WHAT IS CLAIMED IS:

1. An electromechanical hybrid game, comprising:

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

an entertainment game comprising:

an electromechanical game system that manages an electromechanical game including an actuator that physically affects an element of the electromechanical game, wherein outcomes of the electromechanical game are based upon mechanical actions performed within the electromechanical game;

an entertainment game user interface that senses an action by a player during play of the electromechanical game that affects the outcome of the electromechanical game; and

a game world engine that manages the entertainment game and communicates gameplay gambling event occurrences based upon a player's skillful execution to the gambling game;

wherein the entertainment game is configured to provide outcomes upon a player's skillful execution of the electromechanical game;

wherein the gameplay gambling event occurrences trigger the randomly generated payout for the gambling game; and

wherein the electromechanical game system is configured to operate the actuator based on an outcome of the randomly generated payout for the gambling game.

2. The electromechanical hybrid game of claim 1, wherein the entertainment game user interface is configured to display an outcome of the entertainment game.

3. The electromechanical hybrid game of claim 1, wherein the outcomes of the electromechanical game are based upon a consumption of at least one element used to further game play and the action by a player is a choice made that affects the consumption of at least one element.

4. The electromechanical hybrid game of claim 1, wherein the actuator operates differently dependent upon a setting for an entertainment game difficulty level.

5. The electromechanical hybrid game of claim 1, wherein the electromechanical game system is configured to operate the actuator to increase a game difficulty level upon a loss outcome of the gambling game.

6. The electromechanical hybrid game of claim 1, wherein the electromechanical game system is configured to operate the actuator to decrease a game difficulty level upon a win outcome of the gambling game.

7. The electromechanical hybrid game of claim 1, wherein the game world engine is configured to award game world credit based upon a player's skillful execution of the electromechanical game.

8. The electromechanical hybrid game of claim 1, wherein the electromechanical hybrid game is network connected to communicate with remote servers.

9. The electromechanical hybrid game of claim 8, wherein the electromechanical hybrid game is network connected to communicate with a server selected from the group consisting of: a real world engine server, a game world patron management server, a game world engine server and an electromechanical game system server.

10. The electromechanical hybrid game of claim 9, wherein the real world engine server is configured to provide a randomly generated payout for the gambling game in communication with a hybrid game's real world engine.

11. The electromechanical hybrid game of claim 11, wherein the game world engine server is configured to communicate with an electromechanical hybrid game's game world engine and manage the entertainment game and communicate

gameplay gambling event occurrences based upon a player's skillful execution to the gambling game.

12. A method of operating an electromechanical hybrid game comprising:

detecting the presence of real world credits in a player account accessed by the electromechanical hybrid game;

monitoring operation of an electromechanical game system using a game world engine for a gameplay gambling event;

communicating a gameplay gambling event from the game world engine to a real world engine, wherein the game world engine is configured to provide a randomly generated payout from a gambling game from a wager of real world credits based upon the gameplay gambling event; and

operating an actuator that physically affects an element of the electromechanical game based on an outcome of the randomly generated payout for the gambling game.

13. The method of claim 12, wherein the actuator is operated to increase a game difficulty level upon a loss outcome of the gambling game.

14. The method of claim 12, wherein the actuator is operated to decrease a game difficulty level upon a win outcome of the gambling game.

15. The method of claim 12, further comprising displaying the outcomes of the electromechanical game via a user interface.

16. The method of claim 12, wherein the outcomes of the electromechanical game are based upon a consumption of at least one element used to further game play and the action by a player is a choice made that affects the consumption of at least one element.

17. The method of claim 12, further comprising awarding game world credit based upon a player's skillful execution of the electromechanical game using the game world engine.

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

detecting the presence of real world credits in a player account;

recording skillful execution of an electromechanical game, where outcomes of the electromechanical game are based upon mechanical actions performed within the electromechanical game;

monitoring operation of an electromechanical game system for a gameplay gambling event;

randomly generating a payout from a gambling game from a wager of real world credits based upon the occurrence of the gameplay gambling event; and

operating an actuator that physically affects an element of the electromechanical game based on an outcome of the randomly generated payout for the gambling game.

19. The machine readable medium of Claim 18, wherein the processor instructions further comprise operating the actuator to increase a game difficulty level upon a loss outcome of the gambling game.

20. The machine readable medium of Claim 18, wherein the processor instructions further comprise operating the actuator to decrease a game difficulty level upon a win outcome of the gambling game.

CLAIMS

1. An electromechanical hybrid game, comprising:

a gambling game of the electromechanical hybrid game comprising a real world engine configured to provide one or more randomly generated outcomes of real world credits for the gambling game; and

an entertainment game of the electromechanical hybrid game comprising:

an electromechanical game system that manages an electromechanical table game, the electromechanical table game including:

a goal with which a player scores in the electromechanical table game by directing an element of the electromechanical table game into the goal, the element being a physical game object moveable along a surface of the electromechanical table game; and

an actuator that physically affects a goal size of the goal of the electromechanical table game, in which actions performed by the player during skilful execution of the electromechanical table game when scoring using the goal generate one or more entertainment game outcomes of game world credits;

an entertainment game user interface configured to sense the actions performed by the player during the skilful execution of the electromechanical table game; and

a game world engine configured to manage the entertainment game and communicate, to the real world engine of the gambling game, the one or more entertainment game outcomes based upon the sensed actions performed by the player during the player's skilful execution of the electromechanical table game,

in which the one or more entertainment game outcomes of game world credits communicated by the game world engine to the real world engine triggers the one or more randomly generated outcomes of real world credits for the gambling game, and

in which the electromechanical game system is configured to operate the actuator based on a type of outcome of the one or more randomly generated outcomes of real world credits for the gambling game to:

decrease the goal size of the goal upon the type of outcome being a losing outcome of the gambling game; and

increase the goal size of the goal upon the type of outcome being a winning outcome of the gambling game.

2. An electromechanical hybrid game according to Claim 1, in which the entertainment game user interface is configured to display the one or more entertainment game outcomes.

3. An electromechanical hybrid game according to Claim 1, in which the one or more entertainment game outcomes of the electromechanical table game are based upon a consumption of at least one element used to further game play and the action by the player is a choice made that affects the consumption of the at least one element.

4. An electromechanical hybrid game according to Claim 1, in which the actuator operates differently dependent upon a predetermined difficulty level of the entertainment game.

5. An electromechanical hybrid game according to Claim 1, in which the electromechanical game system is configured to operate the actuator to increase a predetermined difficulty level of the entertainment game upon the type of outcome for the gambling game being a losing outcome.

6. An electromechanical hybrid game according to Claim 1, in which the electromechanical game system is configured to operate the actuator to decrease a predetermined difficulty level of the entertainment game upon the type of outcome for the gambling game being a winning outcome.

7. An electromechanical hybrid game according to Claim 1, in which the electromechanical hybrid game is network connected to communicate with remote servers.

8. An electromechanical hybrid game according to Claim 7, in which the electromechanical hybrid game is network connected to communicate with a server selected from the group consisting of: a real world engine server, a game world patron management server, a game world engine server and an electromechanical game system server.

9. An electromechanical hybrid game of Claim 8, in which the real world engine server is configured to provide the one or more randomly generated outcomes for the gambling game in communication with the gambling game’s real world engine.

10. An electromechanical hybrid game according to Claim 9, in which the game world engine server is configured to communicate with an electromechanical hybrid game’s game

world engine and manage the entertainment game and communicate the one or more entertainment game outcomes based upon the actions performed by the player during skilful execution of the electromechanical table game.

11. An electromechanical hybrid game according to Claim 1, in which the electromechanical table game is a foosball game, the element of the electromechanical table game is a ball, and the goal is a net.

12. An electromechanical hybrid game according to Claim 1, in which the electromechanical table game is a basketball game, the element of the electromechanical table game is a ball, and the goal is a basketball hoop.

13. An electromechanical hybrid game according to Claim 1, in which the electromechanical table game is a hockey game, the element of the electromechanical table game is a puck, and the goal is a hockey goal.

14. An electromechanical hybrid game according to Claim 1, in which the electromechanical table game is an air hockey game, the element of the electromechanical table game is a puck, and the goal is a hockey goal.