WHAT IS CLAIMED IS:

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;

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 ~~at least one~~ player from the game world engine; 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. The skill normalized hybrid game of claim 1, wherein 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. The skill normalized hybrid game of claim 2, wherein:

the player performance measurements further include results for the player against an opponent player; and

the ranking is assigned to the ~~first~~ player based upon the opponent player's rank and the player's results against the opponent player.

4. The skill normalized hybrid game of claim 2, wherein:

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. The skill normalized hybrid game of claim 1, wherein the skill normalization module is further constructed to determine that the player's performance measurements are a significant deviation from expected player performance measurements.

6. The skill normalized hybrid game of claim 5, wherein the determining that the player's performance measurements are a significant deviation from expected player performance measurements utilizes an outlier test.

7. The skill normalized hybrid game of claim 6, wherein the outlier test is the Grubb's outlier test.

8. The skill normalized hybrid game of claim 6, wherein the outlier test is the Dixon Q-test.

9. The skill normalized hybrid game of claim 5, wherein 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.

10. The skill normalized hybrid game of claim 5, wherein the expected player performance is based upon historical player performance measurements.

11. A method of operating a skill normalized hybrid game 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; and

implementing the assigned handicap within the skill normalized hybrid game.

12. The method of claim 11, wherein 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.

13. The method of claim 12, wherein:

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.

14. The method of claim 12, wherein:

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.

15. The method of claim 1, further comprising determining that the player's performance measurements are a significant deviation from expected player performance measurements.

16. The method of claim 15, wherein the determining that the player's performance measurements are a significant deviation from expected player performance measurements utilizes an outlier test.

17. The method of claim 16, wherein the outlier test is the Grubb's outlier test.

18. The method of claim 16, wherein the outlier test is the Dixon Q-test.

19. The method of claim 15, further comprising adjusting a player's handicap upon determining that a player's performance measurements are a significant deviation from expected player performance measurements.

20. A 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, and

implementing the assigned handicap within the skill normalized hybrid game.

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;

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; 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 skill normalization module is further constructed to determine that the player's performance measurements are a significant deviation from expected player performance measurements.

6. A skill normalized hybrid game according to Claim 5, in which the determining that the player's performance measurements are a significant deviation from expected player performance measurements utilizes an outlier test.

7. A skill normalized hybrid game according to Claim 6, in which the outlier test is the Grubb's outlier test.

8. The skill normalized hybrid game of claim 6, in which the outlier test is the Dixon Q-test.

9. The skill normalized hybrid game of claim 5, 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.

10. A skill normalized hybrid game according to Claim 5, in which the expected player performance is based upon historical player performance measurements.

11. 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; and

implementing the assigned handicap within the skill normalized hybrid game.

12. A method according to Claim 11, 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.

13. A method according to Claim 12, 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.

14. A method according to Claim 12, 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.

15. A method according to Claim 11, further comprising determining that the player's performance measurements are a significant deviation from expected player performance measurements.

16. A method according to Claim 15, in which the 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.

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

20. 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; and

implementing the assigned handicap within the skill normalized hybrid game.