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As an increasing number of applications and services are being made available over networks such as the Internet, an increasing number of content, application, and/or service providers are turning to technologies such as remote resource sharing and cloud computing. Cloud computing, in general, is an approach to providing access to electronic resources through services, such as Web services, where the hardware and/or software used to support those services is dynamically scalable to meet the needs of the services at any given time. A user or customer typically will rent, lease, or otherwise pay for access to resources through the cloud, and thus does not have to purchase and maintain the hardware and/or software to provide access to these resources. The cloud computing environment thus provides one or more application services, such as software applications, database applications, and the like, that can be accessed over the Internet or other networks, such as a LAN or WAN, from various geographic locations and which typically involve on-demand provision of resources and rapid provisioning of computing resources to support an application or service instance. As an example, a user might interact with a website hosted in a cloud computing environment to purchase tickets to a sports event. In such an environment, however, the user's computing device is often referred to as being in a "thin" or "lightweight" client or client instance configuration, while the website hosting the cloud-based application providing access to the ticketing service is often referred to as a "thick" or "fat" client or instance configuration. For users having access to a relatively large number of computing devices or thin clients or client instances configured to communicate with one another through the Internet, thin clients or client instances that communicate with other thin client or client instance over the Internet may be hosted at a relatively large number of locations or sites. Although it is relatively easy to provision cloud computing resources, such as network bandwidth, storage, and the like, for a relatively large number of thin clients or client instances at a single site, it can be challenging to provision resources at geographically dispersed sites where thin clients or client instances are located. Thus, it is typically infeasible for a user of a relatively large number of thin clients or client instances to be able to access resources that are hosted by cloud computing resources at the same time and/or from the same website.

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