

ABSTRACT

The present application provides a method, an apparatus, a device and a storage medium for switching states of a card game. The method includes: obtaining card information comprising position information of at least one card involved in a live image acquired from a game tabletop of a current card game; determining, if the at least one card is excluded from one or more recorded cards of the current card game, that the at least one card is a target card; determining, according to pre-acquired recorded card information and card sequential configuration information of the current card game, an expected placement area for the target card from two or more placement areas of the game tabletop; and updating, if position information of the target card indicates that the target card is not placed in the expected placement area, the current card game to a halt state.

[Fig. 1]