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(54) Title: ANTI-CHEATING HYBRID GAME

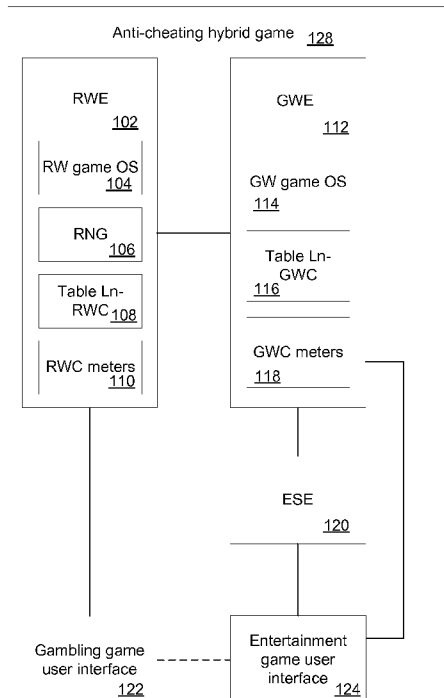


FIG. 1

(57) Abstract: Systems and methods in accordance with embodiments operate an anti- cheating hybrid game. One embodiment includes an anti-cheating hybrid game constructed to communicate occurrences based upon a player's skillful execution of an entertainment game that triggers a randomly generated payout to a gambling game; where the anti-cheating hybrid game incorporates an anti-cheating module constructed to: receive player data for a player, where the player data is indicative of the player's current gameplay performance at the entertainment game; analyze the player data to determine whether cheating is occurring by comparing the player's current gameplay performance with his- torical gameplay data to evaluate whether the player's current gameplay per- formance is beyond the statistical limits of the randomness inherent in the an- ti-cheating hybrid game; and send a command to penalize the player during play of the entertainment game based upon a determination that cheating has occurred from the analyzed player data.



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