ABSTRACT

The embodiments of the present disclosure provide a method, apparatus and system for processing an abnormal event and a device and storage medium thereof. The method includes: in response to determining that an abnormal event occurs in a game region according to a first image of the game region, determining that a game played in the game region is in an abnormal state and outputting an abnormality promotion through a user interaction apparatus; in response to obtaining an abnormality recovery instruction, determining a current state of the game based on a second image of the game region, wherein the abnormality recovery instruction is in response to the abnormality promotion; in response to that the current state is a non-abnormal state, switching a detection logic for the game to be corresponding to the current state; controlling the game to continue by detecting an event and/or an object involved in the game region based on a third image of the game region obtained in the current state. In this way, the accuracy of the game processing result is improved, and poor experiences brought to users by frequent abnormality promotions resulting from wrong state switching will be avoided.

[Fig. 2]