WHAT IS CLAIMED IS:

1. A networked hybrid game, comprising:

an entertainment software engine constructed to:

generate a player presentation for a skill-based entertainment game of a game server; and

transmit a player action taken by the player during the player's skillful execution of the entertainment game;

a game world engine constructed to:

receive the player action during the player's skillful execution of the entertainment game;

generate a wager for a gambling game based on the received player action; and

transmit the wager;

a real world engine constructed to:

receive the wager; and

provide a wager result from the wager made in the gambling game; and

a router constructed to:

route the player action to the game world engine and the game server;

route the wager to the real world engine; and

route game state updates generated by the game server to the entertainment software engine.

2. The networked hybrid game of claim 1, wherein:

the game world engine is further constructed to:

receive the wager result; and

generate a modified player action based on the player action and the received wagering result, and

the router is further constructed to:

route the wager result from the real world engine to the game world engine; and

route the modified player action from the game world engine to the game server.

3. The networked hybrid game of claim 2, wherein the modified player action provides an advantage to the player.

4. , wherein:
the game world engine is further constructed to:
receive the wager result;
receive the game state update; and
generate a modified game state update based on the game state update and the received wagering result, and
the router is further constructed The networked hybrid game of claim 1to:
route the game state update from the game server to the game world engine; and
route the modified game state update from the game world engine to the entertainment software engine.

5. The networked hybrid game of claim 4, wherein the modified game state provides an advantage to the player.

6. The networked hybrid game of claim 4, wherein the modified game state provides an additional game object for the player.

7. The networked hybrid game of claim 1, wherein the entertainment software engine is a game client.

8. The networked hybrid game of claim 1, wherein the entertainment software engine is a browser.

9. The networked hybrid game of claim 1, wherein the router is hosted by the same host hosting the entertainment software engine.

10. The networked hybrid game of claim 1, wherein the router is a device that is separate from a host for the entertainment software engine, the game world

engine, and the real world engine.

11. A method of operating a networked hybrid game, the method comprising:

generating, by an entertainment software engine a player presentation for a skill-based entertainment game of a game server;

transmitting, by the entertainment software engine via a network to a game world engine, a player action taken by the player during the player's skillful execution of the entertainment game;

receiving, by the game world engine via the network from the entertainment software engine, the player action during the player's skillful execution of the entertainment game;

generating, by the game world engine, a wager for a gambling game based on the received player action;

transmitting, by the game world engine to a real world engine via the network, the wager;

receiving, by the real world engine via the network from the game world engine, the wager; and

providing by the real world engine a wager result from the wager made in the gambling game.

12. The method of claim 11, further comprising:

receiving, by the game world engine via the network from the real world engine, the wager result;

generating, by the game world engine, a modified player action based on the player action and the received wagering result;

transmitting, by the game world engine via the network to the game server, the modified player action.

13. The method of claim 12, wherein the modified player action provides an advantage to the player.

14. The method of claim 11, further comprising:

receiving, by the game world engine via the network from the real world

engine, the wager result;

generating, by the game world engine, a modified game state update based on the game state update and the received wagering result; and

transmitting, by the game world engine via the network to the entertainment software engine, the modified game state update.

15. The method of claim 14, wherein the modified game state provides an advantage to the player.

16. The method of claim 14, wherein the modified game state provides an additional game object for the player.

17. The method of claim 11, wherein the entertainment software engine is a game client.

18. The method of claim 11, wherein the entertainment software engine is a browser.

CLAIMS

1. A networked gaming system, comprising:

one or more processors configured as an entertainment software engine connected by a network to a game world engine, in which the entertainment software engine is constructed to:

generate a first player presentation of a skill-based entertainment game;

present the first player presentation to a player; and

transmit to the game world engine via the network a player action taken by the player during the player's skillful execution of the skill-based entertainment game using the player presentation;

one or more processors configured as a game server connected by the network to the game world engine, in which the game server is constructed to:

receive from the game world engine via the network the player action of the player during the player's skillful execution of the skill-based entertainment game;

generate a game state update of the skill-based entertainment game on the basis of the player action; and

transmit to the game world engine via the network the game state update;

one or more processors configured as the game world engine connected by the network to the entertainment software engine and to the game server, and connected to a real world engine, in which the game world engine is constructed to:

receive from the entertainment software engine via the network, the player action during the player's skillful execution of the entertainment game;

generate a wager of real world credits for a gambling game based on the received player action;

transmit to the real world engine, the wager;

receive from the real world engine, a wager result for the wager;

receive from the game server via the network, the game state update;

generate a modified game state update on the basis of the game state update and the wager result; and

transmit to the entertainment software engine via the network, the modified game state update; and

one or more processors configured as the real world engine connected to the game world engine, in which the real world engine is constructed to:

receive the wager from the game world engine; and

provide a wager result from the wager made in the gambling game,

in which the entertainment software engine is further constructed to:

receive from the game world engine, via the network the modified game state update;

generate a second player presentation for the player using the modified game state update; and

present the second player presentation to the player.

2. A networked gaming system according to Claim 1, in which:

the game world engine is further constructed to:

generate a modified player action based on the player action and the received wagering result.

3. A networked gaming system according to Claim 2, in which the modified player action provides an advantage to the player.

4. A networked gaming system according to Claim 1, in which the modified game state provides an advantage to the player.

5. A networked gaming system according to Claim 1, in which the modified game state provides an additional game object for the player.

6. A networked gaming system according to Claim 1, in which the entertainment software engine is a game client.

7. A networked gaming system according to Claim 1, in which the entertainment software engine is a browser.

8. A networked gaming system according to Claim 1, in which the game world engine is connected to the real world engine by the network.