WHAT IS CLAIMED IS:

1. A method of operating a gaming system, comprising:

providing a real world engine configured to provide a randomly generated payout for a gambling game;

providing a game world engine configured to manage an entertainment software engine to provide outcomes based upon a player's skillful execution of an entertainment game;

collecting parameter data indicative of player performance during the player's skillful execution of the entertainment game at a first difficulty setting and indicative of wagering in the gambling game as triggered by the player's actions during the player's skillful execution of the entertainment game;

selecting a selected difficulty setting for the entertainment game based upon the collected parameter data; and

determining a wager of an amount of real world credit wagered in the gambling game based on the selected difficulty setting for the entertainment game, the wager triggered by actions taken by the player during the player's skillful execution of the entertainment game at the selected difficulty level, where the real world credit is credit used in the gambling game.

2. The method of claim 1, further comprising:

determining a rate of consumption of an element of the entertainment game based on the selected difficulty setting for the entertainment game, where the element is a limited resource utilized within the entertainment game to advance gameplay; and

determining amount of real world credit to be wagered based on the determined rate of consumption of the element.

3. The method of claim 1, further comprising:

receiving a modification of a parameter indicative of player performance at the entertainment game; and

determining the amount of real world credit to be wagered based on the modification of the parameter.

4. The method of claim 3, wherein the modification of the parameter is a modification of the length of time that the player is playing the entertainment game.

5. The method of claim 3, wherein the modification of the parameter is a modification of a maximum amount of real world credit that can be wagered.

6. The method of claim 3, wherein the modification of the parameter is a modification of a minimum amount of real world credit that can be wagered.

7. The method of claim 1, wherein:

the collected parameter data is game world credit accumulation data, where game world credits are credits accumulated in the entertainment game; and

the selected difficulty setting is selected based upon maximized game world credit accumulation.

8. The method of claim 1, wherein the parameter data indicative of player performance is collected when playing the entertainment game at a second difficulty setting.

9. A gaming system, comprising:

a real world engine configured to provide a randomly generated payout of real world credit from a wager of real world credit in a gambling game; and

a game world engine constructed to:

manage an entertainment software engine to provide outcomes based upon a player's skillful execution of an entertainment game;

collect parameter data indicative of player performance during the player's skillful execution of the entertainment game at a first difficulty setting and indicative of wagering in the gambling game as triggered by the player's actions during the player's skillful execution of the entertainment game;

select a selected difficulty setting for the entertainment game based upon the collected parameter data; and

determine a wager of an amount of real world credit wagered in the gambling game based on the selected difficulty setting for the entertainment game, the wager triggered by actions taken by the player during the player's skillful execution of the entertainment game at the selected difficulty level, where the real world credit is credit used in the gambling game.

10. The gaming system of claim 9, wherein[[:]] the game world engine is further constructed to:

determine a rate of consumption of an element of the entertainment game based on the selected difficulty setting for the entertainment game, where the element is a limited resource[[s]] utilized within the entertainment game to advance gameplay; and

determine amount of real world credit wagered based on the determined rate of consumption of the element.

11. The gaming system of claim 9, wherein the game world engine is further constructed to:

receive a modification of a parameter indicative of player performance at the entertainment game; and

determine the amount of real world credit to be wagered based on the modification of a parameter.

12. The gaming system of claim 11, wherein the modification of a parameter is a modification of a length of time that the player is playing the entertainment game.

13. The gaming system of claim 11, wherein the modification of a parameter is a modification of a maximum amount of real world credit that can be wagered.

14. The gaming system of claim 11, wherein the modification of a parameter is a modification of a minimum amount of real world credit that can be wagered.

15. The gaming system of claim 9, wherein:

the collected parameter data is game world credit accumulation data, where game world credits are credits accumulated in the entertainment game; and

the selected difficulty setting is selected based upon maximized game world credit accumulation.

16. The gaming system of claim 9, wherein the parameter data indicative of player performance is collected when playing the entertainment game at a second difficulty setting..

17. A processor-readable storage medium storing processor-executable instructions for a method of operating a gaming system, the instructions comprising:

providing a real world engine configured to provide a randomly generated payout for a gambling game;

providing a game world engine configured to manage an entertainment software engine to provide outcomes based upon a player's skillful execution of an entertainment game;

collecting parameter data indicative of player performance during the player's skillful execution of the entertainment game at a first difficulty setting and indicative of wagering in the gambling game as triggered by the player's actions during the player's skillful execution of the entertainment game;

selecting a selected difficulty setting for the entertainment game based upon the collected parameter data; and

determining a wager of an amount of real world credit wagered in the gambling game based on the selected difficulty setting for the entertainment game, the wager triggered by actions taken by the player during the player's skillful execution of the entertainment game at the selected difficulty level, where the real world credit is credit used in the gambling game.

18. The processor-readable storage medium of claim 17, the instructions further comprising:

determining a rate of consumption of an element of the entertainment game based on the selected difficulty setting for the entertainment game, where element is a limited resource utilized within the entertainment game to advance gameplay; and

determining the amount of real world credit wagered based on the determined rate of consumption of the element.

19. The processor-readable storage medium of claim 17, the instructions further comprising:

receiving a modification of a parameter indicative of player performance at the entertainment game; and

determining the amount of real world credit wagered based on the modification of the parameter.

20. The processor-readable storage medium of claim 19, wherein the modification of the parameter is a modification of the length of time that a player is playing the hybrid game.

21. The processor-readable storage medium of claim 19, wherein the modification of the parameter is a modification of a maximum amount of real world credit that can be wagered.

22. The processor-readable storage medium of claim 19, wherein the modification of the parameter is a modification of a minimum amount of real world credit that can be wagered.

23. The processor-readable storage medium of claim 17, wherein:

the collected parameter data is game world credit accumulation data, where game world credits are credits accumulated in the entertainment game; and

the selected difficulty setting is selected based upon maximized game world credit accumulation.

24. The processor-readable storage medium of claim 17, wherein the parameter data indicative of player performance is collected when playing the entertainment game at a second difficulty setting.

CLAIMS

1. A method of operating a gaming system, comprising:

providing by the gaming system a real world engine configured to provide a randomly generated payout for a gambling game;

providing by the gaming system a game world engine configured to manage an entertainment software engine to provide outcomes based upon a player's skillful execution of an entertainment game;

collecting parameter data by the gaming system indicative of player performance during the player's skillful execution of the entertainment game at each of a plurality of difficulty settings, the parameter data indicative of wagering in the gambling game as triggered by the player's actions during the player's skillful execution of the entertainment game and indicative of a rate of accumulation of game world credit during the player's skillful execution of the entertainment game;

selecting by the gaming system a difficulty setting from the plurality of difficulty settings for the entertainment game based upon the collected parameter data; and

determining by the gaming system a wager of an amount of real world credit wagered in the gambling game based on the difficulty setting selected from the plurality of difficulty settings for the entertainment game, the wager triggered by actions taken by the player during the player's skillful execution of the entertainment game at the difficulty setting, where the real world credit is credit used in the gambling game.

2. A method according to Claim 1, further comprising:

determining by the gaming system a rate of consumption of an element of the entertainment game based on the difficulty setting for the entertainment game, where the element is a limited resource utilized within the entertainment game to advance gameplay in the entertainment game and trigger a wager in the gambling game; and

determining by the gaming system an amount of real world credit to be wagered based on the determined rate of consumption of the element.

3. A method according to Claim 1, further comprising:

receiving by the gaming system a modification of a parameter indicative of player performance at the entertainment game; and

determining by the gaming system the amount of real world credit to be wagered based on the modification of the parameter.

4. A method according to Claim 3, in which the modification of the parameter is a modification of the length of time that the player is playing the entertainment game.

5. A method according to Claim 3, in which the modification of the parameter is a modification of an amount of real world credit that can be wagered.

6. A gaming system, comprising:

a real world engine constructed to provide a randomly generated payout of real world credit from a wager of real world credit in a gambling game;

an entertainment software engine constructed to provide outcomes based upon a player's skillful execution of an entertainment game: and

a game world engine constructed to:

collect parameter data indicative of player performance during the player's skillful execution of the entertainment game at each of a plurality of difficulty settings, the parameter data indicative of wagering in the gambling game as triggered by the player's actions during the player's skillful execution of the entertainment game and indicative of a rate of accumulation of game world credit during the player's skillful execution of the entertainment game;

select a difficulty setting from the plurality of difficulty settings for the skill based entertainment game based upon the collected parameter data; and

determine a wager of an amount of real world credit wagered in the gambling game based on the difficulty setting selected from the plurality of difficulty settings for the entertainment game, the wager triggered by actions taken by the player during the player's skillful execution of the entertainment game at the difficulty setting, where the real world credit is credit used in the gambling game.

7. A gaming system according to Claim 6, in which the game world engine is further constructed to:

determine a rate of consumption of an element of the entertainment game based on the difficulty setting for the entertainment game, where the element is a limited resource utilized within the entertainment game to advance gameplay in the entertainment game and trigger a wager in the gambling game; and

determine an amount of real world credit wagered based on the determined rate of consumption of the element.

8. A gaming system according to Claim 6, in which the game world engine is further constructed to:

receive a modification of a parameter indicative of player performance at the entertainment game; and

determine the amount of real world credit to be wagered based on the modification of a parameter.

9. A gaming system according to Claim 8, in which the modification of a parameter is a modification of a length of time that the player is playing the entertainment game.

10. A non-transitory processor-readable storage medium storing processor-executable instructions for a method of operating a gaming system, the instructions comprising:

providing by the gaming system a real world engine configured to provide a randomly generated payout for a gambling game; providing by the gaming system a game world engine configured to manage an entertainment software engine to provide outcomes based upon a player's skillful execution of an entertainment game;

collecting parameter data by the gaming system indicative of player performance during the player's skillful execution of the entertainment game at each of a plurality of difficulty settings, the parameter data indicative of wagering in the gambling game as triggered by the player's actions during the player's skillful execution of the entertainment game and indicative of a rate of accumulation of game world credit during the player's skillful execution of the entertainment game;

selecting by the gaming system a difficulty setting from the plurality of difficulty settings for the entertainment game based upon the collected parameter data; and

determining by the gaming system a wager of an amount of real world credit wagered in the gambling game based on the difficulty setting selected from the plurality of

difficulty settings for the entertainment game, the wager triggered by actions taken by the player during the player's skillful execution of the entertainment game at the difficulty setting, where the real world credit is credit used in the gambling game.

11. A non-transitory processor-readable storage medium according to Claim 10, the instructions further comprising:

determining a rate of consumption of an element of the entertainment game based on the selected difficulty setting for the entertainment game, where an element is a limited resource utilized within the entertainment game to advance gameplay; and

determining the amount of real world credit wagered based on the determined rate of consumption of the element.

12. A non-transitory processor-readable storage medium according to Claim 10, the instructions further comprising:

receiving a modification of a parameter indicative of player performance at the entertainment game; and

determining the amount of real world credit wagered based on the modification of the parameter.

13. A non-transitory processor-readable storage medium according to Claim 12, in which the modification of the parameter is a modification of the length of time that a player is playing the entertainment game.

14. A non-transitory processor-readable storage medium according to Claim 12, in which the modification of the parameter is a modification of an amount of real world credit that can be wagered.