

ABSTRACT

Provided are a method and apparatus for acquiring a virtual character, a storage medium, and an electronic device. The method comprises: in a preparation stage of a current game battle, in response to a locking operation for a first virtual character, setting the state of the first virtual character to be a locked state (S202); and when a virtual card display window is refreshed, displaying a plurality of virtual cards in the virtual card display window, each virtual card corresponding to one virtual character, wherein if a first virtual card corresponding to the first virtual character is present among the plurality of virtual cards, the virtual card display window is set to be in a refresh forbidden state, so that when the virtual card display window is refreshed, the plurality of virtual cards in the virtual card display window are kept unchanged. The technical problem in the related art that the efficiency of acquiring a virtual character is low is solved.

Fig. 2