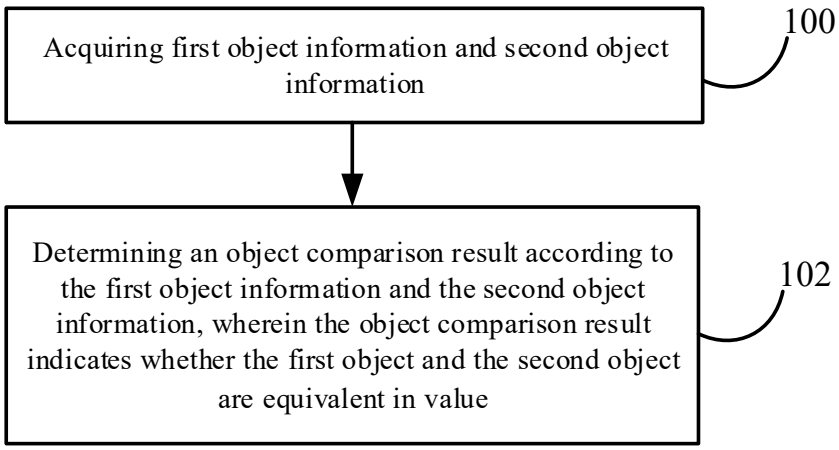

Acquiring first object information and second object information
100
Determining an object comparison result according to the first object information and the second object information, wherein the object comparison result indicates whether the first object and the second object are equivalent in value
102

FIG. 1

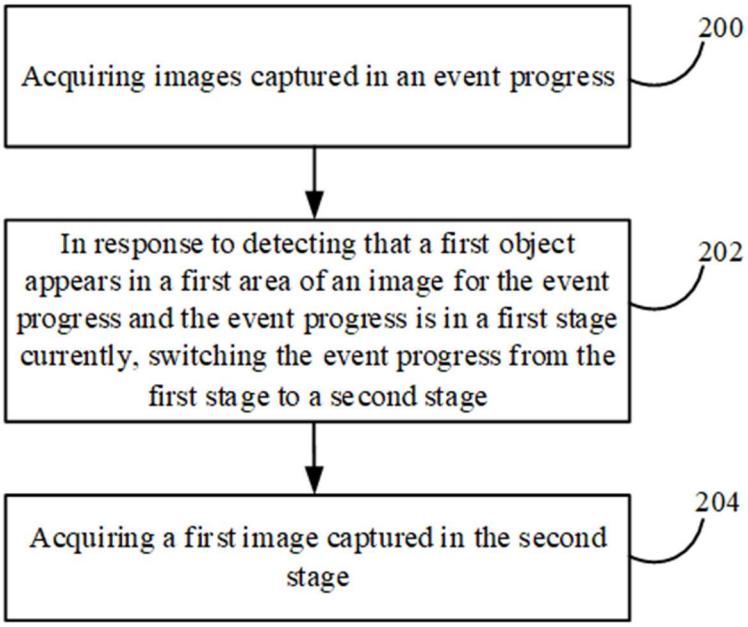

Acquiring images captured in an event progress
200
In response to detecting that a first object appears in a first area of an image for the event progress and the event progress is in a first stage currently, switching the event progress from the first stage to a second stage
202
Acquiring a first image captured in the second stage
204

FIG. 2

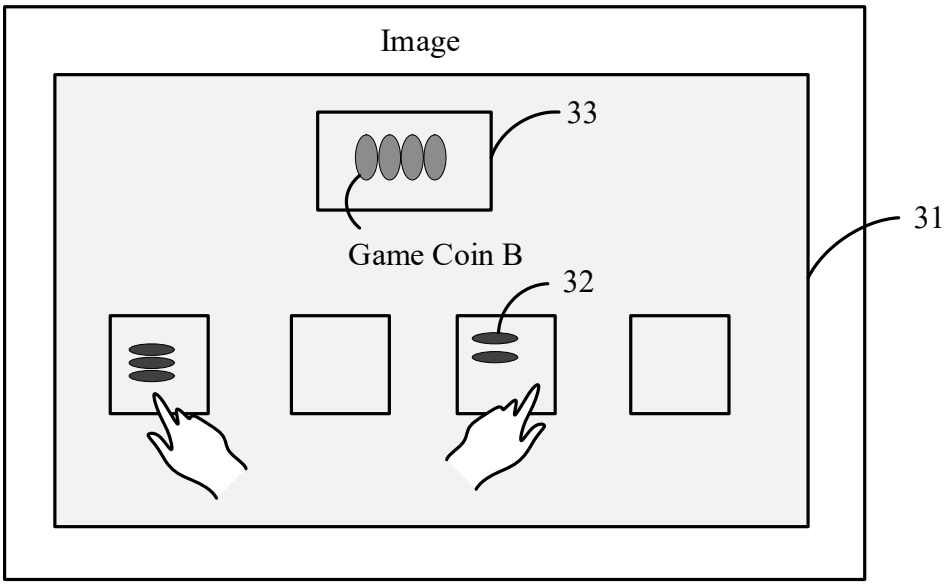

Image
33
Game Coin B
32
31

FIG. 3

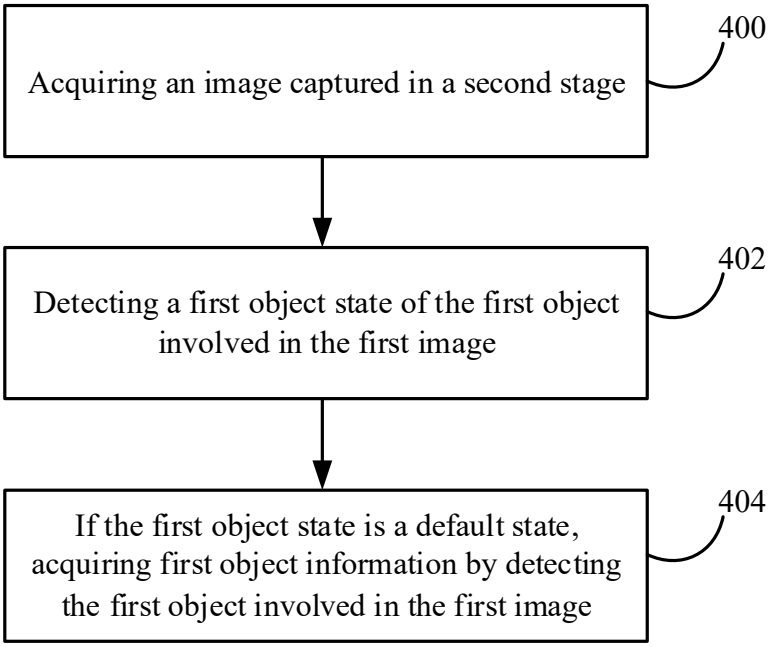

Acquiring an image captured in a second stage
400
Detecting a first object state of the first object involved in the first image
402
If the first object state is a default state, acquiring first object information by detecting the first object involved in the first image
404

FIG. 4

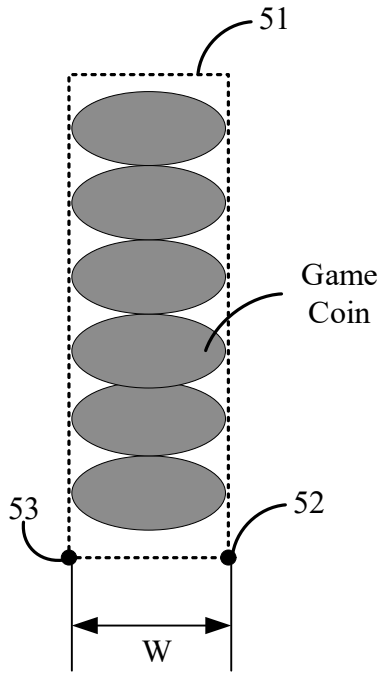

51
Game
Coin
53
52
W

FIG. 5

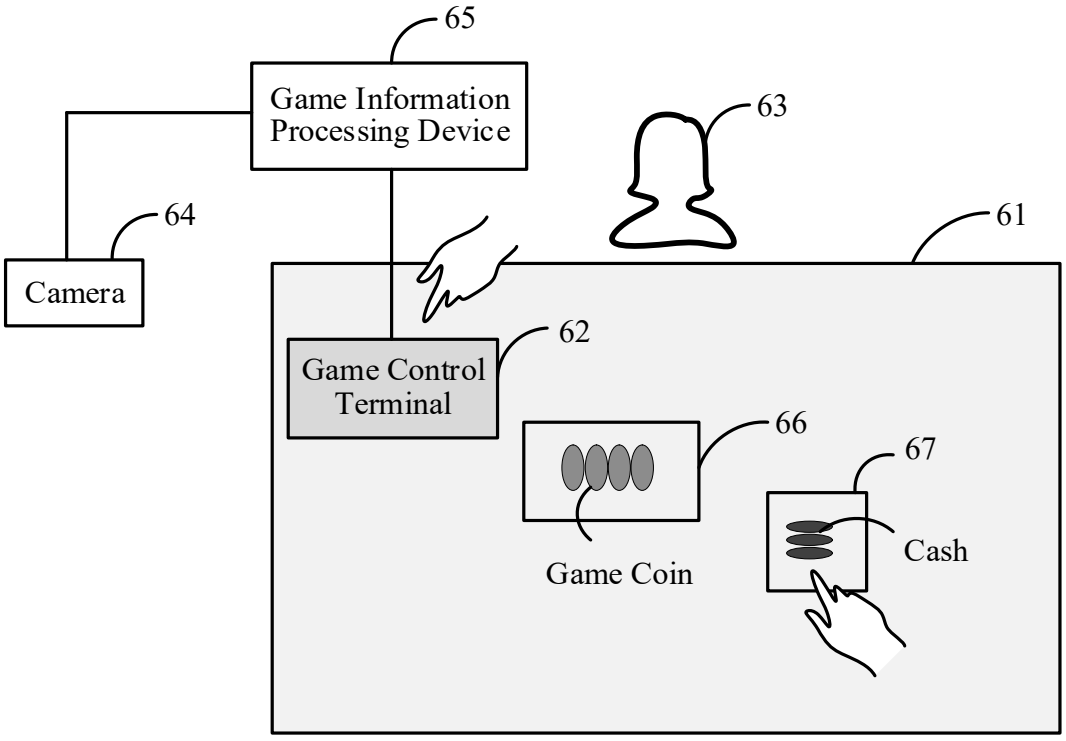

65
Game Information
Processing Device
63
64
61
Camera
62
Game Control
Terminal
66
67
Cash
Game Coin

FIG. 6

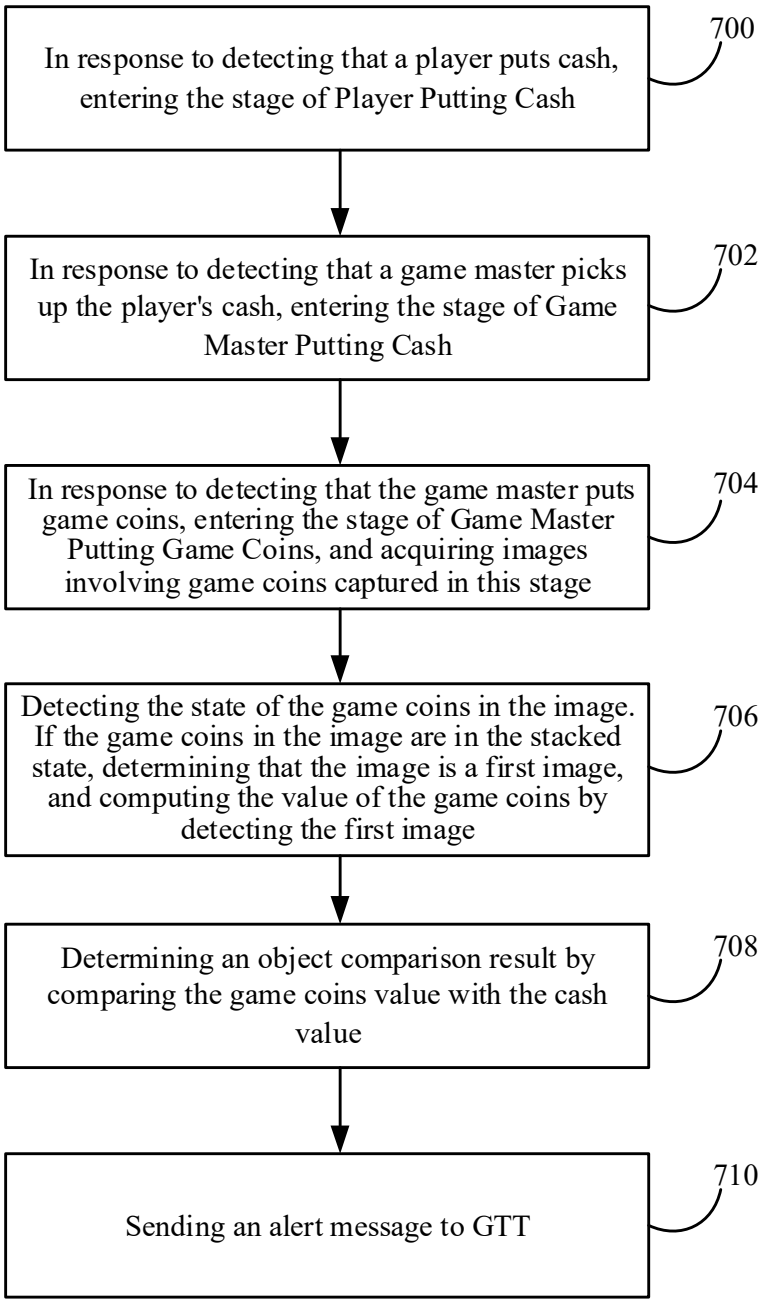

In response to detecting that a player puts cash, entering the stage of Player Putting Cash
700
In response to detecting that a game master picks up the player's cash, entering the stage of Game Master Putting Cash
702
In response to detecting that the game master puts game coins, entering the stage of Game Master Putting Game Coins, and acquiring images involving game coins captured in this stage
704
Detecting the state of the game coins in the image. If the game coins in the image are in the stacked state, determining that the image is a first image, and computing the value of the game coins by detecting the first image
706
Determining an object comparison result by comparing the game coins value with the cash value
708
Sending an alert message to GTT
710

FIG. 7

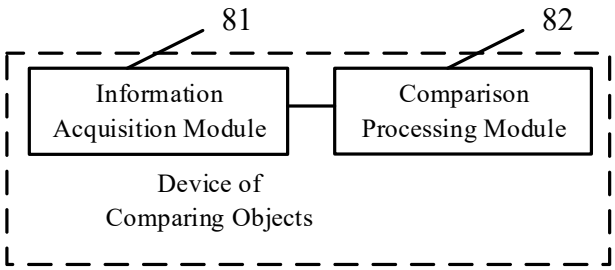

81
82
Information Acquisition Module
Comparison Processing Module
Device of Comparing Objects

FIG. 8

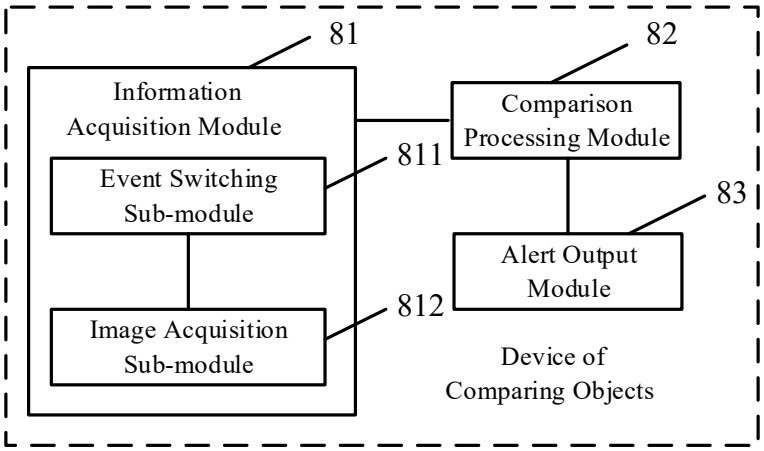

81
82
Information
Acquisition Module
Comparison
Processing Module
811
Event Switching
Sub-module
83
Alert Output
Module
812
Image Acquisition
Sub-module
Device of
Comparing Objects

FIG. 9