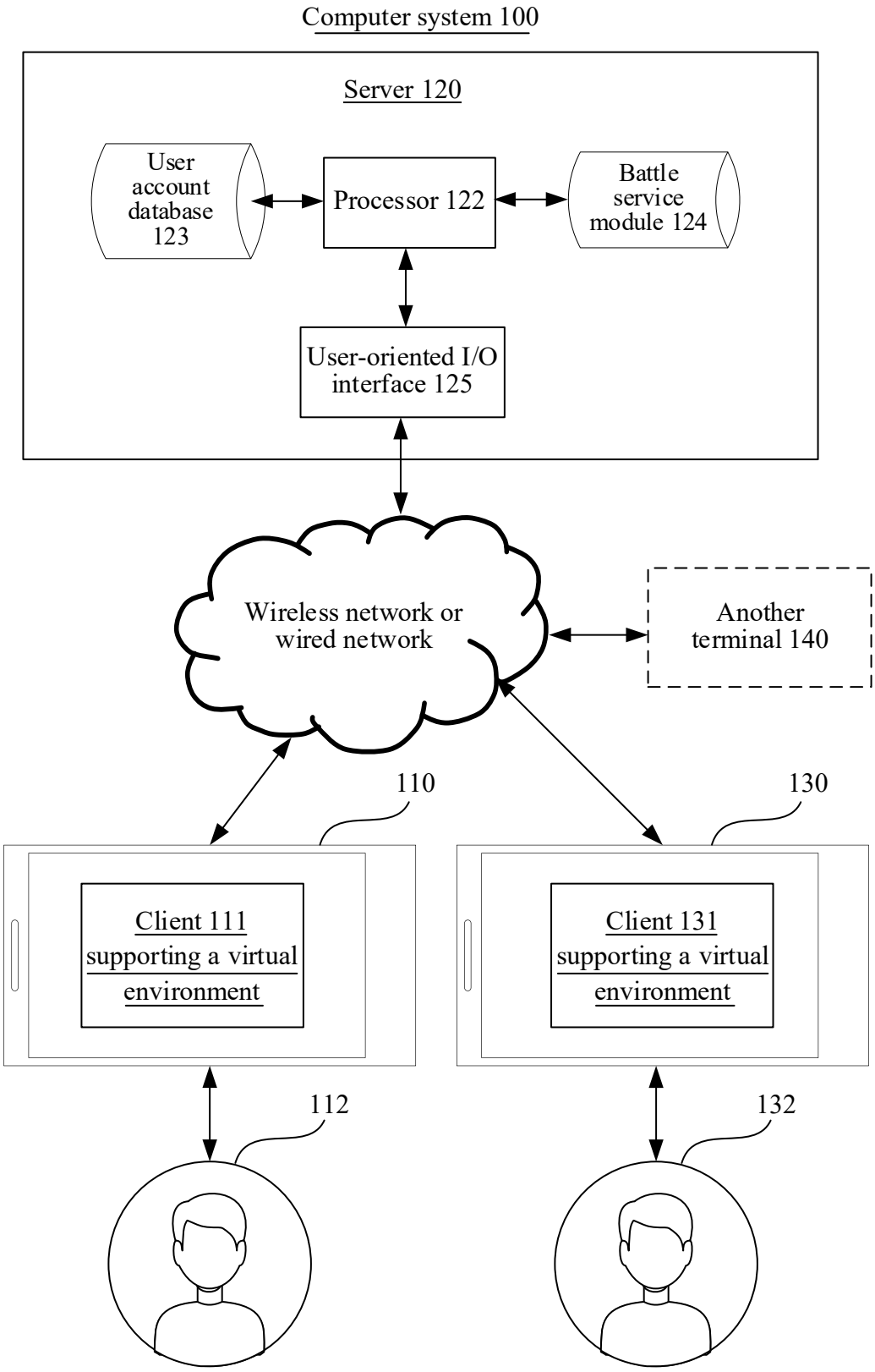

Computer system 100
Server 120
User account database 123
Processor 122
Battle service module 124
User-oriented I/O interface 125
Wireless network or wired network
Another terminal 140
110
130
Client 111 supporting a virtual environment
Client 131 supporting a virtual environment
112
132

FIG. 1

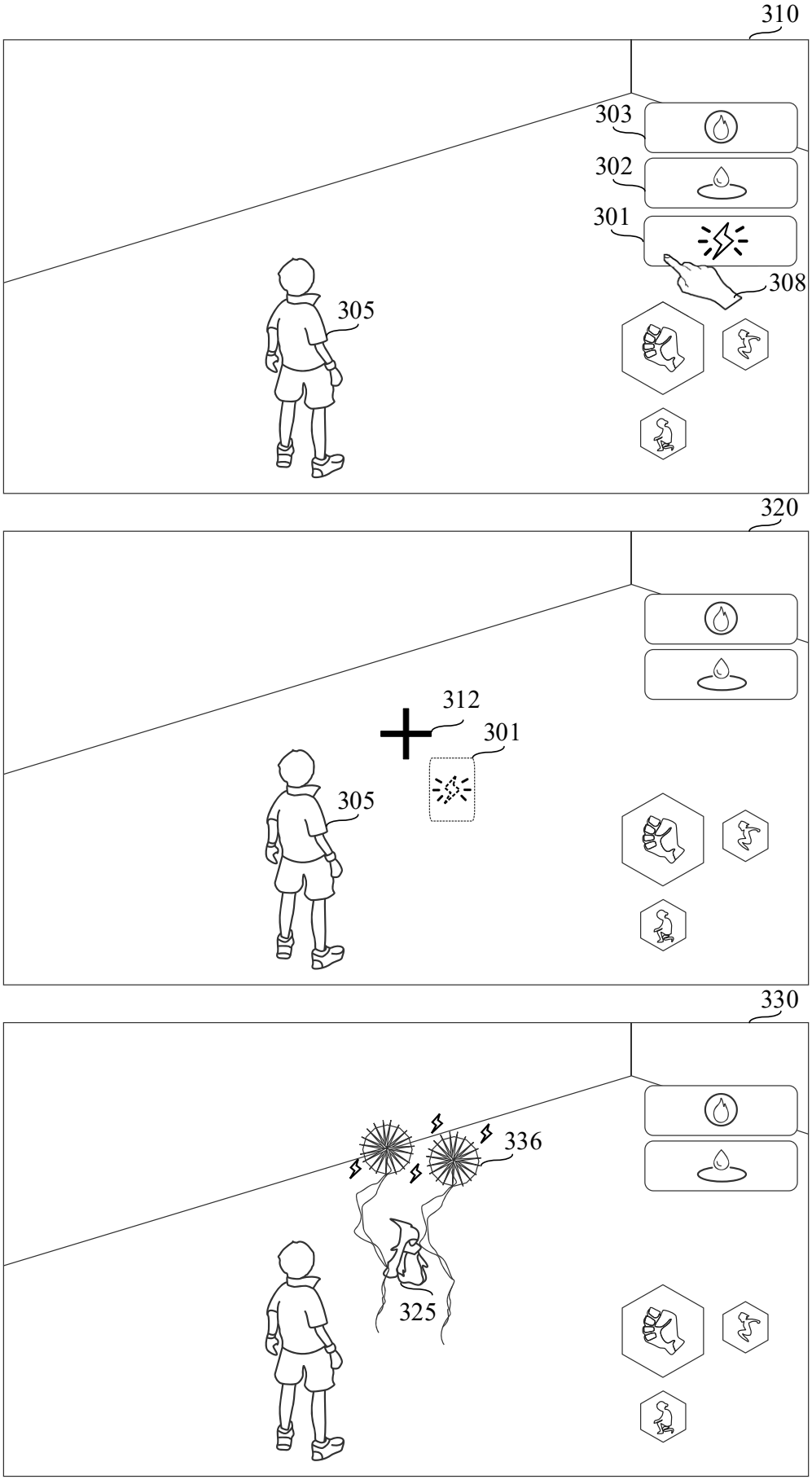


FIG. 2

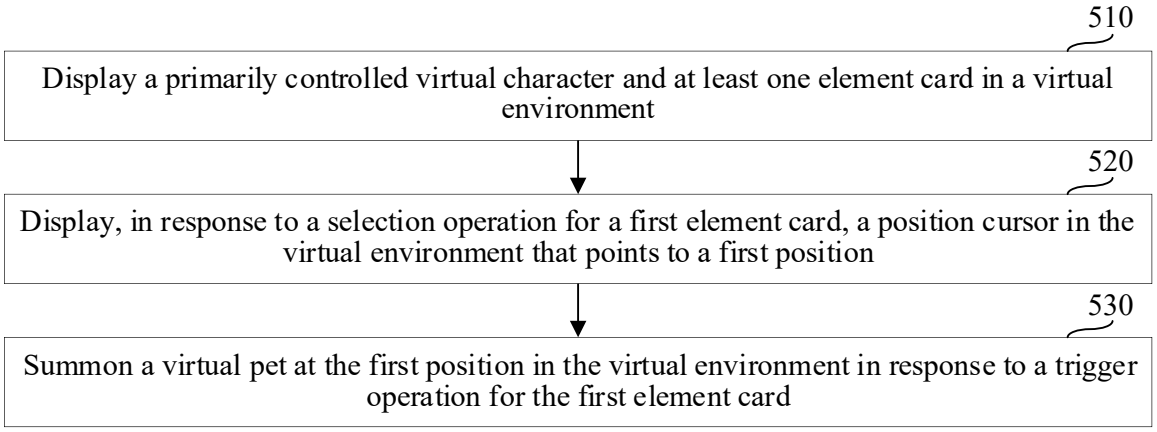


FIG. 3

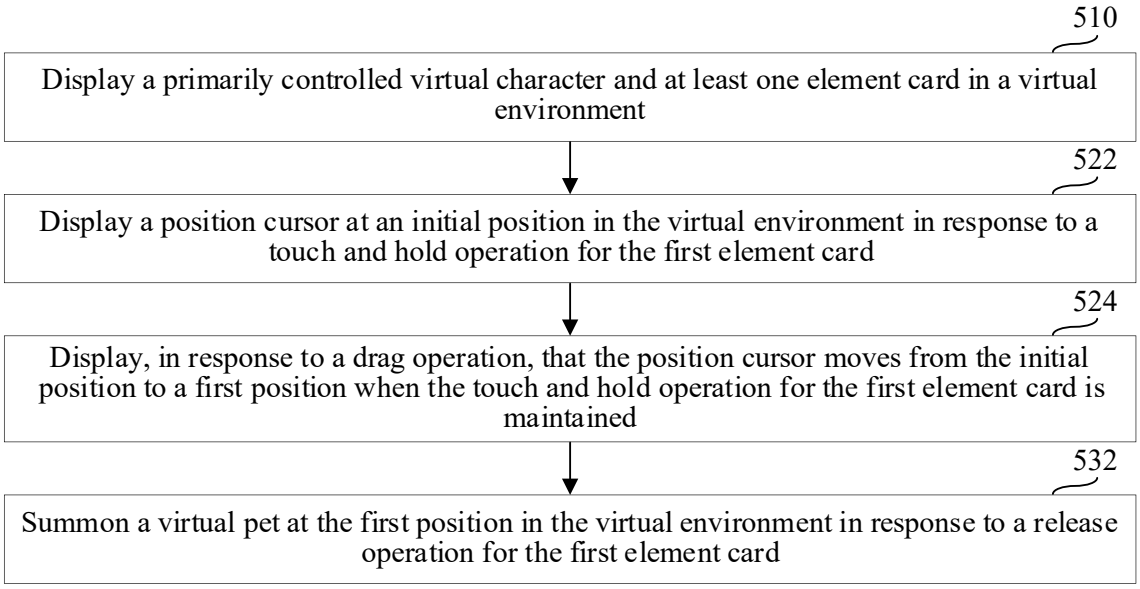


FIG. 4

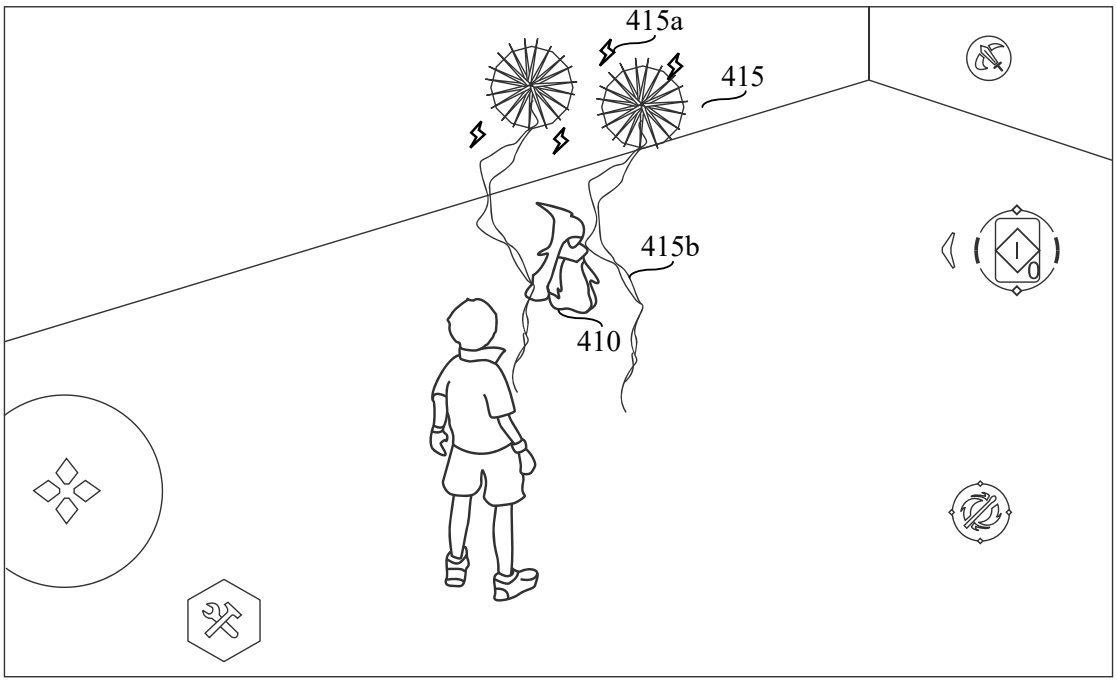


FIG. 5

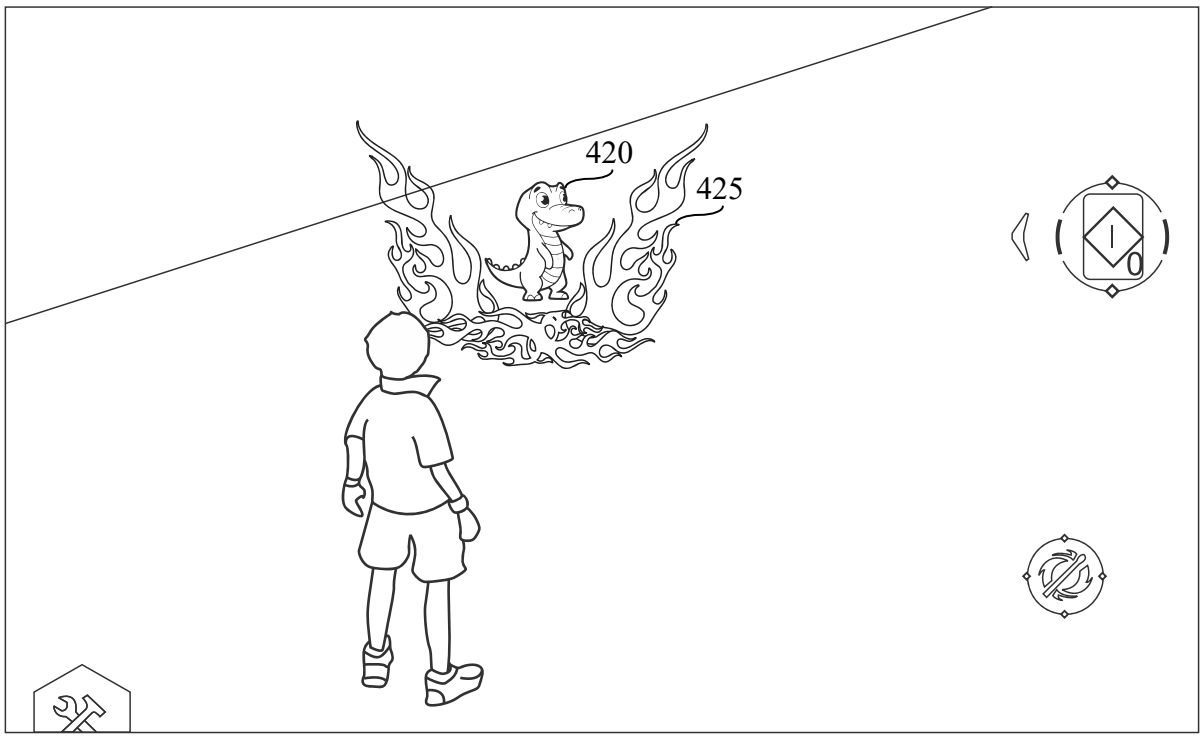


FIG. 6

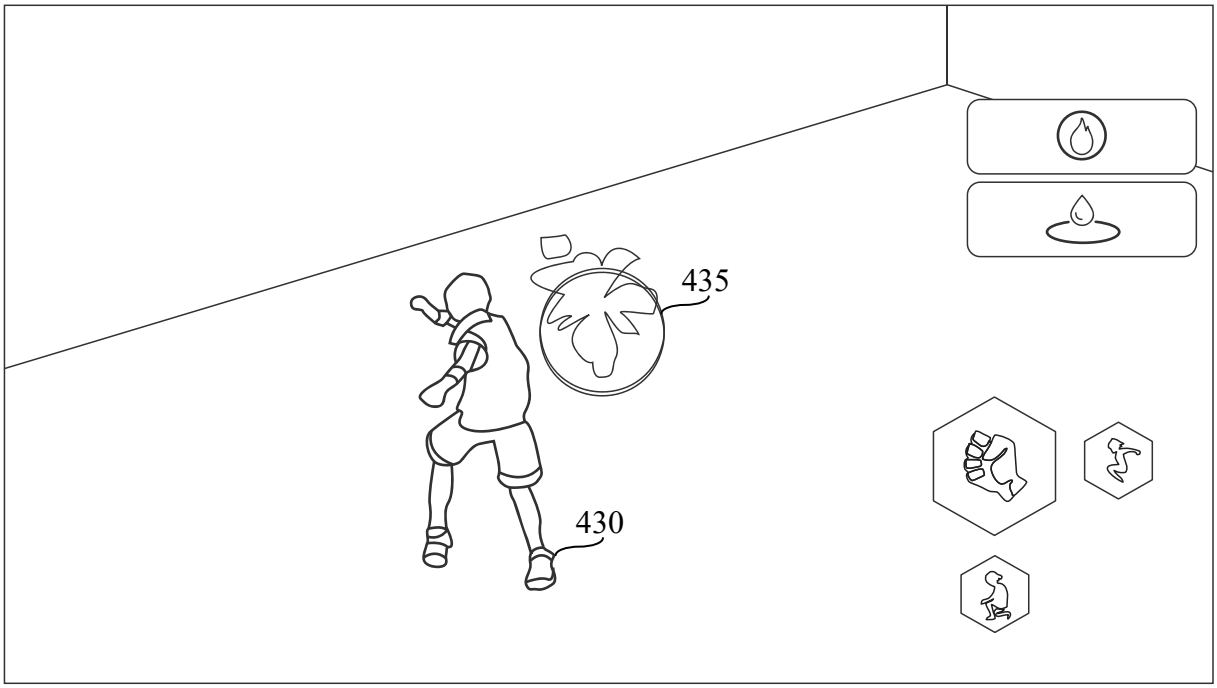


FIG. 7

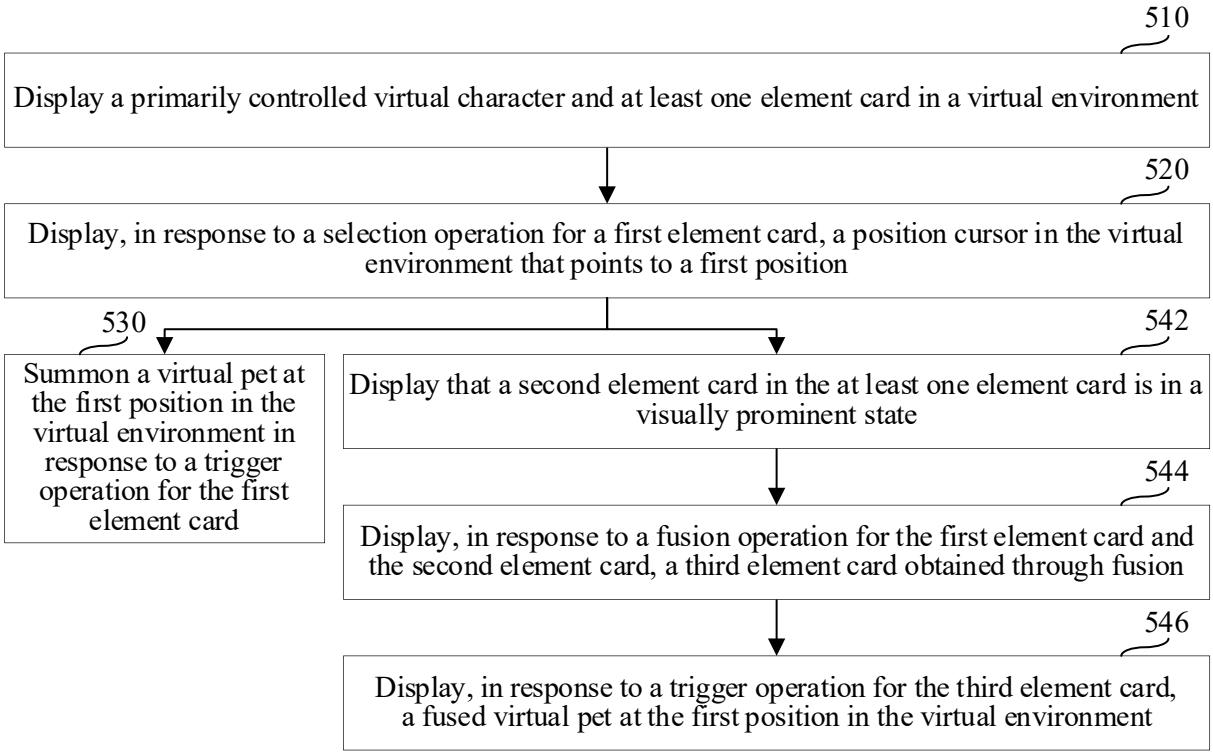

510
Display a primarily controlled virtual character and at least one element card in a virtual environment
520
Display, in response to a selection operation for a first element card, a position cursor in the virtual environment that points to a first position
530
Summon a virtual pet at the first position in the virtual environment in response to a trigger operation for the first element card
542
Display that a second element card in the at least one element card is in a visually prominent state
544
Display, in response to a fusion operation for the first element card and the second element card, a third element card obtained through fusion
546
Display, in response to a trigger operation for the third element card, a fused virtual pet at the first position in the virtual environment

FIG. 8

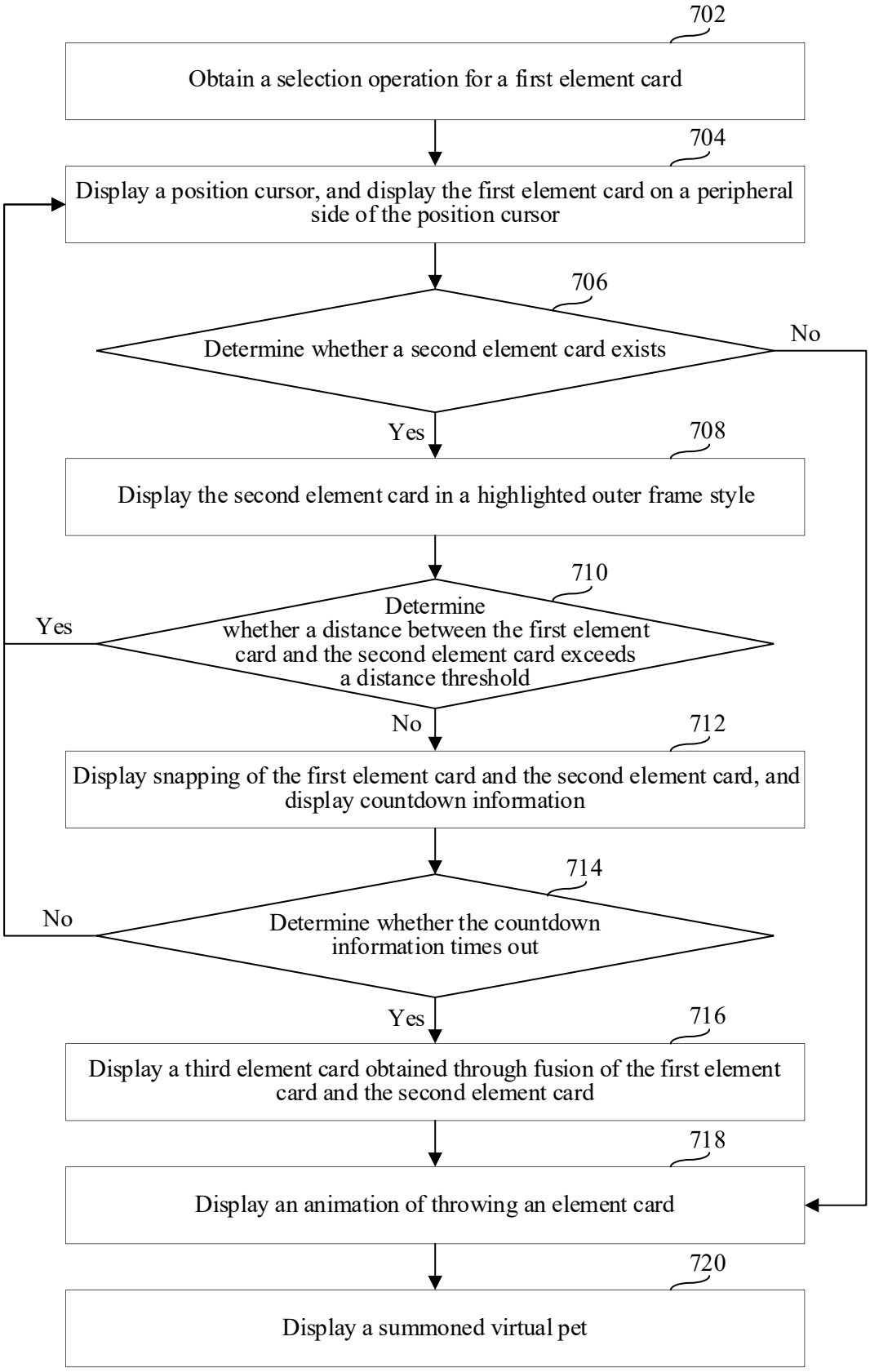
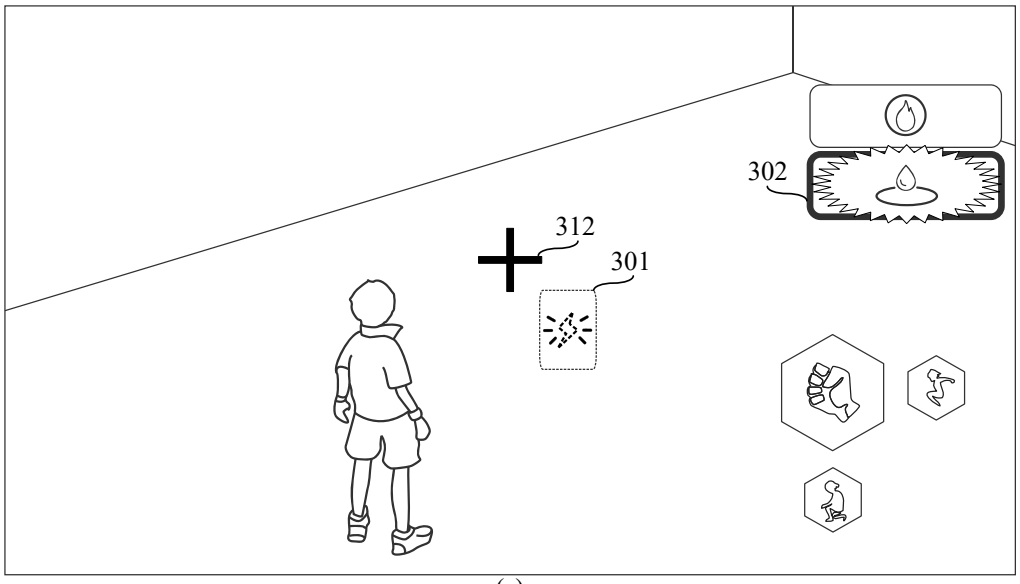
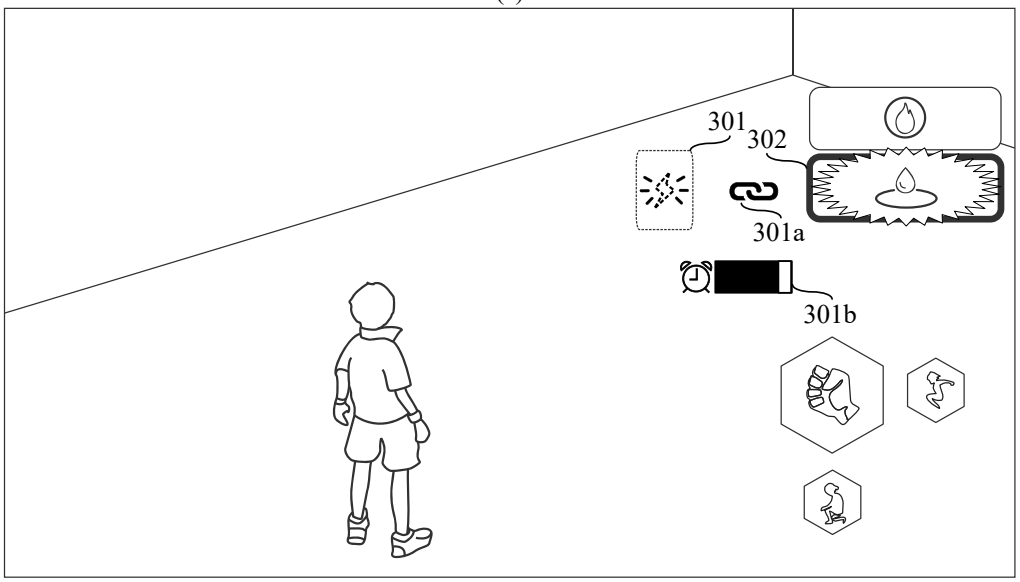

702
Obtain a selection operation for a first element card
704
Display a position cursor, and display the first element card on a peripheral side of the position cursor
706
Determine whether a second element card exists
No
Yes
708
Display the second element card in a highlighted outer frame style
710
Determine whether a distance between the first element card and the second element card exceeds a distance threshold
Yes
No
712
Display snapping of the first element card and the second element card, and display countdown information
714
Determine whether the countdown information times out
No
Yes
716
Display a third element card obtained through fusion of the first element card and the second element card
718
Display an animation of throwing an element card
720
Display a summoned virtual pet

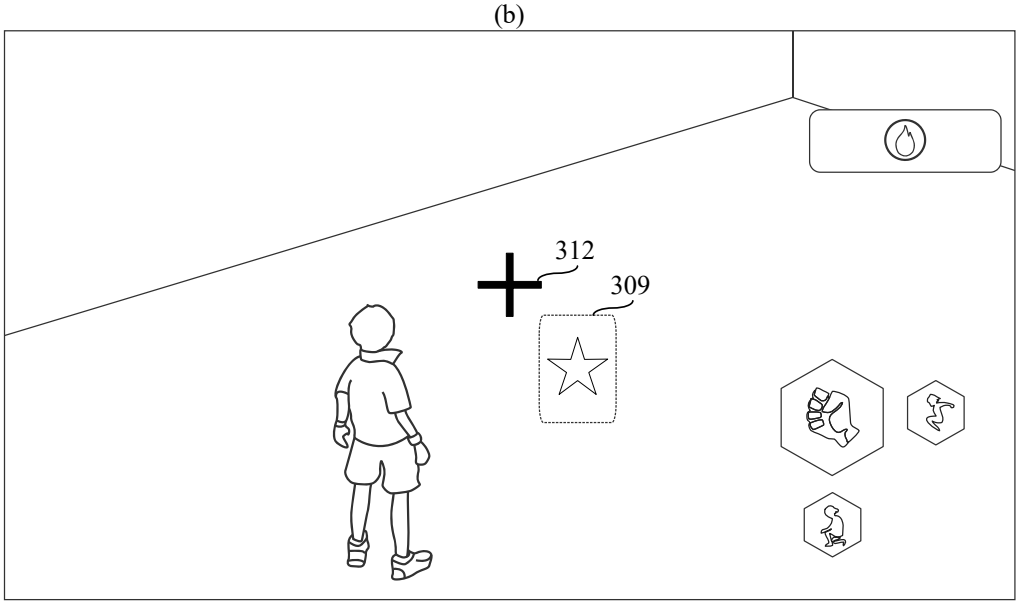
FIG. 9



(a)



(b)



(c)

FIG. 10

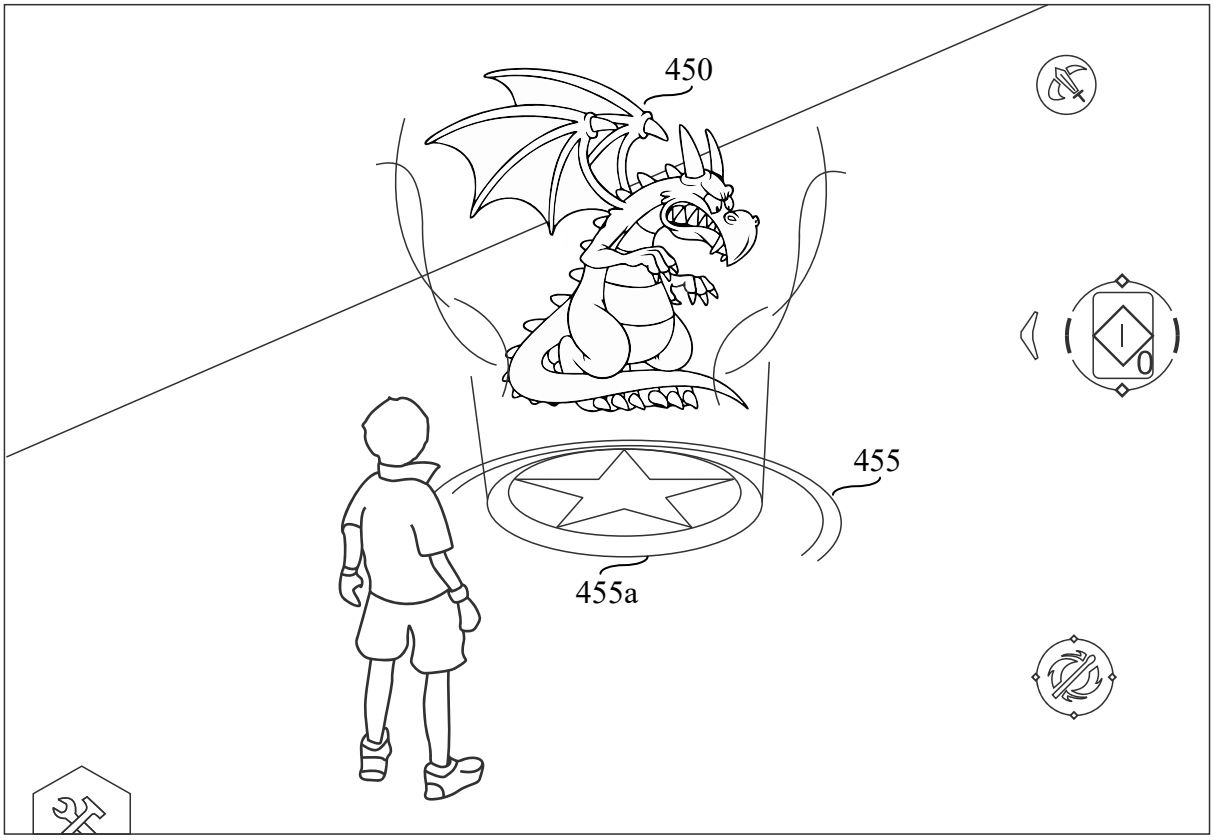


FIG. 11

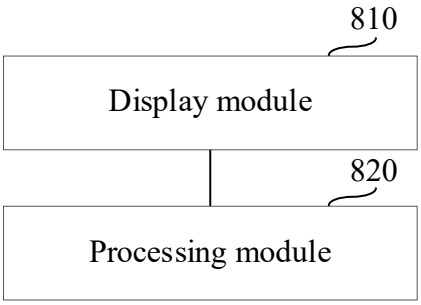


FIG. 12

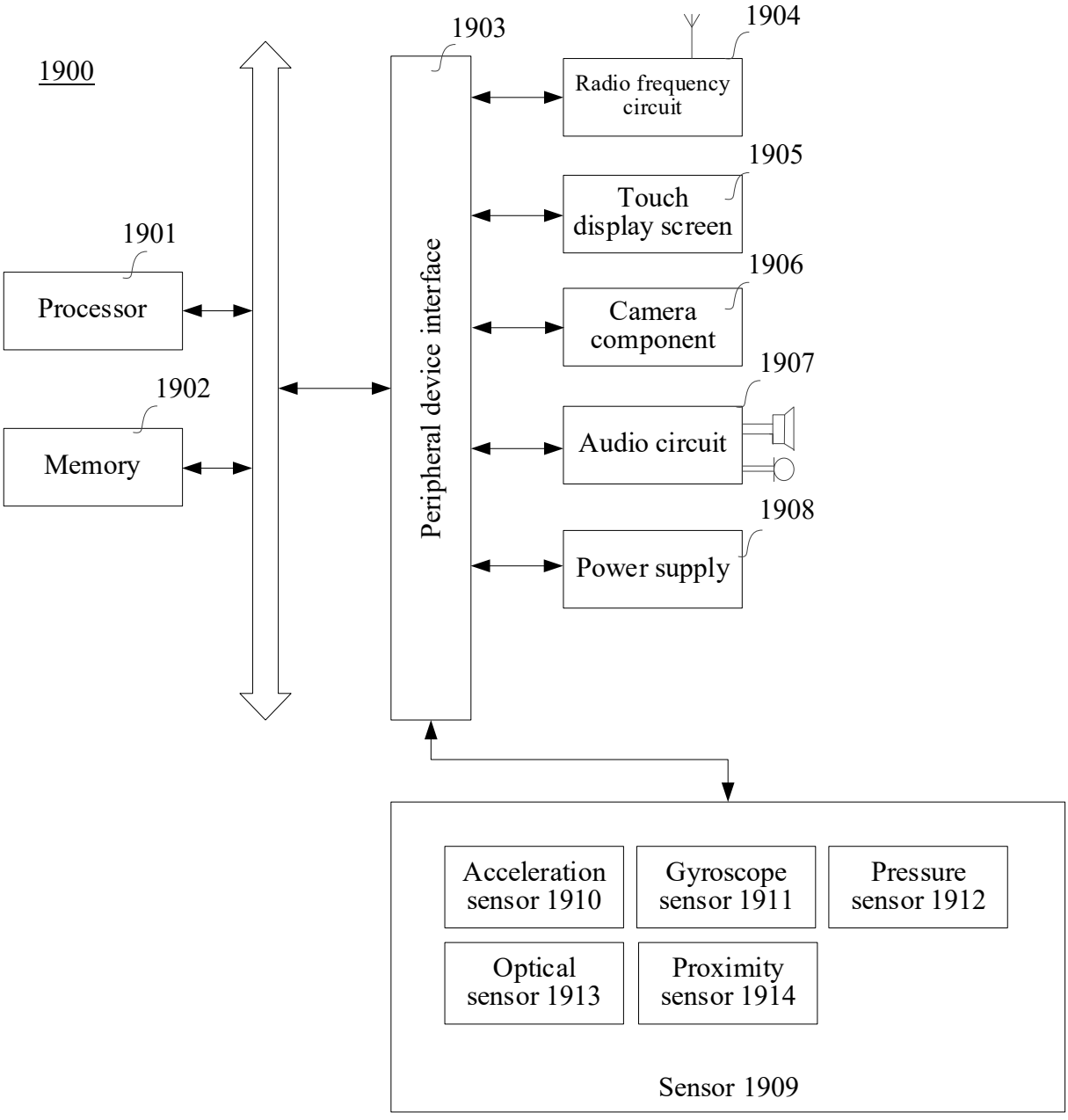

1900
1901
Processor
1902
Memory
1903
Peripheral device interface
1904
Radio frequency circuit
1905
Touch display screen
1906
Camera component
1907
Audio circuit
1908
Power supply
Acceleration sensor 1910
Gyroscope sensor 1911
Pressure sensor 1912
Optical sensor 1913
Proximity sensor 1914
Sensor 1909

FIG. 13