CLAIMS

1 A method of providing a jackpot bonus in a gaming system, comprising: performing, by one or more processors, the following:

providing a gambling game having a randomly generated payout of real world credits for a player's wager in the gambling game;

providing an entertainment game having outcomes based upon the player's skillful execution of the entertainment game to earn a payout of game world credits;

generating a jackpot bonus element in the entertainment game, in which the jackpot bonus element roams and moves independently of the player within a space of the entertainment game;

providing a payout of real world credit in the gambling game when the player initiates an encounter in the entertainment game with the bonus element; and

providing a payout of game world credit in the entertainment game in the case the player achieves an objective in the entertainment game associated with the jackpot bonus element.

2. A method according to Claim 1, in which the jackpot bonus element is a non-player character in the entertainment game.

3. A method according to Claim 1, in which the entertainment game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

4. A method according to Claim 1, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

5. A method according to Claim 1, in which the bonus element roams between locations within the entertainment game along a set path.

6. A method according to Claim 1, in which the jackpot bonus element appears periodically within the entertainment game.

7. A gaming system comprising: at least one processor; and

a memory coupled to the at least one processor, the memory storing instructions executable by the at least one processor, the instructions comprising:

providing a gambling game having a randomly generated payout of real world credits for a player's wager in the gambling game;

providing an entertainment game having outcomes based upon the player's skillful execution of the entertainment game to earn a payout of game world credits;

generating a jackpot bonus element in the entertainment game, in which the jackpot bonus element roams and moves independently of the player within the space of the entertainment game;

providing a payout of real world credit in the gambling game when a player initiates an encounter in the entertainment game with the jackpot bonus element; and

providing a payout of game world credit in the entertainment game in the case the player achieves an objective in the entertainment game associated with the jackpot bonus element.

8. A method according to Claim 7, in which the jackpot bonus element is a non-player character in the entertainment game portion of the hybrid game.

9. A method according to Claim 7, in which the entertainment game portion of the hybrid game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

10. A method according to Claim 7, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

11. A method according to Claim 7, in which the jackpot bonus element roams between locations within the entertainment game along a set path.

12. A method according to Claim 7, in which the jackpot bonus element appears periodically within the entertainment game.

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

providing a gambling game having a randomly generated payout of real world credits for a player's wager in the gambling game;

providing an entertainment game having outcomes based upon the player's skillful execution of the entertainment game to earn a payout of game world credits;

generating a jackpot bonus element in the entertainment game, in which the jackpot bonus element roams and moves independently of the player within a space of the entertainment game;

providing a payout of real world credit in the gambling game when the player initiates an encounter in the entertainment game with the jackpot bonus element; and

providing a payout of game world credit in the entertainment game in the case the player achieves an objective in the entertainment game associated with the jackpot bonus element.

14. A non-transitory processor-readable storage medium according to Claim 13, in which the jackpot bonus element is a non-player character in the entertainment game portion of the hybrid game.

15. A non-transitory processor-readable storage medium according to Claim 13, in which the entertainment game portion of the hybrid game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

16. A non-transitory processor-readable storage medium according to Claim 13, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

17. A non-transitory processor-readable storage medium according to Claim 13, in which the jackpot bonus element roams between locations within the entertainment game along a set path.

18. A non-transitory processor-readable storage medium according to Claim 13, in which the jackpot bonus element appears periodically within the entertainment game.

CLAIMS

1. A bonus jackpot hybrid gaming system comprising:

an entertainment software engine, constructed to:

execute an entertainment game;

communicate, to a game world engine, gameplay gambling event occurrences based upon a player's skillful execution of the entertainment game that trigger at least one wager in a gambling game, on a basis of consumption by a player of enabling elements that enable the player's play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gambling game;

generate a jackpot bonus element in the entertainment game, in which the jackpot bonus element roams and moves independently of the player within a space of the entertainment game;

communicate, to the game world engine, when the player initiates an encounter in the entertainment game with the jackpot bonus element, triggering the gambling game in the gambling game portion of the hybrid game;

communicate, to the game world engine, when the player achieves an objective in the entertainment game associated with the jackpot bonus element; and

receive, from the game world engine, a randomly generated payout of real world credits for the player's wager in the gambling game;

receive, from the game world engine, a payout of real world credit in the gambling game when the player initiates the encounter in the entertainment game with the jackpot bonus element and wins the gambling game; and

receive, from the game world engine, a payout of game world credit in the entertainment game in a case the player achieves the objective in the entertainment game associated with the jackpot bonus element;

a real world engine, constructed to:

receive, from the game world engine, gameplay gambling event occurrences based upon the player's skillful execution of the entertainment game that trigger at least

one wager in the gambling game, on the basis of consumption by the player of enabling elements that enable the player's play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gambling game;

execute at least one wager in the gambling game;

provide the randomly generated payout of real world credits for the player's wager in the gambling game;

communicate, to the game world engine, the randomly generated payout of real world credits for the player's wager in the gambling game;

the game world engine, connected to the entertainment software engine via a communications network and connected to the real world engine via a communication link, constructed to:

receive, from the entertainment software engine, gameplay gambling event occurrences based upon the player's skillful execution of the entertainment game that trigger at least one wager in the gambling game, on the basis of consumption by the player of enabling elements that enable the player's play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gambling game;

communicate to the real world engine, gameplay gambling event occurrences based upon the player's skillful execution of the entertainment game that trigger at least one wager in the gambling game, on the basis of consumption by the player of enabling elements that enable the player's play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gambling game;

receive, from the real world engine, the randomly generated payout of real world credits for the player's wager in the gambling game;

communicate, to the entertainment software engine, the randomly generated payout of real world credits for the player's wager in the gambling game;

determine if the player wins the gambling game triggered by the player's encounter with the jackpot bonus element in the entertainment game;

provide, to the entertainment software engine, the payout of real world credit in the gambling game when the player initiates the encounter in the entertainment game with the jackpot bonus element and wins the gambling game; and

provide, to the entertainment software engine, the payout of game world credit in the entertainment game in the case the player achieves the objective in the entertainment game associated with the jackpot bonus element.

2. A bonus jackpot hybrid gaming system according to Claim 1, in which the jackpot bonus element is a non-player character in the entertainment game portion of the bonus jackpot hybrid game.

3. A bonus jackpot hybrid gaming system according to Claim 1, in which the entertainment game portion of the hybrid game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

4. A bonus jackpot hybrid gaming system according to Claim 1, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

5. A bonus jackpot hybrid gaming system according to Claim 1, in which the jackpot bonus element roams between locations within the entertainment game along a set path.

6. A bonus jackpot hybrid gaming system according to Claim 1, in which the jackpot bonus element appears periodically within the entertainment game.

7. A bonus jackpot hybrid gaming system comprising:

an entertainment software engine, constructed to:

execute an entertainment game;

communicate, to a game world engine, gameplay gambling event occurrences based upon a player's skillful execution of the entertainment game that trigger at least one wager in a gambling game, on a basis of consumption by a player of enabling elements that enable the player's play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gambling game;

generate a jackpot bonus element in the entertainment game, in which the jackpot bonus element roams and moves independently of the player within a space of the entertainment game;

communicate, to the game world engine, when the player initiates an encounter in the entertainment game with the jackpot bonus element, triggering the gambling game in the gambling game portion of the hybrid game;

communicate, to the game world engine, when the player achieves an objective in the entertainment game associated with the jackpot bonus element; and

receive, from the game world engine, a randomly generated payout of real world credits for the player's wager in the gambling game;

receive, from the game world engine, a payout of real world credit in the gambling game when the player initiates the encounter in the entertainment game with the jackpot bonus element and wins the gambling game; and

receive, from the game world engine, a payout of game world credit in the entertainment game in a case the player achieves the objective in the entertainment game associated with the jackpot bonus element;

the game world engine, connected to the entertainment software engine via a communications network and connected to a real world engine via a communication link, constructed to:

receive, from the entertainment software engine, gameplay gambling event occurrences based upon the player’s skillful execution of the entertainment game that trigger at least one wager in the gambling game, on the basis of consumption by the player of enabling elements that enable the player’s play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gambling game;

communicate to the real world engine, gameplay gambling event occurrences based upon the player’s skillful execution of the entertainment game that trigger at least one wager in the gaming game, on the basis of consumption by the player of enabling elements that enable the player’s play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gambling game;

receive, from the real world engine, the randomly generated payout of real world credits for the player's wager in the gambling game;

communicate, to the entertainment software engine, the randomly generated payout of real world credits for the player's wager in the gambling game;

determine if the player wins the gambling game triggered by the player's encounter with the jackpot bonus element in the entertainment game;

provide, to the entertainment software engine, the payout of real world credit in the gambling game when the player initiates an encounter in the entertainment game with the jackpot bonus element and wins the gambling game; and

provide, to the entertainment software engine, the payout of game world credit in the entertainment game in the case the player achieves the objective in the entertainment game associated with the jackpot bonus element.

8. A bonus jackpot hybrid gaming system according to Claim 7, in which the jackpot bonus element is a non-player character in the entertainment game portion of the bonus jackpot hybrid game.

9. A bonus jackpot hybrid gaming system according to Claim 7, in which the entertainment game portion of the hybrid game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

10. A bonus jackpot hybrid gaming system according to Claim 7, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

11. A bonus jackpot hybrid gaming system according to Claim 7, in which the jackpot bonus element roams between locations within the entertainment game along a set path.

12. A bonus jackpot hybrid gaming system according to Claim 7, in which the jackpot bonus element appears periodically within the entertainment game.

13. A bonus jackpot hybrid gaming system according to Claim 7, in which the communications link is the communications network.

14. A bonus jackpot hybrid gaming system comprising:

a real world engine, constructed to:

receive, from a game world engine, gameplay gaming event occurrences based upon a player’s skillful execution of an entertainment game that trigger at least one wager in a gaming game, on a basis of consumption by a player of enabling elements that enable the player’s play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gaming game;

execute at least one wager in the gaming game;

provide a randomly generated payout of real world credits for the player's wager in the gaming game;

communicate, to the game world engine, the randomly generated payout of real world credits for the player's wager in the gaming game;

the game world engine, connected to an entertainment software engine via a communications network and connected to the real world engine via a communication link, constructed to:

receive, from the entertainment software engine, gameplay gaming event occurrences based upon the player’s skillful execution of the entertainment game that trigger at least one wager in the gaming game, on the basis of consumption by the player of enabling elements that enable the player’s play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gaming game;

communicate to the real world engine, gameplay gaming event occurrences based upon the player’s skillful execution of the entertainment game that trigger at least one wager in the gaming game, on the basis of consumption by the player of enabling elements that enable the player’s play of the entertainment game and whose consumption by the player through skillful play of the entertainment game trigger the wager in the gaming game;

receive, from the real world engine, the randomly generated payout of real world credits for the player's wager in the gaming game;

communicate, to the entertainment software engine, the randomly generated payout of real world credits for the player's wager in the gaming game;

determine if the player wins the gaming game triggered by the player's encounter with a jackpot bonus element in the entertainment game;

provide, to the entertainment software engine, a payout of real world credit in the gaming game when the player initiates an encounter in the entertainment game with the jackpot bonus element and wins the gaming game; and

provide, to the entertainment software engine, a payout of game world credit in the entertainment game in a case the player achieves an objective in the entertainment game associated with the jackpot bonus element.

15. A bonus jackpot hybrid gaming system according to Claim 14, in which the jackpot bonus element is a non-player character in the entertainment game portion of the bonus jackpot hybrid game.

16. A bonus jackpot hybrid gaming system according to Claim 14, in which the entertainment game portion of the hybrid game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

17. A bonus jackpot hybrid gaming system according to Claim 14, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

18. A bonus jackpot hybrid gaming system according to Claim 14, in which the jackpot bonus element roams between locations within the entertainment game along a set path.

19. A bonus jackpot hybrid gaming system according to Claim 14, in which the jackpot bonus element appears periodically within the entertainment game.

20. A bonus jackpot hybrid gaming system according to Claim 14, in which the communications link is the communications network.

21. A bonus jackpot hybrid gaming system according to Claim 1, in which the communications link is the communications network.