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(71) Applicant: Gamblit Gaming, LLC [US/US]; 620 N. Brand Blvd., Suite 500, Glendale, CA 91203 (US).

(72) Inventors: ARNONE, Miles; C/O Gamblit Gaming, LLC, 620 N. Brand Blvd., Suite 500, Glendale, CA 91203 (US).
CIRE, Frank; C/O Gamblit Gaming, LLC, 620 N. Brand Blvd., Suite 500, Glendale, CA 91203 (US). MEYER-

HOFFER, Eric; C/O Gamblit Gaming, LLC, 620 N. Brand Blvd., Suite 500, Glendale, CA 91203 (US).

(74) Agent: CIRE, Frank; C/O Gamblit Gaming, LLC, 620 N. Brand Blvd., Suite 500, Glendale, CA 91203 (US).

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(54) Title: NETWORKED HYBRID GAME

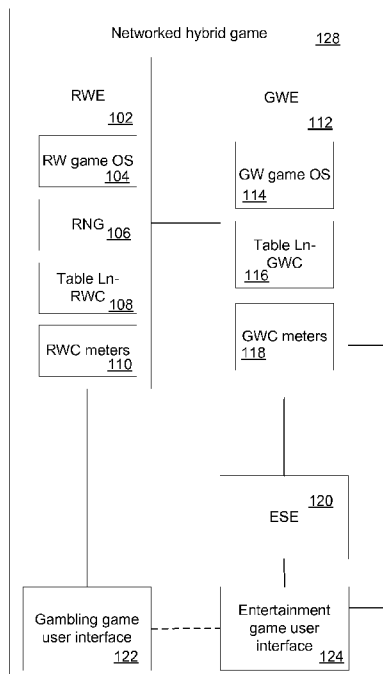


FIG. 1

(57) Abstract: Systems and methods in accordance with embodiments of the invention operate a networked hybrid game. The networked hybrid game includes 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 is constructed to receive the wager and provide a wager result from the wager made in the gambling game.



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