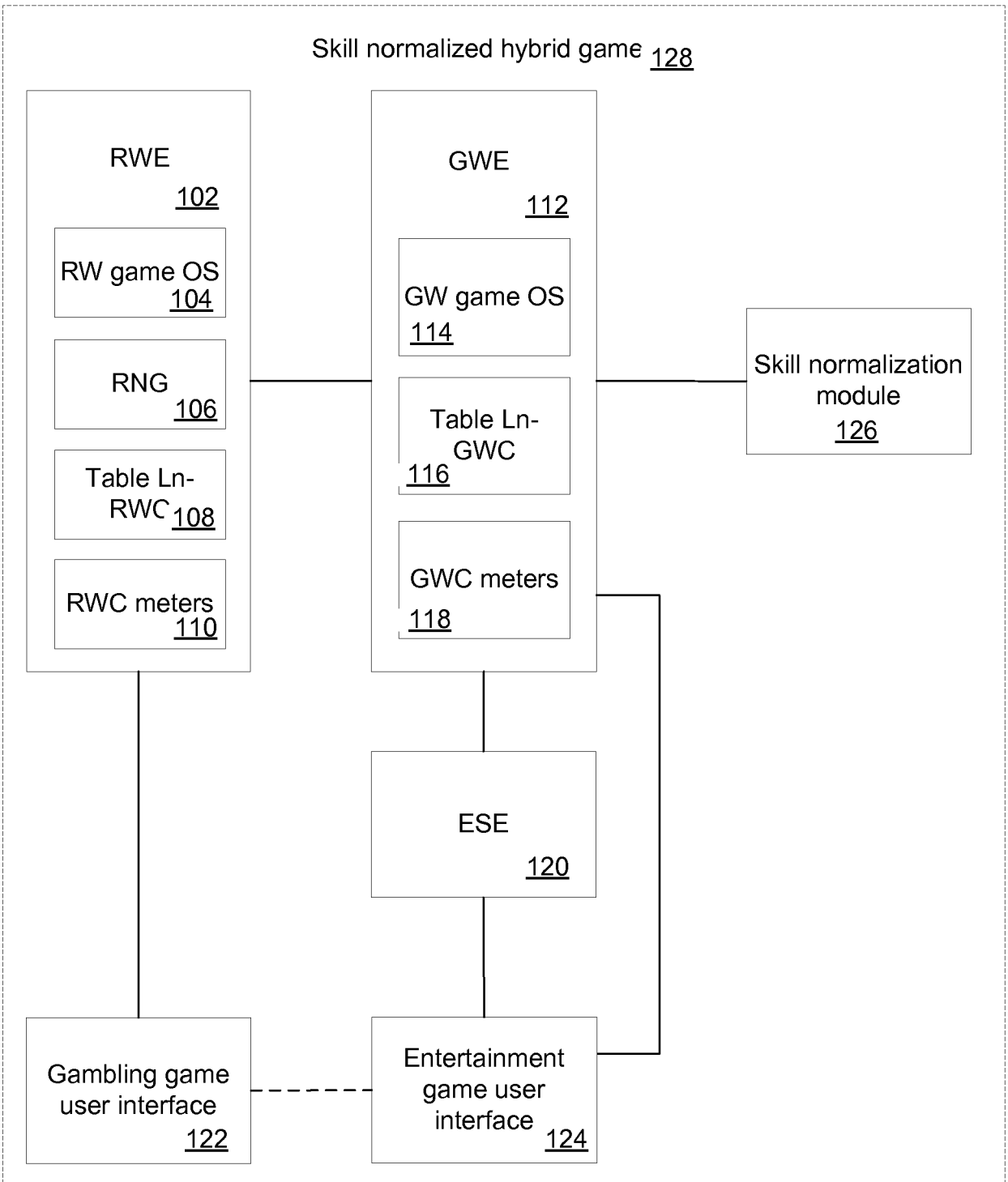
Skill normalized hybrid game 128
RWE
102
RW game OS
104
RNG
106
Table Ln-RWC
108
RWC meters
110
GWE
112
GW game OS
114
Table Ln-GWC
116
GWC meters
118
Skill normalization module
126
ESE
120
Gambling game user interface
122
Entertainment game user interface
124

FIG. 1A

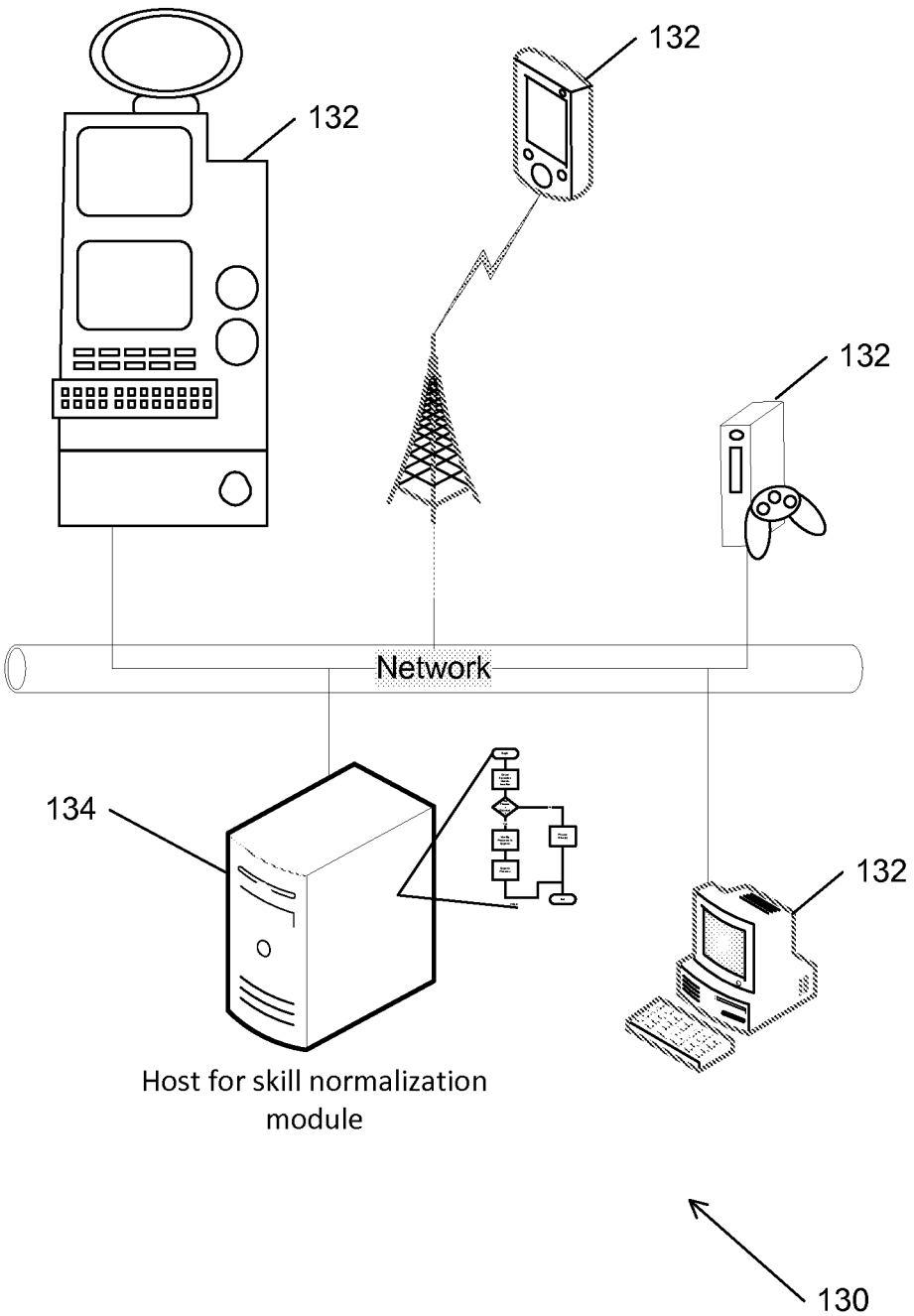
132
132
132
Network
134
132
Host for skill normalization module
130

FIG. 1B

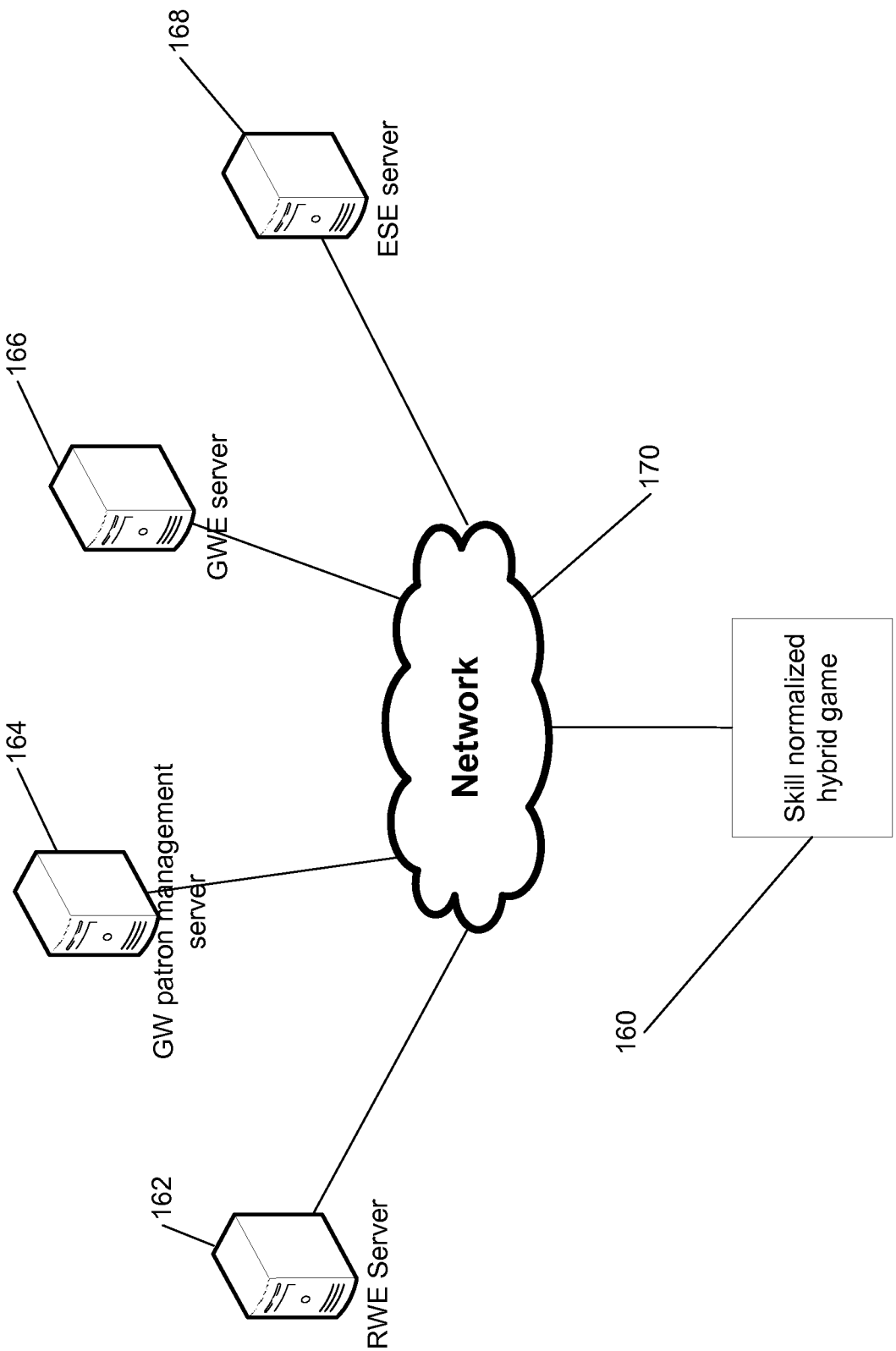
168
ESE server
166
GWE server
164
GW patron management server
Network
170
Skill normalized hybrid game
160
162
RWE Server

FIG. 1C

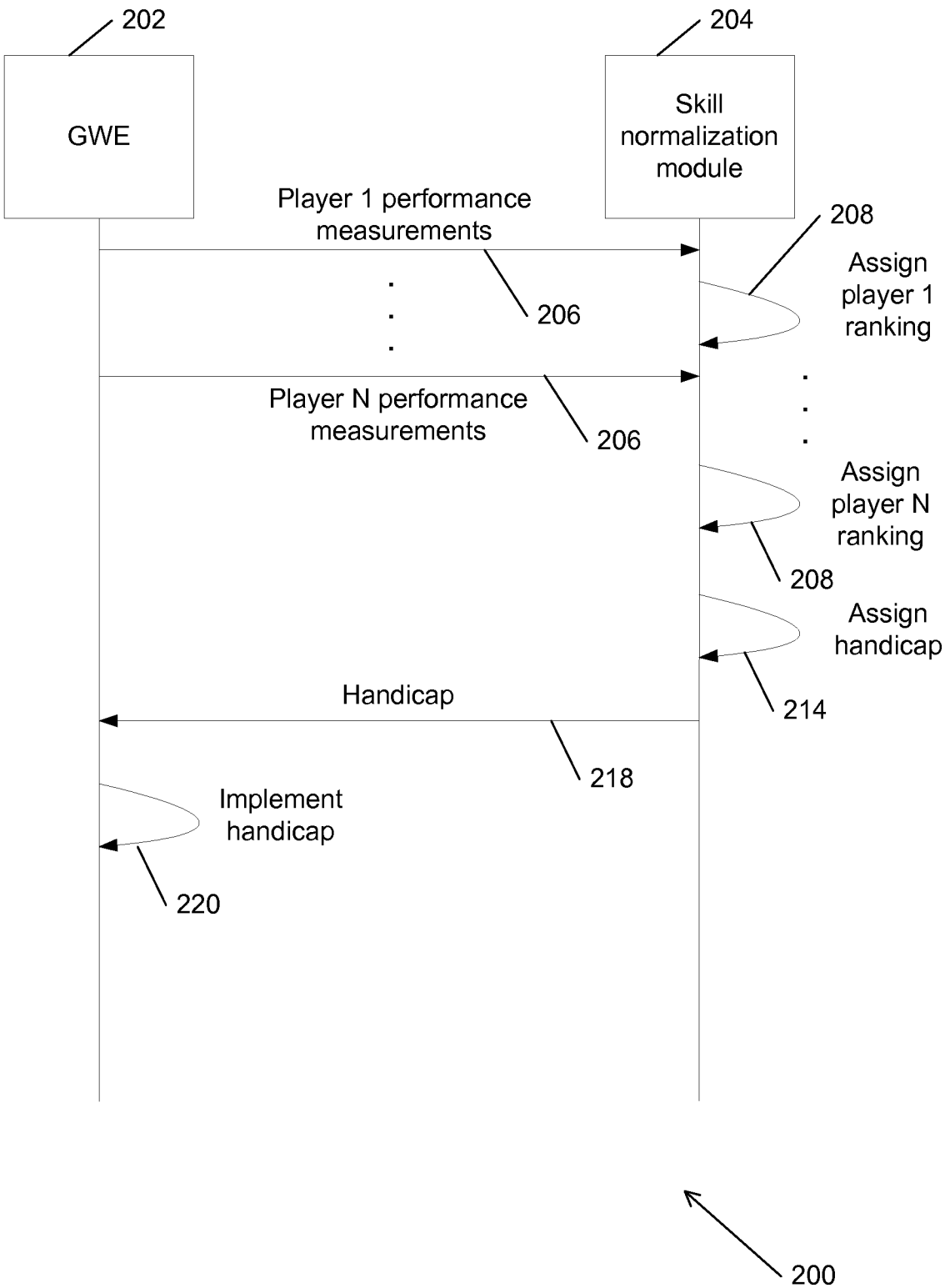
202
GWE
204
Skill normalization module
Player 1 performance measurements
206
208
Assign player 1 ranking
Player N performance measurements
206
Assign player N ranking
208
Assign handicap
214
Handicap
218
Implement handicap
220
200

FIG. 2

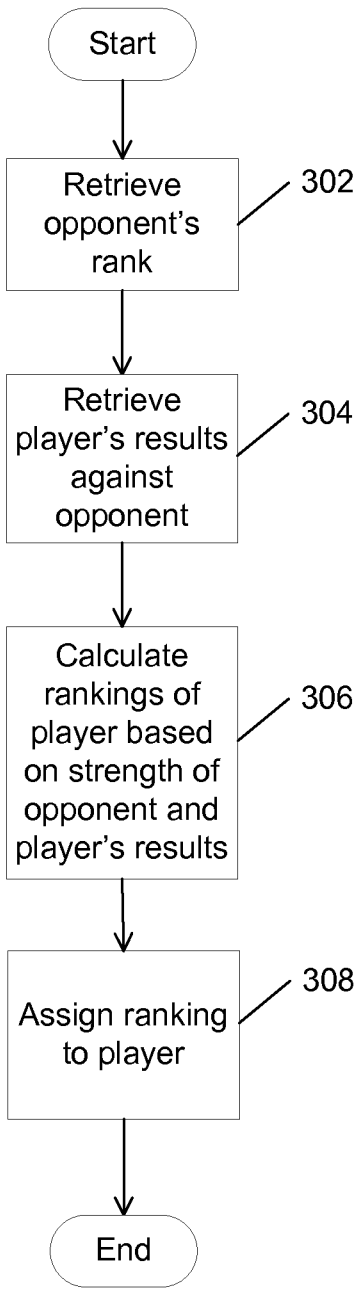
Start
Retrieve opponent's rank
302
Retrieve player's results against opponent
304
Calculate rankings of player based on strength of opponent and player's results
306
Assign ranking to player
308
End

FIG. 3A

300

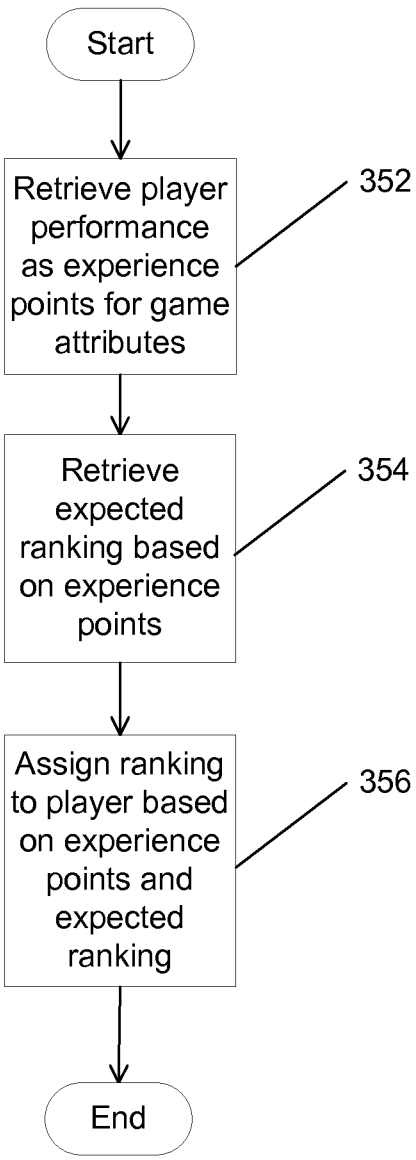
Start
Retrieve player performance as experience points for game attributes
352
Retrieve expected ranking based on experience points
354
Assign ranking to player based on experience points and expected ranking
356
End

FIG. 3B

350

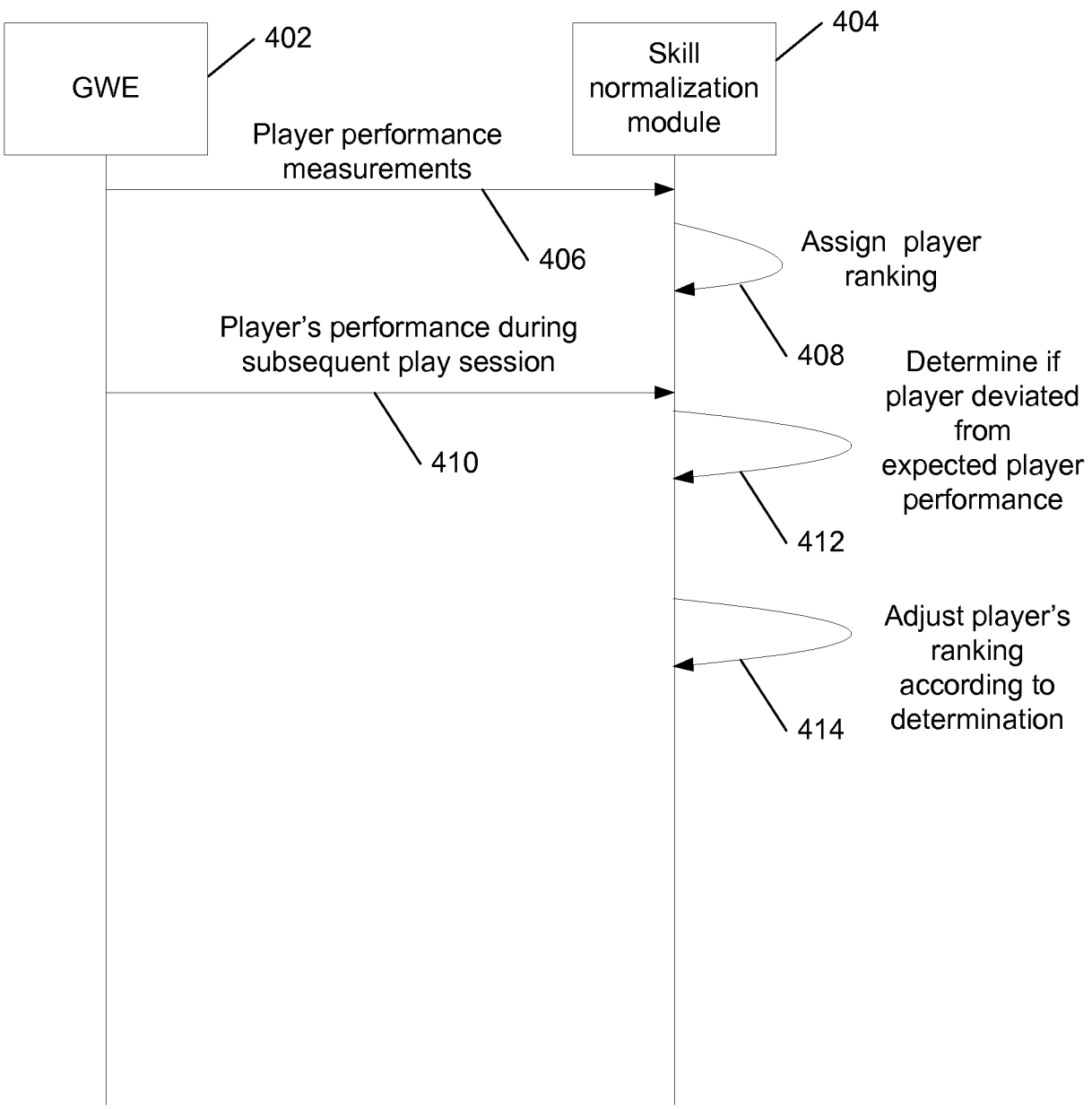
GWE
402
Skill normalization module
404
Player performance measurements
406
Assign player ranking
408
Player's performance during subsequent play session
410
Determine if player deviated from expected player performance
412
Adjust player's ranking according to determination
414
400

FIG. 4

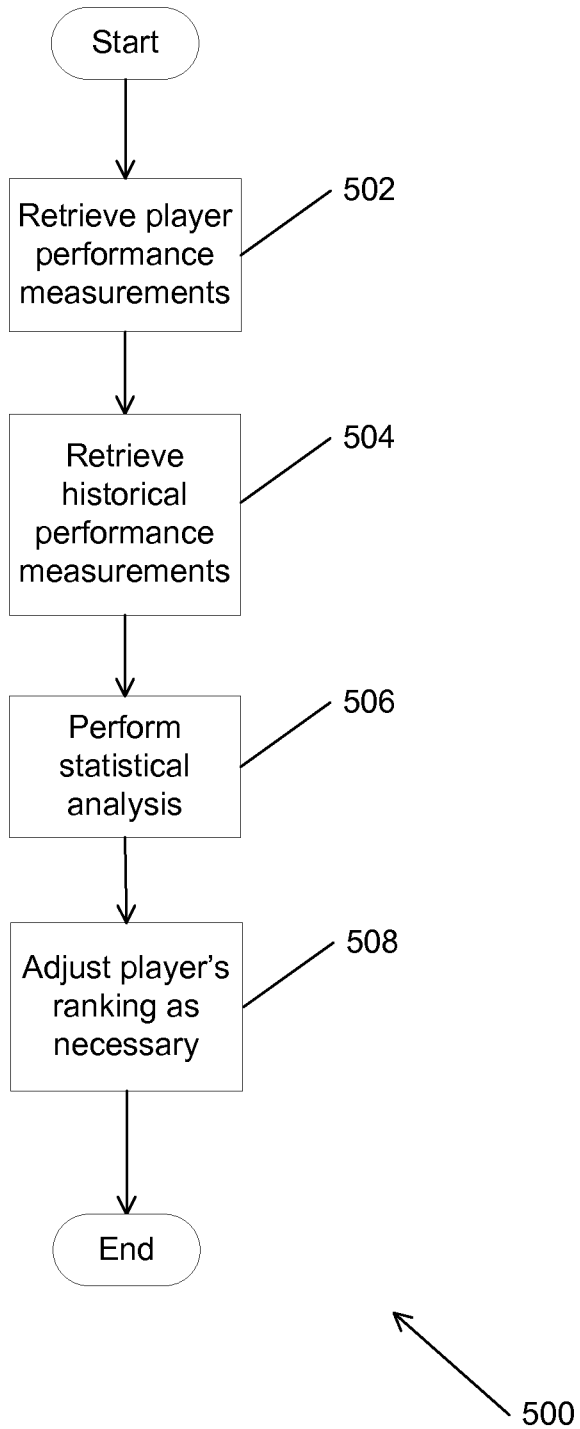
Start
Retrieve player performance measurements
502
Retrieve historical performance measurements
504
Perform statistical analysis
506
Adjust player's ranking as necessary
508
End
500

FIG. 5A

N	10%	7.5%	5%	2.5%	1%		N	10%	7.5%	5%	2.5%	1%
3	1.15	1.15	1.15	1.15	1.15		53			2.981	3.151	
4	1.42	1.44	1.46	1.48	1.49		54			2.986	3.158	
5	1.60	1.64	1.67	1.71	1.75		55			2.995	3.165	
6	1.73	1.77	1.82	1.89	1.94		56			3.002	3.172	
7	1.83	1.88	1.94	2.02	2.10		57			3.009	3.179	
8	1.91	1.96	2.03	2.13	2.22		58			3.016	3.186	
9	1.98	2.04	2.11	2.21	2.32		59			3.023	3.193	
10	2.03	2.10	2.18	2.29	2.41		60			3.030	3.200	
11	2.09	2.14	2.23	2.36	2.48		61			3.036	3.206	
12	2.13	2.20	2.29	2.41	2.55		62			3.042	3.212	
13	2.17	2.24	2.33	2.46	2.61		63			3.048	3.218	
14	2.21	2.28	2.37	2.51	2.66		64			3.054	3.224	
15	2.25	2.32	2.41	2.55	2.71		65			3.060	3.230	
16	2.28	2.35	2.44	2.59	2.75		66			3.066	3.236	
17	2.31	2.38	2.47	2.62	2.78		67			3.072	3.242	
18	2.34	2.41	2.50	2.65	2.82		68			3.078	3.248	
19	2.36	2.44	2.53	2.68	2.85		69			3.084	3.254	
20	2.39	2.46	2.56	2.71	2.88		70			3.090	3.260	
21			2.59	2.73	2.91		71			3.095	3.265	
22			2.60	2.76	2.94		72			3.100	3.270	
23			2.62	2.78	2.96		73			3.105	3.275	
24			2.64	2.80	2.99		74			3.110	3.280	
25			2.66	2.82	3.01		75			3.115	3.285	
26			2.680	2.840			76			3.120	3.290	
27			2.700	2.860			77			3.125	3.295	
28			2.720	2.880			78			3.130	3.300	
29			2.730	2.890			79			3.135	3.305	
30			2.750	2.910			80			3.140	3.310	
31			2.760	2.930			81			3.144	3.314	
32			2.780	2.950			82			3.148	3.318	
33			2.790	2.960			83			3.152	3.322	
34			2.810	2.970			84			3.156	3.326	
35			2.830	2.980			85			3.160	3.330	
36			2.830	2.992			86			3.164	3.334	
37			2.840	3.004			87			3.168	3.338	
38			2.850	3.016			88			3.172	3.342	
39			2.860	3.028			89			3.176	3.346	
40			2.870	3.040			90			3.180	3.350	
41			2.880	3.050			91			3.183	3.353	
42			2.890	3.060			92			3.186	3.356	
43			2.900	3.070			93			3.189	3.359	
44			2.910	3.080			94			3.192	3.362	
45			2.920	3.090			95			3.195	3.365	
46			2.926	3.098			96			3.198	3.368	
47			2.936	3.106			97			3.201	3.371	
48			2.944	3.114			98			3.204	3.374	
49			2.952	3.122			99			3.207	3.377	
51			2.967	3.137			100			3.210	3.380	
52			2.974	3.144								

FIG. 5B

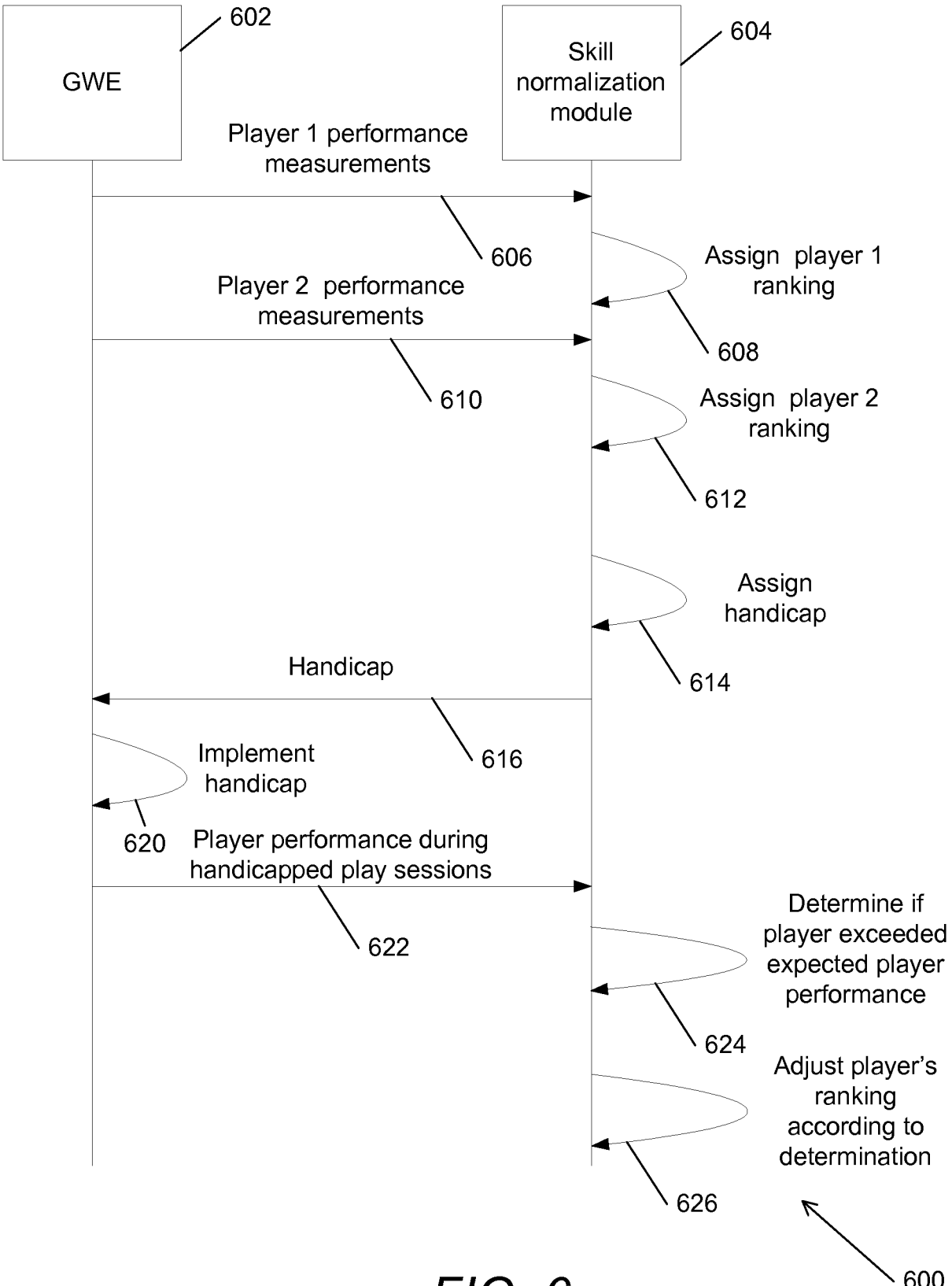
GWE
602
Skill normalization module
604
Player 1 performance measurements
606
Assign player 1 ranking
608
Player 2 performance measurements
610
Assign player 2 ranking
612
Assign handicap
614
Handicap
616
Implement handicap
620
Player performance during handicapped play sessions
622
Determine if player exceeded expected player performance
624
Adjust player's ranking according to determination
626
600

FIG. 6

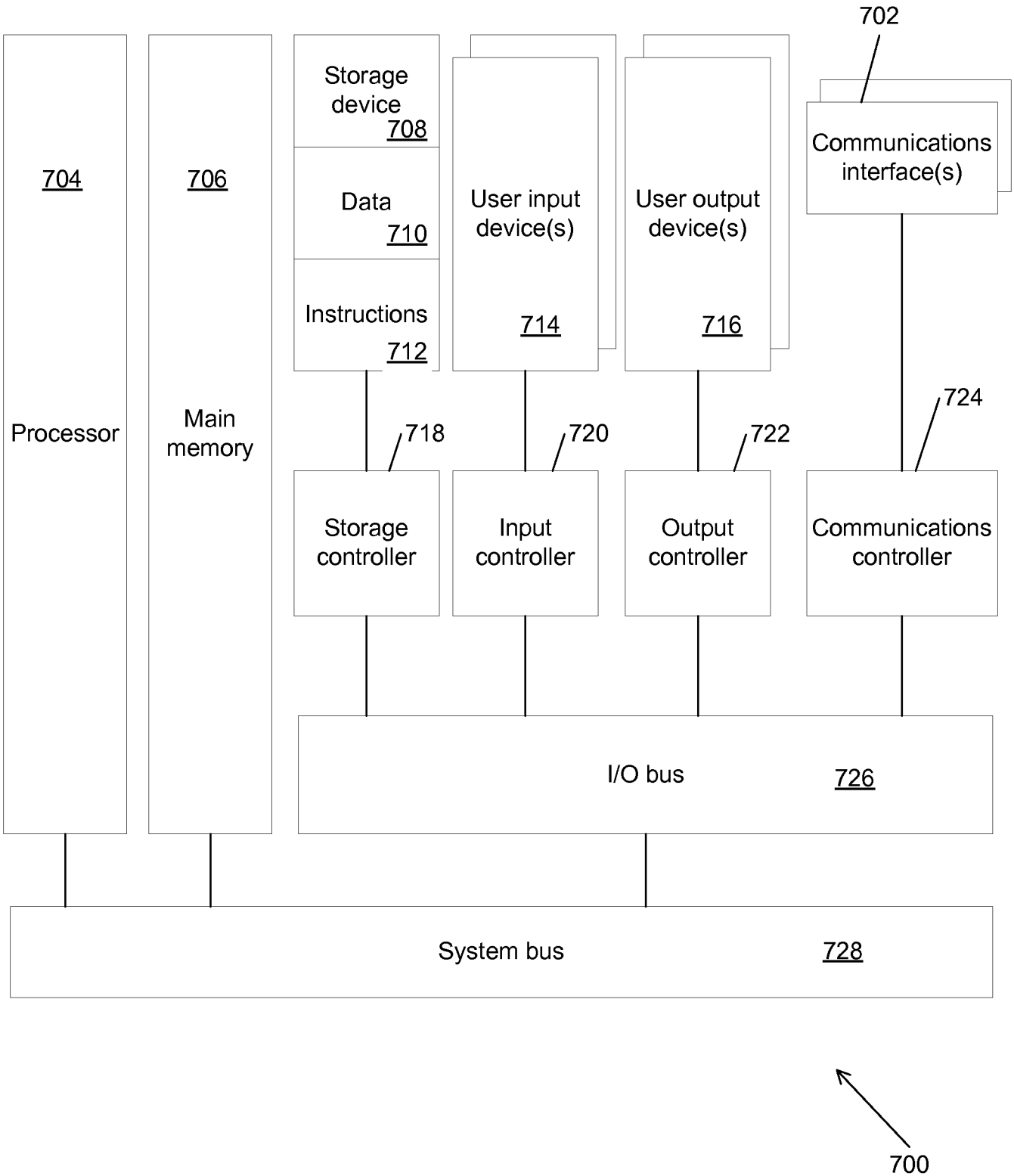
702
Storage device
708
Data
710
Instructions
712
User input device(s)
714
User output device(s)
716
Communications interface(s)
704
Processor
706
Main memory
718
720
722
724
Storage controller
Input controller
Output controller
Communications controller
I/O bus
726
System bus
728
700

FIG. 7