

ABSTRACT

The embodiments of the application provide a method for detecting tokens on a game table, which includes that: in response to that a game enters a game prop operating stage after a token placement stage, a target region where a token is changed in multiple regions for token placement on a game table is determined based on at least one frame of image of the game table, the token in each region being configured to perform payout according to an operation result of a game prop in a payout stage of the game; and in a case where the target region is not a preset region that allows the token to be changed, alarm information for the target region is generated. The embodiments of the application also provide an apparatus for detecting tokens on a game table, a device, and a storage medium.

[Figure 2]