WHAT IS CLAIMED:

1. A method of gaming, comprising:

determining a transpiring of an element in an entertainment game portion of a hybrid game, the hybrid game including a gambling game portion and the entertainment game portion; and

initiating a wager in the gambling game portion of the hybrid game based on the transpiring of the element in the entertainment game portion of the hybrid game.

2. The method of claim 1, wherein the transpiring of the element includes accumulation of an enabling element.

3. The method of claim 1, wherein the transpiring of the element includes transpiring of a game meter tick.

4. The method of claim 3, wherein the game meter tick is an increment of elapsed physical time that has elapsed.

5. The method of claim 3, wherein the game meter tick is an increment of elapsed game world context time that has elapsed.

6. The method of claim 3, wherein the game meter tick is a game world context distance traveled

7. The method of claim 3, wherein the game meter tick is a game world context location.

8. The method of claim 3, wherein the game meter tick is an arrival at a game world context location.

9. The method of claim 1, wherein the transpiring of the element includes a decision made by a player of the hybrid game directing a resource within the game world.

10. The method of claim 1, wherein the transpiring of the element includes a game world outcome of a decision made by the player directing a resource within the game world.

11. The method of claim 1, wherein the transpiring of the element includes a game world action of a player's resource within the game world.

12. The method of claim 1, further comprising affecting a real world credit based on the transpiring of the element.

13. The method of claim 1, further comprising affecting an enabling element of the entertainment game portion of the hybrid game based on the transpiring of the element.

14. The method of claim 1, further comprising affecting a game world credit based on the transpiring of the element.

15. The method of claim 1, wherein the transpiring of the element includes accumulation of a game world credit.

16. The method of claim 15, wherein initiating the wager in the gambling game portion of the hybrid game further includes basing an amount of the wager on a type of the game world credit.

17. The method of claim 1, wherein the transpiring of the element includes consumption of a game world credit.

18. The method of claim 17, wherein initiating the wager in the gambling game portion of the hybrid game further includes basing an amount of the wager on a type of the game world credit.

19. An apparatus for gaming, comprising:

a processor; and

a memory coupled to the processor, the memory having processor-executable instructions stored therein, the processor-executable instructions comprising:

determining a transpiring of an element in an entertainment game portion of a hybrid game, the hybrid game including a gambling game portion and the entertainment game portion; and

initiating a wager in the gambling game portion of the hybrid game based on the transpiring of the element in the entertainment game portion of the hybrid game.

20. The apparatus of claim 19, wherein the transpiring of the element includes accumulation of an enabling element.

21. The apparatus of claim 19, wherein the transpiring of the element includes transpiring of a game meter tick.

22. The apparatus of claim 21, wherein the game meter tick is an increment of elapsed physical time that has elapsed.

23. The apparatus of claim 21, wherein the game meter tick is an increment of elapsed game world context time that has elapsed.

24. The apparatus of claim 21, wherein the game meter tick is a game world context distance traveled

25. The apparatus of claim 21, wherein the game meter tick is a game world context location.

26. The apparatus of claim 21, wherein the game meter tick is an arrival at a game world context location.

27. The apparatus of claim 21, wherein the transpiring of the element includes a decision made by a player of the hybrid game directing a resource within the game world.

28. The apparatus of claim 21, wherein the transpiring of the element includes a game world outcome of a decision made by the player directing a resource within the game world.

29. The apparatus of claim 21, wherein the transpiring of the element includes a game world action of a player's resource within the game world.

30. The apparatus of claim 19, the instructions further comprising affecting a real world credit based on the transpiring of the element.

31. The apparatus of claim 19, the instructions further comprising affecting an enabling element of the entertainment game portion of the hybrid game based on the transpiring of the element.

32. The apparatus of claim 19, the instructions further comprising affecting a game world credit based on the transpiring of the element.

33. The apparatus of claim 19, wherein the transpiring of the element includes accumulation of a game world credit.

34. The apparatus of claim 33, wherein the instructions for initiating the wager in the gambling game portion of the hybrid game further comprise basing an amount of the wager on a type of the game world credit.

35. The apparatus of claim 19, wherein the transpiring of the element includes consumption of a game world credit.

36. The apparatus of claim 35, wherein the instructions for initiating the wager in the gambling game portion of the hybrid game further includes basing an amount of the wager on a type of the game world credit.

37. A processor-readable storage medium having stored processor-executable instructions, the processor-executable instructions comprising:

determining a transpiring of an element in an entertainment game portion of a hybrid game, the hybrid game including a gambling game portion and the entertainment game portion; and

initiating a wager in the gambling game portion of the hybrid game based on the transpiring of the element in the entertainment game portion of the hybrid game.

38. The processor-readable storage medium of claim 37, wherein the transpiring of the element includes accumulation of an enabling element.

39. The processor-readable storage medium of claim 37, wherein the transpiring of the element includes transpiring of a game meter tick.

40. The processor-readable storage medium of claim 39, wherein the game meter tick is an increment of elapsed physical time that has elapsed.

41. The processor-readable storage medium of claim 39, wherein the game meter tick is an increment of elapsed game world context time that has elapsed.

42. The processor-readable storage medium of claim 39, wherein the game meter tick is a game world context distance traveled

43. The processor-readable storage medium of claim 39, wherein the game meter tick is a game world context location.

44. The processor-readable storage medium of claim 39, wherein the game meter tick is an arrival at a game world context location.

45. The processor-readable storage medium of claim 39, wherein the transpiring of the element includes a decision made by a player of the hybrid game directing a resource within the game world.

46. The processor-readable storage medium of claim 39, wherein the transpiring of the element includes a game world outcome of a decision made by the player directing a resource within the game world.

47. The processor-readable storage medium of claim 39, wherein the transpiring of the element includes a game world action of a player's resource within the game world.

48. The processor-readable storage medium of claim 37, the instructions further comprising affecting a real world credit based on the transpiring of the element.

49. The processor-readable storage medium of claim 37, the instructions further comprising affecting an enabling element of the entertainment game portion of the hybrid game based on the transpiring of the element.

50. The processor-readable storage medium of claim 37, the instructions further comprising affecting a game world credit based on the transpiring of the element.

51. The processor-readable storage medium of claim 37, wherein the transpiring of the element includes accumulation of a game world credit.

52. The processor-readable storage medium of claim 51, wherein the instructions for initiating the wager in the gambling game portion of the hybrid game further comprise basing an amount of the wager on a type of the game world credit.

53. The processor-readable storage medium of claim 37, wherein the transpiring of the element includes consumption of a game world credit.

54. The processor-readable storage medium of claim 53, wherein the instructions for initiating the wager in the gambling game portion of the hybrid game further includes basing an amount of the wager on a type of the game world credit.

CLAIMS

1. A method for a gaming system, comprising:

receiving by the gaming system a real world credit;

enabling by the gaming system a gambling game portion of the gaming system that consumes amounts of the real world credit as wagers in the gambling game portion of the gaming system and generates gambling outcomes for the wagers in accordance with wagering propositions(1);

creating by the gaming system an enabling (2) element for an entertainment game portion of the gaming system, in which the enabling element is consumed (3) when utilized during skillful play of the entertainment game (4) portion of the gaming system by a player, in which a transpiring of the enabling element initiates a first wager of a first amount of the real world credit in the gambling game portion of the gaming system in accordance with a first wagering proposition (5); and

correlating (6) by the gaming system the gambling game portion of the gaming system with the entertainment portion of the gaming system via the enabling element of the entertainment game portion of the gaming system during the player's skillful play of the entertainment game portion of the gaming system by:

determining the transpiring of the enabling element in the entertainment game portion of the gaming system caused by the player's utilization of the enabling element during the player's skillful play (4) of the entertainment game portion of the gaming system;

initiating (7) the first wager of the first amount of real world credit in the gambling game portion of the gaming system during the player's skillful play of the entertainment game portion of the gaming system based on the transpiring of the enabling element in the entertainment game portion of the gaming system; and

causing (8) by the gaming system an effect in the entertainment game portion of the gaming system based on a first gambling outcome of the first wager of the first amount of real world credit in accordance with the first gambling proposition in the gambling game portion of the gaming system by revealing an actionable element in the entertainment game portion of the gaming system, in which the

actionable element affects the player's skillful play of the entertainment game portion of the gaming system during the player's skillful play of the entertainment game portion of the gaming system, and in which a transpiring of the actionable element initiates a second wager of a second amount of the real world credit in the gambling game portion of the gaming system in accordance with a second wagering proposition.

2. A method according to Claim 1, in which the transpiring of the enabling element includes accumulation of the enabling element by the player's operation of the entertainment game portion of the gaming system.

3. A method according to Claim 1, in which the transpiring of the enabling element includes transpiring of a game meter tick.

4. A method according to Claim 3, in which the game meter tick is an increment of elapsed physical time that has elapsed.

5. A method according to Claim 3, in which the game meter tick is an increment of elapsed game world context time that has elapsed.

6. A method according to Claim 3, in which the game meter tick is a game world context distance travelled.

7. A method according to Claim 3, in which the game meter tick is a game world context location.

8. A method according to Claim 3, in which the game meter tick is an arrival at a game world context location.

9. A method according to Claim 1, in which the transpiring of the actionable element includes a decision made by the player directing a resource within a game world of the entertainment game portion of the gaming system.

10. A method according to Claim 1, in which the transpiring of the actionable element includes a game world outcome of a decision made by the player directing a resource within a game world of the entertainment game portion of the gaming system.

11. An apparatus for gaming, comprising:

at least one (9) processor; and

a memory coupled to the at least one processor, the memory having processor-executable instructions stored therein, the processor-executable instructions comprising:

receiving by a gaming system a real world credit;

enabling by the gaming system a gambling game portion of the gaming system that consumes amounts of the real world credit as wagers in the gambling game portion of the gaming system and generates gambling outcomes for the wagers in accordance with wagering propositions (1);

creating by the gaming system an enabling element (2) for an entertainment game portion of the gaming system, in which the enabling element is consumed (3) when utilized during skillful play of the entertainment game portion (4) of the gaming system by a player, in which a transpiring of the enabling element initiates a first wager of a first amount of the real world credit in the gambling game portion of the gaming system in accordance with a first wagering proposition (5); and

correlating (6) by the gaming system the gambling game portion of the gaming system with the entertainment portion of the gaming system via the enabling element of the entertainment game portion of the gaming system during the player's skillful play of the entertainment game portion of the gaming system by:

determining the transpiring of the enabling element in the entertainment game portion of the gaming system caused by the player's utilization of the enabling element during the player's skillful play (4) of the entertainment game portion of the gaming system;

initiating (7) the first wager of the first amount of real world credit in the gambling game portion of the gaming system during the player's skillful play of the entertainment game portion of the gaming system based on the transpiring of the enabling element in the entertainment game portion of the gaming system; and

causing (8) by the gaming system an effect in the entertainment game portion of the gaming system based on a first gambling outcome of the first wager of the first amount of real world credit in accordance with the first gambling proposition in the gambling game portion of the gaming system by revealing an actionable element in the entertainment game portion of the gaming system, in which the

actionable element affects the player's skillful play of the entertainment game portion of the gaming system during the player's skillful play of the entertainment game portion of the gaming system, and in which a transpiring of the actionable element initiates a second wager of a second amount of the real world credit in the gambling game portion of the gaming system in accordance with a second wagering proposition.

12. An apparatus according to Claim 11, in which the transpiring of the enabling element includes accumulation of the enabling element by the player's operation of the entertainment game portion of the gaming system.

13. An apparatus according to Claim 11, in which the transpiring of the enabling element includes transpiring of a game meter tick.

14. An apparatus according to Claim 13, in which the game meter tick is an increment of elapsed physical time that has elapsed.

15. An apparatus according to Claim 13, in which the game meter tick is an increment of elapsed game world context time that has elapsed.

16. An apparatus according to Claim 13, in which the game meter tick is a game world context distance travelled.

17. An apparatus according to Claim 13, in which the game meter tick is a game world context location.

18. An apparatus according to Claim 13, in which the game meter tick is an arrival at a game world context location.

19. An apparatus according to Claim 13, in which the transpiring of the actionable element includes a decision made by the player directing a resource within a game world of the entertainment game portion of the gaming system.

20. An apparatus according to Claim 13, in which the transpiring of the actionable element includes a game world outcome of a decision made by the player directing a resource within a game world of the entertainment game portion of the gaming system.

21. A non-transitory processor-readable storage medium having stored processor-executable instructions, the processor-executable instructions comprising:

receiving by a gaming system a real world credit;

enabling by the gaming system a gambling game portion of the gaming system that consumes amounts of the real world credit as wagers in the gambling game portion of the gaming system and generates gambling outcomes for the wagers in accordance with wagering propositions (1);

creating by the gaming system an enabling (2) element for an entertainment game portion of the gaming system, in which the enabling element is consumed (3) when utilized during skillful play of the entertainment game (4) portion of the gaming system by a player, in which a transpiring of the enabling element initiates a first wager of a first amount of the real world credit in the gambling game portion of the gaming system in accordance with a first wagering proposition (5); and

correlating (6) by the gaming system the gambling game portion of the gaming system with the entertainment portion of the gaming system via the enabling element of the entertainment game portion of the gaming system during the player's skillful play of the entertainment game portion of the gaming system by:

determining the transpiring of the enabling element in the entertainment game portion of the gaming system caused by the player's utilization of the enabling element during the player's skillful play (4) of the entertainment game portion of the gaming system;

initiating (7) the first wager of the first amount of real world credit in the gambling game portion of the gaming system during the player's skillful play of the entertainment game portion of the gaming system based on the transpiring of the enabling element in the entertainment game portion of the gaming system; and

causing (8) by the gaming system an effect in the entertainment game portion of the gaming system based on a first gambling outcome of the first wager of the first amount of real world credit in accordance with the first gambling proposition in the gambling game portion of the gaming system by revealing an actionable element in the entertainment game portion of the gaming system, in which the actionable element affects the player's skillful play of the entertainment game portion of the gaming system during the player's skillful play of the entertainment game portion of the game system, and in which a transpiring of the actionable

element initiates a second wager of a second amount of the real world credit in the gambling game portion of the gaming system in accordance with a second wagering proposition.

22. A non-transitory (10) processor-readable storage medium according to Claim 21, in which the transpiring of the enabling element includes accumulation of the enabling element by the player's operation of the entertainment game portion of the gaming system.

23. A non-transitory (10) processor-readable storage medium according to Claim 21, in which the transpiring of the enabling element includes transpiring of a game meter tick.

24. A non-transitory (10) processor-readable storage medium according to Claim 23, in which the game meter tick is an increment of elapsed physical time that has elapsed.

25. A non-transitory (10) processor-readable storage medium according to Claim 23, in which the game meter tick is an increment of elapsed game world context time that has elapsed.

26. A non-transitory (10) processor-readable storage medium according to Claim 23, in which the game meter tick is a game world context distance travelled.

27. A non-transitory (10) processor-readable storage medium according to Claim 23, in which the game meter tick is a game world context location.

28. A non-transitory (10) processor-readable storage medium according to Claim 23, in which the game meter tick is an arrival at a game world context location.

29. A non-transitory (10) processor-readable storage medium according to Claim 23, in which the transpiring of the actionable element includes a decision made by a player of the gaming system directing a resource within a game world of the entertainment game portion of the gaming system.

30. A non-transitory (10) processor-readable storage medium according to Claim 23, in which the transpiring of the actionable element includes a game world outcome of a decision made by the player directing a resource within a game world of the entertainment game portion of the gaming system.