CLAIMS:

1. A system for enabling secure cryptocurrency transfers in transactions involving an electronic gaming machine and a user cryptocurrency wallet, the system comprising:

a) memory configured to store an amount of credit, the credit being usable to actuate play of a game on the electronic gaming machine;

b) a server in communication with the electronic gaming machine and a blockchain memory pool, the server being configured to detect a cryptocurrency transaction, the cryptocurrency transaction being defined by a transaction data communicated by the user cryptocurrency wallet to a blockchain memory pool, ,the transaction data comprising an amount of a cryptocurrency involved in the cryptocurrency transaction and a user public key,

wherein responsive to detecting the transaction data, the server being configured to compare the user public key included in the transaction data with a user cryptocurrency wallet public key, the server being further configured to communicate with the electronic gaming machine whereby an amount of credit is added to the credit stored in the memory responsive to the user public key matching the user cryptocurrency wallet public key, the amount of credit corresponding to the amount of cryptocurrency involved in the cryptocurrency transaction.

2. The system as recited in claim 1, wherein the transaction data further comprises a unique identification associated with the electronic gaming machine, the server being further configured to communicate with the electronic gaming machine associated with the unique identification.

3. The system as recited in claim 1, wherein the memory resides in the electronic gaming machine.

4. The system as recited in claim 1, wherein the user cryptocurrency wallet public key is associated by the server with the electronic gaming machine responsive to a user interaction with the electronic gaming machine.

5. The system as recited in claim 4, wherein the user interaction comprises communicating the user cryptocurrency wallet public key to the server.

6. The system as recited in claim 4, wherein the user interaction comprises communicating an identification of the electronic gaming machine to the server.

7. The system as recited in claim 1, wherein the transaction data further comprises an input identification associated with the cryptocurrency involved in the cryptocurrency transaction and an output identification associated with the cryptocurrency, the server being further configured to use the output identification associated with the cryptocurrency as a subsequent input identification in a subsequent cryptocurrency transaction involving the cryptocurrency.

8. The system as recited in claim 1, further comprising the server being configured to generate a subsequent cryptocurrency transaction responsive to a withdrawal request received from the user cryptocurrency wallet, the withdrawal request comprising instructions to deduct a withdrawn amount of credit from the memory and return the withdrawn amount of credit to the user cryptocurrency wallet in the form of cryptocurrency, the server communicating with the electronic gaming machine to cause the withdrawn amount of credit to be deducted from the credit stored in the memory, the subsequent cryptocurrency transaction being defined by a subsequent transaction data comprising a return amount of a cryptocurrency and a user cryptocurrency wallet public key associated with the user cryptocurrency wallet, wherein the return amount of cryptocurrency corresponds to the withdrawn amount of credit.

9. A system for enabling secure cryptocurrency transfers in transactions involving gaming devices, the system comprising:

an electronic gaming machine, the electronic gaming machine including a memory configured to store an amount of credit, the credit being usable to actuate play of a game on the electronic gaming machine;

a casino backend server in communication with a database and the electronic gaming machine, the database storing user data including a user cryptocurrency wallet public key; and

a user device configured to actuate a cryptocurrency transaction, the cryptocurrency transaction being defined by transaction data communicated to a blockchain, the transaction data including an amount of a cryptocurrency involved in the cryptocurrency transaction and a user public key,

wherein the casino backend server is configured to detect the transaction data communicated to the blockchain, and responsive to the user cryptocurrency wallet public key

matching the user public key included in the transaction data, communicate a signal to the electronic gaming machine, the signal causing the addition of an amount of credit to the credit stored in the memory, the amount of credit corresponding to the amount of cryptocurrency involved in the cryptocurrency transaction.

10. The system as recited in claim 9, wherein the transaction data further comprises an input identification associated with a source of the cryptocurrency involved in the cryptocurrency transaction and an output identification associated with the cryptocurrency transaction.

11. The system as recited in claim 10, wherein the casino backend server is further configured to use the output identification associated with the cryptocurrency as a subsequent input identification in a subsequent cryptocurrency transaction involving the cryptocurrency.

12. The system as recited in claim 9, further comprising the casino backend server actuating a subsequent cryptocurrency transaction responsive to a withdrawal request received from the user device, the withdrawal request comprising instructions to deduct a withdrawn amount of credit from the memory and return the withdrawn amount of credit to the user cryptocurrency wallet in the form of cryptocurrency, wherein the casino backend server communicates a signal to the electronic gaming machine to deduct the withdrawn amount of credit from the credit stored in the memory and generates a subsequent cryptocurrency transaction defined by a subsequent transaction data comprising a return amount of a cryptocurrency and the user cryptocurrency wallet public key, wherein the return amount of cryptocurrency corresponds to the withdrawn amount of credit.

13. The system as recited in claim 12, wherein the withdrawal request is received from the user device.

14. The system as recited in claim 9, wherein the casino backend server associates the user device with the electronic gaming machine.

15. A system as recited in claim 9, wherein the transaction data further comprises a unique identification of the electronic gaming machine.

16. The system as recited in claim 15, wherein the user device is further configured to communicate the unique identification to the casino backend server.

17. The system as recited in claim 16, wherein the user cryptocurrency wallet public key is associated by the casino backend server with the electronic gaming machine responsive to the casino backend server receiving the unique identification.

18. A method for enabling secure cryptocurrency transfers in transactions involving an electronic gaming machine, the electronic gaming machine including a memory configured to store an amount of credit, the credit being usable to actuate play of a game on the electronic gaming machine, wherein the electronic gaming machine, the method comprising the steps of:

actuating a cryptocurrency transaction through a user device, the cryptocurrency transaction being defined by transaction data communicated to a blockchain, the transaction data including an amount of a cryptocurrency involved in the cryptocurrency transaction and a user public key;

a casino backend server detecting the transaction data communicated to the blockchain, the casino backend server being in communication with a database and the electronic gaming machine, the database storing user data including a user cryptocurrency wallet public key; and

responsive to the user cryptocurrency wallet public key matching the user public key included in the transaction data, the casino backend server communicating a signal to the electronic gaming machine, the signal causing an amount of credit to be added to the credit stored in the memory, the amount of credit corresponding to the amount of cryptocurrency involved in the cryptocurrency transaction.

19. The method as recited in claim 18, further comprising the step of the user device communicating with the electronic gaming machine, whereby the casino backend server associates the user device with the electronic gaming machine.