CLAIMS

1. A wager game supporting computer system having an input/output controller in data communication with a plurality of mobile devices and/or casino devices each running a credit management app, a memory, and one or more processors configured to implement the steps of:

A. automated processing, including credit scoring processing, by the wager game supporting computer system of a wager gaming player's application for an advance of money or value for use in wager gaming in exchange for charging a transaction fee for the advance of money or value;

B. automated displaying to the wager gaming player of a balance available to the player of the advance of money or value for use in playing the wager game via the credit management app of the mobile device or casino device associated with the player;

C. automated predetermined control of the wager gaming player use of the advance of money or value by the wager game supporting computer system, including automated preventing of the wager gaming player from cashing out or transferring of the advance of money or value;

D. automated monitoring of the wager gaming player's use of the advance of money or value; and

E. automated issuing a predetermined notice when the automated monitoring identifies use of the advance of money or value exceeding a predetermined rate of play use threshold.

2. The wager game supporting system of claim 1, the one or more processors further configured to implement the step of:

F. after passage of a predetermined period of time from the advance of money or value or occurrence of the exchange in step A, automated paying down of the advance of money or value.

3. The wager game supporting system of claim 2, wherein the automated paying down of the advance of money or value includes automated charging against a source of credit or funds provided by, or on behalf of, the wager game player.

4. The wager supporting system of any one of claims 1 to 3, the one or more processors further configured to implement the step of:

automated purchasing of at least a portion of an ownership interest in accounts receivable on the advance of money or value provided to the wager gaming player.

5. A wager game supporting method implemented by a game supporting computer having an input/output controller in data communication with a plurality of mobile devices and/or casino devices each running a credit management app, a memory, and one or more processors configured to implement the steps of:

A. processing, including credit scoring processing, by the wager game supporting computer of a wager gaming player's application for an advance of money or value for use in wager gaming in exchange for deducting a transaction fee from the advance of money or value;

B. displaying to the wager gaming player of a balance available to the player of the advance of money or value for use in playing the wager game via the credit management app of the mobile device or casino device associated with the player;

C. predetermined control of the wager gaming player use of the advance of money or value, including preventing of the wager gaming player from cashing out or transferring of the advance of money or value by the wager game supporting computer;

D. monitoring of the wager gaming player's use of the advance of money or value; and

E. issuing a predetermined notice when the monitoring identifies use of the advance of money or value exceeding a predetermined rate of play use threshold.

6. The wager game supporting method of claim 5, the one or more processors further configured to implement the step of:

F. after passage of a predetermined period of time from the advance of money or value or occurrence of the exchange in step A, automated paying down of the advance of money or value.

7. The wager game supporting method of claim 6, wherein the paying down of the advance of money or value includes charging against a source of credit or funds provided by, or on behalf of, the wager game player.

8. The wager supporting method of claim 5, the one or more processors further configured to implement the step of:

F. purchasing of at least a portion of an ownership interest in accounts receivable on the advance of money or value provided to the wager gaming player.