

ABSTRACT

Methods, apparatuses, devices and storage media for processing game states are provided in the disclosure, the method comprising: in response to a first state switching instruction, switching a game from an idle state to a first state; acquiring first operation information of one or more operations performed on a first marker by a first object participating in the game in the first state; in response to detecting a second marker in a preset area, switching the game to a second state; acquiring second operation information of one or more operations performed on the second marker by a second object participating in the game in the second state; in response to that a game result is generated based on the second operation information, switching the game to a result processing state; performing result processing on the first operation information according to the game result.

[Fig. 1]