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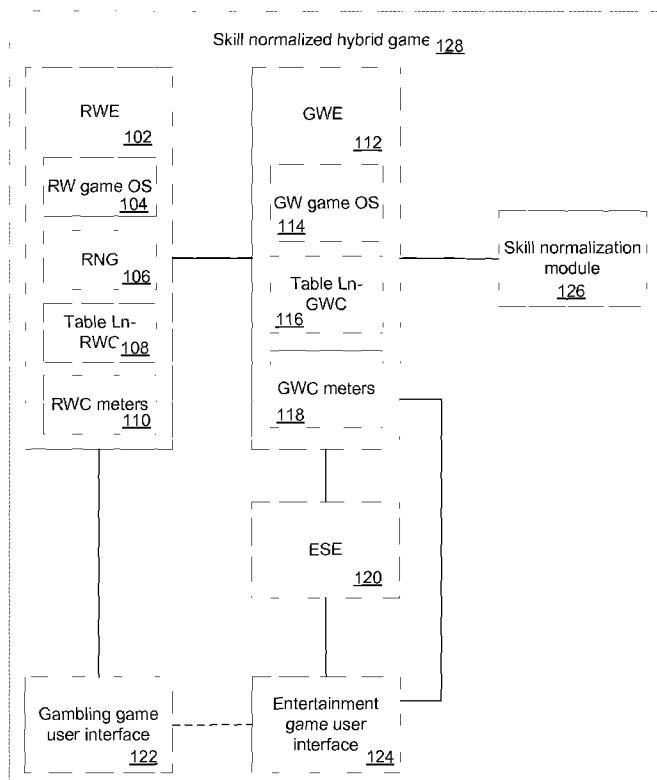
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(54) Title: SKILL NORMALIZED HYBRID GAME

(57) Abstract: Systems and methods in accordance with
embodiments of the invention operate a skill normalized hy-
brid game. One embodiment includes a skill normalized hy-
brid game, including: a gambling game; an entertainment
game; a game world engine constructed to manage the en-
tertainment game and communicate gameplay gambling
event occurrences based upon a player's skillful execution
of the entertainment game that trigger randomly generated
payouts for the gambling game to the gambling game; and a
skill normalization module constructed to: receive player
performance measurements for at least one player from the
game world engine; assign a handicap to the at least one
player based at least in part upon the performance measure-
ments for the at least one player from the game world en-
gine; and send information concerning handicaps to the
game world engine that configures the game world engine
to implement each assigned handicap within the skill nor-
malized hybrid game.



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