

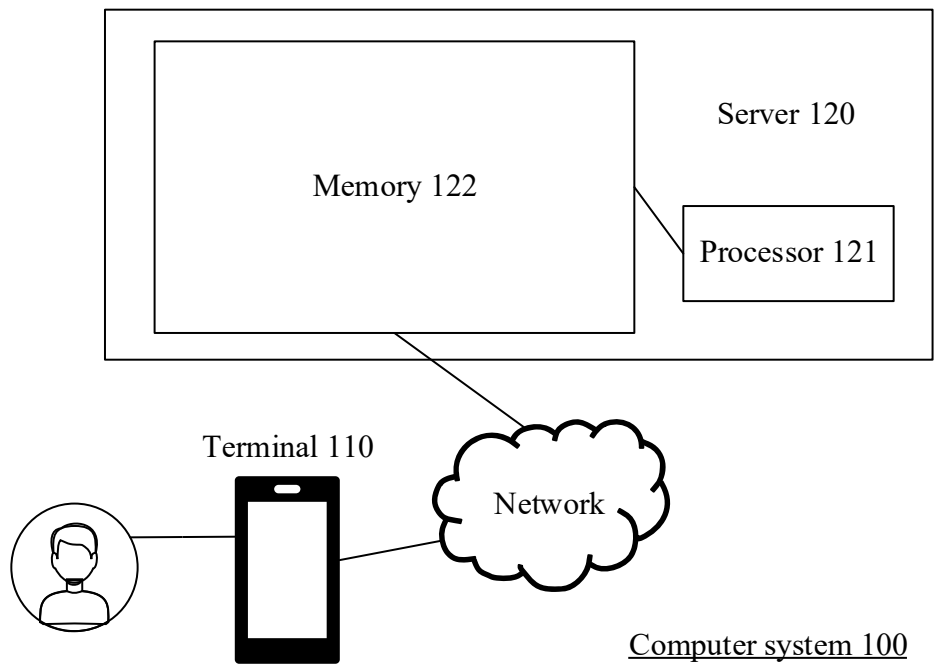


FIG. 1

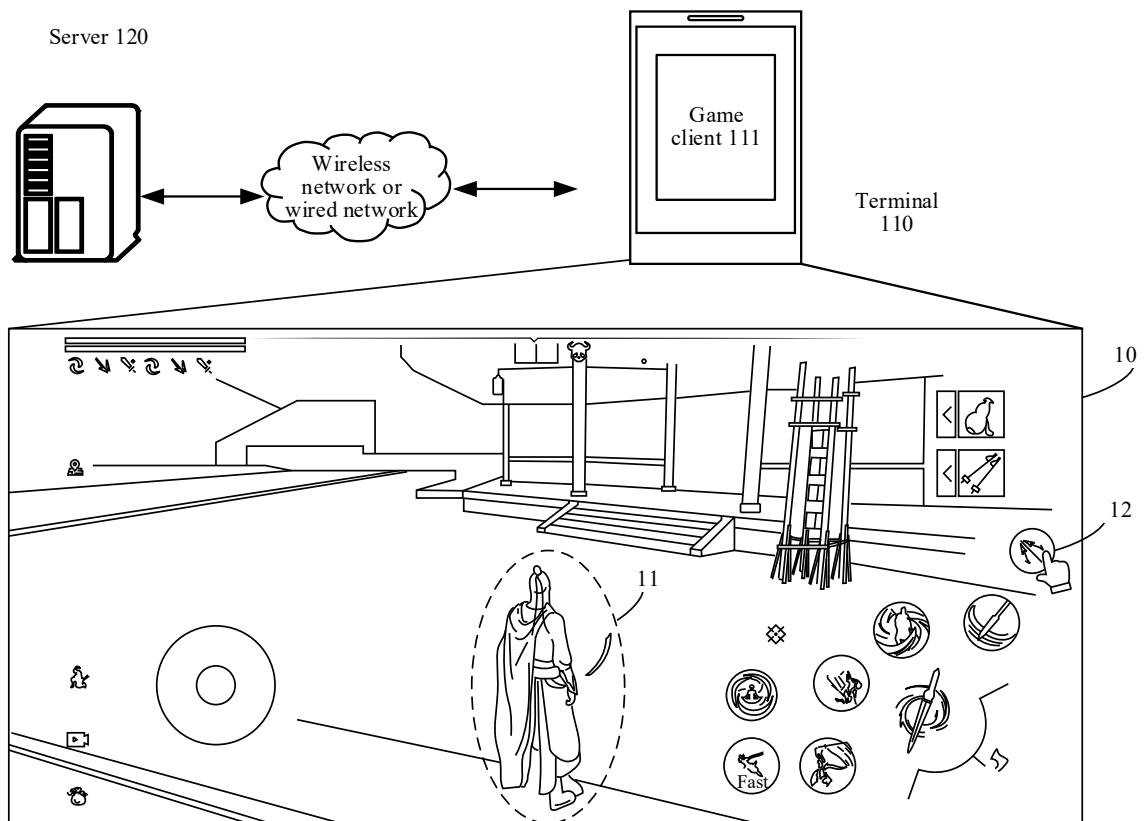


FIG. 2

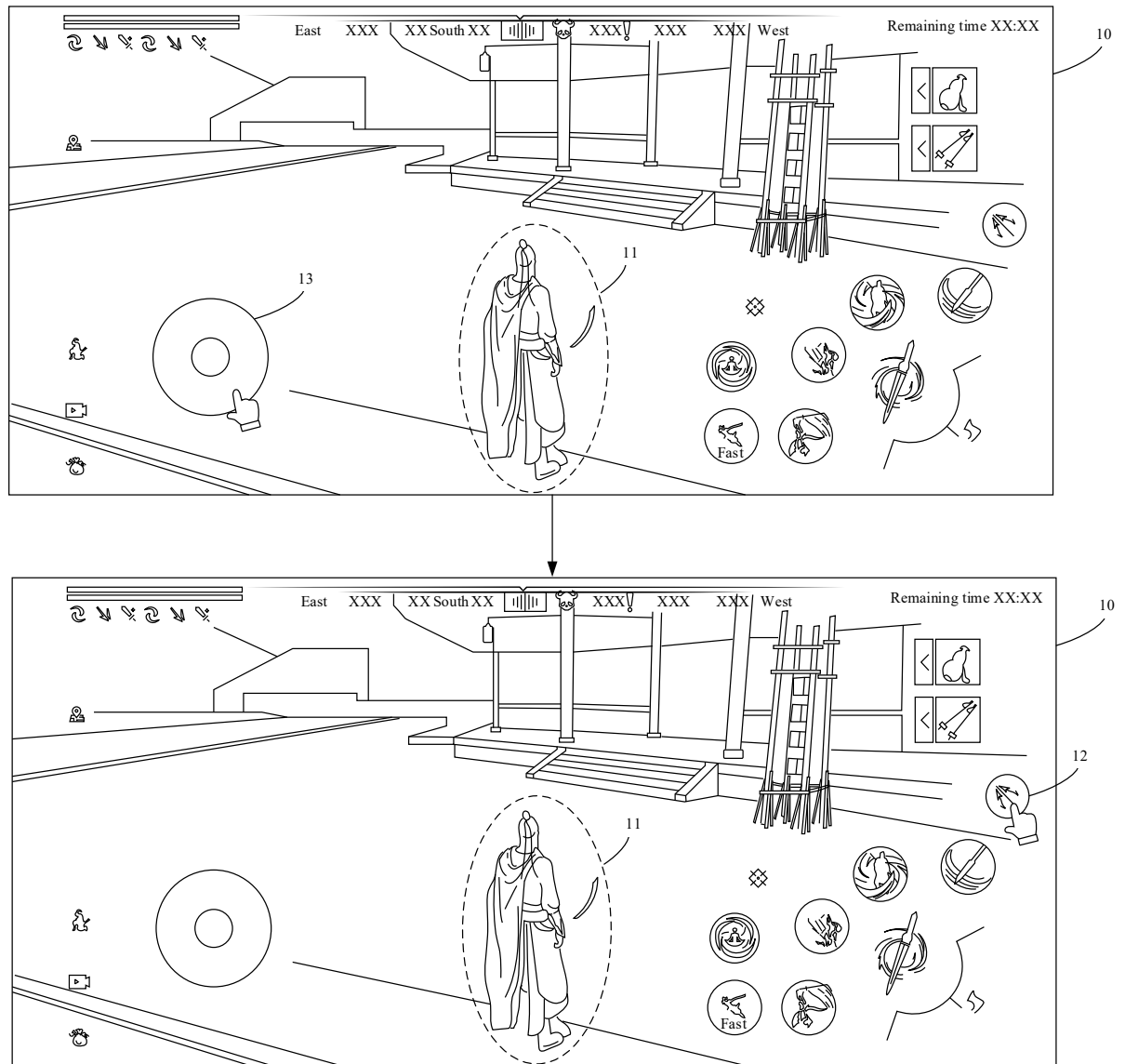


FIG. 3

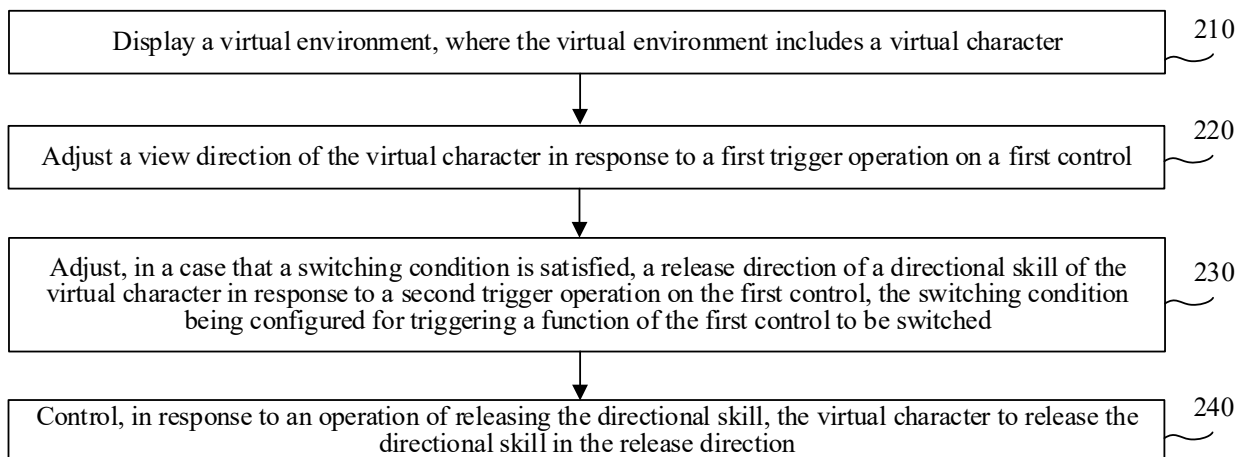


FIG. 4

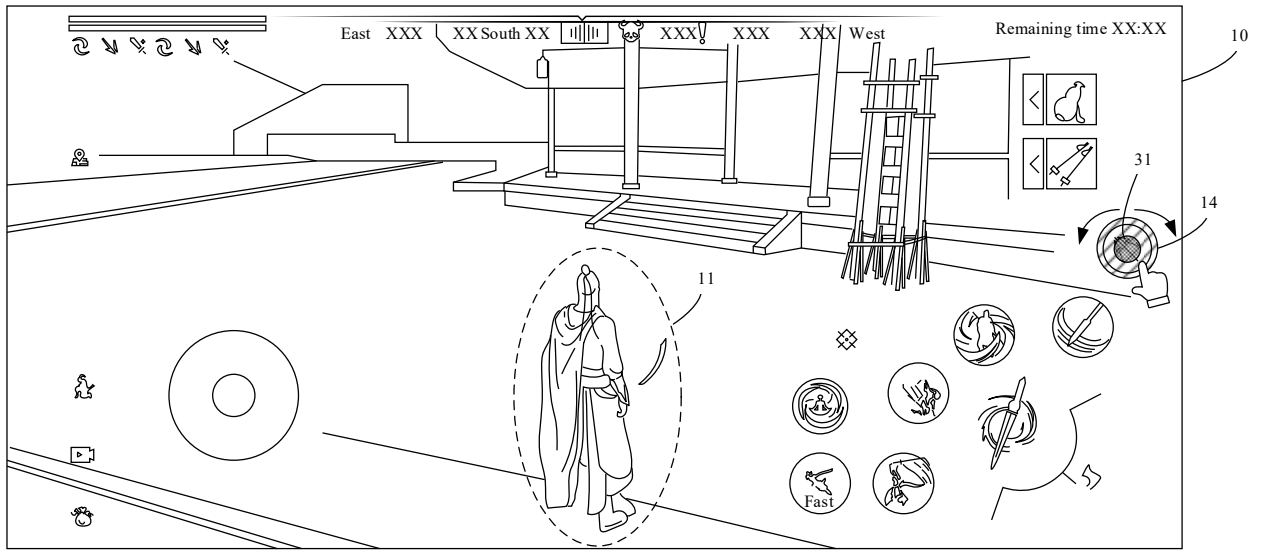


FIG. 5

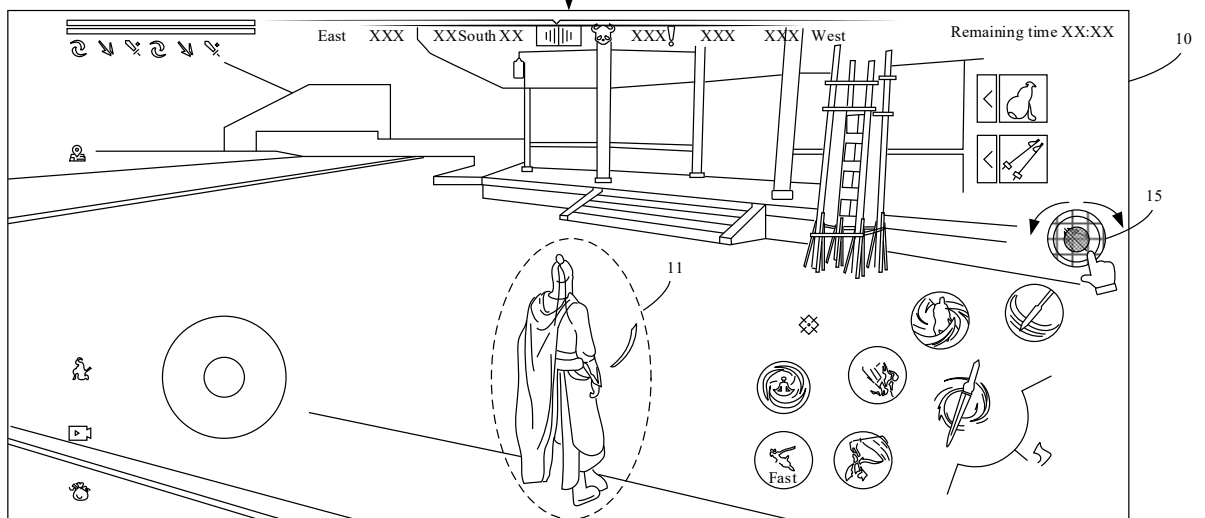
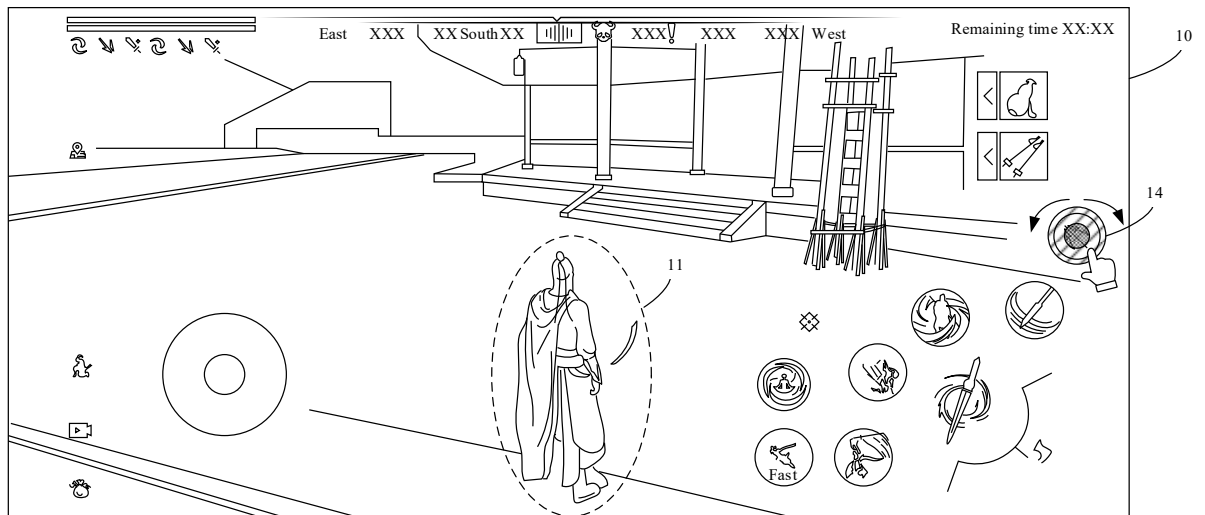


FIG. 6

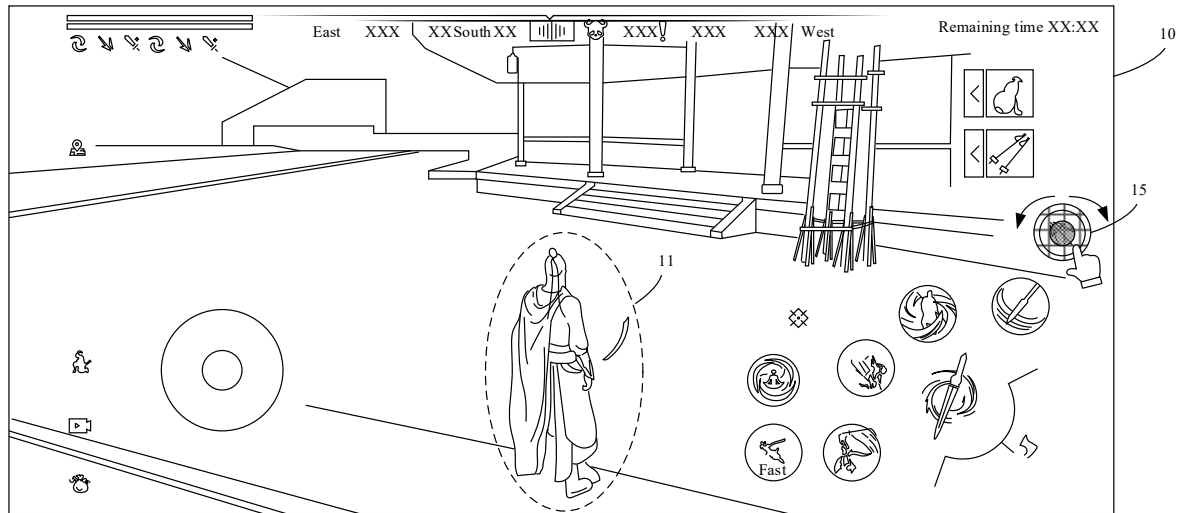


FIG. 7

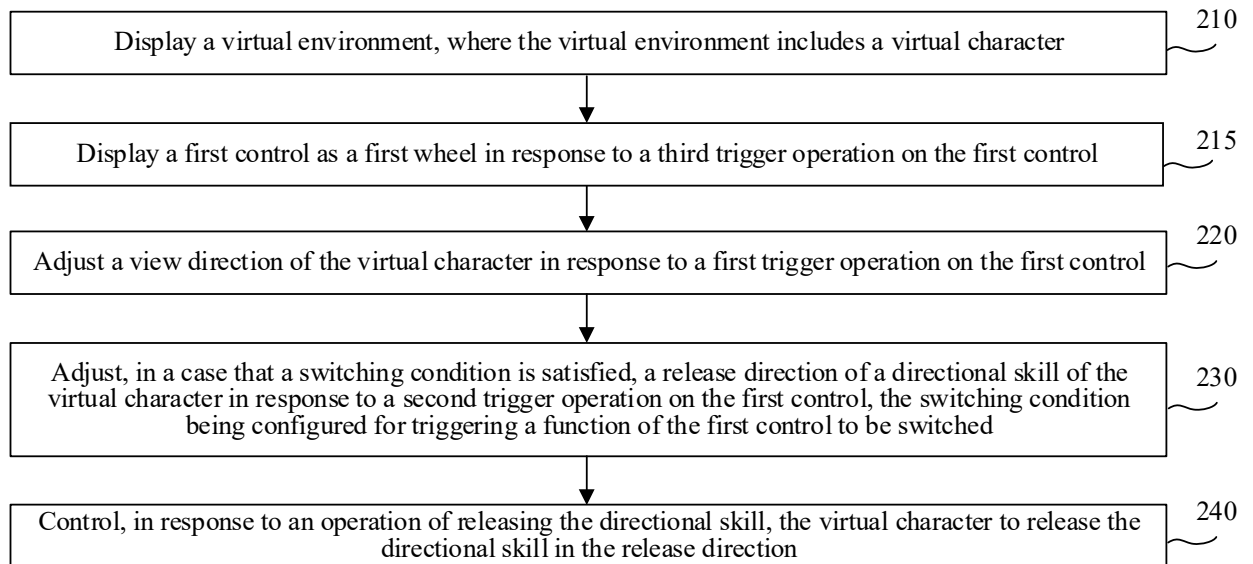


FIG. 8

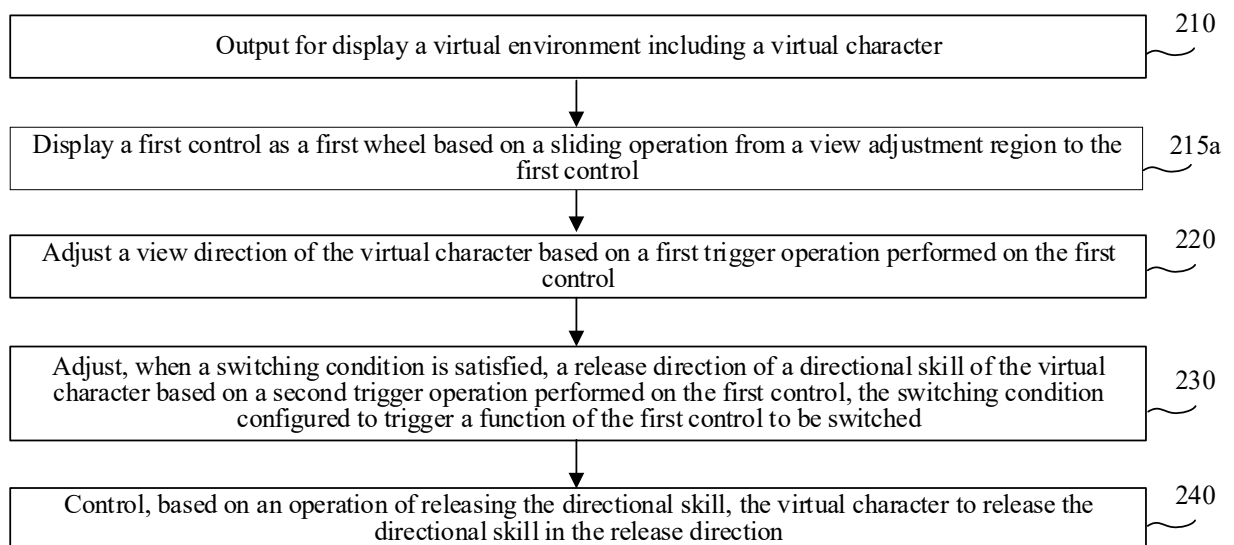


FIG. 9

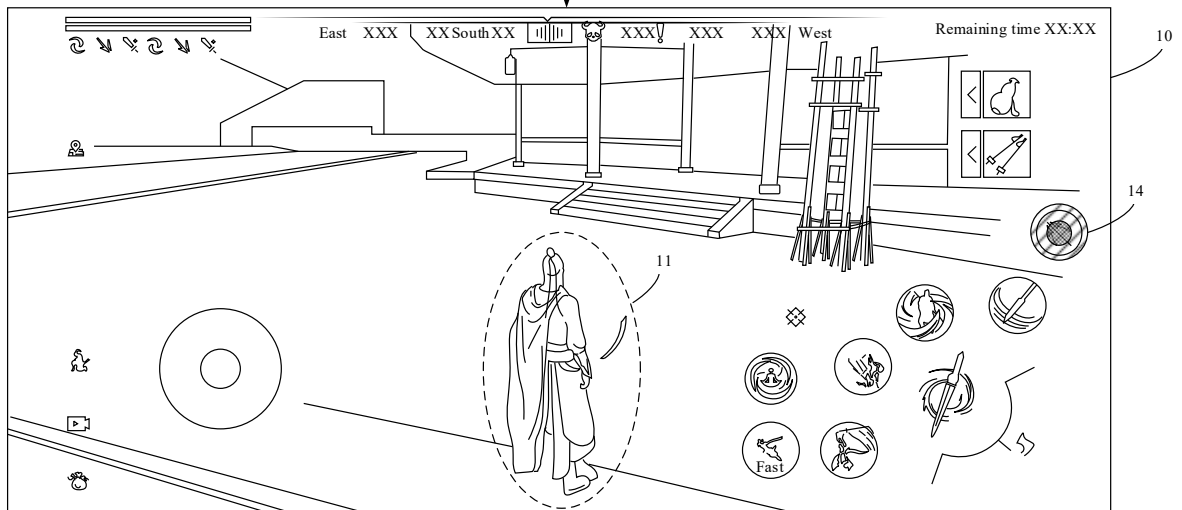
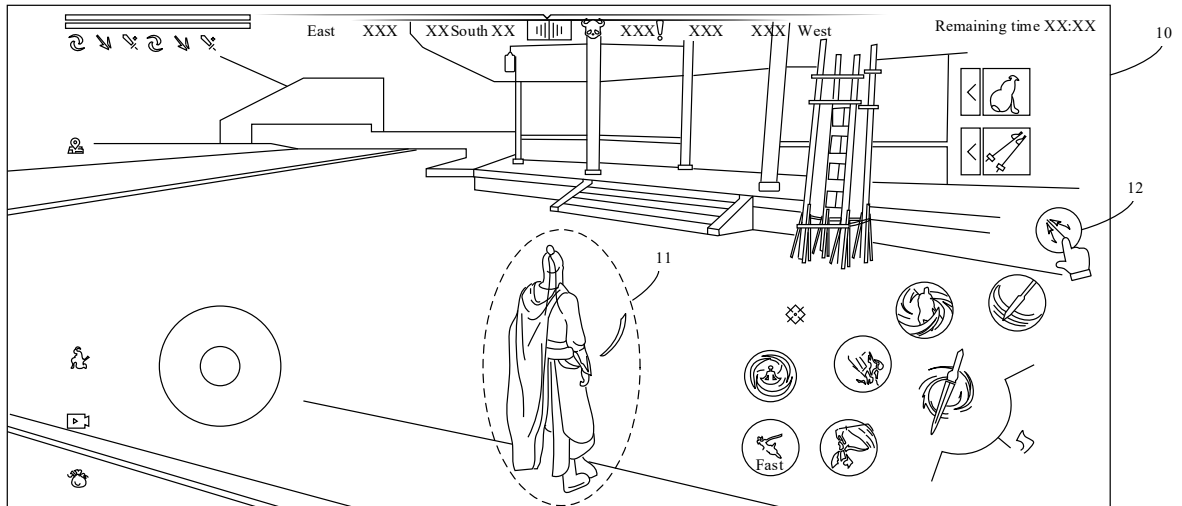


FIG. 10

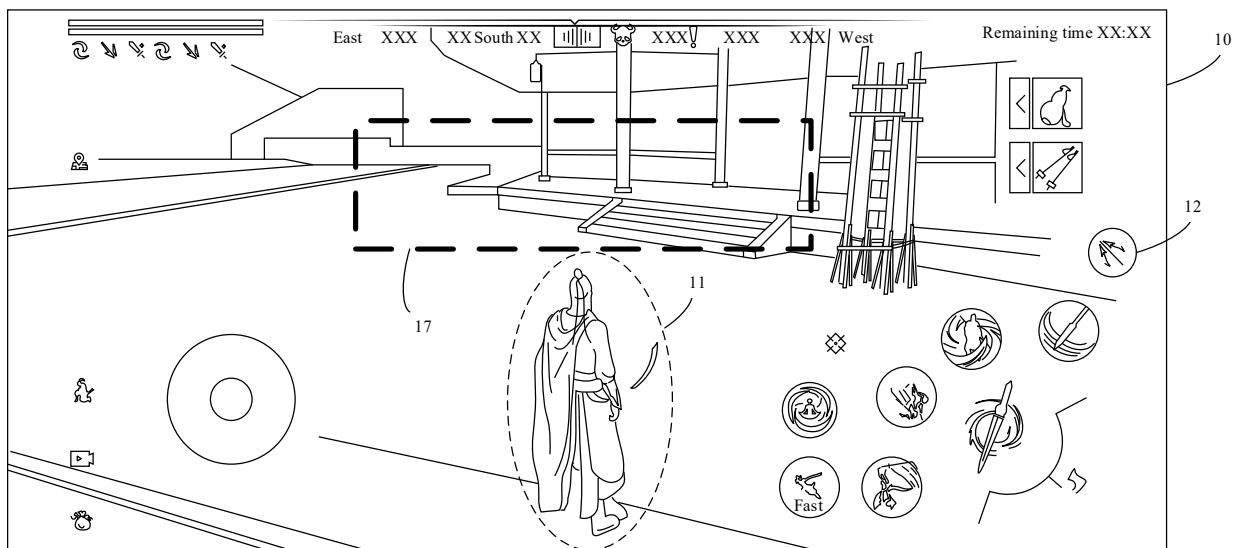


FIG. 11

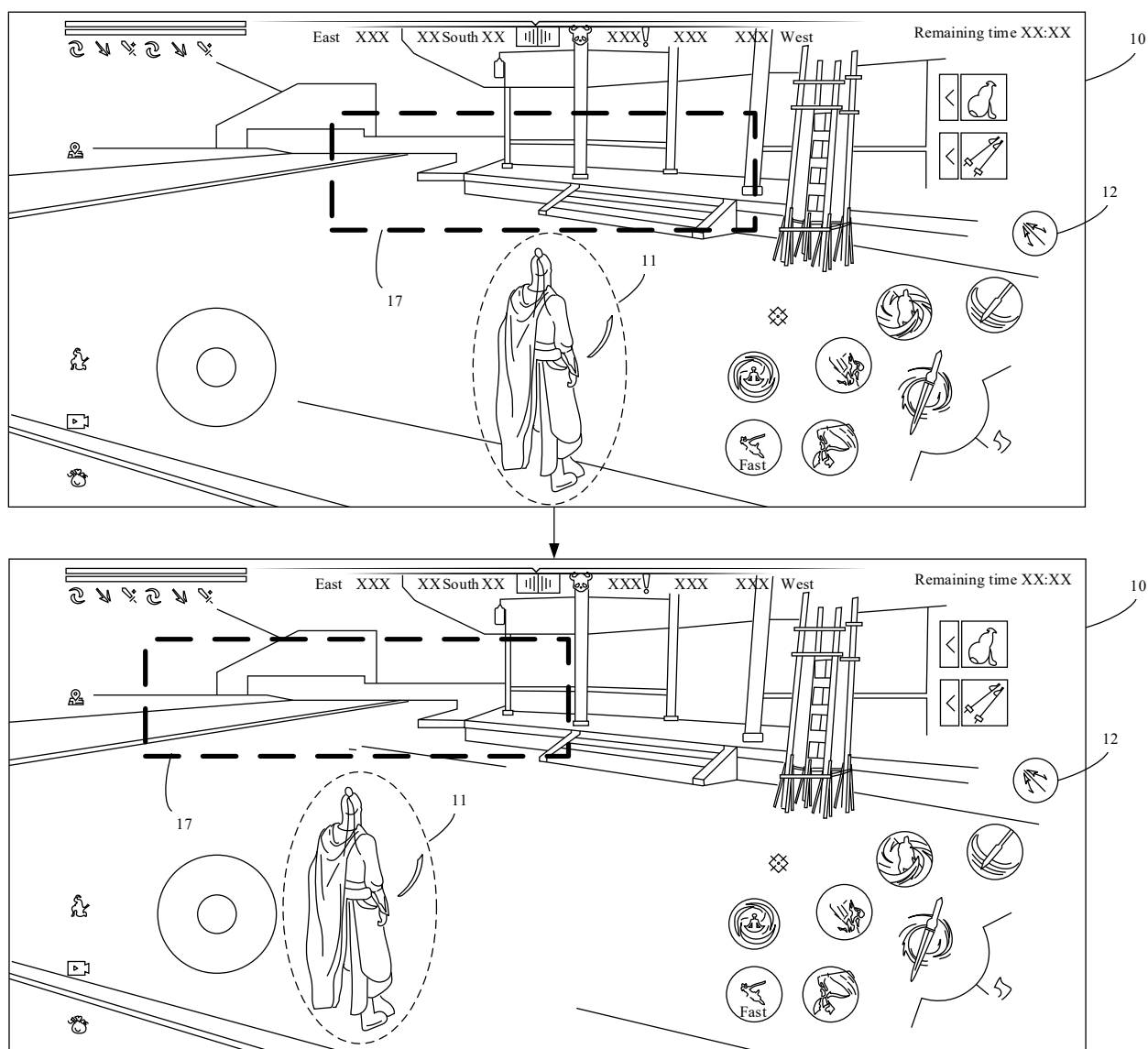


FIG. 12

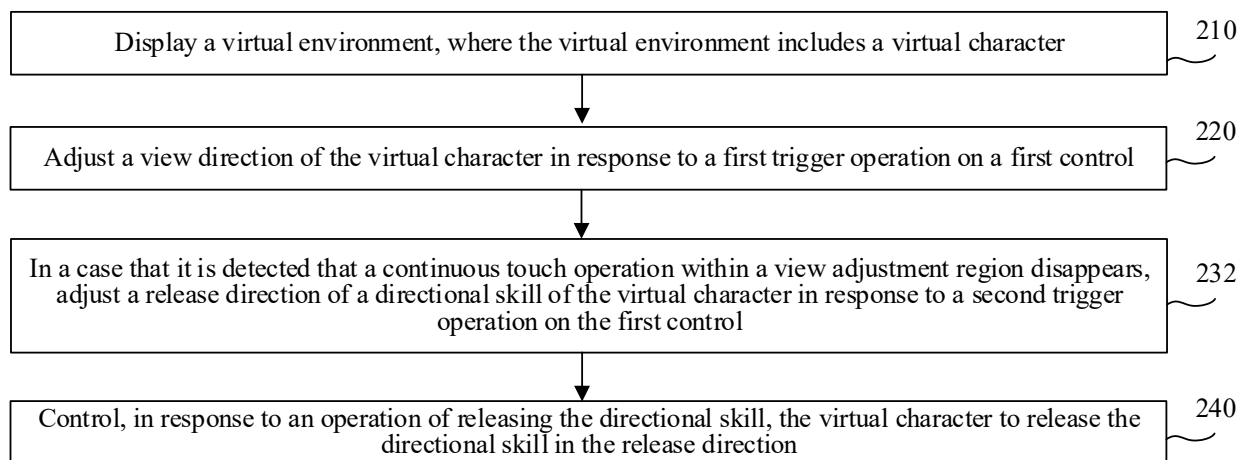


FIG. 13

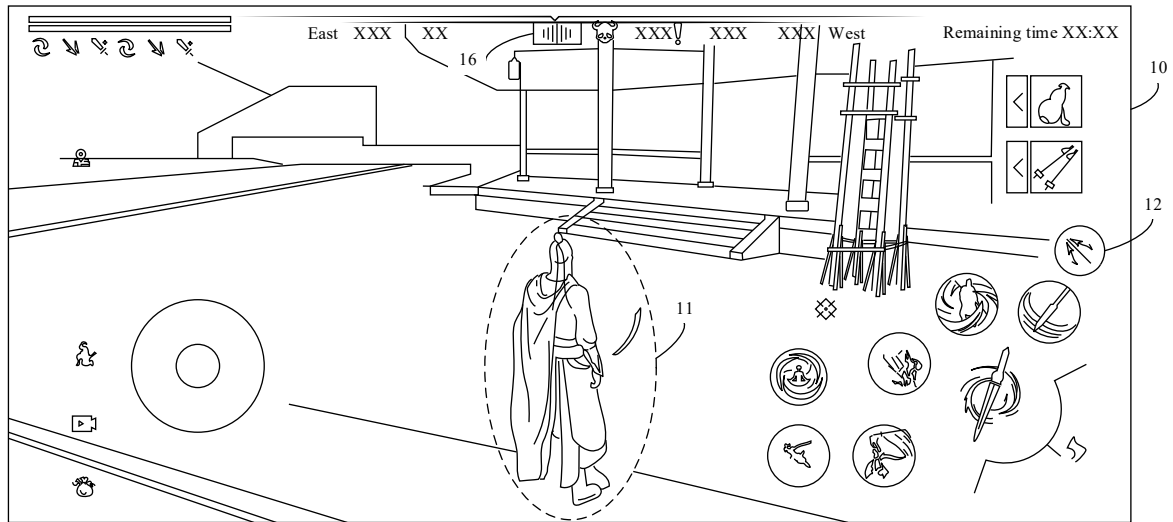


FIG. 14

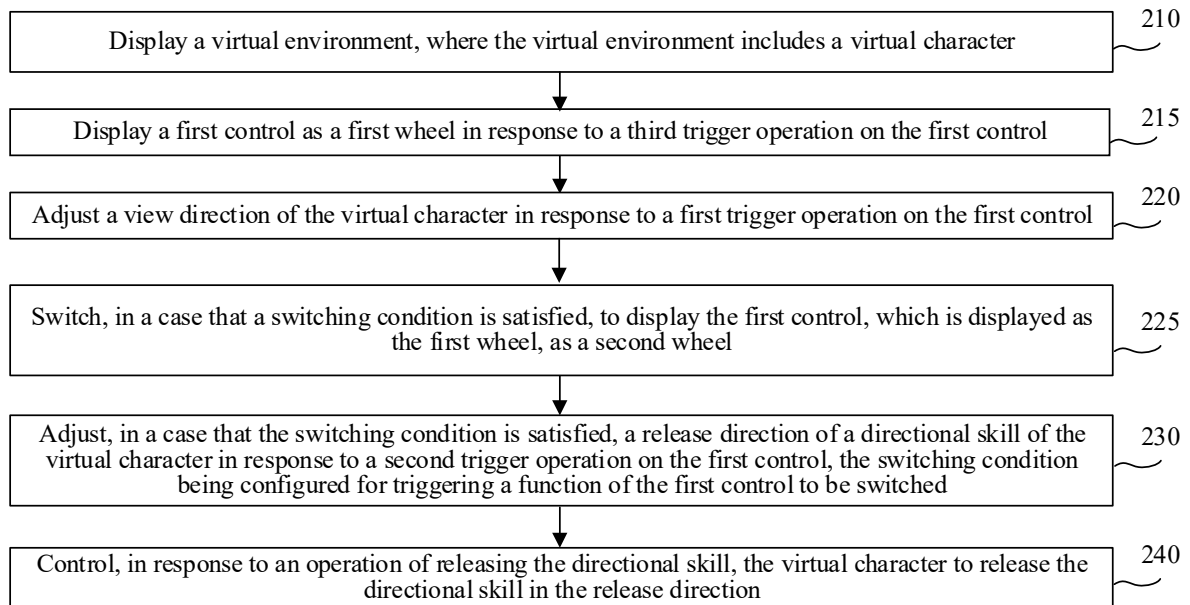


FIG. 15

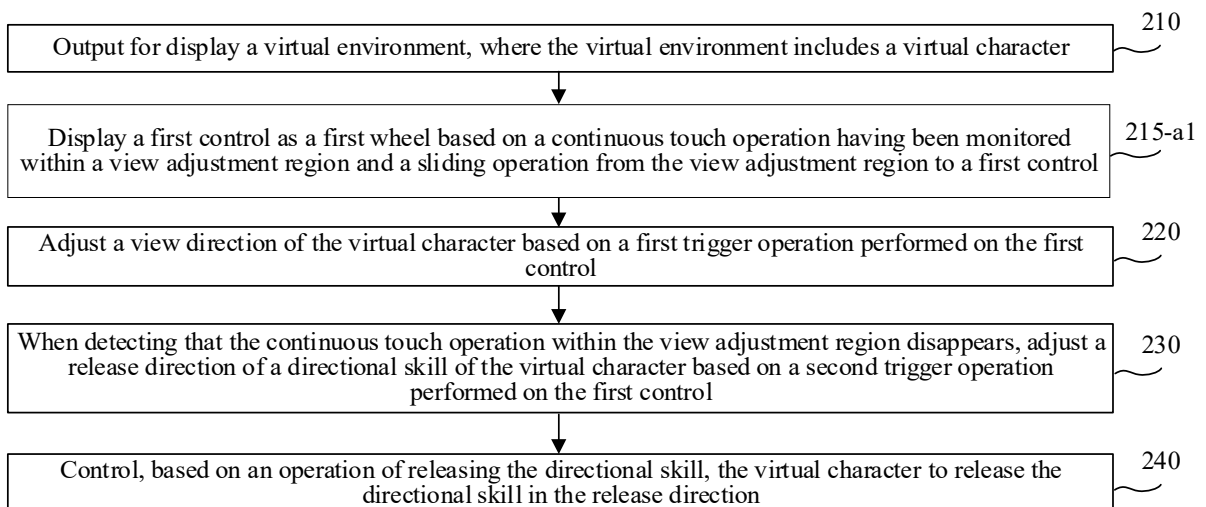


FIG. 16

Display an aiming prop in response to a third trigger operation on a first control

420

FIG. 17

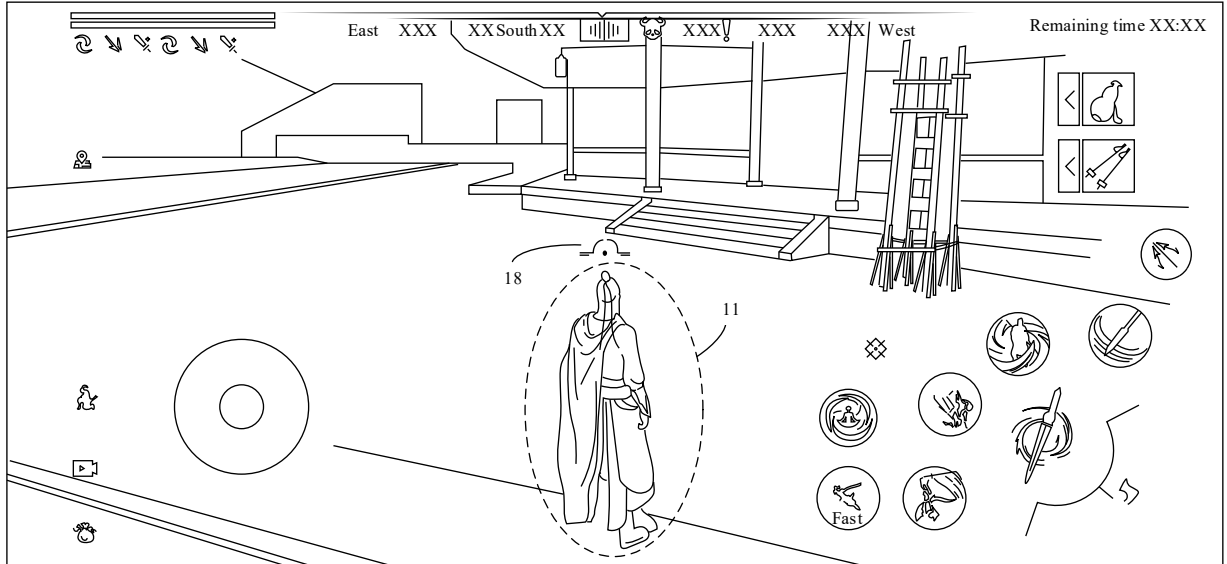


FIG. 18

Display a second control

520

Control, in response to a trigger operation on the second control, a virtual character to cancel releasing a directional skill

540

FIG. 19

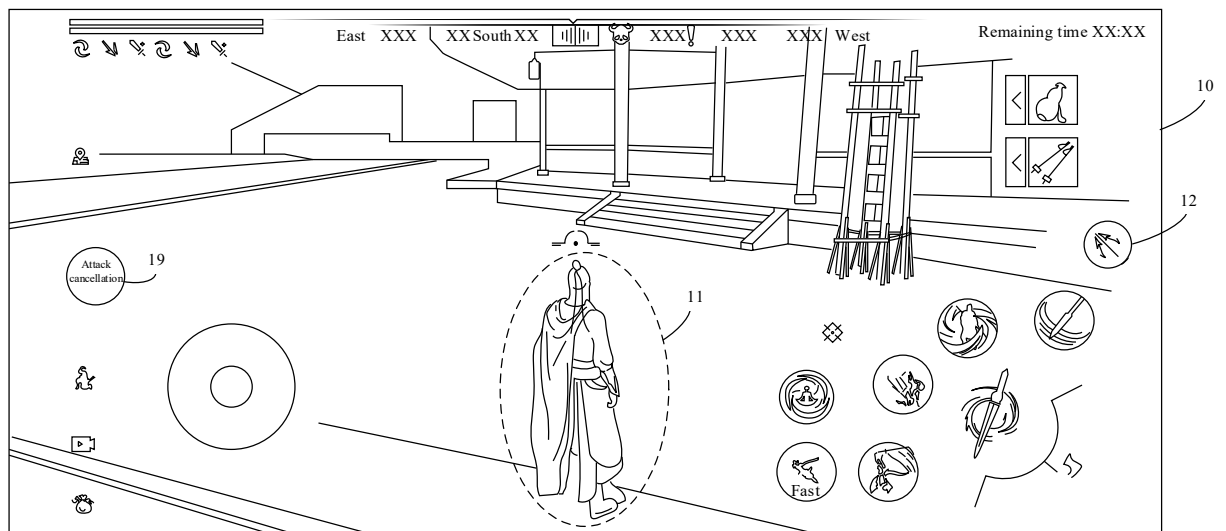


FIG. 20

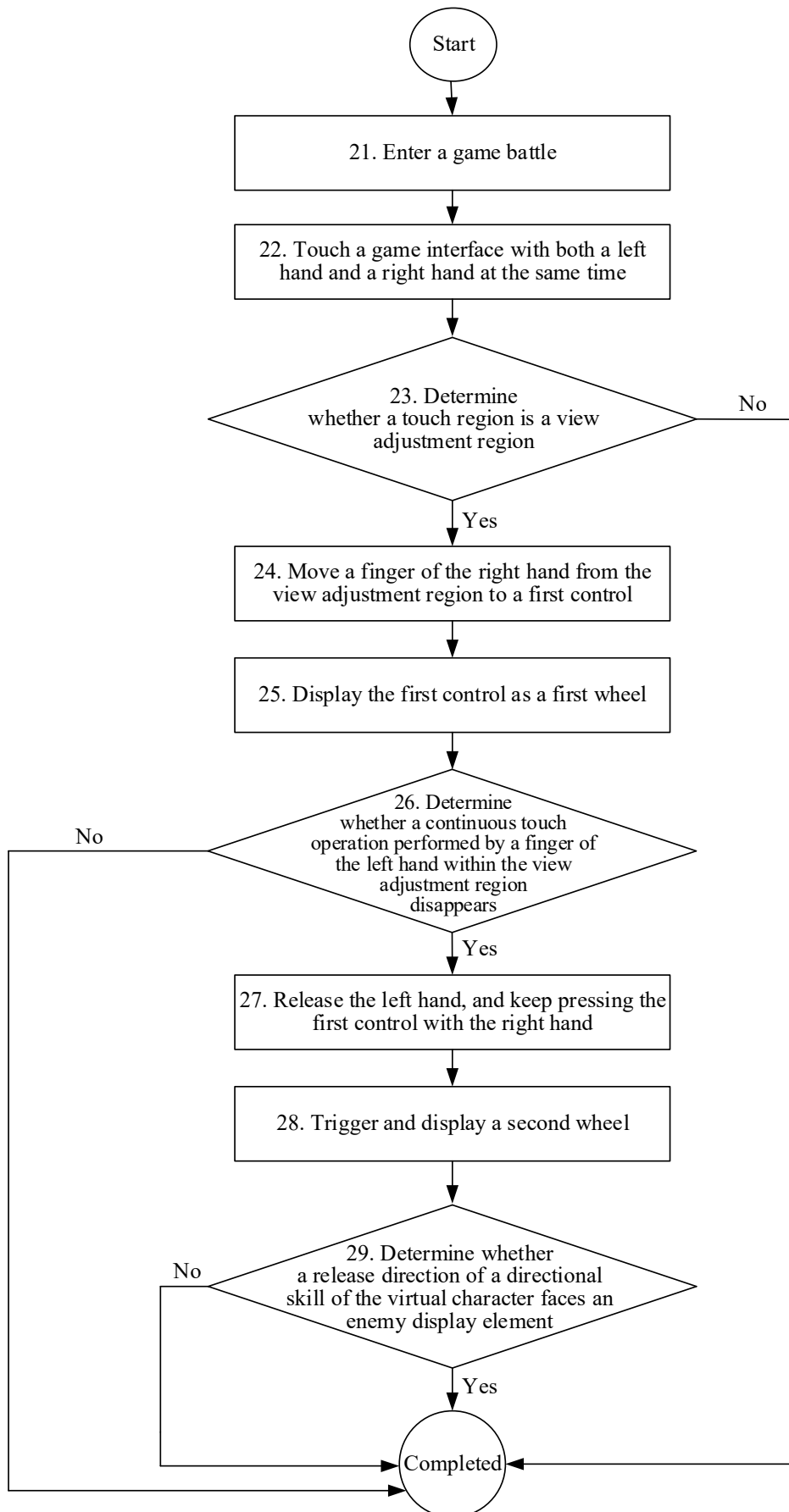


FIG. 21

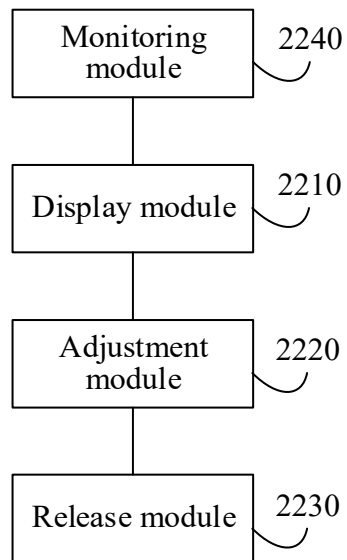


FIG. 22

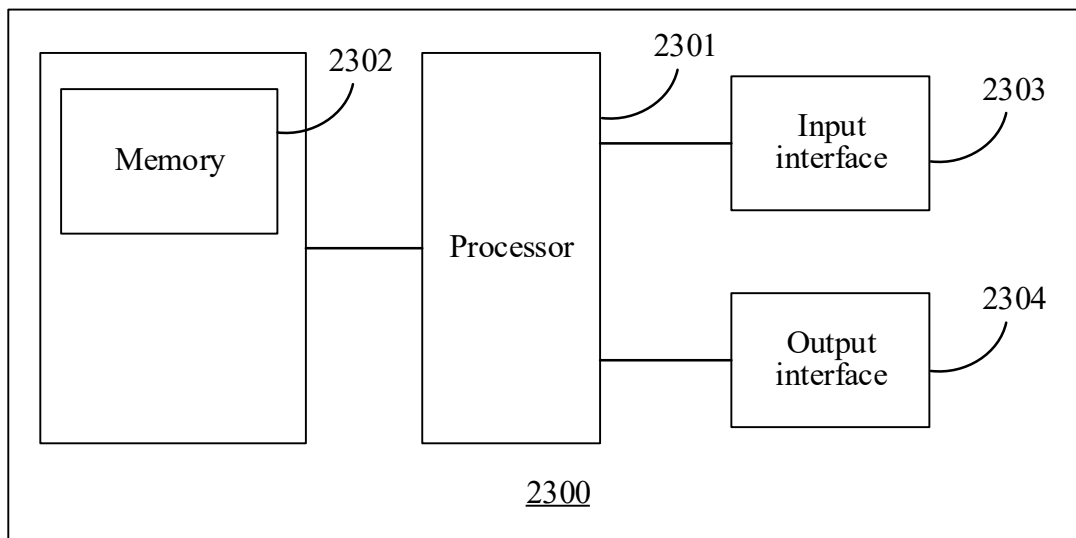


FIG. 23