WHAT IS CLAIMED IS:

1. An enhanced head-to-head hybrid game system, comprising:

a gambling game comprising a real world engine constructed to provide a randomly generated payout for the gambling game;

an entertainment software engine constructed to provide an entertainment game providing outcomes upon a player's execution of the entertainment game, and manage a user interface of the entertainment game;

a game world engine constructed to manage the entertainment software engine and communicate gameplay gambling event occurrences based upon a player's execution of the entertainment game that trigger the randomly generated payout for the gambling game to the gambling game; and

a global betting manager constructed to:

receive player performance measurements for the at least one player from the game world engine;

determine eligibility of the at least one player for play in a tournament;

assign a handicap for the tournament to the at least one player based at least in part upon the performance measurements for the at least one player from the game world engine; and

send information concerning tournament eligibility and handicaps to the game world engine that configures the game world engine to implement each assigned handicap and tournament eligibility within the enhanced head-to-head hybrid game.

2. The enhanced head-to-head hybrid game system of claim 1, wherein the global betting manager is further constructed to determine the eligibility of, and assign the handicap to, the at least one player based at least in part upon the performance measurements for the at least one player from the game world engine by:

assigning a ranking to the at least one player based at least in part upon the received player performance measurements; and

determining the eligibility of, and assigning the handicap to, the at least one player based upon the ranking of the at least one player.

3. The enhanced head-to-head hybrid game system of claim 2, wherein:

the player performance measurements include a first player's results against an opponent player; and

the ranking is assigned to the first player based upon the opponent player's rank and the first player's results against the opponent player.

4. The enhanced head-to-head hybrid game system of claim 2, wherein:

the player performance measurements include information on experience points earned based upon game attributes; and

the ranking is assigned to a player based upon the information on experience points earned by the player and an expected ranking based upon previously earned experience points by the player.

5. The enhanced head-to-head hybrid game system of claim 1, wherein the global betting manager is constructed to determine that a player's performance measurements are a significant deviation from expected player performance measurements.

6. The enhanced head-to-head hybrid game system of claim 5, wherein the determining that a player's performance measurements are a significant deviation from expected player performance measurements utilizes an outlier test.

7. The enhanced head-to-head hybrid game system of claim 6, wherein the outlier test is the Grubb's outlier test.

8. The enhanced head-to-head hybrid game system of claim 6, wherein the outlier test is the Dixon Q-test.

9. The enhanced head-to-head hybrid game system of claim 5, wherein the global betting manager is constructed to adjust a player's handicap upon determining that a player's performance measurements are a significant deviation from expected player performance measurements.

10. The enhanced head-to-head hybrid game system of claim 5, wherein the expected player performance is based upon historical player performance measurements.

11. A method of operating an enhanced head-to-head hybrid game system that comprises an entertainment game constructed to provide outcomes upon a player's execution of the entertainment game, the method comprising:

receiving player performance measurements for at least one player from a game world engine using a global betting manager, where the game world engine is constructed to communicate gameplay gambling event occurrences based upon a player's execution of the entertainment game that trigger the randomly generated payout for the gambling game to a gambling game including a real world engine constructed to provide a randomly generated payout for the gambling game;

determining eligibility for tournament play of the at least one player;

assigning a handicap to the at least one player for the tournament based at least in part upon the performance measurements for the at least one player from the game world engine using the global betting manager; and

sending information concerning the eligibility for tournament play and the handicap to the game world engine using the global betting manager that configures the game world engine to implement each assigned handicap within the enhanced head-to-head hybrid game during the tournament using the global betting manager.

12. The method of claim 11, wherein determining the eligibility and assigning the handicap to the at least one player based at least in part upon the performance measurements for the at least one player from the game world engine comprises:

assigning a ranking to each player based upon the received player performance measurements using the global betting manager; and

assigning a handicap to each player based upon the ranking of the player to which the handicap is assigned using the global betting manager.

13. The method of claim 12, wherein:

the player performance measurements include a first player's results against an opponent player; and

the ranking is assigned to the first player based upon the opponent player's rank and the first player's results against the opponent player.

14. The method of claim 12, wherein:

the player performance measurements include information on experience points earned based upon game attributes; and

the ranking is assigned to a player based upon the information on experience points earned by the player and an expected ranking based upon previously earned experience points by the player.

15. The method of claim 11, wherein the global betting manager is constructed to determine that a player's performance measurements are a significant deviation from expected player performance measurements.

16. The method of claim 15, wherein the determining that a player's performance measurements are a significant deviation from expected player performance measurements utilizes an outlier test.

17. The method of claim 16, wherein the outlier test is the Grubb's outlier test.

18. The method of claim 16, wherein the outlier test is the Dixon Q-test.

19. The method of claim 15, wherein the global betting manager is constructed to adjust a player's handicap upon determining that a player's performance measurements are a significant deviation from expected player performance measurements.

20. A machine readable medium containing processor instructions, where execution of the instructions by a processor causes the processor to perform a process comprising:

receiving player performance measurements for at least one player from a game world engine that is constructed to communicate gameplay gambling event occurrences based upon a player's execution of an entertainment game that trigger a randomly generated payout for a gambling game to a gambling game;

determining eligibility for tournament play of the at least one player;

assigning a handicap to the at least one player for the tournament play based at least in part upon the performance measurements for the at least one player from the game world engine; and

sending information concerning the eligibility for tournament play and the handicap to the game world engine using the global betting manager that configures the game world engine to implement each assigned handicap within the enhanced head-to-head hybrid game during the tournament using the global betting manager

CLAIMS

1. An enhanced head-to-head hybrid game system, comprising:

a gambling game comprising a real world engine constructed to provide a randomly generated payout of real world credits for a wager of an amount of real world credits in the gambling game;

an entertainment software engine constructed to provide an entertainment game providing an outcome of game world credit earned upon a player's skillful execution of the entertainment game while utilizing a resource of the entertainment game;

a game world engine constructed to manage the entertainment software engine and communicate gameplay gambling event occurrences based upon the player's utilization of the resource during the player's skillful execution of the entertainment game that trigger the wager of the amount of real world credits in the gambling game and generation of the randomly generated payout of real world credits for the gambling game for the wager of the amount of real world credits, to the gambling game; and

a global betting manager constructed to:

receive player performance measurements for the player from the game world engine, the player performance measurements including the outcome of game world credit earned upon the player's skillful execution of the entertainment game while utilizing the resource of the entertainment game and the amount of real world credits utilized by the player in the wager of the amount of real world credits as triggered in the gambling game by the utilization of the resource of the entertainment game;

determine eligibility of the player for play in a tournament and assign by the global betting manager a handicap for the tournament to the player based upon a ratio of the game world credit earned as the outcome of the player's skillful execution of the entertainment game and the amount of real world credits utilized by the player in the wager as triggered in the gambling game upon the player's utilization of the resource during the player's skillful execution of the entertainment game while earning the game world credit; and

send information concerning tournament eligibility and the assigned handicap to the game world engine that configures the game world engine to implement the assigned handicap and tournament eligibility within the enhanced head-to-head hybrid game.

2. An enhanced head-to-head hybrid game system according to Claim 1, in which the global betting manager is further constructed to determine the eligibility of, and assign the handicap to, the player based upon the performance measurements for the player from the game world engine by:

assigning a ranking to the player based upon the received player performance measurements; and

determining the eligibility of, and assigning the handicap to, the player based upon the ranking of the player.

3. An enhanced head-to-head hybrid game system according to Claim 2, in which:

the player performance measurements further include a results for the player against an opponent player; and

the ranking is assigned to the player based upon the opponent player's rank and the player's results against the opponent player.

4. An enhanced head-to-head hybrid game system according to Claim 2, in which:

the player performance measurements further include information on experience points earned by the player based upon game attributes; and

the ranking is assigned to the player based upon the information on experience points earned by the player and an expected ranking based upon previously earned experience points by the player.

5. An enhanced head-to-head hybrid game system according to Claim 1, in which the global betting manager is further constructed to determine that the player's performance measurements are a significant deviation from expected player performance measurements.

6. An enhanced head-to-head hybrid game system according to Claim 5, in which the determining that the player's performance measurements are a significant deviation from expected player performance measurements utilizes an outlier test.

7. An enhanced head-to-head hybrid game system according to Claim 6, in which the outlier test is the Grubb's outlier test.

8. An enhanced head-to-head hybrid game system according to Claim 6, in which the outlier test is the Dixon Q-test.

9. An enhanced head-to-head hybrid game system according to Claim 5, in which the global betting manager is further constructed to adjust the player's handicap upon determining that the player's performance measurements are a significant deviation from expected player performance measurements.

10. An enhanced head-to-head hybrid game system according to Claim 5, in which the expected player performance is based upon historical player performance measurements.

11. A method of operating an enhanced head-to-head hybrid game system comprising:

executing an entertainment game of the enhanced head-to-head hybrid game, the entertainment game providing an outcome of game world credit earned upon a player's skillful execution of the entertainment game while utilizing a resource of the entertainment game;

triggering, based upon the player's utilization of the resource during the player's skillful execution of the entertainment game, a wager of an amount of real world credits in a gambling game of the skill normalized hybrid game, and generation of a randomly generated payout of real world credits for the gambling game for the wager of the amount of real world credits;

determining player performance measurements for the player, the player performance measurements including the outcome of game world credit earned upon the player's skillful execution of the entertainment game while utilizing the resource of the entertainment game and the amount of real world credits utilized by the player in the wager of the amount of real world credits as triggered in the gambling game by the utilization of the resource of the entertainment game;

determining eligibility of the player for play in a tournament and assigning by a global betting manager a handicap for the tournament to the player based-upon the player performance data by determining a ratio between the game world credit earned as the outcome of the player's skillful execution of the entertainment game while utilizing the

resource of the entertainment game and the amount of real world credits utilized by the player in the wager as triggered in the gambling game upon the player's utilization of the resource during the player's skillful execution of the entertainment game while earning the game world credit; and

sending information concerning the assigned handicap to the game world engine that configures the game world engine to implement the assigned handicap and tournament eligibility within the enhanced head-to-head hybrid game.

12. A method according to Claim 11, in which determining the eligibility and assigning the handicap to the player based upon the performance measurements for the player from the game world engine comprises:

assigning a ranking to the player based upon the received player performance measurements; and

assigning a handicap to the player based upon the ranking of the player to which the handicap is assigned.

13. A method according to Claim 12, in which:

the player performance measurements include results for the player against an opponent player; and

the ranking is assigned to the player based upon the opponent player's rank and the player's results against the opponent player.

14. A method according to Claim 12, in which:

the player performance measurements include information on experience points earned based upon game attributes; and

the ranking is assigned to the player based upon the information on experience points earned by the player and an expected ranking based upon previously earned experience points by the player.

15. A method according to Claim 11, further comprising determining that the player's performance measurements are a significant deviation from expected player performance measurements.

16. A method according to Claim 15, in which the determining that the player's performance measurements are a significant deviation from expected player performance measurements utilizes an outlier test.

17. A method according to Claim 16, in which the outlier test is the Grubb's outlier test.

18. A method according to Claim 16, in which the outlier test is the Dixon Q-test.

19. A method according to Claim 15, further comprising adjusting a player's handicap upon determining that a player's performance measurements are a significant deviation from expected player performance measurements.

20. A non-transitory machine readable medium storing processor instructions, where execution of the instructions by one or more processors cause the one or more processors to perform a process for a head-to-head hybrid game, the process comprising:

executing an entertainment game of the enhanced head-to-head hybrid game, the entertainment game providing an outcome of game world credit earned upon a player's skillful execution of the entertainment game while utilizing a resource of the entertainment game;

triggering, based upon the player's utilization of the resource during the player's skillful execution of the entertainment game, a wager of an amount of real world credits in a gambling game of the skill normalized hybrid game, and generation of a randomly generated payout of real world credits for the gambling game for the wager of the amount of real world credits;

determining player performance measurements for the player, the player performance measurements including the outcome of game world credit earned upon the player's skillful execution of the entertainment game while utilizing the resource of the entertainment game and the amount of real world credits utilized by the player in the wager of the amount of real world credits as triggered in the gambling game by the utilization of the resource of the entertainment game;

determining eligibility of the player for play in a tournament and assigning by a global betting manager a handicap for the tournament to the player based upon the player performance data by determining a ratio between the game world credit earned as the outcome of the player's skillful execution of the entertainment game while utilizing the

resource of the entertainment game and the amount of real world credits utilized by the player in the wager as triggered in the gambling game upon the player's utilization of the resource during the player's skillful execution of the entertainment game while earning the game world credit; and

sending information concerning the assigned handicap to the game world engine that configures the game world engine to implement the assigned handicap and tournament eligibility within the enhanced head-to-head hybrid game.