CLAIMS

1. A skill normalized hybrid game, comprising:

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

an entertainment software engine constructed to execute an entertainment game providing an outcome upon a player's skillful execution 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 skillful execution of the entertainment game that trigger the wager of the amount of credits in the gambling game and generation of the randomly generated payout for the gambling game for the wager of the amount of credits, to the gambling game; and

a skill normalization module constructed to:

receive player performance measurements for the player from the game world engine, the player performance measurements including the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager of the amount of credits as triggered in the gambling game;

determine that the player's performance measurements are a significant deviation from expected player performance measurements by using an outlier test;

assign a handicap to the player based at least in part upon a relationship between the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager as triggered in the gambling game included in the performance measurements for the player from the game world engine;

adjust the player's handicap upon determining that the player's performance measurements are the significant deviation from expected player performance measurements; and

send information concerning the assigned handicap to the game world engine that configures the game world engine to implement the assigned handicap within the skill normalized hybrid game.

2. A skill normalized hybrid game according to Claim 1, in which the skill normalization module is further constructed to assign a handicap to the player based at least in part upon the performance measurements for the player from the game world engine by:

assigning a ranking to the player based at least in part 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.

3. A skill normalized hybrid game according to Claim 2, in which:

the player performance measurements further 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.

4. A skill normalized hybrid game 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. A skill normalized hybrid game according to Claim 1, in which the outlier test is the Grubb's outlier test.

6. A skill normalized hybrid game according to Claim 1, in which the outlier test is the Dixon Q-test.

7. A skill normalized hybrid game according to Claim 1, in which the expected player performance is based upon historical player performance measurements.

8. A method of operating a skill normalized hybrid game comprising: performing by at least one processor, the following;

executing an entertainment game of the skill normalized hybrid game, the entertainment game providing an outcome upon a player's skillful execution of the entertainment game;

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

determining player performance measurements for the player, the player performance measurements including the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager as triggered in the gambling game;

assigning a handicap to the player based at least in part upon the player performance data by determining a relationship between the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager as triggered in the gambling game based on the player's skillful execution of the entertainment game;

determining that the player's performance measurements are a significant deviation from expected player performance measurements by using an outlier test;

adjusting measurements are the significant deviation from expected player performance measurements; and

implementing the assigned handicap within the skill normalized hybrid game.

9. A method according to Claim 8, in which the assigning a handicap to player based at least in part upon the performance measurements for the at least one player from the game world engine further comprises:

assigning a ranking to the player based upon the player performance measurements; and assigning a handicap to the player based upon the ranking of the player to which the handicap is assigned.

10. A method according to Claim 9, 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.

11. A method according to Claim 9, 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.

12. A method according to Claim 8, in which the outlier test is the Grubb's outlier test.

13. A method according to Claim 8, in which the outlier test is the Dixon Q-test.

14. A non-transitory machine readable medium containing processor instructions, where execution of the instructions by a processor causes the processor to perform a process for a skill normalized hybrid game, the process comprising:

executing an entertainment game of the skill normalized hybrid game, the entertainment game providing an outcome upon a player's skillful execution of the entertainment game;

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

determining player performance measurements for the player, the player performance measurements including the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager as triggered in the gambling game;

assigning a handicap to the player based at least in part upon the player performance data by determining a relationship between the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager as triggered in the gambling game based on the player's skillful execution of the entertainment game;

determining that the player's performance measurements are a significant deviation from expected player performance measurements by using an outlier test;

adjusting measurements are the significant deviation from expected player performance measurements; and

implementing the assigned handicap within the skill normalized hybrid game.

CLAIMS

1. A network distributed skill normalized hybrid gaming system, comprising:

a real world server connected to a game world server, in which the real world server is constructed to provide a gambling game configured to provide a randomly generated payout for a wager of an amount of credits;

a controller connected to the game world server by a network, in which the controller is constructed to:

execute an entertainment game providing an outcome upon a player's skillful execution of the entertainment game;

communicate to the game world server via the network, gameplay gambling event occurrences, in which the gambling event occurrences are based upon the player's skillful execution of the entertainment game that trigger the wager of the amount of credits in the gambling game and randomly generate a credit for use in the gambling game for the wager of the amount of credits;

receive from the game world server via the network, instructions to implement a handicap against the player; and

implement the handicap against the player;

the game world server connecting the controller to the real world server by the network, in which the game world server is constructed to:

receive from the controller via the network, the gameplay gambling event occurrences;

communicate the gameplay gambling event occurrences received from the controller to the real world server,

determine player performance measurements for the player, the player performance measurements including the outcome of the player's skillful execution of the entertainment game and the player's use of credits among the wager of the amount of credits as triggered in the gambling game;

assign a ranking to the player based at least in part upon the received player performance measurements;

assign the handicap to the player based at least in part upon the ranking and a ratio between the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager as triggered in the gambling game included in the performance measurements for the player from the game world server; and

handicap the player by instructing the controller to implement the handicap against the player within the entertainment game executed by the controller.

2. A network distributed skill normalized hybrid gaming system according to Claim 1, in which:

the player performance measurements further 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.

3. A network distributed skill normalized hybrid gaming system according to Claim 1, 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.

4. A network distributed normalized hybrid gaming system according to Claim 1, in which the expected player performance is based upon historical player performance measurements.

5. A method of operating a network distributed skill normalized hybrid gaming system comprising:

performing by a real world server connected to a game world server, the following:

providing a gambling game configured to provide a randomly generated payout for a wager of an amount of credits;

performing by a controller connected to the game world server by a network, the following:

executing an entertainment game providing an outcome upon a player's skillful execution of the entertainment game;

communicating to the game world server via the network, gameplay gambling event occurrences, in which the gambling event occurrences are based upon the player's skillful execution of the entertainment game that trigger the wager of the amount of credits in the gambling game and randomly generate the credit for use in the gambling game for the wager of the amount of credits;

receiving from the game world server via the network, instructions to implement a handicap against the player; and

implementing the handicap against the player;

performing by the game world server, connecting the controller to the real world server by the network, the following:

receiving from the controller via the network, the gameplay gambling event occurrences;

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

determining player performance measurements for the player, the player performance measurements including the outcome of the player's skillful execution of the entertainment game and the player's use of credits among the wager of the amount of credits as triggered in the gambling game;

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

assigning the handicap to the player based at least in part upon the ranking and a ratio between the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager as triggered in the gambling game included in the performance measurements for the player from the game world server; and

handicapping the player by instructing the controller to implement the handicap against the player within the entertainment game executed by the controller.

6. A method according to Claim 5, 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.

7. A method according to Claim 5, 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.

8. A non-transitory machine readable medium containing processor instructions, where execution of the instructions by a processor causes the processor to perform a process for a network distributed skill normalized hybrid gaming system, the process comprising:

providing a gambling game configured to provide a randomly generated payout for a wager of an amount of credits;

executing an entertainment game providing an outcome upon a player's skillful execution of the entertainment game;

communicating to a game world server via a network, gameplay gambling event occurrences, in which the gambling event occurrences are based upon the player's skillful execution of the entertainment game that trigger the wager of the amount of credits in the gambling game and randomly generate the credit for use in the gambling game for the wager of the amount of credits;

receiving from the game world server via the network, instructions to implement a handicap against the player; and

implementing the handicap against the player; and

receiving from a controller via the network, the gameplay gambling event occurrences;

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

determining player performance measurements for the player, the player performance measurements including the outcome of the player's skillful execution of the entertainment game and the player's use of credits among the wager of the amount of credits as triggered in the gambling game;

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

assigning the handicap to the player based at least in part upon the ranking and a ratio between the outcome of the player's skillful execution of the entertainment game and the amount of credits utilized by the player in the wager as triggered in the gambling game included in the performance measurements for the player from the game world server; and

handicapping the player by instructing the controller to implement the handicap against the player within the entertainment game executed by the controller.

9. A skill normalized hybrid game according to Claim 1, in which the game world server is further constructed to determine that the player's performance measurements are a significant deviation from expected player performance measurements.

10. A skill normalized hybrid game of claim 9, in which the skill normalization module is further constructed to adjust a player's handicap upon determining that the player's performance measurements are a significant deviation from expected player performance measurements.

11. A skill normalized hybrid game according to Claim 9, in which determining that the player's performance measurements are a significant deviation from expected player performance measurements utilizes an outlier test.

12. A network distributed skill normalized hybrid gaming system according to Claim 11, in which the outlier test is the Grubb's outlier test.

13. A network distributed skill normalized hybrid gaming system according to Claim 11, in which the outlier test is the Dixon Q-test.

14. A method according to Claim 5, further comprising determining that the player's performance measurements are a significant deviation from expected player performance measurements.

15. A method according to Claim 5, further comprising adjusting a player's handicap upon determining that a player's performance measurements are a significant deviation from expected player performance measurements.

16. A method according to Claim 5, in which 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.