CLAIMS

1. A game image processing method, comprising:

in a money substitute operating stage of a game, acquiring a first game image of the game, and associating first money substitute information and human body image that are detected or recognized from the first game image, to obtain association information;

in a payout stage of the game, acquiring a detection and recognition result for a second game image of the game before payment or collection of money substitute, the detection and recognition result at least comprising second money substitute information;

matching the second money substitute information with the first money substitute information, and determining, according to the association information, whether the second money substitute information is successfully associated with a target human body image of the human body image;

responsive to determining that the second money substitute information is successfully associated with the target human body image of the human body image, querying personal identity information corresponding to the target human body image; and

determining payout information corresponding to the personal identity information according to the second money substitute information and a game result of the game.

2. The method of claim 1, wherein the money substitute operating stage comprises a

first operating stage and a second operating stage, and determining the payout information corresponding to the personal identity information comprises:

determining association results of associating the first money substitute information and human body images acquired in the first operating stage and the second operating stage respectively according to the association information; and

determining the payout information corresponding to the personal identity information according to the association results.

3. The method of claim 2, wherein the first operation stage includes a stage of operating a money substitute before game props are issued, and the second operation stage includes a stage of operating a money substitute according to a predetermined marker after the game props are issued, the predetermined marker being configured to identify a payout ratio; and

wherein determining the payout information corresponding to the personal identity information according to the association results comprises:

detecting a predetermined maker in the second operating stage; and

determining the payout information corresponding to the personal identity information according to the association results and a recognition result of the predetermined marker.

4. The method of claim 1, wherein associating the first money substitute information and human body image that are detected or recognized from the first game image comprises:

determining money substitute information, that is first detected or recognized

based on multiple frames of first game images acquired in the money substitute operating stage, as the first money substitute information, or, determining money substitute information having changed, that is detected or recognized based on multiple frames of first game images acquired in the money substitute operating stage, as the first money substitute information; and

associating the first money substitute information with the human body image.

5. The method of claim 1, wherein querying the personal identity information corresponding to the target human body image comprises:

acquiring identification information of the second money substitute information; and

querying the personal identity information corresponding to the target human body image from a pre-stored personal information table according to the identification information.

6. The method of claim 5, further comprising:

under the condition that the personal identity information corresponding to the target human body image is not found from the pre-stored personal information table, querying personal identity information corresponding to the identification information from an image database according to the identification information.

7. The method of claim 6, further comprising:

storing the personal identity information found from the image database and

the target human body image in the personal information table.

8. The method of claim 6, further comprising:

under the condition that the personal identity information corresponding to the target human body image is not found from the image database, determining whether the money substitute information associated with the target human body image meets a set condition; and

responsive to determining the money substitute information associated with the target human body image meets the set condition, acquiring the personal identity information corresponding to the target human body image according to a manual association instruction.

9. The method of claim 8, further comprising:

storing the personal identity information corresponding to the target human body image and the target human body image in the personal information table.

10. The method of claim 1, further comprising:

in a case of determining that the second money substitute information fails to be associated with the human body image according to the association information, determining whether the second money substitute information meets a set condition according to the association information; and

responsive to determining that the second money substitute information meets the set condition, acquiring, according to a manual association instruction, a human

body image associated with the second money substitute information and personal identity information corresponding to the human body image.

11. The method of claim 10, further comprising:

storing the human body image associated with the second money substitute information and the personal identity information in the personal information table.

12. The method of any one of claims 1-9, wherein the first money substitute information and the second money substitute information comprise at least one of: personal identity information corresponding to a money substitute, a position of the money substitute, a type of the money substitute, a denomination of the money substitute, or a number of the money substitute, respectively.

13. A game image processing apparatus, comprising:

an association module, configured to, in a money substitute operating stage of a game, acquire a first game image of the game, and associate first money substitute information and human body image that are detected or recognized from the first game image, to obtain association information;

an acquisition module, configured to, in a payout stage of the game, acquire a detection and recognition result for a second game image of the game before payment or collection of money substitute, the detection and recognition result at least comprising second money substitute information;

a matching module, configured to match the second money substitute information with the first money substitute information, and determine, according to

the association information, whether the second money substitute information is successfully associated with a target human body image of the human body image;

a query module, configured to, responsive to determining that the second money substitute information is successfully associated with the target human body image of the human body image, query personal identity information corresponding to the target human body image; and

a determination module, configured to determine payout information corresponding to the personal identity information according to the second money substitute information and a game result of the game.

14. The apparatus of claim 13, wherein the money substitute operating stage comprises a first operating stage and a second operating stage, and

wherein the determination module comprises:

a first sub-determination module, configured to determine association results of associating the first money substitute information and human body images acquired in the first operating stage and the second operating stage respectively according to the association information; and

a second sub-determination module, configured to determine the payout information corresponding to the personal identity information according to the association results.

15. The apparatus of claim 14, wherein the first operation stage includes a stage of operating a money substitute before game props are issued, and the second operation stage includes a stage of operating a money substitute according to a predetermined

marker after the game props are issued, the predetermined marker being configured to identify a payout ratio; and

wherein the second sub-determination module is configured to:

detect a predetermined maker in the second operating stage; and

determine the payout information corresponding to the personal identity information according to the association results and a recognition result of the predetermined marker.

16. The apparatus of claim 13, wherein the association module is configured to:

determine money substitute information, that is first detected or recognized based on multiple frames of first game images acquired in the money substitute operating stage, as the first money substitute information, or determine money substitute information having changed, that is detected or recognized based on multiple frames of first game images acquired in the money substitute operating stage, as the first money substitute information, and

associate the first money substitute information with the human body image.

17. The apparatus of claim 13, wherein the query module is configured to:

acquire identification information of the second money substitute information in the detection and recognition result; and

query the personal identity information corresponding to the target human body image from a pre-stored personal information table according to the

identification information.

18. The apparatus of claim 17, wherein the query module is further configured to:

under the condition that the personal identity information corresponding to the target human body image is not found from the pre-stored personal information table, query personal identity information corresponding to the identification information from an image database according to the identification information.

19. An electronic device, comprising a processor and a memory configured to store a computer program capable of running in the processor, wherein

the processor is configured to run the computer program to perform the game image processing method of any one of claims 1-12.

20. A computer storage medium having stored therein a computer program that, when executed by a processor, causes the processor to perform the game image processing method of any one of claims 1-12.