CLAIMS

1. A computer-based method of crediting player funds received by a gaming device, the method performed by a funds management server in communication with a gaming computing system and a financial institution computing system, the funds management server comprising instructions stored in a memory, which when executed by one or more processors of the funds management server, cause the funds management server to perform the method comprising:

receiving a wager report by the funds management server from the gaming computing system, wherein the wager report indicates an amount of net new player funds received at a gaming device of a gaming environment;

based on the amount of net new player funds indicated on the wager report, communicating with the financial institution computing system by the funds management server to cause the issuance by the financial institution computing system of a provisional credit to a financial account maintained at a financial institution associated with the gaming environment, wherein an amount of the provisional credit is less than the amount of net new player funds indicated in the wager report;

receiving by the funds management server from the gaming computing system an indication of an access event at the gaming device, wherein the indication of the access event at the gaming device is based on an access status provided by the gaming device to the gaming computing system; and

based on receiving the indication of the access event, communicating with the financial institution computing system by the funds management server to cause a reversal of the provisional credit issued to the financial account by the funds management server.

2. The computer-based method according to claim 1, wherein the amount of net new player funds is an amount of currency.

3. The computer-based method according to any of the preceding claims, wherein the amount of net new player funds is an amount of electronic funds.

4. The computer-based method according to any of the preceding claims, wherein the amount of net new player funds comprises an amount of currency received at the gaming device and an amount of electronic funds received at the gaming device.

5. The computer-based method according to any of the preceding claims, wherein the wager report is received by the funds management server from the gaming computing system in real-time subsequent to the gaming device receiving the player funds.

6. The computer-based method according to any of the preceding claims, wherein a full credit is issued based on the physical receipt of the net new player funds by the financial institution.

7. The computer-based method according to any of the preceding claims, wherein a full credit is issued based on the receipt of settled funds by the financial institution.

8. The computer-based method according to any of the preceding claims, wherein causing the reversal of the provisional credit issued by the financial account by the funds management server comprises transmitting to the financial institution computing system an amount of provisional credit to be reversed.

9. The computer-based method according to claim 8, the amount of provisional credit to be reversed is based on an amount of net new player funds received at the gaming device subsequent to a previous access event.

10. The computer-based method according to any of the preceding claims, wherein the wager report indicates the amount of net new player funds received at a plurality of gaming devices of the gaming environment, wherein causing the reversal of the provisional credit issued to the financial account is based on receiving an indication of an access event by the funds management server at one of the plurality of gaming devices and the amount of provisional credit to be reversed is based on an amount of player funds received at the one of the plurality of gaming devices at which there was an access event.

11. The computer-based method according to any of the preceding claims, wherein the gaming device is any of a slot machine, a video poker machine, a casino cage machine, a table game, a desktop computer, a laptop computer, a tablet computer, a smart phone, and a mobile computing device.

12. The computer-based method according to any of the preceding claims, wherein the gaming device is a mobile computing device, the gaming environment is a casino, and the mobile computing device is physically within the gaming environment.

13. The computer-based method according to any of the preceding claims, wherein the gaming device is a computing device that is physically outside the gaming environment.

14. The computer-based method according to any of the preceding claims, further comprising receiving by the funds management server a second wager report from a second gaming device of the gaming environment, wherein the second wager reports indicates an amount of player funds received at the second gaming device.

15. The computer-based method according to any of the preceding claims, wherein the causing of the issuance of the provisional credit by the financial institution computing system occurs in real-time subsequent to the receiving the wagering report.

16. A wager crediting system, comprising:

a gaming computing system associated with a gaming environment, wherein the gaming computing system tracks wagering activity within the gaming environment;

a gaming device in networked communication with the gaming computing system, wherein the gaming device accepts player funds for wagering and provides an access status to the gaming computing system, wherein access events at of the gaming device is determined based on the provided access status;

a funds management server in networked communication with the gaming computing system and a financial institution computing system, the funds management server comprising at least one processor and non-transitory computer readable medium having instructions stored thereon which when executed by a processor cause the processor to:

receive a wager report from the gaming computing system, wherein the wager report indicates an amount of net new player funds received at the gaming device;

based on the amount of net new player funds indicated on the wager report, communicating with the financial institution computing system to cause the issuance of a provisional credit to a financial account maintained at a financial institution associated with the gaming environment, wherein an amount of the provisional credit is less than the first amount of net new player funds indicated in the wager report; and

based up an access event at the gaming device, communicating with the financial institution computing system to cause an amount of the provisional credit to be reversed, wherein the amount is based on the amount of player funds accepted at the gaming device before the access event.

17. The wager crediting system according to claim 16, wherein the amount of net new player funds comprises an amount of currency received at the gaming device, an amount of electronic funds received at the gaming device, or a combination of the amount of currency received at the gaming device and the amount of electronic funds received at the gaming device.

18. The wager crediting system according to any of claims 16 and 17, wherein the wager report is received in real-time subsequent to the gaming device receiving the player funds, wherein the gaming device is any of a slot machine, a video poker machine, a casino cage machine, and a table game.

19. The wager crediting system according to any of claims 16 to 18, wherein the causing of the issuance of the provisional credit occurs in real-time subsequent to the receiving the wagering report.

20. The wager crediting system according to any of claims 16 to 19, wherein the gaming computing system comprises any of a slot management system and a table management system.

21. The wager crediting system according to any of claims 16 to 20, wherein the gaming computing system is a casino management system.

22. A computer-based method of crediting player funds received by a gaming device, the method performed by a funds management server comprising instructions stored in a memory, which when executed by one or more processors of the funds management server, cause the funds management server to perform the method comprising:

receiving a wager report by a funds management server, wherein the wager report indicates an amount of net new player funds received at a gaming device of a gaming environment, wherein the amount of net new player funds comprises an amount of currency received at the gaming device and an amount of electronic funds received at the gaming device; and

based on the amount of player funds indicated on the wager report, causing the issuance of a provisional credit to a financial account maintained at a financial institution associated with the gaming environment by the funds management server, wherein an amount of the provisional credit is less than the first amount of net new player funds indicated in the wager report; and

subsequent to a report of an access event at gaming device, cause a portion of the provisional credit to the be reversed, wherein the portion is based on an amount of funds associated with the gaming device reporting the access event, and wherein the provisional credit for is recognized as a full credit only upon the receipt of settled funds by the financial institution or the receipt of physical funds by the financial institution.

23. The computer-based method according to claim 22, wherein the amount of the provisional credit is less than the amount of the player funds indicated in the wager report.

24. The computer-based method according to any of claims 22 and 23, wherein the gaming device is any of a slot machine, a video poker machine, a casino cage machine, and a table game.

25. The wager crediting system of claim 16, wherein the provisional credit for is recognized as a full credit only upon the receipt of settled funds by the financial institution or the receipt of physical funds by the financial institution.