WHAT IS CLAIMED IS:

1. A method of a hybrid game including an entertainment game portion and a gambling game portion, comprising:

collecting a portion of real world credits committed or accumulated in the hybrid game; and

contributing the collected portion of real world credits to a pool via a credit tax management system, the pool for the purposes of contributing to an award for redemption of game world credit granted players for achieving a certain status in a hybrid game tournament.

2. The method of Claim 1, wherein a credit tax function collects the portion of the real world credits and the credit tax function is included in the credit tax management system, and wherein the credit tax management system is coupled to a plurality of hybrid games.

3. The method of Claim 1, wherein the portion of the real world credit collected is a percentage of real world credit wagered in the hybrid game and the percentage is taken directly.

4. The method of Claim 1, wherein the portion of the real world credit collected is a percentage of real world credit wagered in the hybrid game and the percentage is taken by adjusting the odds tables of the gambling portion of the hybrid game.

5. The method of Claim 1, wherein the portion of the real world credit collected is a percentage of real world credit won in the hybrid game.

6. The method of Claim 1, wherein a percentage portion of game world credit is taken from the entertainment portion of the hybrid game.

7. The method of Claim 1, wherein, the portion of real world credit is taken on a periodic time basis.

8. The method of Claim 1, wherein the portion of real world credit is collected for use of the hybrid game for a certain period of time.

9. The method of Clam 1, wherein the portion of real world credit is a certain amount taken for a player to enter a tournament.

10. The method of Clam 1, wherein the portion of real world credit is a certain amount taken in order for a player to attempt a specific feat or action in the entertainment game portion of the hybrid game.

11. The method of Clam 1, wherein the portion of real world credit is a fixed amount of real world credit, in addition to the amount of real world credit wagered in the gambling game portion of the hybrid game, in order for a player to place a bet, in a virtual casino in the entertainment game portion of the hybrid game.

12. A credit tax function module for a hybrid game including an entertainment game portion and a gambling game portion, comprising:

a credit tax module constructed to collect a portion of real world credits committed or accumulated in the hybrid game; and

a contribution module constructed to contribute the collected portion of real world credits to a pool via a credit tax management system, the pool for the purposes of contributing to an award for redemption of game world credit granted players for achieving a certain status in a hybrid game tournament.

13. The method of Claim 12, wherein the credit tax module is included in the credit tax management system, and wherein the credit tax management system is coupled to a plurality of hybrid games.

14. The method of Claim 12, wherein the portion of the real world credit collected is a percentage of real world credit wagered in the hybrid game and the percentage is taken directly.

15. The method of Claim 12, wherein the portion of the real world credit collected is a percentage of real world credit wagered in the hybrid game and the percentage is taken by adjusting the odds tables of the gambling portion of the hybrid game.

16. The method of Claim 12, wherein the portion of the real world credit collected is a percentage of real world credit won in the hybrid game.

17. The method of Claim 12, wherein a percentage portion of game world credit is taken from the entertainment portion of the hybrid game.

18. The method of Claim 12, wherein, the portion of real world credit is taken on a periodic time basis.

19. The method of Claim 12, wherein the portion of real world credit is collected for use of the hybrid game for a certain period of time.

20. The method of Clam 12, wherein the portion of real world credit is a certain amount taken for a player to enter a tournament.

21. The method of Clam 12, wherein the portion of real world credit is a certain amount taken in order for a player to attempt a specific feat or action in the entertainment game portion of the hybrid game.

22. The method of Clam 12, wherein the portion of real world credit is a fixed amount of real world credit, in addition to the amount of real world credit wagered in the gambling game portion of the hybrid game, in order for a player to place a bet, in a virtual casino in the entertainment game portion of the hybrid game.

CLAIMS

1. A method of operating a tournament gaming system, the method comprising:

performing by one or more processors the following:

associating consumption of an enabling element within a first entertainment game portion of a first hybrid game to a commitment and triggering of a wager of real world credits in a gambling game portion of the first hybrid game, the commitment and triggering of the wager in response to actions taken by a player while playing the first entertainment game portion of the first hybrid game;

collecting a portion of the wager of real world credits committed to the gambling game portion of the first hybrid game in response to actions taken by the player while playing the first entertainment game portion of the first hybrid game;

accumulating a first game world credit earned by the player for the player's skilled play of the first entertainment game portion of the first hybrid game during the consumption of the enabling element and triggering of the wager of real world credits committed to the gambling game portion of the first hybrid game;

entering the player into a hybrid game tournament on the basis of the accumulated first game world credit; and

contributing the collected portion of the wager of real world credits to a pool, the pool contributed to an award for redemption of second game world credit earned by the player during the player's play of a second entertainment game portion of a second hybrid game in the a hybrid game tournament,

whereby the gaming system enters the player into the hybrid game tournament on the basis of the player's skill at playing the first entertainment game portion of the first hybrid game and contributes to the award for redemption of the second game world credit earned by the player in the hybrid game tournament from the real world credits committed by the player to the gambling game of the first hybrid game.

2. A method according to Claim 1, in which the first and second entertainment game portion are the same entertainment game portion, and the first and second hybrid games are the same hybrid game.

3. A method according to Claim 1, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the player's play of the first entertainment portion of the first hybrid game and the percentage is taken directly from the wagered real world credit.

4. A method according to Claim 1, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the first player's play of the first entertainment portion of the first hybrid game and the percentage is taken by adjusting the odds tables of the gambling game portion of the first hybrid game.

5. A method according to Claim 1, in which the portion of the wager of real world credits collected is a percentage of real world credit won in the gambling game portion of the first hybrid game.

6. A method according to Claim 1, in which a percentage portion of game world credit is taken from the first entertainment portion of the first hybrid game and contributed to the pool.

7. A method according to Claim 1, in which the portion of the wager of real world credits is taken on a periodic time basis.

8. A method according to Claim 1, in which the portion of the wager of real world credits is collected for use of the first hybrid game for a certain period of time.

9. A method according to Clam 1, in which the portion of the wager of real world credits is a certain amount taken for the player to enter the hybrid game tournament.

10. A method according to Clam 1, in which the portion of the wager of real world credits is a certain amount taken in order for the player to attempt a specific action in the first entertainment game portion of the first hybrid game.

11. A tournament gaming system for a hybrid game comprising:

one or more processors; and

a memory coupled to the one or more processors, the memory storing processor-executable instructions that when executed by the one or more processors cause the tournament gaming system to:

associate consumption of an enabling element within a first entertainment game portion of the first hybrid game to a commitment and triggering of a wager of real world credits in a gambling game portion of the first hybrid game, the commitment and triggering of the wager in response to actions taken by a player while playing in the first entertainment game portion of the first hybrid game;

collect a portion of the wager of real world credits committed to the gambling game portion of the first hybrid game in response to actions taken by the player while playing the first entertainment game portion of the first hybrid game;

accumulate first game world credit earned by the player for the player's skilled play of the first entertainment game portion of the first hybrid game during the consumption of the enabling element and triggering of the wager of real world credits committed to the gambling game portion of the first hybrid game;

enter the player into a hybrid game tournament on the basis of the accumulated first game world credit; and

contribute the collected portion of the wager of real world credits to a pool, the pool contributed to an award for redemption of second game world credit earned by the player during the player's play of a second entertainment game portion of a second hybrid game in the hybrid game tournament,

whereby the tournament gaming system enters the player into the hybrid game tournament on the basis of the player's skill at playing the first entertainment game portion of the first hybrid game and contributes to the award for redemption of the second game world credit earned by the player in the hybrid game tournament from the real world credits committed by the player to the gambling game of the first hybrid game.

12. A tournament gaming system for a hybrid game according to Claim 11, in which the first and second entertainment game portion are the same entertainment game portion and the first and second hybrid games are the same hybrid game.

13. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the first player's

play of the first entertainment portion of the first hybrid game and the percentage is taken directly from the wagered real world credit.

14. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the first player's play of the first entertainment portion of the first hybrid game and the percentage is taken by adjusting the odds tables of the gambling game portion of the first hybrid game.

15. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a percentage of real world credit won in the gambling game portion of the first hybrid game.

16. A tournament gaming system for a hybrid game according to Claim 11, in which a percentage portion of game world credit is taken from the first entertainment portion of the hybrid game and contributed to the pool.

17. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits is taken on a periodic time basis.

18. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits is collected for use of the first hybrid game for a certain period of time.

19. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a certain amount taken for player to enter the hybrid game tournament.

20. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits is a certain amount taken in order for the first player to attempt a specific action in the first entertainment game portion of the first hybrid game.