The invention claimed is:

1. A method of determining rewards due to a player playing a regulated gaming machine, comprising: providing, in the regulated gaming machine, a game configured such that a plurality of games assets within the game are configured as a corresponding plurality of Wagering Opportunities, the game being further configured to have an overall minimum return to player (RTP) and an overall maximum RTP; accepting funds from the player and initiating a game session; upon receiving a player interaction with a Wagering Opportunity of the plurality of Wagering Opportunities during the game session, performing one of: a) generating a Wagering Event using the accepted funds, a random number and an accessed first payout schedule that defines a first RTP when the player interaction with the Wagering Opportunity causes a first result, the first RTP being at least as great as the overall minimum RTP; b) generating a Wagering Event using the accepted funds, the random number and an accessed second payout schedule that defines a second RTP when the player interaction with the Wagering Opportunity causes a second result, the second RTP being greater than the first RTP; and rewarding the player an amount determined by the random number and the accessed one of the first payout schedule and the second payout schedule, which of the first and second payout schedules is accessed upon receiving the player interaction with the Wagering Opportunity being based solely upon which of the first or second results was caused by the just-performed player interaction with the Wagering Opportunity and unrelated to past player interactions, past interactions with the Wagering Opportunity, another Wagering Opportunity, measured player skill or previously-achieved first or second results.

2. The method of claim 1, wherein the first result is more likely to occur during the game than is the second result.

3. The method of claim 1, wherein the received player interaction that causes the first result is a less skillful player interaction than the player interaction that causes the second result.

4. The method of claim 1, wherein the player interaction that causes the second result is harder than the player interaction that causes the first result.

5. The method of claim 1, wherein the player interaction causing the first result is different than the player interaction causing the second result.

6. The method of claim 1, further comprising not generating a Wagering Event whenever the player interaction with the Wagering Opportunity causes a third result.

7. The method of claim 6, wherein the third result is indicative of an unsuccessful interaction with the Wagering Opportunity.

8. The method of claim 1, wherein which one of the first and second payout schedules is accessed is unrelated to past player interactions or previous first or second results.

9. The method of claim 1, wherein when each received player interaction with the plurality of Wagering Opportunities causes the first result, the method comprises returning to the player no less than the overall minimum RTP.

10. The method of claim 1, wherein when each received player interaction with the plurality of Wagering Opportunities causes the second result, the method comprises returning to the player no more than the overall maximum RTP.

11. The method of claim 1, wherein when some of the received player interactions with the plurality of Wagering Opportunities cause the first result and some others of the received player interactions cause the second result, the method further comprises returning to the player, over the course of the game, an amount between the overall minimum RTP and the overall maximum RTP.

12. The method of claim 1, wherein the second result is only selectably available during the game.

13. The method of claim 12, wherein the second RTP is greater than the overall maximum RTP of the game.

14. The method of claim 13, further comprising selectively awarding at least the amount in the accumulating counter when a predetermined condition is met.

15. The method of claim 14, wherein the predetermined condition is met when at least one of: the accumulating counter reaches a predetermined number; the accumulating counter has been increased a predetermined number of times; a predetermined time period has elapsed; and a predetermined player interaction is received in response to the player interacting with a predetermined Wagering Opportunity.

16. The method of claim 14, further comprising displaying a progress towards enabling at least the amount in the accumulating counter to be awarded.

17. The method of claim 14, wherein the amount in the accumulating counter has no monetary value to the player until the predetermined condition is met.

18. The method of claim 14, wherein the amount in the accumulating counter is independent of an amount of the funds accepted from the player.

19. The method of claim 1, wherein for at least some of the generated Wagering Events, the method further comprises virtually contributing an amount to an accumulating counter.

20. The method of claim 19, wherein virtually contributing the amount to the accumulating counter is performed a selectable percentage of the time that the Wagering Events are generated.

21. An electronic, wager-based gaming device, comprising: a memory; a processor, and a plurality of processes spawned by the processor, the plurality of processes comprising processing logic to: provide, in the regulated gaming machine, a game configured such that a plurality of games assets within the game are configured as a corresponding plurality of Wagering Opportunities, the game being further configured to have an overall minimum return to player (RTP) and an overall maximum RTP; accept funds from a and initiate a game

session; upon receiving a player interaction with a Wagering Opportunity of the plurality of Wagering Opportunities during the game session, perform one of: a) generate a Wagering Event using the accepted funds, a random number and an accessed first payout schedule that defines a first RTP when the player interaction with the Wagering Opportunity causes a first result, the first RTP being at least as great as the overall minimum RTP; b) generate a Wagering Event using the accepted funds, the random number and an accessed second payout schedule that defines a second RTP when the player interaction with the Wagering Opportunity causes a second result, the second RTP being greater than the first RTP; and reward the player an amount determined by the random number and the accessed one of the first payout schedule and the second payout schedule, which of the first and second payout schedules is accessed upon receiving the player interaction with the Wagering Opportunity being based solely upon which of the first or second results was caused by the just-performed player interaction with the Wagering Opportunity and unrelated to past player interactions, past interactions with the Wagering Opportunity, another Wagering Opportunity, measured player skill or previously-achieved first or second results.

22. A tangible, non-transitory computer-readable medium having data stored thereon representing sequences of instructions which, when executed by a regulated gaming computing device, cause the regulated gaming computing device to determine rewards due to a player playing a wager-based game by: providing, in the regulated gaming machine, a game configured such that a plurality of games assets within the game are configured as a corresponding plurality of Wagering Opportunities, the game being further configured to have an overall minimum return to player (RTP) and an overall maximum RTP; accepting funds from a and initiating a game session; upon receiving a player interaction with a Wagering Opportunity of the plurality of Wagering Opportunities during the game session, performing one of: a) generating a Wagering Event using the accepted funds, a random number and an accessed first payout schedule that defines a first RTP when the player interaction with the Wagering Opportunity causes a first result, the first RTP being at least as great as the overall minimum RTP; b) generating a Wagering Event using the accepted funds, the random number and an accessed second payout schedule that defines a second RTP when the player interaction with the Wagering Opportunity causes a second result, the second RTP being greater than the first RTP; and rewarding the player an amount determined by the

random number and the accessed one of the first payout schedule and the second payout schedule, which of the first and second payout schedules is accessed upon receiving the player interaction with the Wagering Opportunity being based solely upon which of the first or second results was caused by the just-performed player interaction with the Wagering Opportunity and unrelated to past player interactions, past interactions with the Wagering Opportunity, another Wagering Opportunity, measured player skill or previously-achieved first or second results.

23. A method of providing a game for a regulated gaming machine, comprising: providing an existing console-type game or arcade-type game, the provided game comprising a plurality of game assets appearing onscreen during game play; modifying the provided game such that: player interaction with selected ones of the plurality of game assets gives rise to a corresponding plurality of Wagering Opportunities; the game accepts funds from a player to initiate a game session, to enable the player to play the game and to wager on the plurality of Wagering Opportunities; the game has an overall minimum return to player (RTP) and an overall maximum RTP; upon receiving a player interaction with a Wagering Opportunity of the plurality of Wagering Opportunities during the game session, the game: a) generates a Wagering Event using the accepted funds, a random number and an accessed first payout schedule that defines a first RTP when the player interaction with the Wagering Opportunity causes a first result, the first RTP being at least as great as the overall minimum RTP; b) generates a Wagering Event using the accepted funds, the random number and an accessed second payout schedule that defines a second RTP when the player interaction with the Wagering Opportunity causes a second result, the second RTP being greater than the first RTP; and rewards the player an amount determined by the random number and the accessed one of the first payout schedule and the second payout schedule, which of the first and second payout schedules is accessed upon receiving the player interaction with the Wagering Opportunity being based solely upon which of the first or second results was caused by the just-performed player interaction with the Wagering Opportunity and unrelated to past player interactions, past interactions with the Wagering Opportunity, another Wagering Opportunity, measured player skill or previously-achieved first or second results; and loading the modified game into the regulated gaming machine.