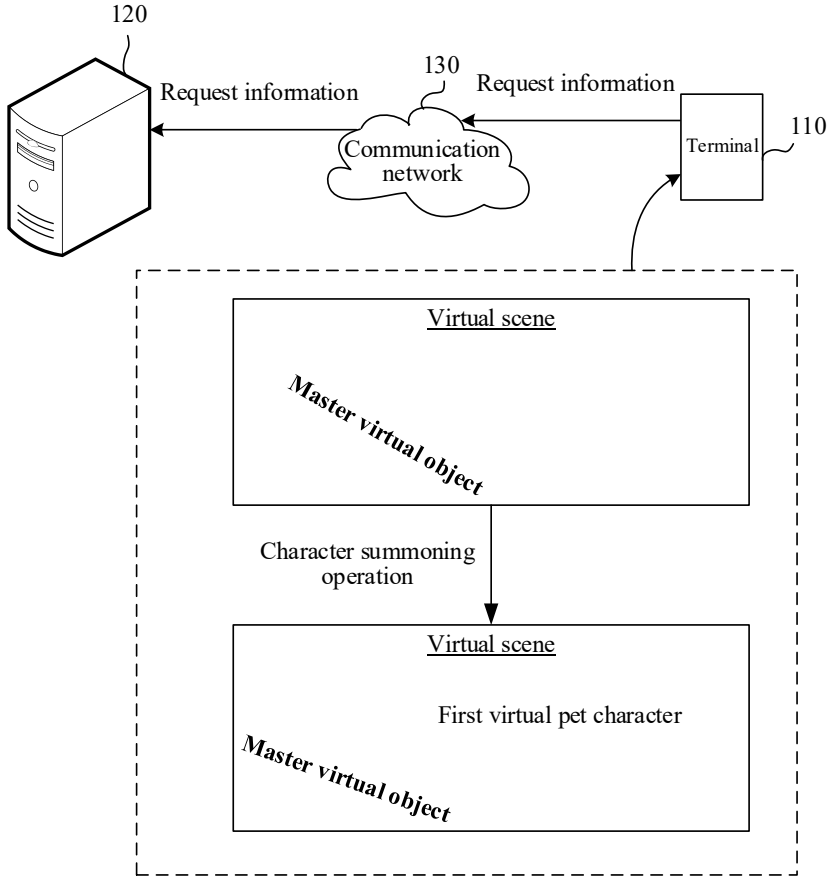

120
130
Request information
Request information
110
Terminal
Communication network
Virtual scene
Master virtual object
Character summoning operation
Virtual scene
First virtual pet character
Master virtual object

FIG. 1

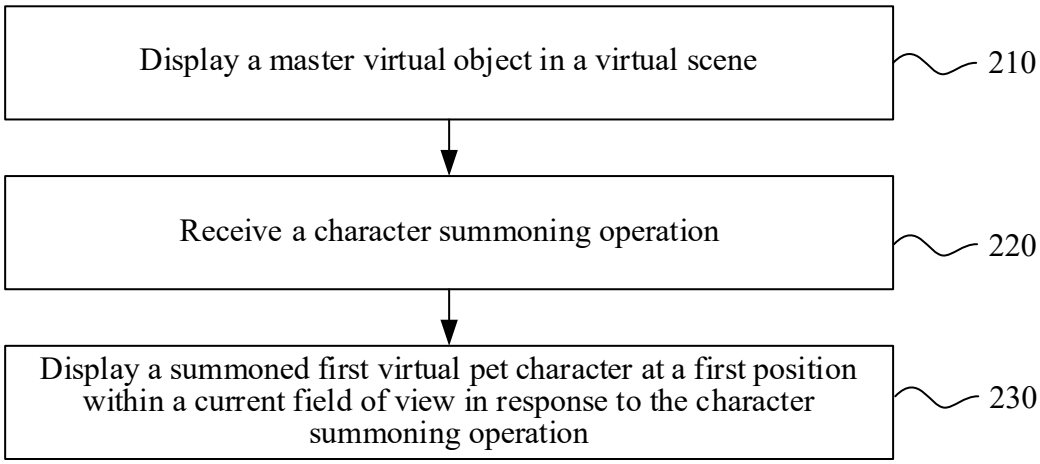

Display a master virtual object in a virtual scene
210
Receive a character summoning operation
220
Display a summoned first virtual pet character at a first position within a current field of view in response to the character summoning operation
230

FIG. 2

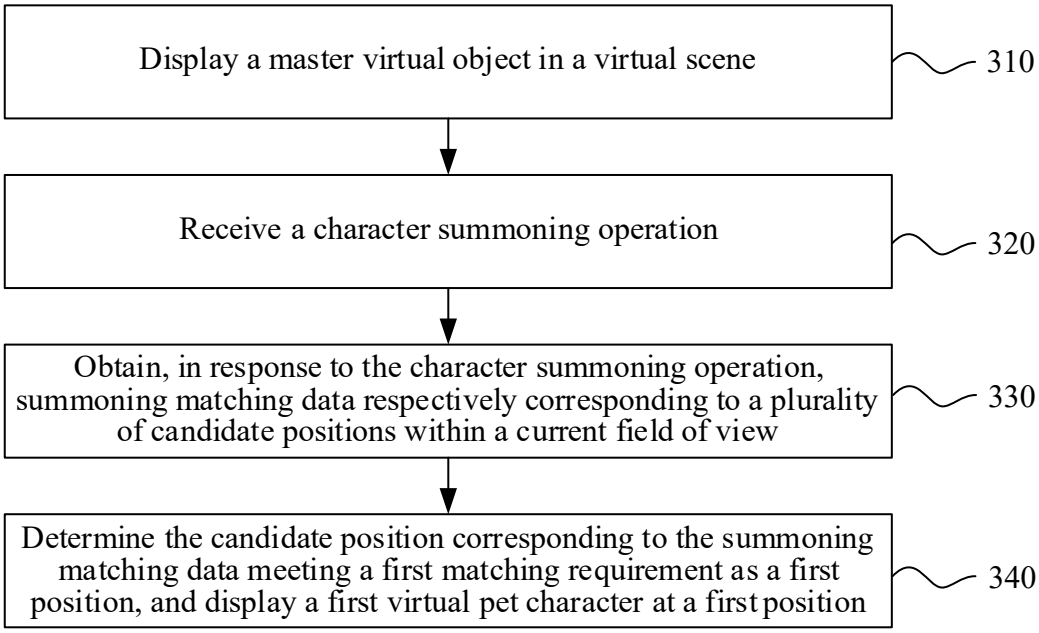

Display a master virtual object in a virtual scene
310
Receive a character summoning operation
320
Obtain, in response to the character summoning operation, summoning matching data respectively corresponding to a plurality of candidate positions within a current field of view
330
Determine the candidate position corresponding to the summoning matching data meeting a first matching requirement as a first position, and display a first virtual pet character at a first position
340

FIG. 3

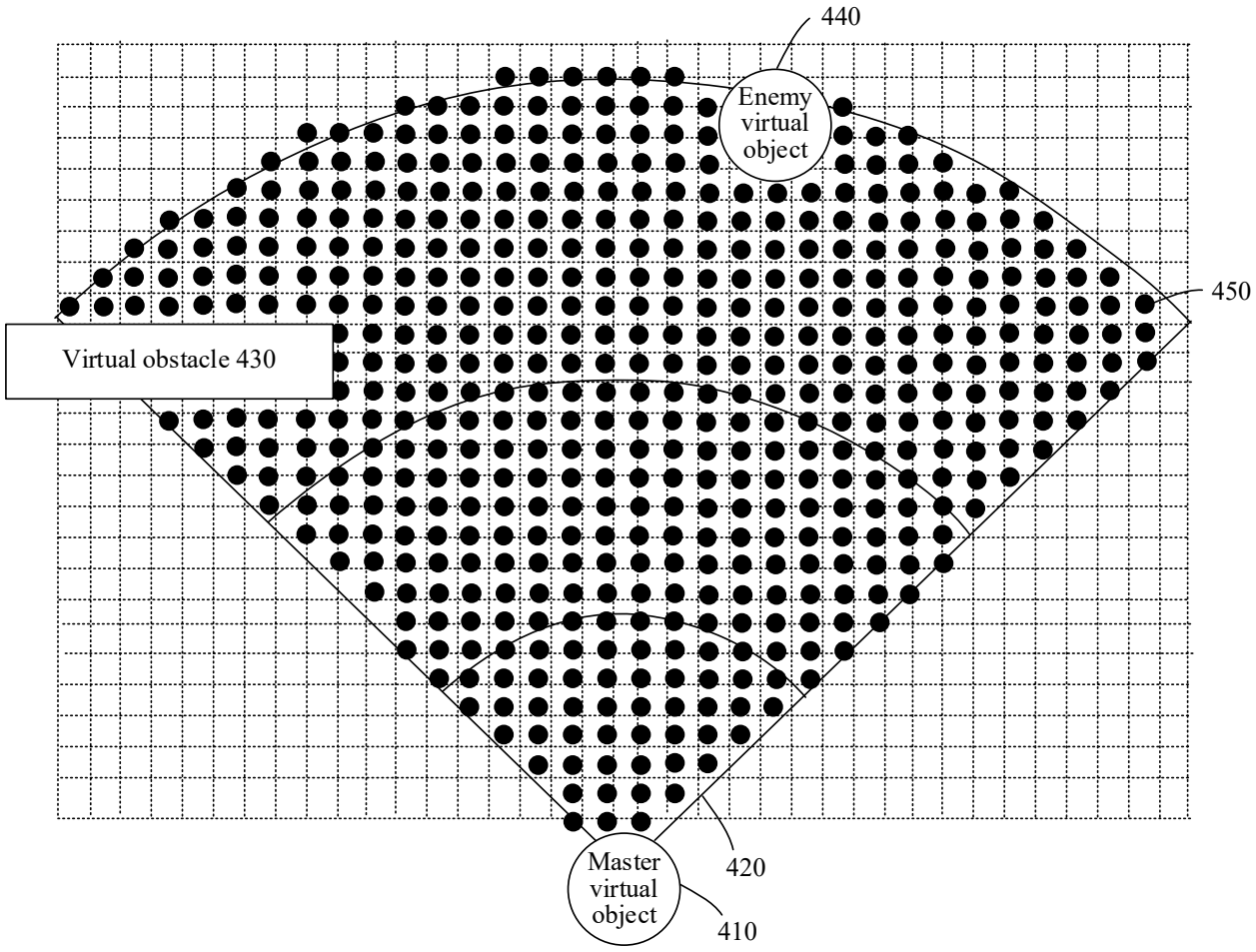

440
Enemy virtual object
450
Virtual obstacle 430
420
Master virtual object
410

FIG. 4

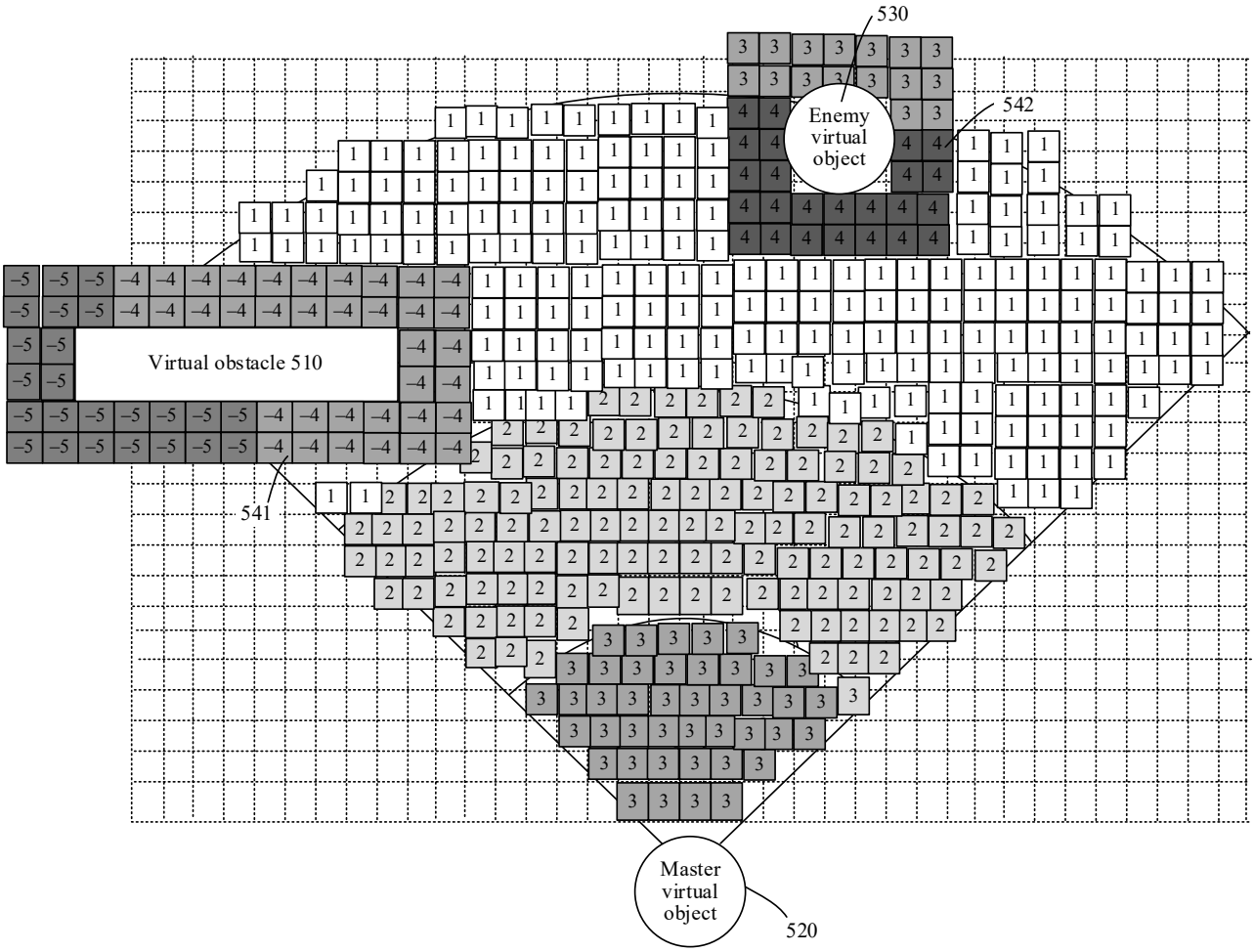


FIG. 5

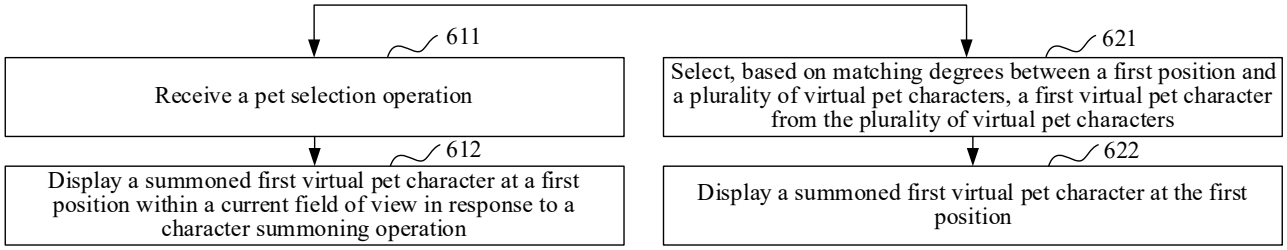


FIG. 6

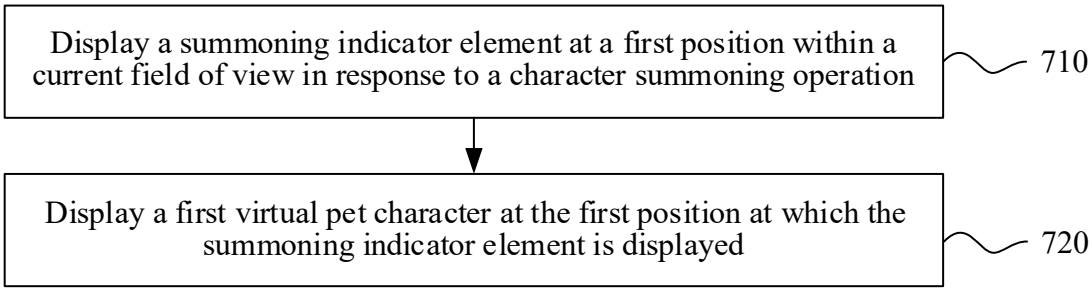


FIG. 7

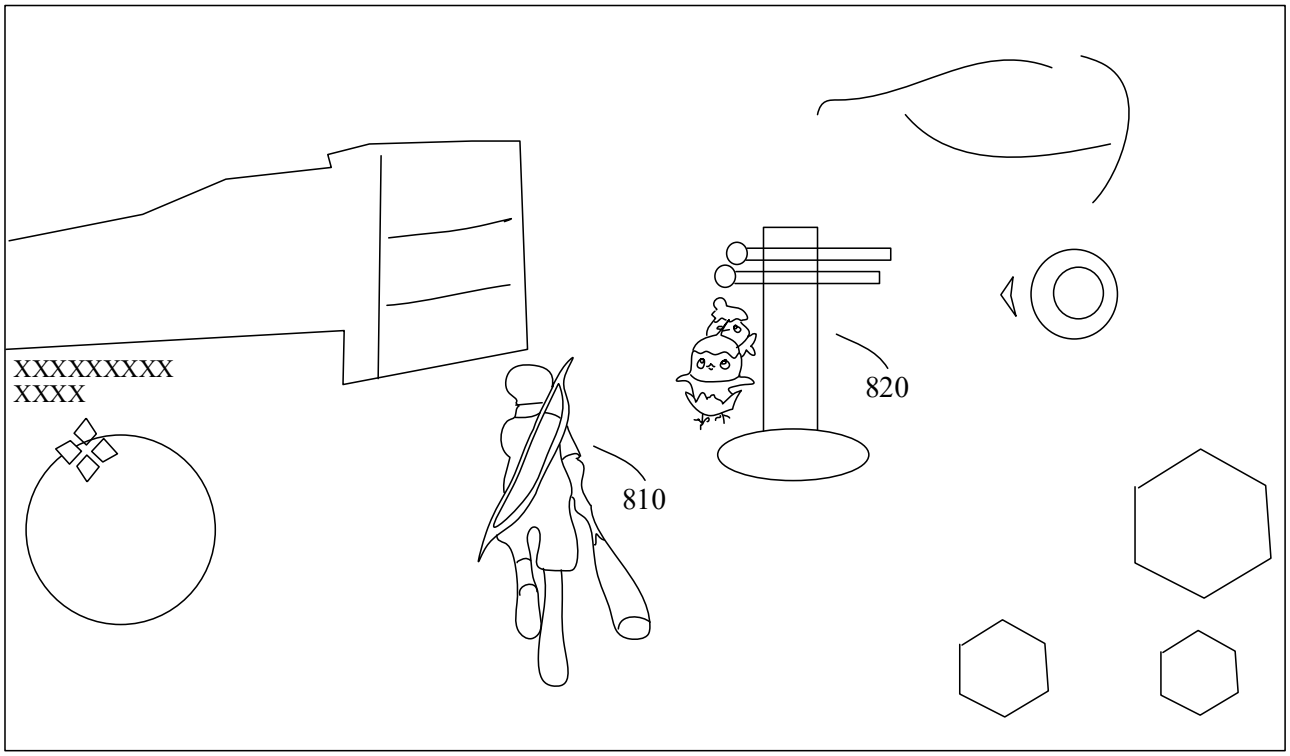


FIG. 8

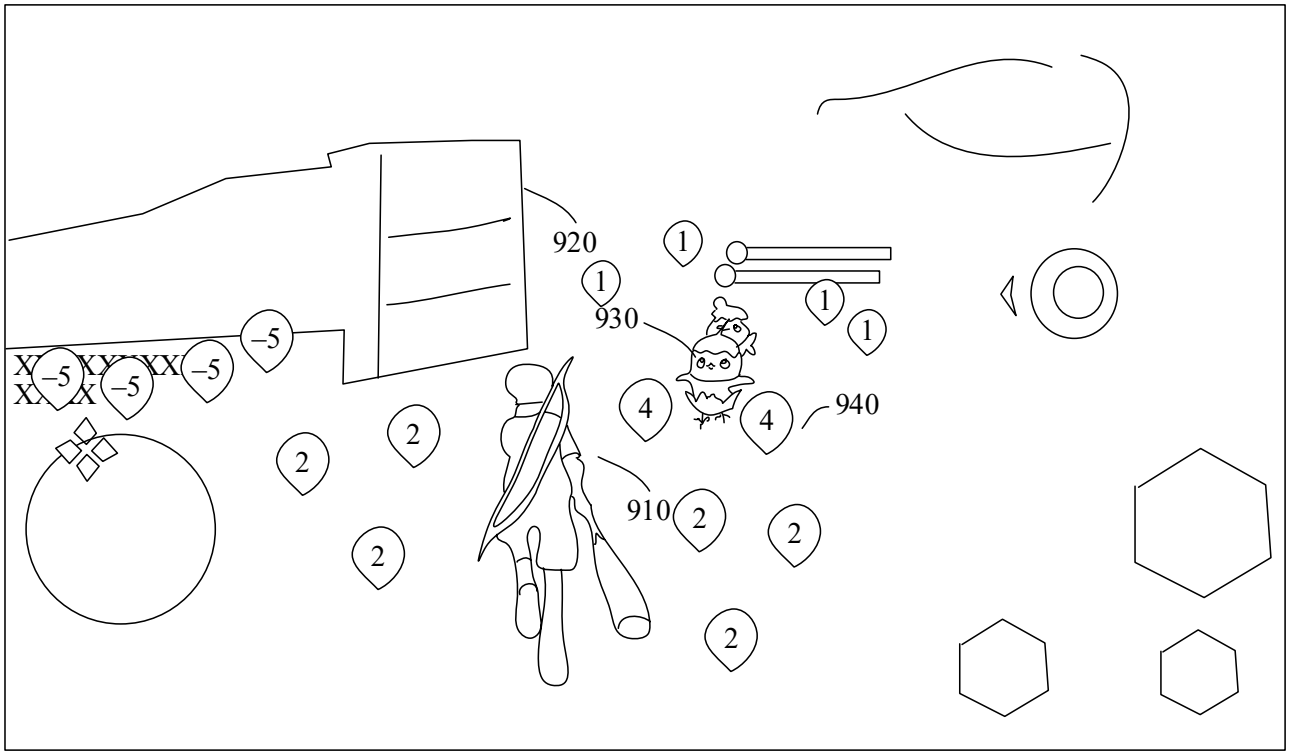


FIG. 9

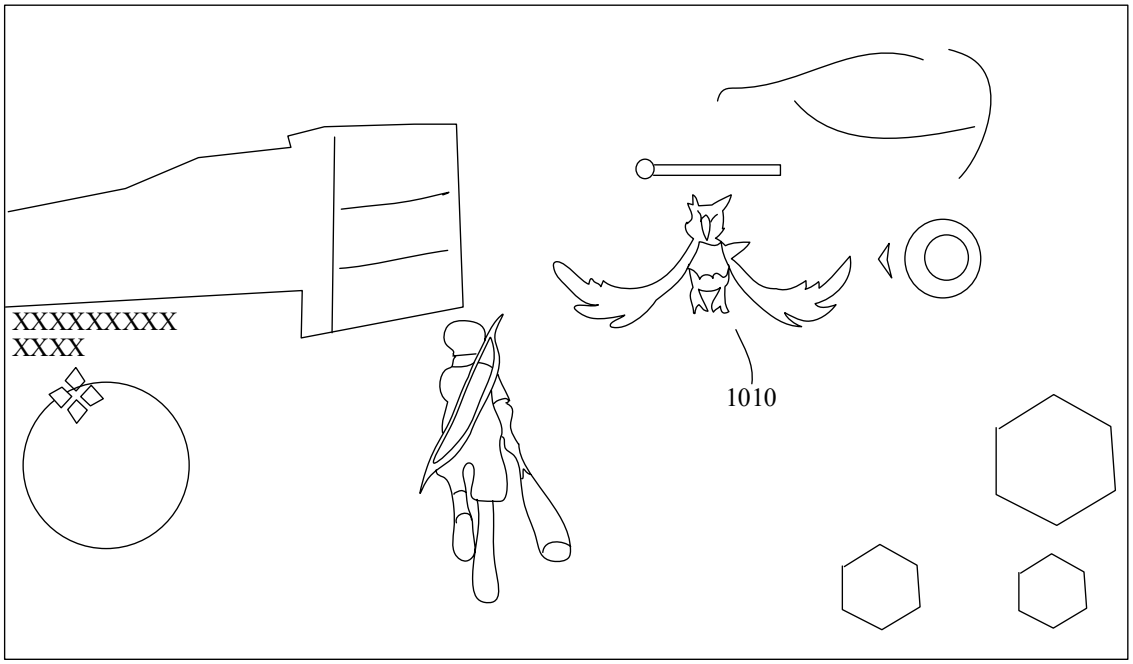


FIG. 10

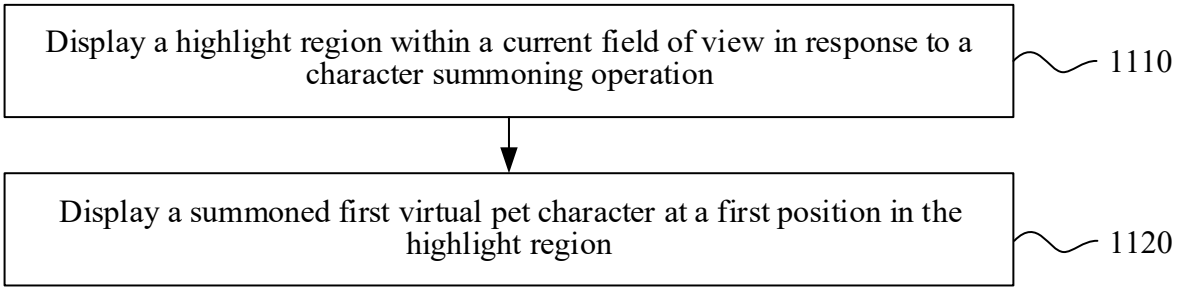


FIG. 11

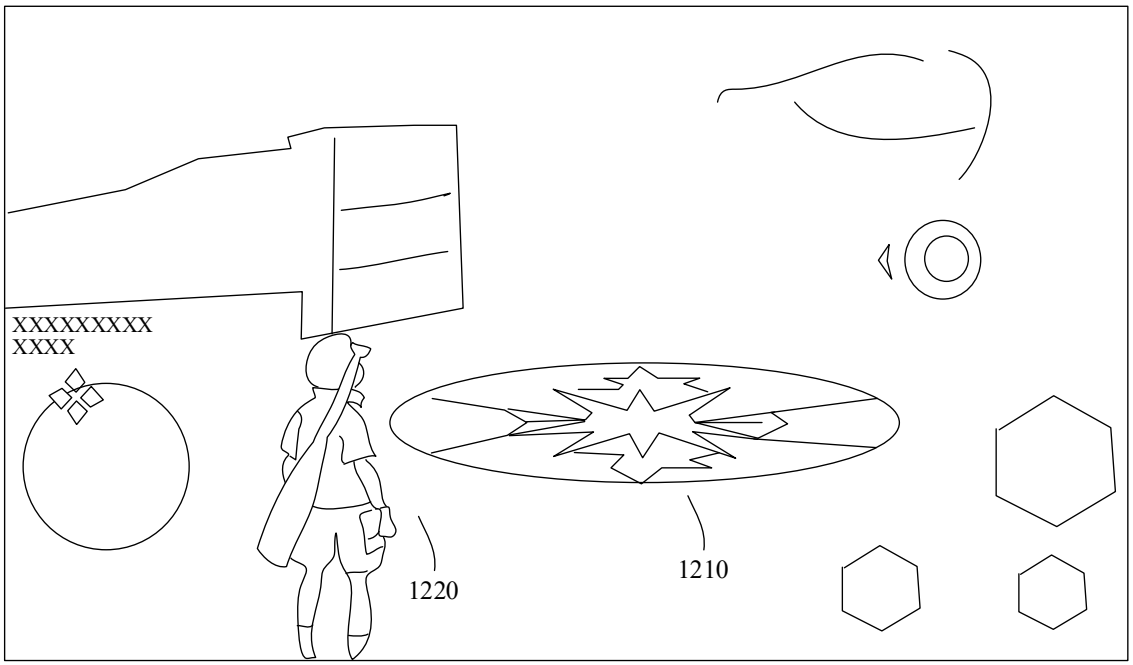


FIG. 12

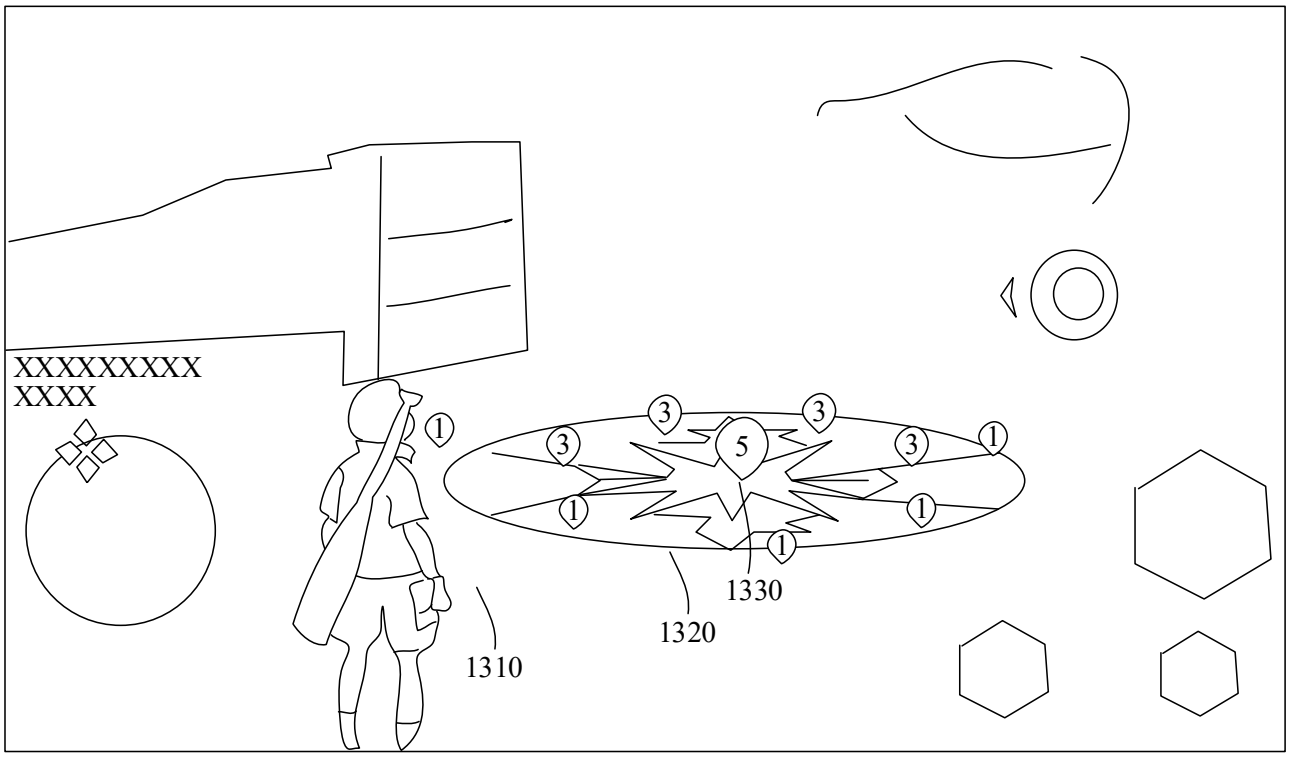

XXXXXXXXX
XXXX
1
3
3
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5
3
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1330
1320
1310

FIG. 13

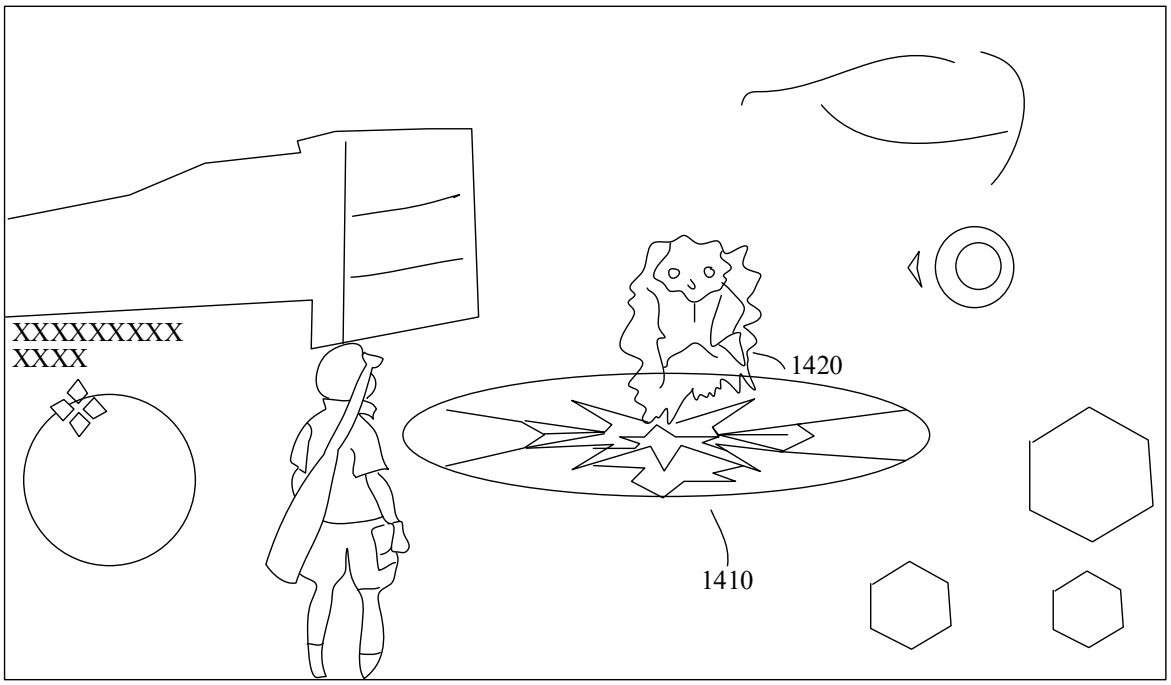

XXXXXXXXX
XXXX
1420
1410

FIG. 14

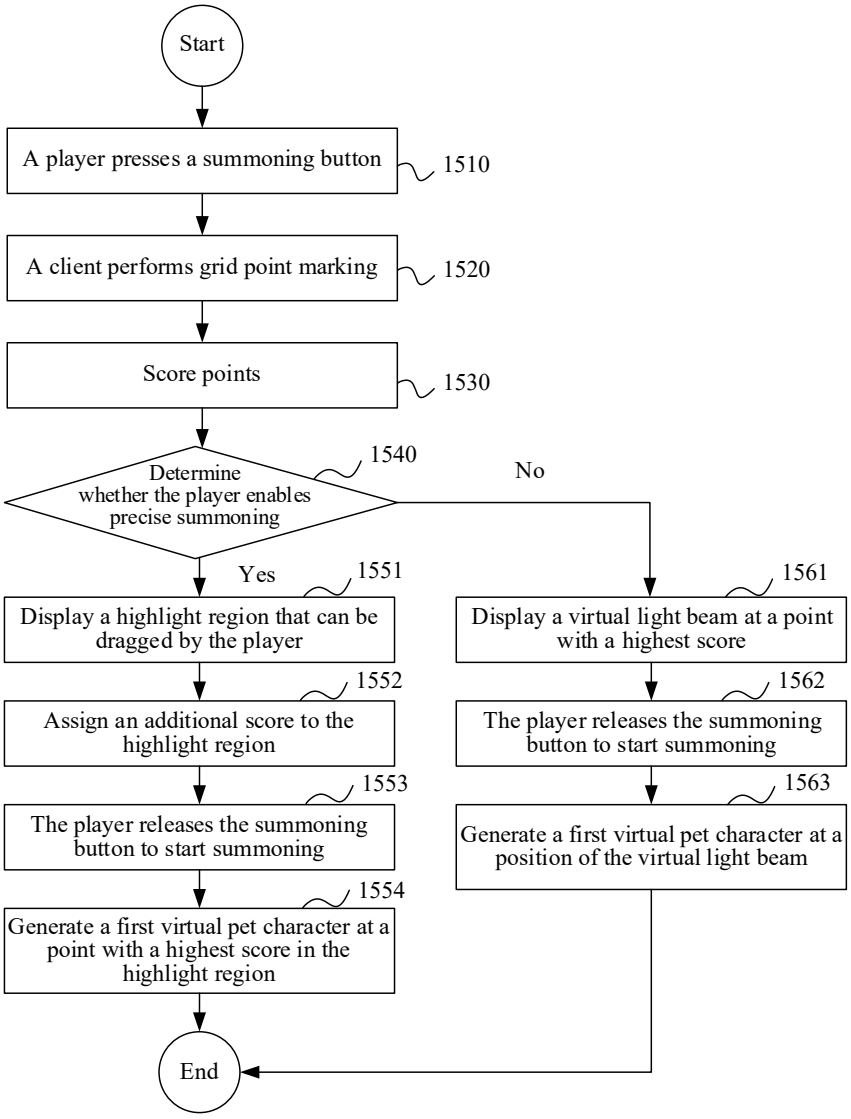


FIG. 15

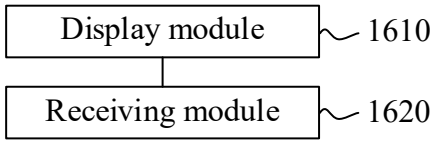


FIG. 16

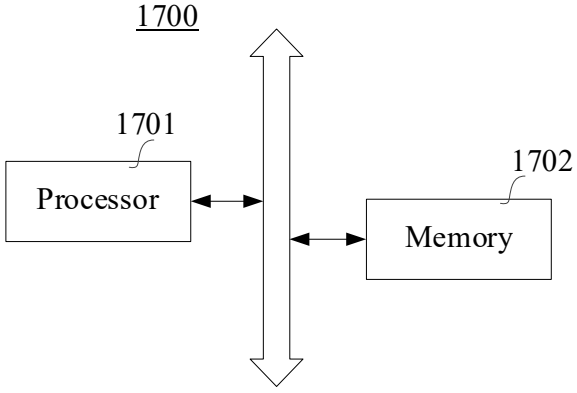


FIG. 17