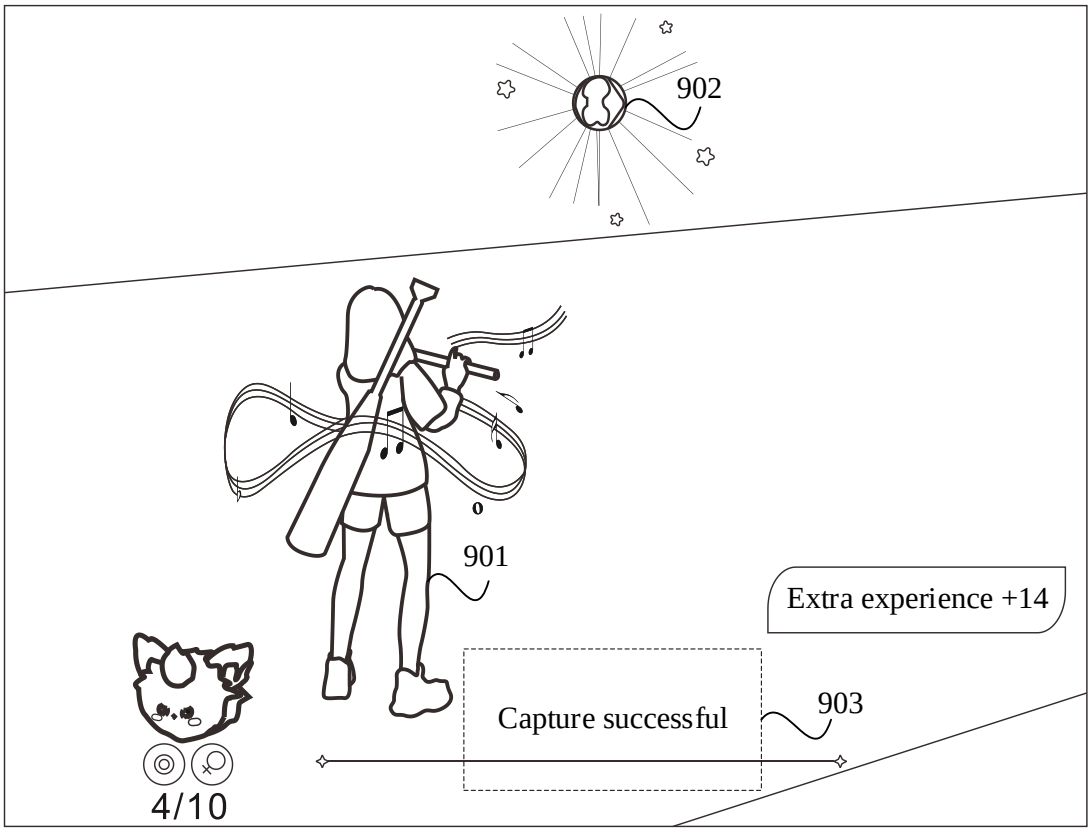

902
901
Extra experience +14
Capture successful
903
4/10

FIG. 14

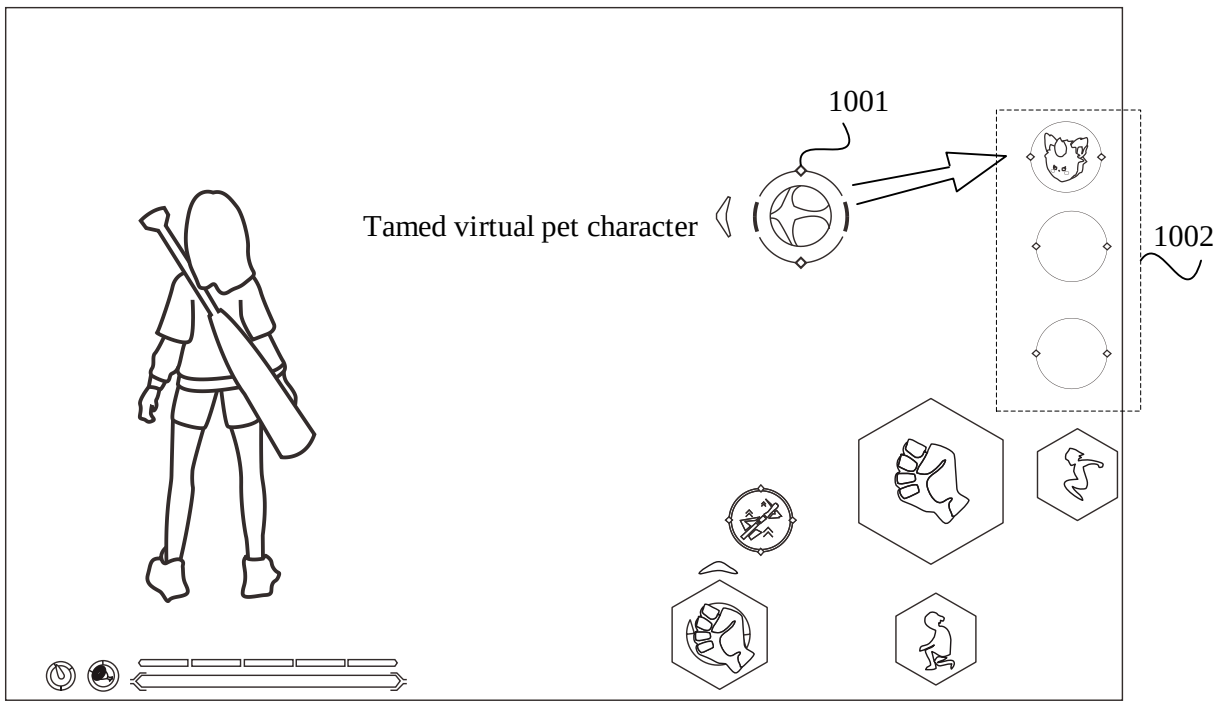

1001
Tamed virtual pet character
1002

FIG. 15

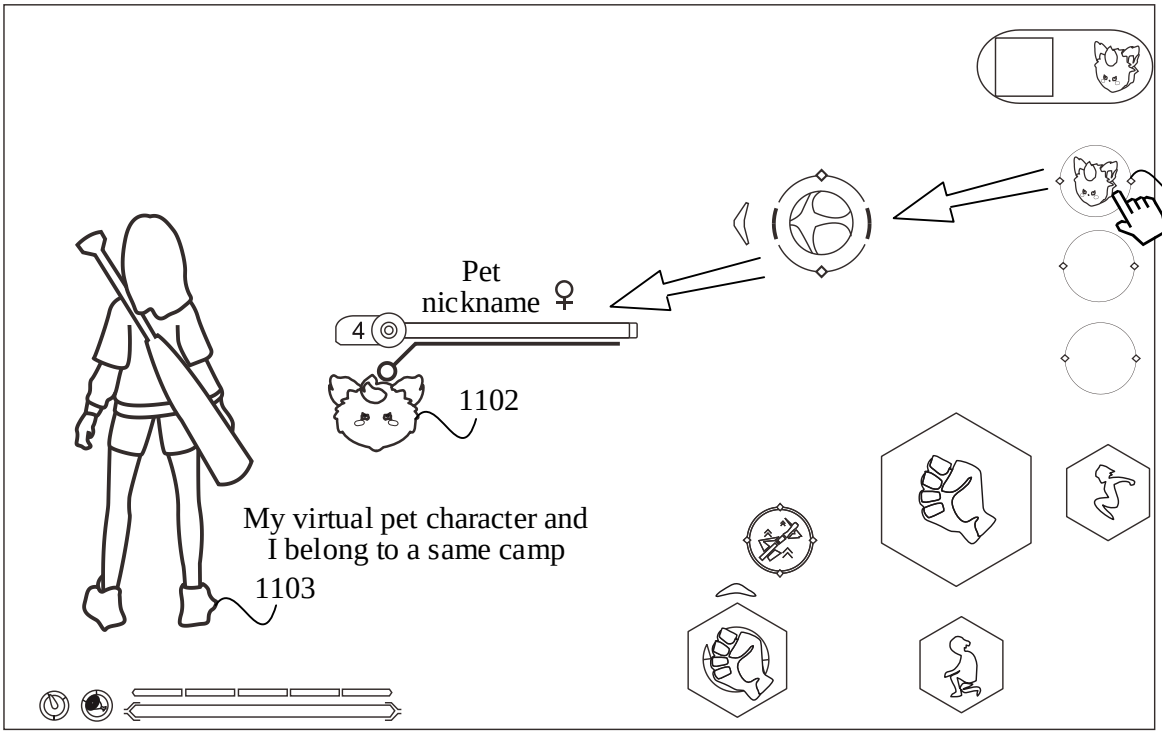

1101
Pet
nickname ♀
4
1102
My virtual pet character and
I belong to a same camp
1103

FIG. 16

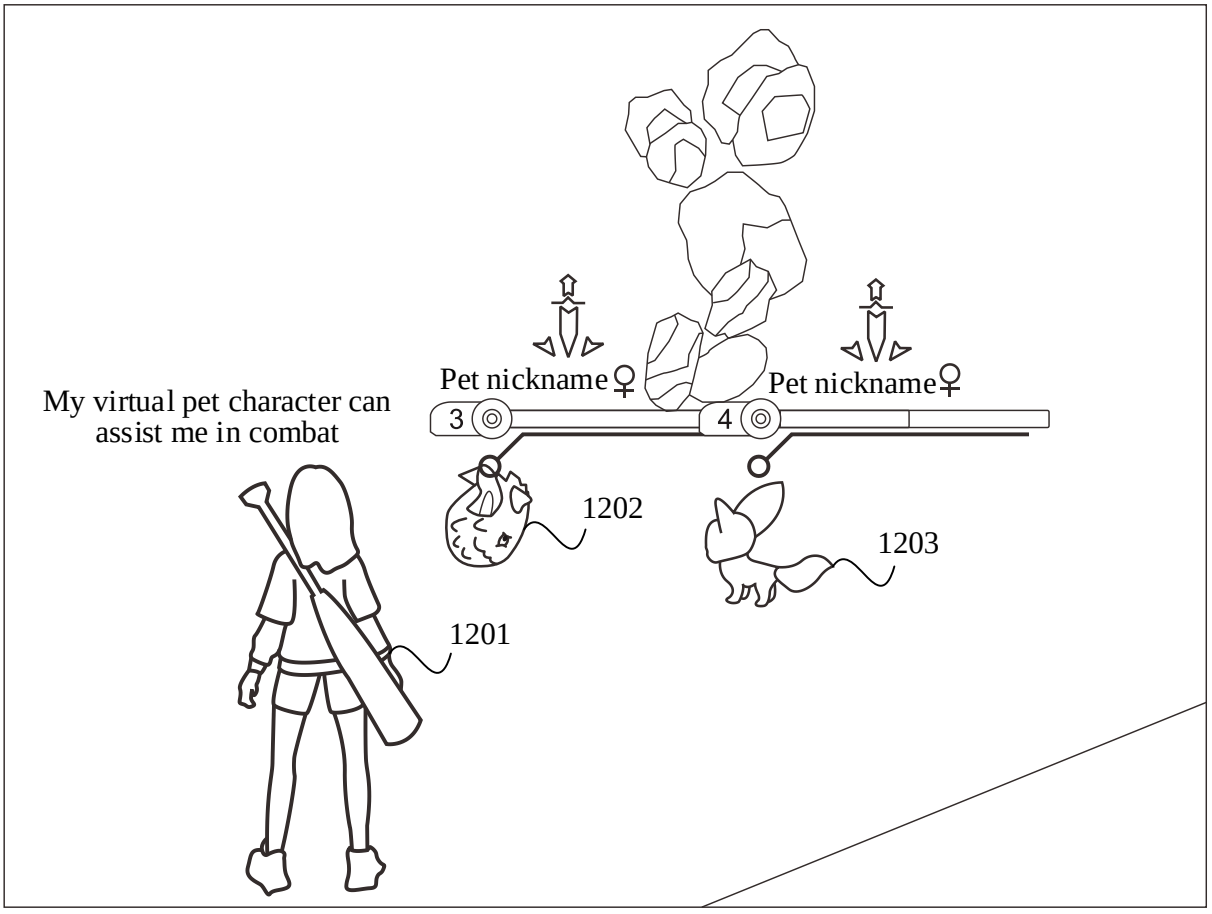

Pet nickname ♀
Pet nickname ♀
My virtual pet character can
assist me in combat
3
4
1202
1203
1201

FIG. 17

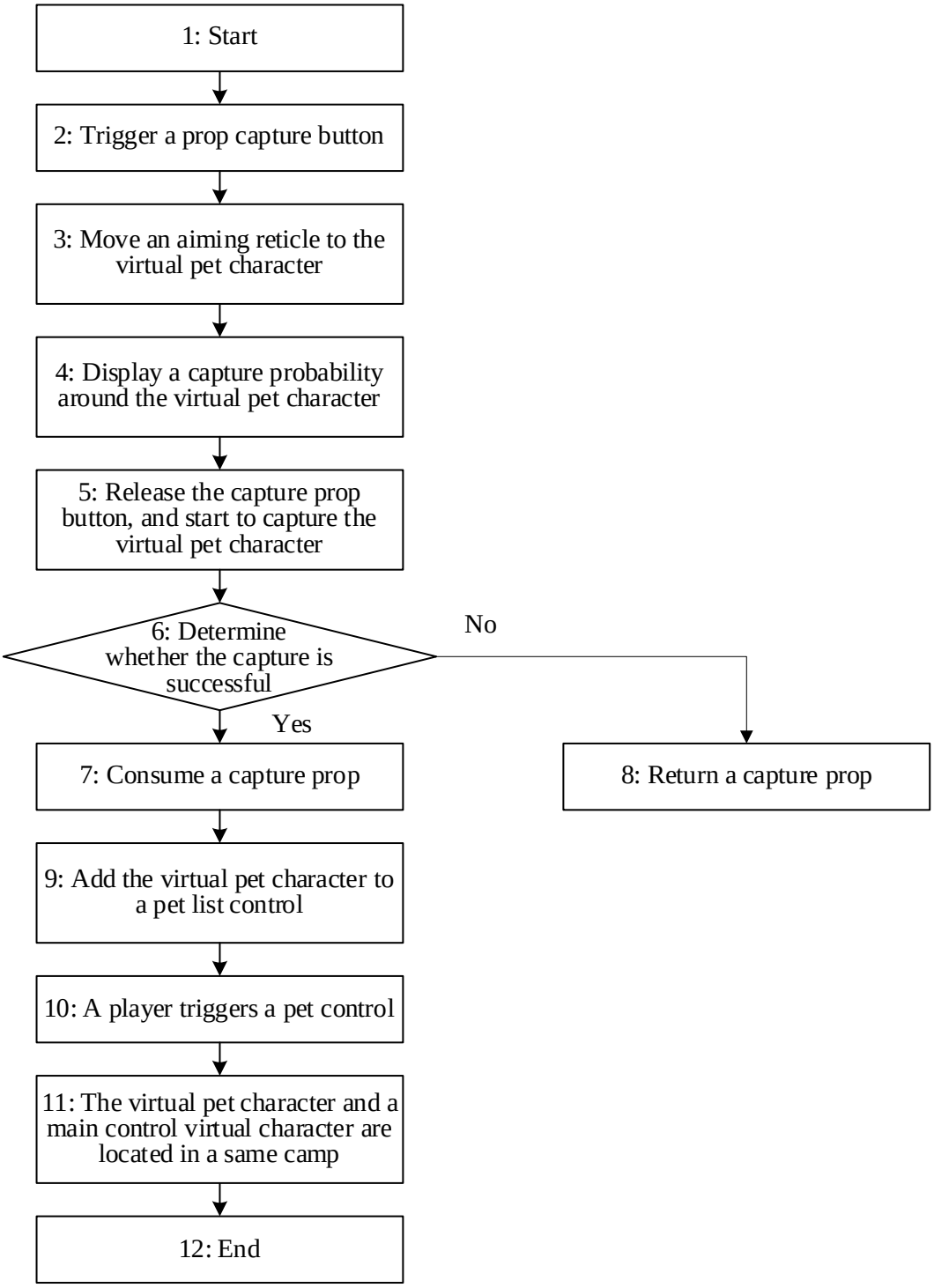

1: Start
2: Trigger a prop capture button
3: Move an aiming reticle to the virtual pet character
4: Display a capture probability around the virtual pet character
5: Release the capture prop button, and start to capture the virtual pet character
6: Determine whether the capture is successful
No
Yes
7: Consume a capture prop
8: Return a capture prop
9: Add the virtual pet character to a pet list control
10: A player triggers a pet control
11: The virtual pet character and a main control virtual character are located in a same camp
12: End

FIG. 18

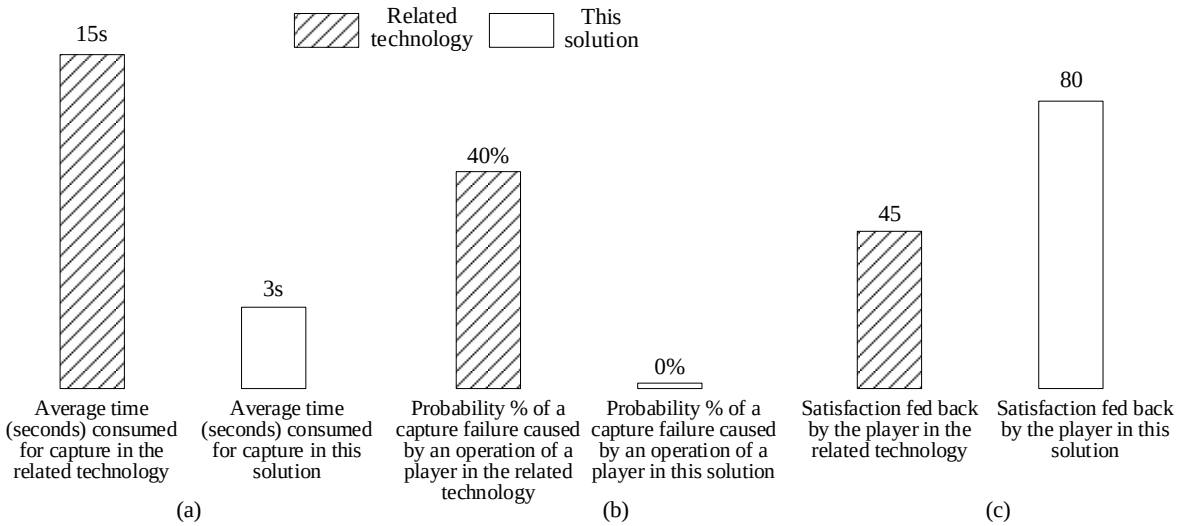


FIG. 19

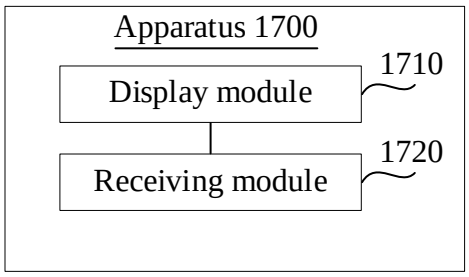


FIG. 20

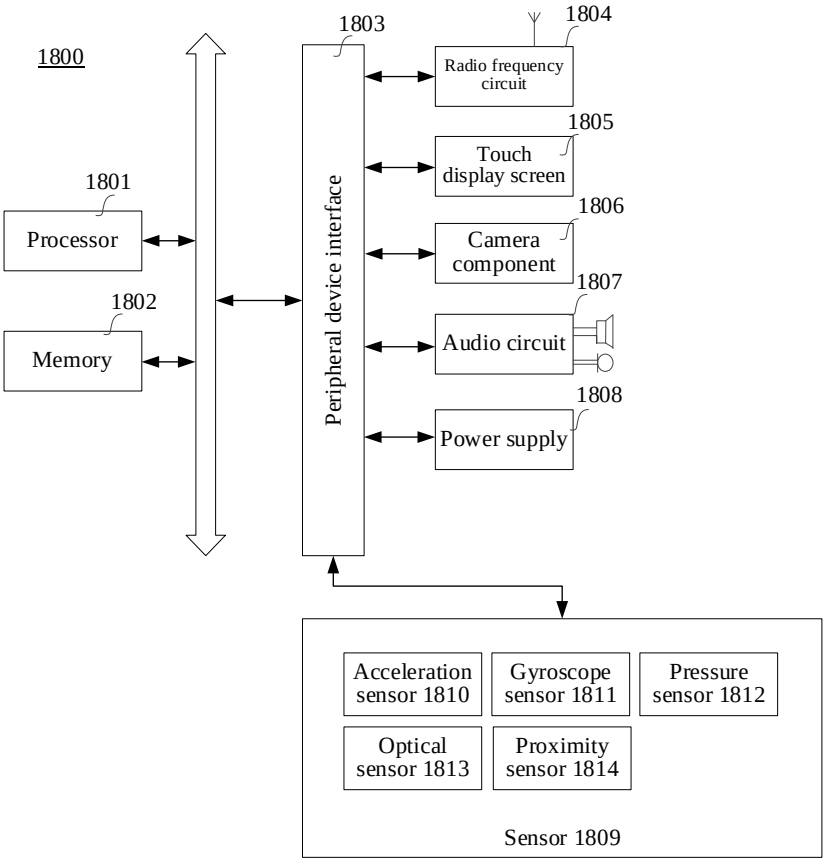


FIG. 21