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(54) Title: PERSONALIZABLE HYBRID GAMES

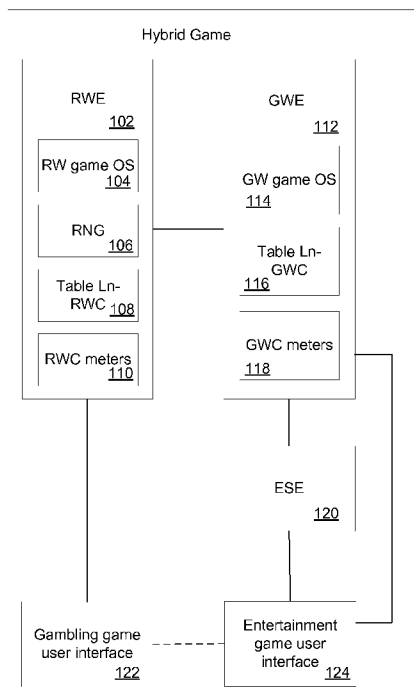


FIG. 1

(57) Abstract: Methods and systems for personalizable hybrid games including a gambling game and an entertainment game are provided. A hybrid game includes a real world engine configured to provide a randomly generated payout for a gambling game and a game world engine configured to manage an entertainment software engine to provide outcomes based upon a player's skillful execution of an entertainment game. Parameter data indicative of player performance when playing the entertainment game at a first difficulty setting is collected and a difficulty setting is selected for the entertainment game based upon the collected parameter data. An amount of real world credit to be wagered in the gambling game may be determined based on the selected difficulty setting for the entertainment game, where real world credit is credit used in the gambling game.



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