

ABSTRACT

The present disclosure provides a method, an apparatus, a device and a storage medium for switching states of a tabletop game. The method can include: obtaining a tabletop image of a tabletop game which is in a game coin settlement state; obtaining position information of each of one or more target objects involved in the tabletop image by performing object detection on the tabletop image, wherein the one or more target objects comprise at least one of one or more card objects and one or more game coin objects; determining, according to the position information of each of the one or more target objects, whether a game area of a game table involves a target object and whether a game coin storage box on the game table is in a closed state; and switching the game to a game starting state in response to determining that the game area involves none target object and the game coin storage box is in the closed state.

[Fig. 1]