WE CLAIM:

1. A system for enabling remote participation in a live in-person game occurring at a game venue, the system comprising:

a proxy device located at the game venue; and

one or more servers communicatively coupled to the proxy device and to a user device;

wherein

the proxy device is positionable at a gaming location within the game venue;

the one or more servers is configured to:

receive control data from the user device;

transmit the control data to the proxy device; and

the proxy device is configured to participate in the game at the gaming location in response to the control data thereby enabling a user associated with the user device to participate in the game.

2. The system of claim 1, wherein the control data comprises wager data, and the proxy device is configured to make a wager in the game in response to the wager data.

3. The system of any one of claims 1 and 2, wherein

the proxy device is configured to:

acquire game data relating to a status of the game; and

transmit the game data to the one or more servers; and

the one or more servers is configured to transmit the game data to the user device, wherein the game data is usable by the user device to generate a status output representative of the status of the game.

4. The system of claim 3, wherein the game data includes user-specific data not visible to any other players participating in the game.

5. The system of any one of claims 3 and 4, wherein the game data includes participant wager data for one or more live players participating live in the game at the game venue.

6. The system of any one of claims 3 to 5, wherein the game data includes dealer data representing an instruction provided by the dealer of the game.

7. The system of claim 6, wherein the proxy device is configured to

identify a specified action performed by the dealer of the game; and
generate the dealer data automatically in response to identifying the specified action.

8. The system of claim 7, wherein the specified action corresponds to a no more bets indication, and the one or more servers is configured to prevent the user from submitting any further wagers in response to identifying the no more bets indication.

9. The system of any one of claims 1 to 8, wherein

the proxy device is configured to:

acquire environment data relating to an environment of the game venue; and

transmit the environment data to the one or more servers; and

the one or more servers is configured to transmit the environment data to the user device, wherein the environment data is usable by the user device to generate an environment output representative of the environment of the game venue.

10. The system of claim 9, wherein the user device is operable to mute at least some of the environment data acquired by the proxy device.

11. The system of any one of claims 1 to 10, wherein

the one or more servers is configured to:

receive additional wager data from an additional user device, the additional user device corresponding to an additional user; and

transmit the additional wager data to the proxy device; and

the proxy device is configured to make an additional piggyback wager in the game in response to the additional wager data thereby enabling the additional user to participate in the game by piggybacking on the participation of the user device.

12. The system of any one of claims 1 to 11, wherein

the one or more servers is configured to:

receive auto-bet data from the user device; and

transmit the auto-bet data to the proxy device; and

the proxy device is configured to make a plurality of automated wagers in the game in response to the auto-bet data.

13. The system of claim 12, wherein the auto-bet data defines a user-specified set of wagering rules, and the proxy device is configured to make the automated wagers according to the user-specified set of wagering rules in the absence of additional instructions.

14. The system of any one of claims 1 to 13, wherein the user device is located at the game venue.

15. The system of any one of claims 1 to 13, wherein the user device is located at a remote user location that is external to the game venue.

16. The system of any one of claims 1 to 15, wherein the game venue is a casino, and the game is a casino game.

17. The system of any one of claims 1 to 16, wherein the proxy device and the one or more servers communicate over a local private network.

18. The system of any one of claims 1 to 17, wherein the one or more servers and the user device communicate over the local private network.

19. The system of any one of claims 1 to 17, wherein the one or more servers and the user device communicate at least partially using a public network.

20. The system of any one of claims 1 to 19, wherein the one or more servers is configured to authenticate the user prior to enabling the user device to control the proxy device to participate in the game.

21. The system of claim 20, wherein the one or more servers is configured to continually authenticate the user while the game is ongoing to enable the user device to continue to control the proxy device.

22. The system of any one of claims 1 to 21 wherein the proxy device comprises:

a base positionable at the gaming location for a particular game within the game venue;

at least one input unit mounted to the base, the at least one input unit including a video capture device, the at least one input unit positionable to acquire game status data relating to a playing environment of the particular game;

at least one output unit mounted to the base, the at least output unit positionable to engage with the playing environment of the particular game;

a communication interface; and

one or more processors;

wherein the one or more processors is configured to:

acquire game data relating to a status of the particular game using the at least one input unit; and

transmit the game data to the user device via the communication interface; and

receive the control data from the user device via the communication interface.

23. The system of any one of claims 1 to 22, further comprising at least one table output unit located at the gaming location, wherein the at least one table output unit is operable to display user wager data based on data received from the proxy device in response to the control data.