WHAT IS CLAIMED IS:

1. A method of providing a jackpot bonus in a gaming system, comprising:

generating a jackpot bonus element in an entertainment game portion of a hybrid game;

triggering a gambling game in a gambling game portion of the hybrid game when a player initiates an encounter in the entertainment game with the bonus element;

determining if the player wins the gambling game triggered by the player's encounter with the bonus element in the entertainment game; and

providing a payout to the player when it is determined that the player has won the gambling game.

2. The method of Claim 1, wherein the bonus element is a non-player character in the entertainment game portion of the hybrid game.

3. The method of Claim 1, wherein the entertainment game portion of the hybrid game is played by multiple players and the multiple player compete to trigger the gambling game by encountering the bonus element within the entertainment game.

4. The method of Claim 1, wherein the bonus element roams within the entertainment game.

5. The method of Claim 1, wherein the bonus element remains at a location and does not move within the entertainment game.

6. The method of Claim 1, wherein the bonus element appears periodically within the entertainment game.

7. A gaming system comprising:

at least one processor; and

a memory coupled to the process, the memory storing instructions executable by the processor, the instructions comprising:

generating a jackpot bonus element in an entertainment game portion of a hybrid game;

triggering a gambling game in a gambling game portion of the hybrid game when a player initiates an encounter in the entertainment game with the bonus element;

determining if the player wins the gambling game triggered by the player's encounter with the bonus element in the entertainment game; and

providing a payout to the player when it is determined that the player has won the gambling game.

8. The gaming system of Claim 7, wherein the bonus element is a non-player character in the entertainment game portion of the hybrid game.

9. The gaming system of Claim 7, wherein the entertainment game portion of the hybrid game is played by multiple players and the multiple player compete to trigger the gambling game by encountering the bonus element within the entertainment game.

10. The gaming system of Claim 7, wherein the bonus element roams within the entertainment game.

11. The gaming system of Claim 7, wherein the bonus element remains at a location and does not move within the entertainment game.

12. The gaming system of Claim 7, wherein the bonus element appears periodically within the entertainment game.

13. A processor-readable storage medium storing processor-executable instructions for a gaming system, the processor-executable instructions comprising:

generating a jackpot bonus element in an entertainment game portion of a hybrid game;

triggering a gambling game in a gambling game portion of the hybrid game when a player initiates an encounter in the entertainment game with the bonus element;

determining if the player wins the gambling game triggered by the player's encounter with the bonus element in the entertainment game; and

providing a payout to the player when it is determined that the player has won the gambling game.

14. The processor-readable storage medium of Claim 13, wherein the bonus element is a non-player character in the entertainment game portion of the hybrid game.

15. The processor-readable storage medium of Claim 13, wherein the entertainment game portion of the hybrid game is played by multiple players and the multiple player compete to trigger the gambling game by encountering the bonus element within the entertainment game.

16. The processor-readable storage medium of Claim 13, wherein the bonus element roams within the entertainment game.

17. The processor-readable storage medium of Claim 13, wherein the bonus element remains at a location and does not move within the entertainment game.

18. The processor-readable storage medium of Claim 13, wherein the bonus element appears periodically within the entertainment game.

CLAIMS

1 A method of providing a jackpot bonus in a gaming system, comprising: performing, by one or more processors, the following:

providing a gambling game having a randomly generated payout of real world credits for a player's wager in the gambling game;

providing an entertainment game having outcomes based upon the player's skillful execution of the entertainment game to earn a payout of game world credits;

generating a jackpot bonus element in the entertainment game, in which the jackpot bonus element roams and moves independently of the player within a space of the entertainment game;

providing a payout of real world credit in the gambling game when the player initiates an encounter in the entertainment game with the bonus element; and

providing a payout of game world credit in the entertainment game in the case the player achieves an objective in the entertainment game associated with the jackpot bonus element.

2. A method according to Claim 1, in which the jackpot bonus element is a non-player character in the entertainment game.

3. A method according to Claim 1, in which the entertainment game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

4. A method according to Claim 1, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

5. A method according to Claim 1, in which the bonus element roams between locations within the entertainment game along a set path.

6. A method according to Claim 1, in which the jackpot bonus element appears periodically within the entertainment game.

7. A gaming system comprising: at least one processor; and

a memory coupled to the at least one processor, the memory storing instructions executable by the at least one processor, the instructions comprising:

providing a gambling game having a randomly generated payout of real world credits for a player's wager in the gambling game;

providing an entertainment game having outcomes based upon the player's skillful execution of the entertainment game to earn a payout of game world credits;

generating a jackpot bonus element in the entertainment game, in which the jackpot bonus element roams and moves independently of the player within the space of the entertainment game;

providing a payout of real world credit in the gambling game when a player initiates an encounter in the entertainment game with the jackpot bonus element; and

providing a payout of game world credit in the entertainment game in the case the player achieves an objective in the entertainment game associated with the jackpot bonus element.

8. A method according to Claim 7, in which the jackpot bonus element is a non-player character in the entertainment game portion of the hybrid game.

9. A method according to Claim 7, in which the entertainment game portion of the hybrid game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

10. A method according to Claim 7, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

11. A method according to Claim 7, in which the jackpot bonus element roams between locations within the entertainment game along a set path.

12. A method according to Claim 7, in which the jackpot bonus element appears periodically within the entertainment game.

13. A non-transitory processor-readable storage medium storing processor-executable instructions for a gaming system, the processor-executable instructions comprising:

providing a gambling game having a randomly generated payout of real world credits for a player's wager in the gambling game;

providing an entertainment game having outcomes based upon the player's skillful execution of the entertainment game to earn a payout of game world credits;

generating a jackpot bonus element in the entertainment game, in which the jackpot bonus element roams and moves independently of the player within a space of the entertainment game;

providing a payout of real world credit in the gambling game when the player initiates an encounter in the entertainment game with the jackpot bonus element; and

providing a payout of game world credit in the entertainment game in the case the player achieves an objective in the entertainment game associated with the jackpot bonus element.

14. A non-transitory processor-readable storage medium according to Claim 13, in which the jackpot bonus element is a non-player character in the entertainment game portion of the hybrid game.

15. A non-transitory processor-readable storage medium according to Claim 13, in which the entertainment game portion of the hybrid game is played by multiple players and the multiple players compete to trigger the payout of real world credits in the gambling game by encountering the jackpot bonus element within the entertainment game.

16. A non-transitory processor-readable storage medium according to Claim 13, in which the jackpot bonus element roams between locations within the entertainment game along a random path.

17. A non-transitory processor-readable storage medium according to Claim 13, in which the jackpot bonus element roams between locations within the entertainment game along a set path.

18. A non-transitory processor-readable storage medium according to Claim 13, in which the jackpot bonus element appears periodically within the entertainment game.