WHAT IS CLAIMED IS:

1. A method of detecting unauthorized operation of a hybrid gaming system that comprises a gambling game and an entertainment game, comprising:

collecting first game operating performance data (GOPD) from the hybrid game while the hybrid game is being played by a first player, the first GOPD comprising first game world credit information for first game world credit acquired by the first player in the entertainment game, and first real credit information for first real credit committed by the first player to the gambling game as triggered by the first player's consumption of an enabling element in the entertainment game while acquiring the first game world credit;

generating a reference profile using the first GOPD;

collecting second GOPD from the hybrid game while the hybrid game is being played by a second player, the second GOPD comprising second game world credit information for second game world credit acquired by the second player in the entertainment game, and second real credit information for second real credit committed by the second player to the gambling game as triggered by the second player's consumption of the enabling element in the entertainment game while acquiring the second game world credit;

making a comparison of the second GOPD to the reference profile to determine whether the second player is operating the hybrid game in an unauthorized manner, wherein making the comparison includes comparing the first game world credit information and the first real credit information to the second game world credit information and the second real credit information; and

generating a notification to an operator of the hybrid game upon determination that the second player is operating the hybrid game in an unauthorized manner based on the comparison.

2. The method of detecting unauthorized operation of a hybrid gaming system of claim 1, comprising:

collecting a third GOPD from the hybrid game while the hybrid game is being played by a third player;

updating the reference profile with the third GOPD.

3. The method of detecting unauthorized operation of a hybrid gaming system of claim 1, wherein:

the first GOPD and second GOPD include user interface key sequences; and

the comparing the second GOPD to the reference profile further includes determining if a unique combination of user interface key sequences are present in the second GOPD that are known to enable unauthorized operation of the entertainment game.

4. The method of detecting unauthorized operation of a hybrid gaming system of claim 1, wherein:

the first GOPD and second GOPD further includes game object information describing game objects used in the entertainment portion of the hybrid game; and

making the comparison of the second GOPD to the reference profile further includes determining if known cheat objects have appeared in the entertainment game by using the game object information.

5. The method of detecting unauthorized operation of a hybrid gaming system of claim 1, wherein:

the first GOPD and second GOPD further include entertainment game play outcomes,

generating a reference profile using the first GOPD further includes generating a statistical model of entertainment game play outcomes; and

making the comparison of the second GOPD to the reference profile further includes determining if the second player is engaging in unauthorized operation of a hybrid game based upon entertainment game play outcomes.

6. The method of detecting unauthorized operation of a hybrid gaming system of claim 1, wherein:

the first GOPD and second GOPD further include entertainment game play performance; and

making the comparison of the second GOPD to the reference profile further includes determining if the second player is engaging in unauthorized operation of a hybrid game based upon if the second player's game play performance is superior to the game play performance reference profile.

7. The method of detecting unauthorized operation of a hybrid gaming system of claim 6, wherein:

the entertainment game play performance further includes rate of scoring information; and

making the comparison of the second GOPD to the reference profile further includes determining when the second player's rate of scoring is not supported by authorized hybrid game operation.

8. The method of detecting unauthorized operation of a hybrid gaming system of claim 1, wherein:

the first GOPD and second GOPD further includes entertainment game progression information; and

making the comparison of the second GOPD to the reference profile further includes detection of a sudden change in entertainment game progression.

9. The method of detecting unauthorized operation of a hybrid gaming system of claim 1, wherein:

generating a reference profile comprises determining a ratio of a rate of game world credit accumulation to a rate of real credit commitment.

10. The method of detecting unauthorized operation of a hybrid gaming system of claim 1, wherein the first player and the second player are the same player.

11. An apparatus for detecting unauthorized operation of a hybrid game, wherein the hybrid gaming system comprises a gambling game and an entertainment game, the apparatus comprising:

a data collection module configured to:

receive first game operating performance data (GOPD) from the hybrid game while the hybrid game is being played by a first player, the first GOPD comprising first game world credit information for first game world credit acquired by the first player in the entertainment game, and first real credit information for first real credit committed by the first player to the gambling game as triggered by the first player's consumption of an enabling element in the entertainment game while acquiring the first game world credit; and

receive second GOPD from the hybrid game while the hybrid game is being played by a second player, , the second GOPD comprising second game world credit information for second game world credit acquired by the second player in the entertainment game, and second real credit information for second real credit committed by the second player to the gambling game as triggered by the second player's consumption of the enabling element in the entertainment game while acquiring the second game world credit;

a reference profiles storage configured to store the first GOPD as a reference profile; and

an analysis module configured to analyze the second GOPD with the reference profile to determine if the second player is operating the hybrid game in an unauthorized manner and to notify an operator upon determining that the second player is operating the hybrid game in an unauthorized manner, wherein analyzing the second COPD includes comparing the first game world credit information and the first real credit information to the second game world credit information and the second real credit information.

12. The apparatus for detecting unauthorized operation of a hybrid game of claim 11, wherein:

the data collection module is further configured to receive a third GOPD from the entertainment game while the hybrid game is being played by a third player; and

the reference profile is updated with the third GOPD.

13. The apparatus for detecting unauthorized operation of a hybrid game of claim 11, wherein:

the first GOPD and second GOPD further comprise user interface key sequences, and

the analysis module is configured to determine if a unique combination of user interface key sequences are present in the second GOPD that are known to enable unauthorized operation of the entertainment game.

14. The apparatus for detecting unauthorized operation of a hybrid game of claim 11, wherein:

the first GOPD and second GOPD further comprise game object information of game objects used in the entertainment game, and

the analysis module is configured to determine if known cheat objects have appeared in the entertainment game on the basis of the first GOPD and the second GOPD.

15. The apparatus for detecting unauthorized operation of a hybrid game of claim 11, wherein:

the first GOPD and second GOPD further comprise entertainment game play outcomes;

the reference profile further includes a statistical model of the first GOPD, the statistical model including a distribution of entertainment game play outcomes; and

the analysis module is further configured to determine if abnormal game play outcomes have appeared in the entertainment game.

16. The apparatus for detecting unauthorized operation of a hybrid game of claim 11, wherein:

the first GOPD and second GOPD further comprise entertainment game play performance; and

the analysis module is further configured to determine if the second player is engaging in unauthorized operation of a hybrid game based upon if the second

player's game play performance is superior to the game play performance reference profile.

17. The apparatus for detecting unauthorized operation of a hybrid game of claim 16, wherein:

the entertainment game play performance further comprises rate of scoring information; and

the analysis module is further configured to determine if the second player's rate of scoring is not supported by authorized hybrid game operation.

18. The apparatus for detecting unauthorized operation of a hybrid game of claim 11, wherein:

the first GOPD and second GOPD further comprise entertainment game progression information; and

the analysis module is further configured to detect a sudden change in entertainment game progression.

19. The apparatus for detecting unauthorized operation of a hybrid game of claim 11, wherein:

the analysis module is further configured to determine a ratio of a rate of game world credit accumulation to a rate of real credit ~~RC~~ commitment.

20. The apparatus for detecting unauthorized operation of a hybrid game of claim 11, wherein the first player and the second player are the same player.

CLAIMS

1. A method of detecting, by a regulatory module executing on one or more processors unauthorized operation of a hybrid gaming system that comprises a gambling game and an entertainment game, the method comprising:

collecting by a data collection module of the regulatory module, first game operating performance data (GOPD) from the hybrid gaming system while the hybrid gaming system is being played by a plurality of reference players, the first GOPD comprising first game world credit information for first game world credit accrued by each of the plurality of reference players during play of the entertainment game as a function of each of the plurality of reference players' demonstrated skill at the entertainment game, and first real credit information for first real credit committed by each of the plurality of reference players to the gambling game as triggered by each of the plurality of reference players consumption of an enabling element of the entertainment game during play of the entertainment game to accrue the first game world credit;

generating by an analysis module of the regulatory module, a reference profile using the first GOPD, the reference profile including determining a first ratio of a rate of accrual of the first game world credit by the plurality of reference players to a rate of commitment of the first real credit by the plurality of reference players;

collecting by the data collection module, second GOPD from the hybrid gaming system while the hybrid gaming system is being played by a second player, the second GOPD comprising second game world credit information for second game world credit accrued by the second player during play of the entertainment game as a function of the second player's demonstrated skill at the entertainment game, and second real credit information for second real credit committed by the second player to the gambling game as triggered by the second player's consumption of the enabling element during play of the entertainment game to accrue the second game world credit;

determining by the analysis module a second ratio of a rate of accrual of the second game world credit by the second player to a rate of commitment of the second real credit by the second player;

determining by the analysis module whether the second player is operating the hybrid gaming system in an unauthorized manner including using the reference profile and the

second GOPD by comparing the first ratio of the rate of accrual of the first game world credit by the plurality of reference players to the rate of commitment of the first real credit by the plurality of reference players to the second ratio of a rate of accrual of the second game world credit by the second player to a rate of commitment of the second real credit by the second player; and

generating by the analysis module, a notification to an operator of the hybrid gaming system upon determination that the second player is operating the hybrid gaming system in an unauthorized manner based on the comparison of the first and second ratios.

2. A method of detecting unauthorized operation of a hybrid gaming system according to Claim 1,

in which the second GOPD further includes user interface key sequences, and

in which determining whether the second player is operating the hybrid gaming system in an unauthorized manner further includes determining if a unique combination of user interface key sequences are present in the second GOPD that are known to enable unauthorized operation of the entertainment game.

3. A method of detecting unauthorized operation of a hybrid gaming system according to Claim 1,

in which the second GOPD further includes game object information describing game objects used in the entertainment game of the hybrid gaming system; and

in which determining whether the second player is operating the hybrid gaming system in an unauthorized manner further includes determining if known cheat objects have appeared in the entertainment game by using the game object information.

4. A method of detecting unauthorized operation of a hybrid gaming system according to Claim 1,

in which the first GOPD includes first entertainment game play outcomes and the second GOPD further includes second entertainment game play outcomes,

in which generating the reference profile using the first GOPD further includes using the first entertainment game play outcomes to generate a statistical model of entertainment game play outcome, and

in which determining whether the second player is operating the hybrid gaming system in an unauthorized manner further includes comparing the second entertainment game play outcomes to the statistical model of entertainment game play outcomes.

5. A method of detecting unauthorized operation of a hybrid gaming system according to Claim 1,

in which the first GOPD further includes first entertainment game play performance and the second GOPD further includes second entertainment game play performance; and

in which determining whether the second player is operating the hybrid gaming system in an unauthorized manner further includes determining if the second game play performance is superior to the first game play performance.

6. A method of detecting unauthorized operation of a hybrid gaming system according to Claim 5,

in which the first entertainment game play performance and second entertainment game play performance further include rate of scoring information, and

in which determining whether the second player is operating the hybrid gaming system in an unauthorized manner further includes comparing the first entertainment game play performance and the second entertainment game play performance to determine when the second player's rate of scoring is not supported by authorized hybrid gaming system operation.

7. A method of detecting unauthorized operation of a hybrid gaming system according to Claim 1, in which:

the first GOPD and second GOPD further includes entertainment game progression information; and

in which determining whether the second player is operating the hybrid gaming system in an unauthorized manner further includes detection of a sudden change in entertainment game progression.

8. An apparatus for detecting unauthorized operation of a hybrid gaming system by a regulatory module executing on one or more processors, in which the hybrid gaming system comprises a gambling game and an entertainment game, the apparatus comprising:

at least one processor; and

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

collecting by a data collection module of the regulatory module, first game operating performance data (GOPD) from the hybrid gaming system while the hybrid gaming system is being played by a plurality of reference players, the first GOPD comprising first game world credit information for first game world credit accrued by each of the plurality of reference players during play of the entertainment game as a function of each of the plurality of reference players' demonstrated skill at the entertainment game, and first real credit information for first real credit committed by each of the plurality of reference players to the gambling game as triggered by each of the plurality of reference players consumption of an enabling element of the entertainment game during play of the entertainment game to accrue the first game world credit;

generating by an analysis module, a reference profile using the first GOPD, the reference profile including determining a first ratio of a rate of accrual of the first game world credit by the plurality of reference players to a rate of commitment of the first real credit by the plurality of reference players;

collecting by the data collection module, second GOPD from the hybrid gaming system while the hybrid gaming system is being played by a second player, the second GOPD comprising second game world credit information for second game world credit accrued by the second player during play of the entertainment game as a function of the second player's demonstrated skill at the entertainment game, and second real credit information for second real credit committed by the second player to the gambling game as triggered by the second player's consumption of the enabling element during play of the entertainment game to accrue the second game world credit;

determining by the analysis module a second ratio of a rate of accrual of the second game world credit by the second player to a rate of commitment of the second real credit by the second player;

determining by the analysis module whether the second player is operating the hybrid gaming system in an unauthorized manner including using the reference profile and the

second GOPD by comparing the first ratio of the rate of accrual of the first game world credit by the plurality of reference players to the rate of commitment of the first real credit by the plurality of reference players to the second ratio of a rate of accrual of the second game world credit by the second player to a rate of commitment of the second real credit by the second player; and

generating by the analysis module, a notification to an operator of the hybrid gaming system upon determination that the second player is operating the hybrid gaming system in an unauthorized manner based on the comparison of the first and second ratios.

9. An apparatus for detecting unauthorized operation of a hybrid gaming system according to Claim 8, in which:

the second GOPD further comprises user interface key sequences, and

in which the instructions for determining whether the second player is operating the hybrid gaming system in an unauthorized manner further include determining if a unique combination of user interface key sequences are present in the second GOPD that are known to enable unauthorized operation of the entertainment game.

10. An apparatus for detecting unauthorized operation of a hybrid gaming system according to Claim 8, in which:

the second GOPD further comprises game object information of game objects used in the entertainment game, and

in which the instructions for determining whether the second player is operating the hybrid gaming system in an unauthorized manner further include determining if known cheat objects have appeared in the entertainment game on the basis of the first GOPD and the second GOPD.

11. An apparatus for detecting unauthorized operation of a hybrid gaming system according to Claim 8, in which:

the first GOPD and second GOPD further comprise entertainment game play outcomes;

the reference profile further includes a statistical model of the first GOPD, the statistical model including a distribution of entertainment game play outcomes; and

in which the instructions for determining whether the second player is operating the hybrid gaming system in an unauthorized manner further include determining if abnormal game play outcomes have appeared in the entertainment game.

12. An apparatus for detecting unauthorized operation of a hybrid gaming system according to Claim 8, in which:

the first GOPD and second GOPD further comprise entertainment game play performance; and

in which the instructions for determining whether the second player is operating the hybrid gaming system in an unauthorized manner further include determining if the second player is engaging in unauthorized operation of a hybrid game based upon if the second player's game play performance is superior to the game play performance reference profile.

13. An apparatus for detecting unauthorized operation of a hybrid gaming system according to Claim 12, in which:

the entertainment game play performance further comprises rate of scoring information; and

in which the instructions for determining whether the second player is operating the hybrid gaming system in an unauthorized manner further include determining if the second player's rate of scoring is not supported by authorized hybrid game operation.

14. An apparatus for detecting unauthorized operation of a hybrid gaming system according to Claim 8, in which:

the first GOPD and second GOPD further comprise entertainment game progression information; and

in which the instructions for determining whether the second player is operating the hybrid gaming system in an unauthorized manner further include detecting a sudden change in entertainment game progression.