CLAIMS

What is claimed is:

1. A non-transitory, processor-readable medium storing instructions that, when executed by a processor, cause the processor to:

receive, via at least one first network socket, (1) first wager data from a first compute device and (2) second wager data from a plurality of second compute devices that excludes the first compute device, the first wager data being associated with a first wager, and the second wager data being associated with a plurality of second wagers, each second wager from the plurality of second wagers being associated with a second compute device different from remaining second compute devices from the plurality of second compute devices;

provide (1) the second wager data and (2) a threshold wager amount as inputs to a bin packing model to cause identification of a subset of second wagers from the plurality of second wagers, the subset of second wagers being associated with a subset of second wager data from the second wager data;

in response to the identification of the subset of second wagers, set a rule specifying that at least one result of the subset of second wagers is based on a result of the first wager;

cause the first wager data and the subset of second wager data to be stored, via a second network socket that is different from the at least one first network socket, at a centralized database;

execute a game to produce an outcome of the game;

determine the result of the first wager based on the outcome of the game and the first wager data that is stored at the centralized database;

determine the at least one result of the subset of second wagers based on the result of the first wager and the subset of second wager data that is stored at the centralized database; and

automatically cause at least one signal to be sent, via the at least one first network socket, to cause (1) settlement of the first wager based on the result of the first wager and (2) settlement of the subset of second wagers based on the at least one result of the subset of second wagers.

2. The non-transitory, processor-readable medium of claim 1, wherein the game is associated with a first game instance, and the non-transitory, processor-readable medium further stores instructions to cause the processor to:

receive a game extension parameter from a second compute device that is from the plurality of second compute devices; and

in response to determining that a result from the at least one result of the subset of second wagers is a winning result, the winning result being associated with the second compute device:

determine a settlement amount based on a portion of the second wager data that is associated with the second compute device,

partition the settlement amount, based on the game extension parameter, into a payout amount and a re-wager amount, and

in response to (1) partitioning the settlement amount and (2) determining that the re-wager amount is not less than a wager amount indicated in the portion of the second wager data:

automatically cause electronic payment of the settlement amount to a user associated with the second compute device, and

automatically generate third wager data based on the re-wager amount, the third wager data being associated with a second game instance that is different from the first game instance.

3. The non-transitory, processor-readable medium of claim 2, further storing instructions to cause the processor to:

in response to (1) partitioning the settlement amount and (2) determining that the re-wager amount is less than the wager amount indicated in the portion of the second wager data:

increase the re-wager amount based on a result of a third wager that is (1) associated with the second compute device and (2) a winning result, to produce an increased re-wager amount that is not less than the wager amount indicated in the portion of the second wager data, and

automatically generate the third wager data in response to producing the increased re-wager amount.

4. The non-transitory, processor-readable medium of claim 1, wherein the game is associated with a first game instance, and the non-transitory, processor-readable medium further stores instructions to cause the processor to:

receive a wager size increase parameter from a second compute device that is from the plurality of second compute devices; and

in response to determining that a result from the at least one result of the subset of second wagers is a winning result, the winning result being associated with the second compute device:

automatically generate third wager data based on the wager size increase parameter, the third wager data (1) being associated with a second game instance that is different from the first game instance and (2) indicating a first wager amount that is higher than a second wager amount that is associated with (i) the second compute device and (ii) the first game instance.

5. The non-transitory, processor-readable medium of claim 4, further storing instructions to cause the processor to:

in response to determining that the result from the at least one result of the subset of second wagers is a losing result, prevent further wager data from being generated for a second game instance.

6. The non-transitory, processor-readable medium of claim 1, wherein:

the second wager data includes a plurality of wager amounts, each wager amount from the plurality of wager amounts being associated with a second compute device different from remaining second compute devices from the plurality of second compute devices;

the instructions to cause the processor to provide (1) the second wager data and (2) the threshold wager amount as inputs to the bin packing model include instructions to cause the processor to provide the plurality of wager amounts as inputs to the bin packing model to identify the subset of second wagers that has an aggregated wager amount; and

the aggregated wager amount is less than the threshold wager amount.

7. The non-transitory, processor-readable medium of claim 1, wherein the bin packing model is a harmonic-k model.

8. The non-transitory, processor-readable medium of claim 1, wherein:

the at least one first network socket is associated with a first permission level that excludes access to the centralized database; and

the second network socket is associated with a second permission level that includes access to the centralized database.

9. The non-transitory, processor-readable medium of claim 1, further storing instructions to cause the processor to:

receive, via a first graphical user interface (GUI) that is executed at the first compute device, a request for a first user to participate in the game; and

in response to receiving the request, automatically cause display, via a plurality of second GUIs that are executed via the plurality of second compute devices, of a user-selectable element to permit a plurality of second users to generate the plurality of second wagers.

10. The non-transitory, processor-readable medium of claim 1, wherein the game is a casino game.

11. The non-transitory, processor-readable medium of claim 1, wherein:

the result is a first result;

the second wager data has a first aggregated wager amount;

the second wager data is associated with the first result; and

the non-transitory, processor-readable medium further stores instructions to cause the processor to:

receive, via the at least one first network socket, third wager data from a plurality of third compute devices, the plurality of third compute devices excluding the first compute device and the plurality of second compute devices, the third wager data being associated with a plurality of third wagers that (1) is associated with a second result of the game that is different than the first result of the game and (2) has a second aggregated wager amount, and

in response to determining that the second aggregated wager amount is greater than the first aggregated wager amount by a predefined factor, generate the threshold wager amount based on a difference between the first aggregated wager amount and the second aggregated wager amount.

12. The non-transitory, processor-readable medium of claim 1, further storing instructions to cause the processor to:

in response to identifying the subset of second wagers, prevent the subset of second wager data from being modified.

13. The non-transitory, processor-readable medium of claim 1, wherein:

the non-transitory, processor-readable medium further stores instructions to cause the processor to:

receive a multiplier value from a third compute device that is different from the first compute device and this is not included in the plurality of second compute devices, and

determine at least one settlement amount based on the multiplier value; and

the instructions to cause the processor to cause the first wager and the subset of second wagers to settle include instructions to, in response to the result of the first wager being a winning result, cause the processor to cause electronic payment of the at least one settlement amount to (1) a first user associated with the first compute device and (2) at least one second user associated with a subset of second compute devices that is from the plurality of second compute devices and that is associated with the subset of second wagers.

14. The non-transitory, processor-readable medium of claim 1, wherein the subset of second wagers is a first subset of second wagers, the game is associated with a first game instance, and the non-transitory, processor-readable medium further stores instructions to cause the processor to:

in response to identifying the first subset of second wagers from the plurality of second wagers, provide remaining second wager data from the second wager data as input to the bin packing model to identify a second subset of second wagers from the plurality of second wagers,

the remaining second wager data being mutually exclusive of the subset of second wager data; and

cause the second subset of second wagers to be associated with a second game instance that is different from the first game instance.

15. A method, comprising:

receiving, at a processor, (1) first wager data from a first compute device and (2) second wager data from a plurality of second compute devices that excludes the first compute device, the first wager data being associated with a first wager, and the second wager data being associated with a plurality of second wagers, each second wager from the plurality of second wagers being associated with a second compute device different from remaining second compute devices from the plurality of second compute devices;

providing, via the processor, (1) the second wager data and (2) a threshold wager amount as inputs to a bin packing model to cause identification of a subset of second wagers from the plurality of second wagers, the subset of second wagers being associated with a subset of second wager data from the second wager data;

in response to the identification of the subset of second wagers, setting, via the processor, a rule specifying that at least one result of the subset of second wagers is based on a result of the first wager;

causing, via the processor, the first wager data and the subset of second wager data to be stored at a centralized database;

executing, via the processor, a game to produce an outcome of the game;

determining, via the processor, the result of the first wager based on the outcome of the game and the first wager data that is stored at the centralized database;

determining, via the processor, the at least one result of the subset of second wagers based on the result of the first wager and the subset of second wager data that is stored at the centralized database; and

automatically causing, via the processor, at least one signal to be sent to cause (1) settlement of the first wager based on the result of the first wager and (2) settlement of the subset of second wagers based on the at least one result of the subset of second wagers.

16. The method of claim 15, wherein the game is associated with a first game instance, the method further comprising:

receiving, via the processor, a game extension parameter from a second compute device that is from the plurality of second compute devices; and

in response to determining that a result from the at least one result of the subset of second wagers is a winning result, the winning result being associated with the second compute device:

determining, via the processor, a settlement amount based on a portion of the second wager data that is associated with the second compute device,

partitioning, via the processor, the settlement amount into a payout amount and a re-wager amount based on the game extension parameter, and

in response to (1) partitioning the settlement amount and (2) determining that the re-wager amount is not less than a wager amount indicated in the portion of the second wager data:

automatically causing, via the processor, electronic payment of the settlement amount to a user associated with the second compute device, and

automatically generating, via the processor, third wager data based on the re-wager amount, the third wager data being associated with a second game instance that is different from the first game instance.

17. The method of claim 16, further comprising:

in response to (1) partitioning the settlement amount and (2) determining that the re-wager amount is less than the wager amount indicated in the portion of the second wager data:

increasing, via the processor, the re-wager amount based on a result of a third wager that is (1) associated with the second compute device and (2) a winning result, to produce an increased re-wager amount that is not less than the wager amount indicated in the portion of the second wager data, and

automatically generating, via the processor, the third wager data in response to producing the increased re-wager amount.

18. The method of claim 15, wherein the game is associated with a first game instance, the method further comprising:

receiving, via the processor, a wager size increase parameter from a second compute device that is from the plurality of second compute devices; and

in response to determining that a result from the at least one result of the subset of second wagers is a winning result, the winning result being associated with the second compute device:

automatically generating, via the processor, third wager data based on the wager size increase parameter, the third wager data (1) being associated with a second game instance that is different from the first game instance and (2) indicating a first wager amount that is higher than a second wager amount that is associated with (i) the second compute device and (ii) the first game instance.

19. The method of claim 15, further comprising:

in response to determining that the result from the at least one result of the subset of second wagers is a losing result, preventing, via the processor, further wager data from being generated for a second game instance.

20. The method of claim 15, further comprising:

receiving, via the processor and a first graphical user interface (GUI) that is executed at the first compute device, a request for a first user to participate in the game; and

in response to receiving the request, automatically causing display, via the processor and a plurality of second GUIs that are executed via the plurality of second compute devices, of a user-selectable element to permit a plurality of second users to generate the plurality of second wagers.