What is Claimed is:

1. A game system with image synthesis and display comprising:

a game processing unit, controlling an operation of a game for at least one player to play the game;

at least one player end, respectively including a display screen to display a game picture of the game, the game picture including a plurality of scoring areas and a plurality of odds corresponding to the plurality of scoring areas, the at least one player end respectively providing the at least one player to play the game for selecting and making scoring on the plurality of scoring areas within a scoring time to generate a scoring information, and the at least one player end respectively transmitting the scoring information to the game processing unit;

a physical game result generation unit, notified by the game processing unit to generate a game result according to a preset rule after the scoring time of each round of the game has expired, and the physical game result generation unit transmitting the game result to the game processing unit;

an image acquisition unit, shooting a real scene of the physical game result generation unit to obtain an instant image, and the image acquisition unit transmitting the instant image to the game processing unit;

an image identification unit, receiving the instant image from the game processing unit, the image identification unit recognizing and analyzing a position of the instant image to generate a position

information, and the game processing unit transmitting the position information back to the game processing unit;

an image synthesis processing unit, receiving the at least one scoring information, the instant image, and the position information from the game processing unit after the game processing unit receives the at least one scoring information, the image synthesis processing unit superimposing and synthesizing an image corresponding to the at least one scoring information on the instant image to generate a virtual real synthetic image according to the position information, and the virtual real synthetic image transmitted by the game processing unit to the at least one player end to display the virtual real synthetic image on the display screen of the at least one player end respectively; and

a scoring payout unit, paying according to the scoring information of the at least one player, the game result, and the plurality of odds in each round of the game.

2. The game system according to claim 1, wherein the game system further comprises a cloud server, a remote game console and a game hardware console, the remote game console includes the physical game result generation unit and the image acquisition unit, the game hardware console includes the game processing unit, the image identification unit, the image synthesis processing unit and the scoring payout unit, the remote game console and the game hardware console are connected through the cloud server, and the at least one player end is respectively connected with the

game hardware console.

3. The game system according to claim 2, wherein the game hardware console further comprises a random odds generation unit.

4. The game system according to claim 1, wherein the image synthesis processing unit updates the virtual real synthetic image according to the at least one scoring information which is the latest, if the at least one scoring information changes during the scoring time.

5. The game system according to claim 1, wherein the real scene includes a plurality of frames corresponding to the plurality of scoring areas, and the image synthesis processing unit reproduces the real scene on the virtual real synthetic image, and displays the scoring information on the plurality of frames of the virtual real synthetic image.

6. The game system according to claim 5, wherein the image synthesis processing unit updates the virtual real synthetic image according to the at least one scoring information which is the latest, if the at least one scoring information changes during the scoring time, and the image synthesis processing unit displays the at least one scoring information which is the latest on the plurality of frames of the virtual real synthetic image.

7. The game system according to claim 6, wherein the game system further comprises a random odds generation unit, the random odds generation unit generates a random odds according to a random

probability to each of the plurality of scoring areas after the scoring time of each round of the game has expired, the random odds generation unit transmits the random odds to the game processing unit, the game processing unit notifies the at least one game picture to replace the odds of the scoring area with the random odds, and the scoring payout unit pays according to the scoring information of the at least one player, the game result, the plurality of odds and the random odds, and wherein after the game processing unit receives the random odds, the image synthesis processing unit generates another virtual real synthetic image according to the instant image, the position information and the random odds.

8. The game system according to claim 7, wherein the image synthesis processing unit reproduces the real scene in the virtual real synthetic image and displays the random odds on the plurality of frames of the virtual real synthetic image.

9. The game system according to claim 1, wherein the image synthesis processing unit generates the virtual real synthetic image only after the scoring time has expired.

10. The game system according to claim 9, wherein the game system further comprises a random odds generation unit, the random odds generation unit generates a random odds according to a random probability to each of the plurality of scoring areas after the scoring time of each round of the game has expired, the random odds generation unit transmits the random odds to the game

processing unit, the game processing unit notifies the at least one game picture to replace the odds of the scoring area with the random odds, and the scoring payout unit pays according to the scoring information of the at least one player, the game result, the plurality of odds and the random odds.

11. The game system according to claim 10, wherein after the game processing unit receives the at least one scoring information or the random odds, the image synthesis processing unit generates the virtual real synthetic image according to the instant image, the position information, the at least one scoring information and the random odds.

12. The game system according to claim 11, wherein the real scene includes a plurality of frames corresponding to the plurality of scoring areas, the image synthesis processing unit reproduces the real scene on the virtual real synthetic image, and displays the random odds on the plurality of frames of the virtual real synthetic image.

13. The game system according to claim 11, wherein the real scene includes a physical scoring table corresponding to the plurality of scoring areas, the image synthesis processing unit reproduces the real scene on the virtual real synthetic image, and displays the random odds on the physical scoring table of the virtual real synthetic image.

14. The game system according to claim 1, wherein the at least one player end includes a game operation interface respectively, the at

least one game operation interface is operated by the at least one player to generate an operation information, and each the at least one game operation interface includes a plurality of scoring options and at least one function operation option for making scoring on the plurality of scoring areas, and wherein the operation information includes a function control signal and the at least one scoring information, the function control signal is generated by the player operating the at least one function operation option to control the operation of the game system, and the at least one scoring information is generated by the player operating the plurality of scoring options.