IT IS CLAIMED

1. An electronic gaming system, comprising:

a first gaming machine comprising a first display and a first player interface that is configured to enable a first player to engage in interactive game play of a tournament hybrid arcade/wager-based game, the tournament hybrid arcade/wager-based game including a non-wager based gaming portion and a wager-based gaming portion;

a second gaming machine comprising a second display and a second player interface that is configured to enable a second player to engage in simultaneous interactive game play in the tournament hybrid arcade/wager-based game with the first player, and

a common display configured to be visible by both the first and second players,

wherein the first display is configured to display wager-based game events of the gaming portion of the tournament hybrid arcade/wager-based game that are triggered by interactions by the first player with the first player interface,

wherein the second display is configured to display wager-based game events of the gaming portion of the tournament hybrid arcade/wager-based game that are triggered by interactions by the second player with the second player interface, and

wherein the common display is configured to display non-wager events of an arcade game portion of the tournament hybrid arcade/wager-based game that are triggered by interactions of the first player with the first player interface and by interactions of the second player with the second player interface.

2. The electronic gaming system of claim 1, wherein the second gaming machine is disposed adjacent to the first gaming machine and wherein the common display spans at least a portion of the first and second gaming machines.

3. The electronic gaming system of claim 1, wherein the common display is further configured to display at least one of tournament leaderboard information and status information relating to tournament hybrid arcade/wager-based game play.

4. The electronic gaming system of claim 1, wherein at least one of the first display and the common display is further configured to display statistics and/or achievements relating to game play of the tournament hybrid arcade/wager-based game that is triggered by the interactions of the first player and wherein at least one of the second display and the common display is further configured to display statistics and/or achievements relating to game play of the

tournament hybrid arcade/wager-based game that is triggered by the interactions of the second player.

5. A computer implemented gaming method implemented in a gaming network, comprising:

providing a first gaming machine that is coupled to the gaming network and that comprises a first display and a first player interface, the provided first gaming machine being configured to enable game play in a tournament hybrid arcade/wager-based game that includes a non-wager based gaming portion and a wager-based gaming portion;

providing a second gaming machine coupled to the gaming network, the second gaming machine comprising a second display and a second player interface, the second gaming machine also being configured to enable game play in the tournament hybrid arcade/wager-based game;

providing a common display configured to be visible by both the first and second players,

receiving interactions of the first player with the first player interface to enable the first player to engage in interactive game play in the tournament hybrid arcade/wager-based game;

receiving interactions of the second player with the second player interface to enable the second player to engage in simultaneous interactive game play in the tournament hybrid arcade/wager-based game with the first player;

displaying, on the first display, wager-based game events of the gaming portion of the tournament hybrid arcade/wager-based game that are triggered by the received interactions of the first player with the first player interface;

displaying, on the second display, wager-based game events of the gaming portion of the tournament hybrid arcade/wager-based game that are triggered by the received interactions of the second player with the second player interface, and

displaying, in the common display, non-wager events of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game that are triggered by the received interactions of both the first player with the first player interface and of the second player with the second player interface.

6. The method of claim 5, wherein the second gaming machine is disposed adjacent to the first gaming machine and wherein the common display spans at least a portion of the first and second gaming machines.

7. The method of claim 5, further comprising displaying, on the common display, at least one of tournament leaderboard information and status information relating to tournament hybrid arcade/wager-based game play.

8. The method of claim 5, further comprising:

displaying, on at least one of the first display and the common display, statistics and/or achievements relating to game play of the tournament hybrid arcade/wager-based game that is triggered by the interactions of the first player, and

displaying, on at least one of the second display and the common display, display statistics and/or achievements relating to game play of the tournament hybrid arcade/wager-based game that is triggered by the interactions of the second player.

9. An electronic gaming system, comprising:

a first gaming machine comprising a first display, the first gaming machine comprising a first player interface to enable a first player to engage in interactive game play in a tournament hybrid arcade/wager-based game, the tournament hybrid arcade/wager-based game including a non-wager based gaming portion and a wager-based gaming portion;

a second gaming machine, the second gaming machine comprising a second display, the second gaming machine comprising a second player interface configured to enable a second player to engage in simultaneous interactive game play in the tournament hybrid arcade/wager-based game with the first player, and

a common display configured to be visible by both the first and second players,

wherein the first display is configured to display, to the first player, non-wager events of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game that are triggered by interactions of the first player with the first player interface,

wherein the second display is configured to display, to the second player, non-wager events of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game that are triggered by interactions of the second player with the second player interface, and

wherein the common display is configured to display, to both the first and second players, wager-based game events of the gaming portion of the tournament hybrid arcade/wager-based game that are triggered by interactions of the first player with the first player interface and of the second player with the second player interface.

10. The electronic gaming system of claim 9, wherein the second gaming machine is disposed adjacent to the first gaming machine and wherein the common display spans at least a portion of the first and second gaming machines.

11. The electronic gaming system of claim 9, wherein the common display is further configured to display at least one of tournament leaderboard information and status information relating to tournament hybrid arcade/wager-based game play.

12. The electronic gaming system of claim 9, wherein at least one of the first display and the common display is further configured to display statistics and/or achievements relating to game play of the tournament hybrid arcade/wager-based game that is triggered by the interactions of the first player and wherein at least one of the second display and the common display is further configured to display statistics and/or achievements relating to game play of the tournament hybrid arcade/wager-based game that is triggered by the interactions of the second player.

13. A computer implemented gaming method implemented in a gaming network, comprising:

providing a first gaming machine coupled to the gaming network and comprising a first display and a first player interface, the first gaming machine being configured to enable game play in a tournament hybrid arcade/wager-based game that includes a non-wager based gaming portion and a wager-based gaming portion;

providing a second gaming machine coupled to the gaming network, the second gaming machine comprising a second display and a second player interface, the second gaming machine also being configured to enable game play in the tournament hybrid arcade/wager-based game;

providing a common display configured to be visible by both the first and second players,

receiving interactions of the first player with the first player interface to enable the first player to engage in interactive game play in the tournament hybrid arcade/wager-based game;

receiving interactions of the second player with the second player interface to enable the second player to engage in simultaneous interactive game play in the tournament hybrid arcade/wager-based game with the first player;

displaying, on the first display, non-wager events of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game that are triggered by the received interactions of the first player with the first player interface;

displaying, on the second display, non-wager events of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game that are triggered by the received interactions of the second player with the second player interface, and

displaying, in the common display, wager-based game events of the gaming portion of the tournament hybrid arcade/wager-based game that are triggered by the received interactions of both the first player with the first player interface and of the second player with the second player interface.

14. The method of claim 13, wherein the second gaming machine is disposed adjacent to the first gaming machine and wherein the common display spans at least a portion of the first and second gaming machines.

15. The method of claim 13, further comprising displaying, on the common display, at least one of tournament leaderboard information and status information relating to tournament hybrid arcade/wager-based game play.

16. The method of claim 13, further comprising:

displaying, on at least one of the first display and the common display, statistics and/or achievements relating to game play of the tournament hybrid arcade/wager-based game that is triggered by the interactions of the first player, and

displaying, on at least one of the second display and the common display, display statistics and/or achievements relating to game play of the tournament hybrid arcade/wager-based game that is triggered by the interactions of the second player.