What is claimed:

1. A system for facilitating an electronic baccarat game by repurposing live game play data, the system comprising:

a plurality of baccarat tables, each baccarat table operable to facilitate a live baccarat game playable by a plurality of players present at the baccarat table;

a plurality of electronic player devices, each electronic player device dedicated to facilitating placement of wagers on trends in a baccarat game, each trend generated from a plurality of outcomes previously dealt for at least one baccarat table of the plurality of baccarat tables; and

a processor for generating a wagering opportunity for at least one electronic player device of the plurality of electronic player devices, the processor operable with a program to:

(a) access game play data, the game play data defining a plurality of outcomes which were determined during a baccarat game of at least one baccarat table of the plurality of baccarat tables, each outcome comprising a final determination for a given hand of whether a Banker Side was a winning Side of the hand, a Player Side was a winning Side of the hand, or a Tie as between the Player Side and the Banker Side, each outcome being represented irrespective of whether any player who placed a wager on the hand won the wager;

(b) select, from the game play data, a plurality of outcomes;

(c) place the selected plurality of outcomes into a first sequence, thereby determining a set of selected outcomes;

(d) analyze the set of selected outcomes to determine whether a trend of outcomes has developed;

(e) only if it is determined that a trend has developed in the set of selected outcomes, continue to step (f), otherwise select a first additional outcome from the game play data, add the first additional outcome to the set of selected outcomes and return to step (d);

(f) cause a wagering opportunity to be activated on an electronic player device of the plurality of electronic player devices such that the wagering opportunity is activated responsive to determining that the trend has developed, the additional wagering opportunity indicating the set of selected outcomes in which the trend has developed, wherein causing the wagering opportunity to be

activated comprises activating a wagering mechanism of the electronic player device such that a player of the electronic player device can wager on whether the trend of outcomes will continue with a next selected outcome;

(g) select a second additional outcome from the game play data for the set of selected outcomes and place the second additional outcome at an end of the first sequence, thereby determining a first modified set of selected outcomes in which outcomes are arranged in a second sequence; and

(h) cause the second additional outcome to be output on the electronic player device, thereby causing the first modified set of selected outcomes to be output on the electronic player device.

2. The system of claim 1, wherein the processor is further operable with the program to:
analyze the first modified set of selected outcomes, to determine whether the trend has continued.

3. The system of claim 2, wherein the processor is further operable with the program to:determine that the player has placed a wager on the wagering opportunity; determine that the player has won the wager based on whether the trend has continued and the wager placed; and cause a payout to be provided to the player.

4. The system of claim 2, wherein the processor is further operable with the program to:
determine that the trend has continued in the first modified set of selected outcomes;

select a third additional outcome from the game play data; and
add the third additional outcome to an end of the second sequence comprising the modified set of selected outcomes, thereby determining a second modified set of selected outcomes.

5. The system of claim 1, wherein the processor being operable with the program to select a second additional outcome comprises the processor being operable with the program to select the second additional outcome from the game play data only after the player has placed a wager on the wagering opportunity.

6. The system of claim 1, wherein the game play data comprises previously stored game play data.

7. The system of claim 1, wherein the game play data comprises live game play data of outcomes as they are dealt on at least one baccarat table of the plurality of baccarat tables.

8. The system of claim 1, wherein the processor being operable with the program to select the plurality of outcomes in step (b) comprises the processor being operable with the program to select a predetermined number of outcomes.

9. The system of claim 1, wherein the processor being operable with the program to select the plurality of outcomes comprises the processor being operable with the program to select outcomes corresponding to at least one predetermined characteristic.

10. The system of claim 9, wherein the predetermined characteristic is that the outcomes were dealt on a particular baccarat table, such that all of the outcomes comprising the set of selected outcomes were originally dealt on the particular baccarat table.

11. The system of claim 1, wherein the processor being operable with the program to select the plurality of outcomes comprises the processor being operable with the program to select each outcome of the plurality of outcomes on an individual and random basis and generate an original sequence therefrom, such that two outcomes which were first dealt on a baccarat table in a particular order are not necessarily placed in the first sequence, in step (c), in the particular order.

12. The system of claim 11, wherein the processor being operable with the program to place the selected outcomes into the first sequence comprises the processor being operable with the program to place the selected outcomes into the first sequence based on an order in which the outcomes were selected.

13. The system of claim 1, wherein the processor being operable with the program to select the plurality of outcomes comprises the processor being operable with the program to receive an indication of the outcomes from at least one baccarat table of the plurality of baccarat tables.

14. The system of claim 1, wherein the processor being operable with the program to analyze the set of selected outcomes in step (d) comprises the processor being operable with the program to analyze the set of selected outcomes to determine whether a trend comprising a minimum length has developed.

15. The system of claim 1, wherein the processor is a processor of the electronic player device of the plurality of electronic player devices.

16. The system of claim 1, wherein the processor is a processor of a computing device which is distinct from the plurality of baccarat tables and the plurality of player devices.

17. A method performed by a processor of a computer device for facilitating an electronic baccarat game by repurposing live game play data, the method comprising:

(a) accessing game play data of at least one of a plurality of baccarat tables, each baccarat table operable to facilitate a live baccarat game playable by a plurality of players present at the baccarat table, the game play data defining a plurality of outcomes which were determined during a baccarat game of the at least one baccarat table of the plurality of baccarat tables, each outcome comprising a final determination for a given hand of whether a Banker Side was a winning Side of the hand, a Player Side was a winning Side of the hand, or a Tie as between the Player Side and the Banker Side, each outcome being represented irrespective of whether any player who placed a wager on the hand won the wager;

(b) selecting, from the game play data, a plurality of outcomes;

(c) placing the selected plurality of outcomes into a first sequence, thereby determining a set of selected outcomes;

(d) analyzing the set of selected outcomes to determine whether a trend of outcomes has developed;

(e) only if it is determined that a trend has developed in the set of selected outcomes, continuing to step (f), otherwise selecting a first additional outcome from the game play data, adding the first additional outcome to the set of selected outcomes and returning to step (d);

(f) causing, responsive to determining that the trend has developed, a wagering opportunity to be activated on an electronic player device of a plurality of electronic player devices, each electronic player device dedicated to facilitating placement of wagers on trends in a baccarat game, each trend generated from a plurality of outcomes previously dealt for at least one baccarat table of the plurality of baccarat tables, the additional wagering opportunity indicating the set of selected outcomes in which the trend has developed, wherein causing the wagering opportunity to be activated comprises activating a wagering mechanism of the electronic player device such that a player of the electronic player device can wager on whether the trend will of outcomes continue with a next selected outcome;

(g) selecting a second additional outcome from the game play data for the set of selected outcomes and place the second additional outcome at an end of the first sequence, thereby determining a first modified set of selected outcomes in which outcomes are arranged in a second sequence; and

(h) causing the second additional outcome to be output on the electronic player device, thereby causing the first modified set of selected outcomes to be output on the electronic player device.

18. The method of claim 17, wherein selecting the plurality of outcomes comprises selecting each outcome of the plurality of outcomes on an individual and random basis and generating an original sequence therefrom, such that two outcomes which were first dealt on a baccarat table in a particular order are not necessarily placed in the first sequence, in step (c), in the particular order.

19. The method of claim 17, wherein selecting a second additional outcome comprises selecting the second additional outcome from the game play data only after the player has placed a wager on the wagering opportunity.

20. The method of claim 17, wherein the game play data comprises previously stored game play data.