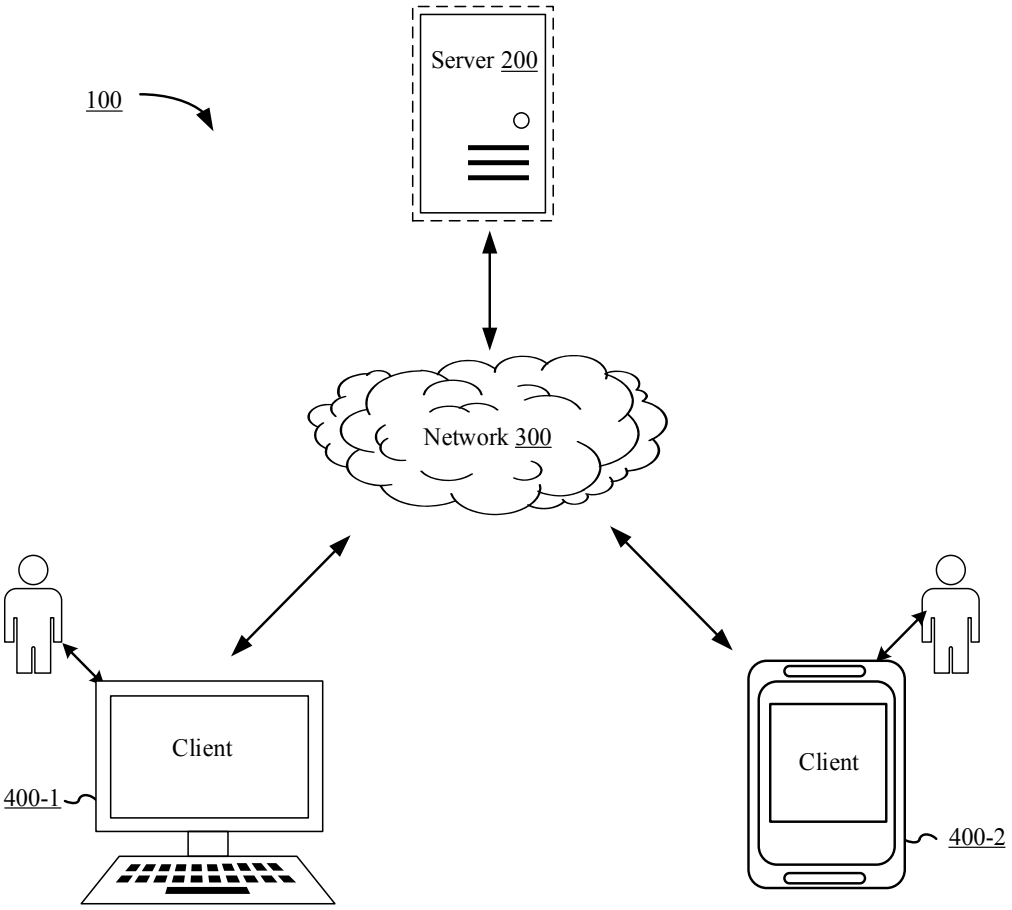

100
Server 200
Network 300
Client
400-1
Client
400-2

FIG. 1

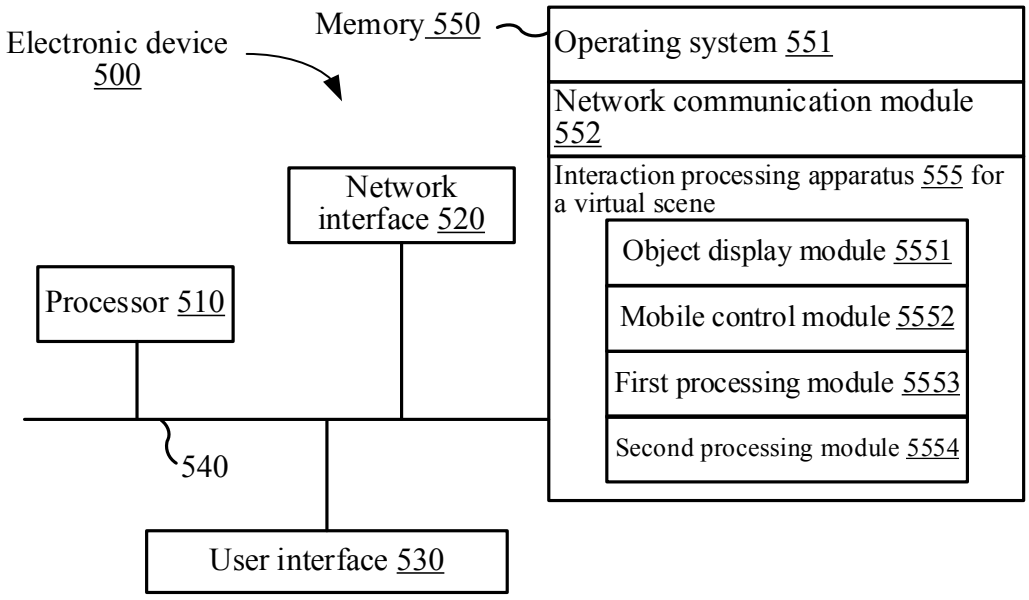

Electronic device 500
Memory 550
Operating system 551
Network communication module 552
Interaction processing apparatus 555 for a virtual scene
Object display module 5551
Mobile control module 5552
First processing module 5553
Second processing module 5554
Network interface 520
Processor 510
540
User interface 530

FIG. 2

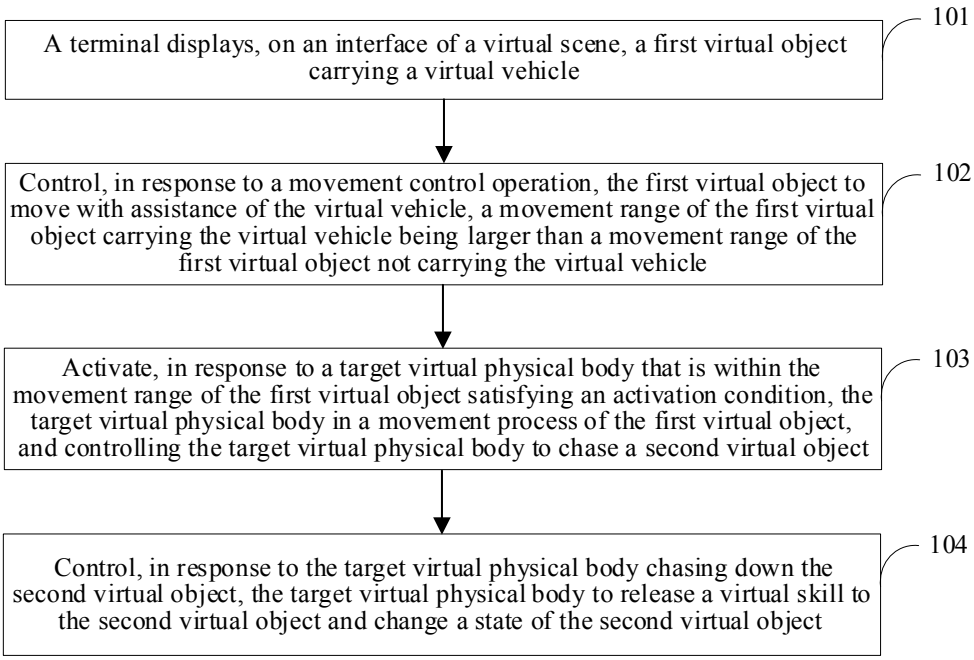

A terminal displays, on an interface of a virtual scene, a first virtual object carrying a virtual vehicle
101
Control, in response to a movement control operation, the first virtual object to move with assistance of the virtual vehicle, a movement range of the first virtual object carrying the virtual vehicle being larger than a movement range of the first virtual object not carrying the virtual vehicle
102
Activate, in response to a target virtual physical body that is within the movement range of the first virtual object satisfying an activation condition, the target virtual physical body in a movement process of the first virtual object, and controlling the target virtual physical body to chase a second virtual object
103
Control, in response to the target virtual physical body chasing down the second virtual object, the target virtual physical body to release a virtual skill to the second virtual object and change a state of the second virtual object
104

FIG. 3

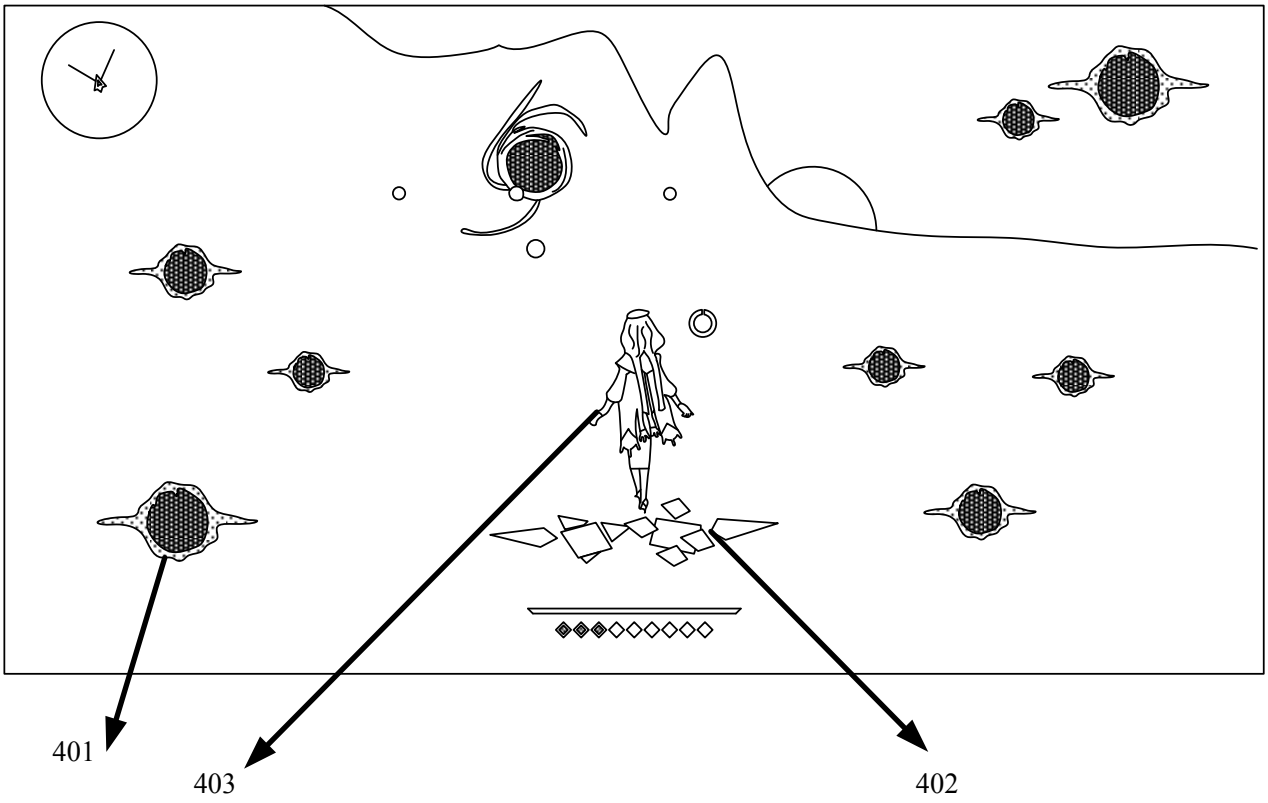

401
403
402

FIG. 4

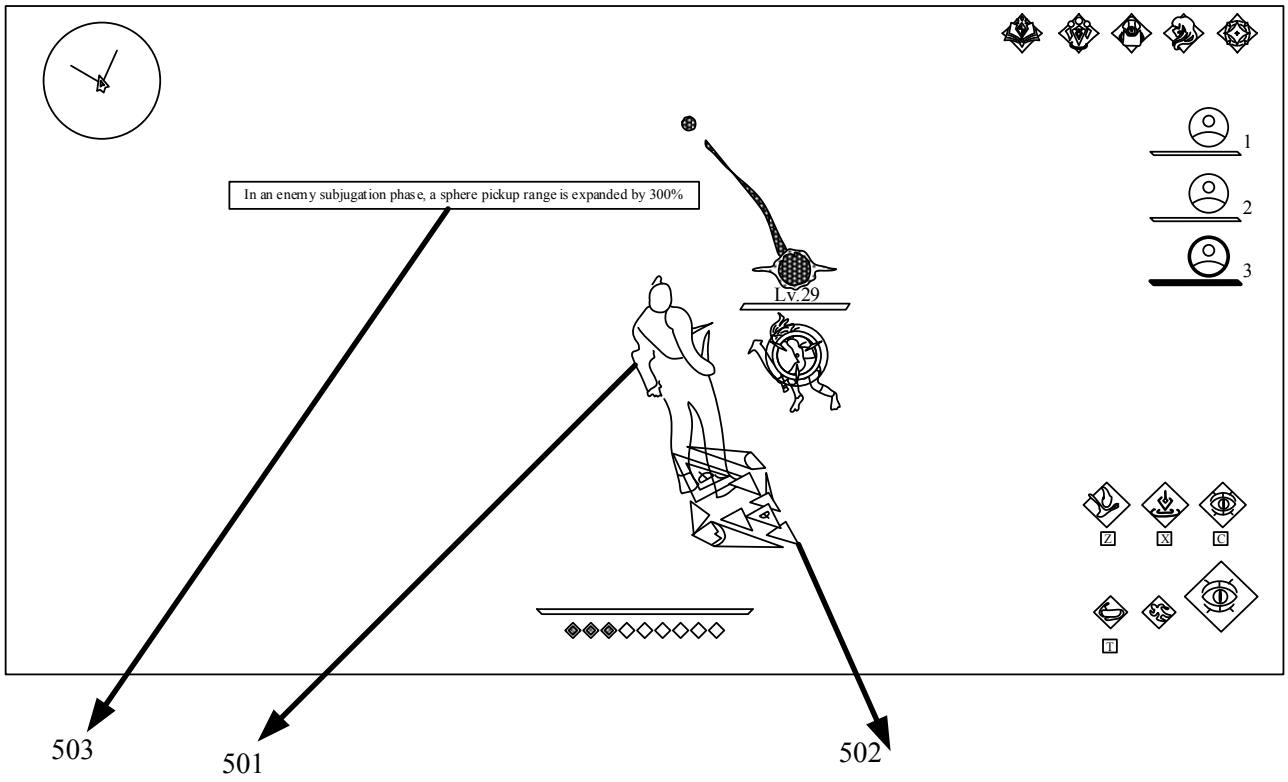

In an enemy subjugation phase, a sphere pickup range is expanded by 300%
Lv.29
1
2
3
Z
X
C
T
503
501
502

FIG. 5

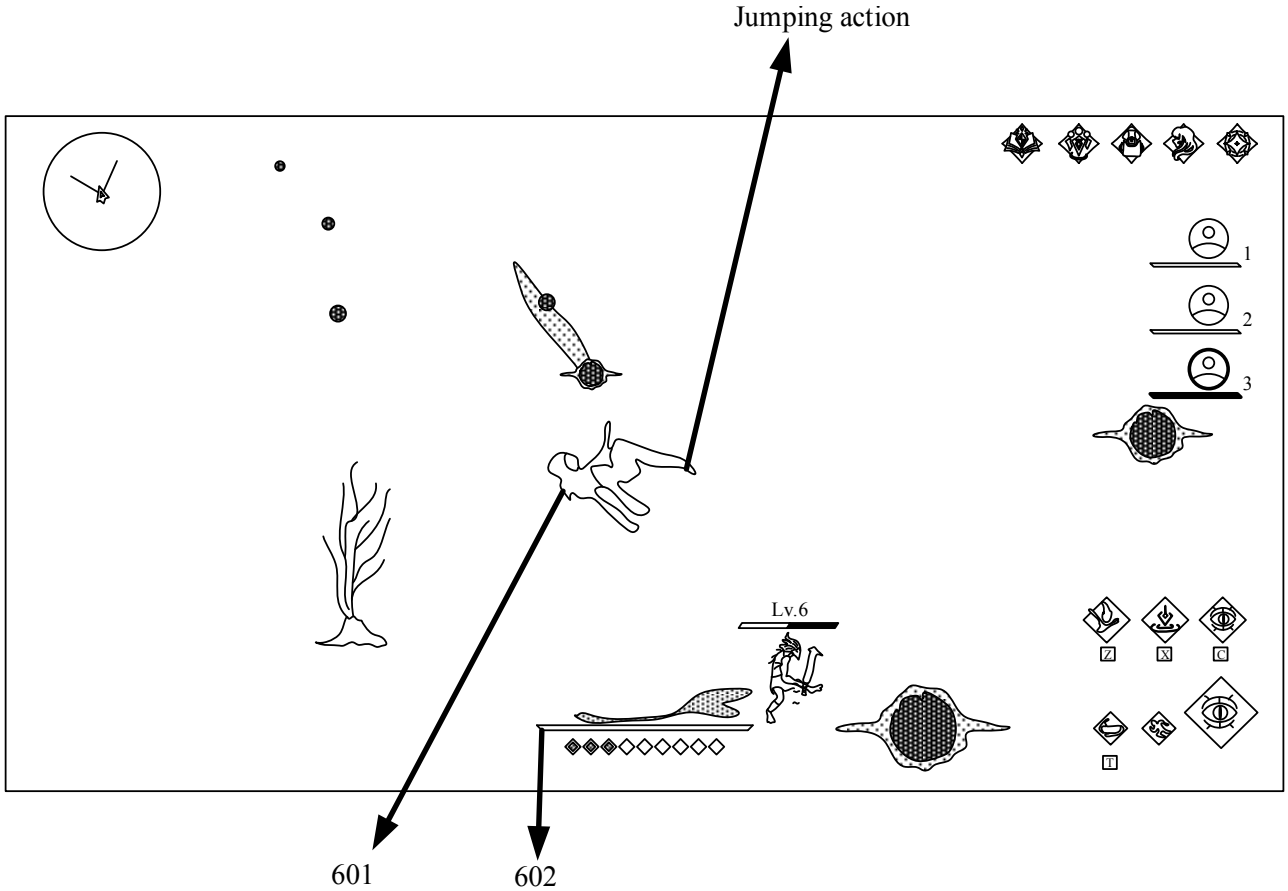

Jumping action
Lv.6
1
2
3
Z
X
C
T
601
602

FIG. 6

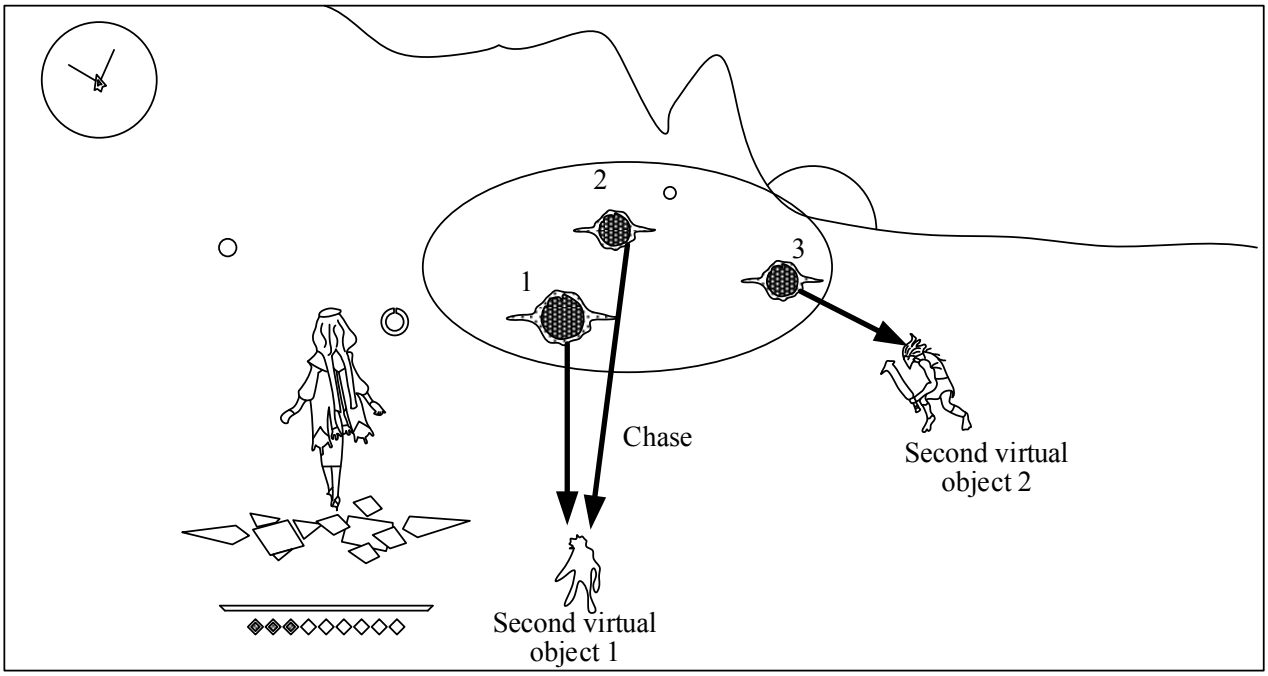

2
1
3
Chase
Second virtual object 2
Second virtual object 1

FIG. 7

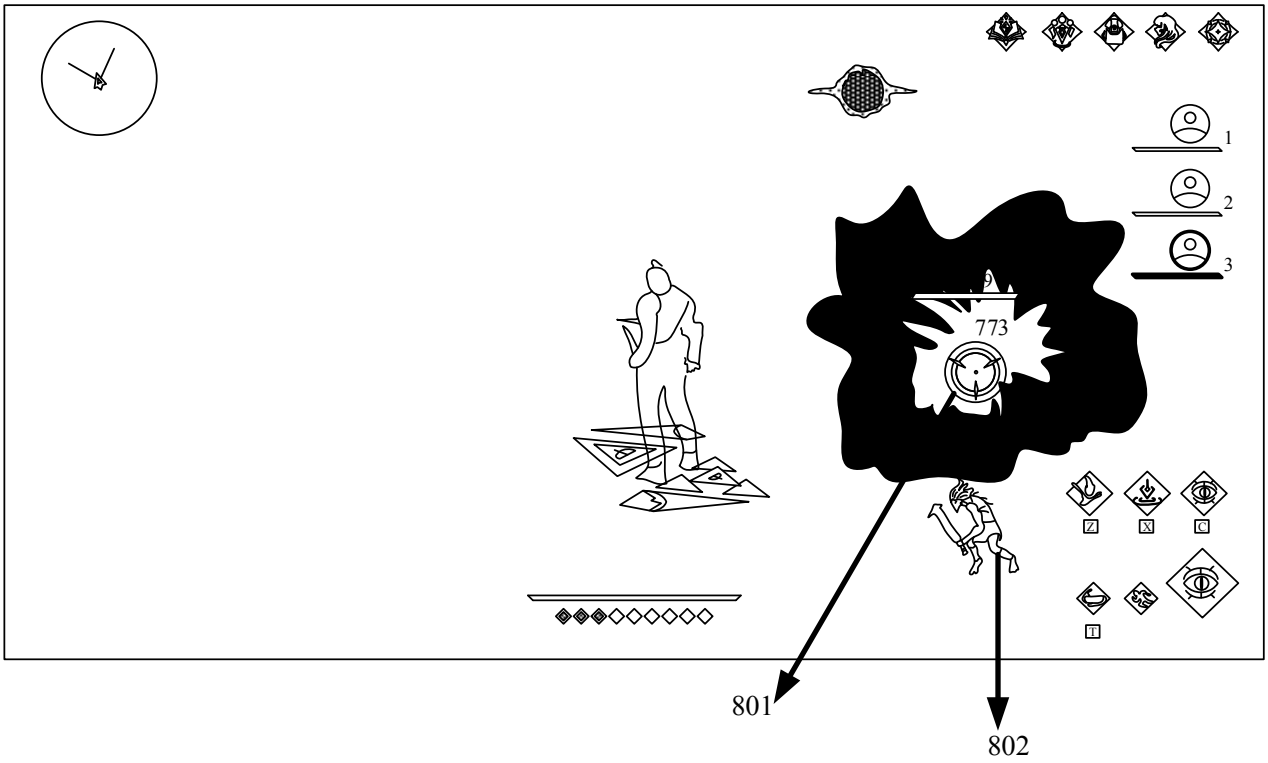

1
2
3
773
801
802

FIG. 8

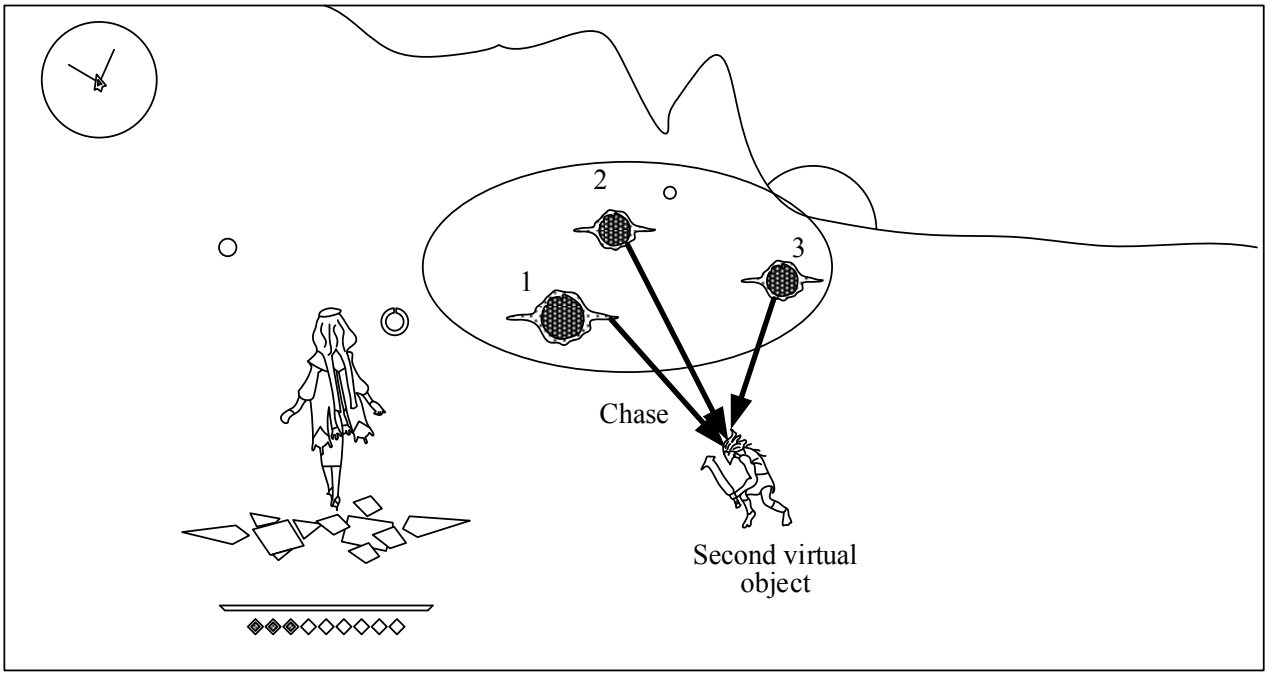

2
3
1
Chase
Second virtual object

FIG. 9

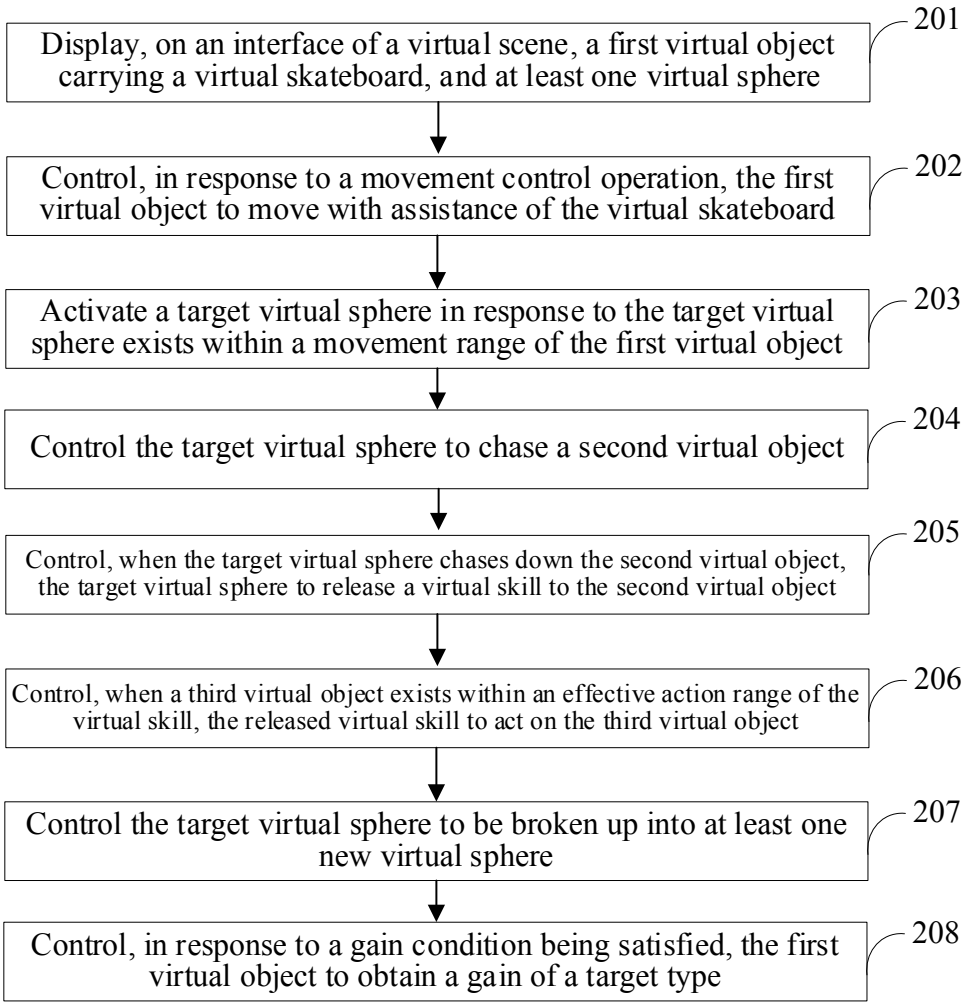

Display, on an interface of a virtual scene, a first virtual object carrying a virtual skateboard, and at least one virtual sphere
201
Control, in response to a movement control operation, the first virtual object to move with assistance of the virtual skateboard
202
Activate a target virtual sphere in response to the target virtual sphere exists within a movement range of the first virtual object
203
Control the target virtual sphere to chase a second virtual object
204
Control, when the target virtual sphere chases down the second virtual object, the target virtual sphere to release a virtual skill to the second virtual object
205
Control, when a third virtual object exists within an effective action range of the virtual skill, the released virtual skill to act on the third virtual object
206
Control the target virtual sphere to be broken up into at least one new virtual sphere
207
Control, in response to a gain condition being satisfied, the first virtual object to obtain a gain of a target type
208

FIG. 10