

ABSTRACT

The present disclosure relates to the field of computer vision technology, and in particular to a method and an apparatus for controlling game states. The method of controlling game states includes: obtaining a sequence of image frames of a game table on which a game is in a halt state, where the game table includes a currency token operating area and a game item operating area; in response to detecting that one or more currency tokens in the currency token operating area are operated by a preset operating object based on one or more image frames in the sequence of image frames, obtaining detection information of one or more game items in the game item operating area from the one or more image frames, where the detection information includes identification information of each of the one or more game items; and in a case that the identification information meets a preset game result generation condition, switching the game from the halt state to a result processing state.

[Fig. 2]