(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国 际 局

(43) 国际公布日
2026 年 2 月 12 日 (12.02.2026)

WIPO | PCT

(10) 国际公布号
WO 2026/031843 A1

(51) 国际专利分类号:
A63F 13/55 (2014.01) *A63F 13/42* (2014.01)
A63F 13/52 (2014.01) *A63F 13/537* (2014.01)

(21) 国际申请号: PCT/CN2025/104449

(22) 国际申请日: 2025 年 6 月 27 日 (27.06.2025)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202411080391.2 2024年8月7日 (07.08.2024) CN

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WO 2026/031843 A1

(54) **Title:** VIRTUAL PET SUMMONING METHOD AND APPARATUS, AND DEVICE AND STORAGE MEDIUM

(54) 发明名称: 虚拟宠物的召唤方法、装置、设备及存储介质

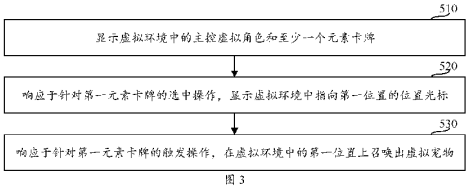


图 3

510 Display a main control virtual character and at least one element card in a virtual environment
520 In response to a selection operation for a first element card, display a position cursor in the virtual environment which points to a first position
530 In response to a trigger operation for the first element card, summon a virtual pet at the first position in the virtual environment

(57) **Abstract:** The present application belongs to the technical field of human-computer interaction. Disclosed are a virtual pet summoning method and apparatus, and a device and a storage medium. The method comprises: displaying a main control virtual character and at least one element card in a virtual environment (510), wherein a first element card among the at least one element card comprises an element attribute identifier; in response to a selection operation for the first element card, displaying a position cursor in the virtual environment which points to a first position (520); and in response to a trigger operation for the first element card, summoning a virtual pet at the first position in the virtual environment (530), wherein an element attribute of the virtual pet conforms to the element attribute identifier. A human-computer interaction mode in which a selection operation and a trigger operation for an element card are used for summoning a virtual pet to appear is provided; thus, the problem in the related art of a player being unable to distinguish element attributes of virtual pets due to a large number of types of virtual pets is solved, thereby improving the human-computer interaction efficiency.

(57) 摘要: 本申请公开了一种虚拟宠物的召唤方法、装置、设备及存储介质，属于人机交互技术领域。该方法包括：显示虚拟环境中的主控虚拟角色和至少一个元素卡牌(510)，至少一个元素卡牌中的第一元素卡牌包括元素属性标识；响应于针对第一元素卡牌的选中操作，显示虚拟环境中指向第一位置的位置光标(520)；响应于针对第一元素卡牌的触发操作，在虚拟环境中的第一位置上召唤出虚拟宠物(530)，虚拟宠物具有的元素属性符合元素属性标识。提供了通过针对元素卡牌的选中操作、触发操作召唤出上场的虚拟宠物的人机交互方式；避免了相关技术中虚拟宠物的类型众多而造成玩家无法分辨虚拟宠物具有的元素属性的问题，提高了人机交互效率。

[见续页]

SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UY, UZ, VC, VN, WS, ZA, ZM, ZW。

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— 包括国际检索报告(条约第21条(3))。