IT IS CLAIMED

1. A computer implemented method implemented in a gaming network, the gaming network including a first electronic, wager-based gaming device ("first EGD") and a second electronic, wager-based gaming device ("second EGD"), the method comprising causing at least one processor to execute a plurality of instructions to:

enable a first player to engage in interactive game play of a tournament hybrid arcade/wager-based game at the first EGD, the tournament hybrid arcade/wager-based game including a non-wager based gaming portion and a wager-based gaming portion;

enable a second player to engage in interactive game play of the tournament hybrid arcade/wager-based game at the second EGD;

predetermine an outcome of a first wager-based game event during the interactive game play before the initiation of the first wager-based game event;

predetermine, before the initiation of the first wager-based game event, whether any first monetary or non-monetary payout is to be distributed to the first player based on the predetermined outcome of the first wager-based game event;

detect, during play of the non-wager based game portion, an occurrence of a first in-game event;

link the first in-game event with input provided by the first player;

determine if the occurrence of the first in-game event qualifies as a wager-based triggering event;

if it is determined that the occurrence of the first in-game event qualifies as a wager-based triggering event, initiate a first wager-based game event;

automatically fund an amount wagered on the first wager-based game event using funds from an account associated with the first player;

automatically distribute the first monetary or non-monetary payout, if any;

predetermine an outcome of a second wager-based game event during the interactive game play before the initiation of the second wager-based game event;

predetermine, before the initiation of the second wager-based game event, whether any second monetary or non-monetary payout is to be distributed to the second player based on the predetermined outcome of the second wager-based game event;detect, during play of the non-wager based game portion, an occurrence of the second in-game event;

link the second in-game event with input provided by the second player;

determine if the occurrence of the second in-game event qualifies as a wager-based triggering event;

if it is determined that the occurrence of the second in-game event qualifies as a wager-based triggering event, initiate a second wager-based game event;

automatically fund an amount wagered on the second wager-based game event using funds from an account associated with the second player;

automatically distribute the second monetary or non-monetary payout.

2. The computer implemented method of claim 1, wherein the first non-monetary payout includes a modification to at least one first in-game resource or attribute relating to the non-wager based gaming portion that is distributed by modifying the at least one first in-game resource or attribute in the non-wager based gaming portion;

and wherein the second non-monetary payout includes a modification to at least one second in-game resource or attribute relating to the non-wager based gaming portion that is distributed by modifying the at least one second in-game resource or attribute in the non-wager based gaming portion.

3. The computer implemented method of any of claims 1-2 wherein the first EGD includes a first bill or ticket acceptor and wherein the second EGD includes a second bill or ticket acceptor, the method further comprising causing the at least one processor to execute additional instructions to:

establish a first account balance for the first player using at least a portion of cash or credit received via the first bill or ticket acceptor;

automatically fund the amount wagered on the first wager-based game event using the first account balance;

establish a second account balance for the second player using at least a portion of cash or credit received via the second bill or ticket acceptor; and

automatically fund the amount wagered on the second wager-based game event using the second account balance.

4. The computer implemented method of any of claims 1-3 further comprising causing the at least one processor to execute additional instructions to:

link the first wager-based game event outcome to the first in-game event before the occurrence of the first in-game event; and

link the second wager-based game event outcome to the second in-game event before the occurrence of the second in-game event.

5. The computer implemented method of any of claims 1-4 wherein:

the predetermined outcome of the first wager-based game event results in distribution of the first monetary payout and first non-monetary payout.

6. The computer implemented method of any of claims 1-5 further comprising causing the at least one processor to execute additional instructions to:

analyze the predetermined first wager-based game event outcome to determine whether or not to automatically modify an availability of at least one resource or attribute of the non-wager based gaming portion;

if the predetermined first wager-based game event outcome satisfies a first set of conditions, automatically modify an availability of at least one resource or attribute of the non-wager based gaming portion;

if the predetermined first wager-based game event outcome does not satisfy the first set of criteria, not perform modification of the at least one resource or attribute of the non-wager based gaming portion in response to the predetermined first wager-based game event outcome;

analyze the predetermined second wager-based game event outcome to determine whether or not to automatically modify an availability of at least one resource or attribute of the non-wager based gaming portion;

if the predetermined second wager-based game event outcome satisfies a second set of conditions, automatically modify an availability of at least one resource or attribute of the non-wager based gaming portion; and

if the predetermined second wager-based game event outcome does not satisfy the second set of criteria, not perform modification of the at least one resource or attribute of the non-wager based gaming portion in response to the predetermined second wager-based game event outcome.

7. The computer implemented method of any of claims 1-6 further comprising causing the at least one processor to execute additional instructions to:

enable the first player to concurrently engage in continuous game play of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game during execution of the first wager-based game event; and

enable the second player to concurrently engage in continuous game play of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game during execution of the second wager-based game event.

8. The computer implemented method of any of claims 1-7:

wherein the first wager-based game event corresponds to a first wager-based game of chance event; and

wherein the outcome of the first wager-based game event is predetermined using a first random number generator (RNG);

wherein the second wager-based game event corresponds to a second wager-based game of chance event;

wherein the outcome of the second wager-based game event is predetermined using a second random number generator (RNG).

9. A computer implemented gaming system implemented in a gaming network, the gaming network including a first electronic, wager-based gaming device ("first EGD") and a second electronic, wager-based gaming device ("second EGD"), the system comprising at least one processor operable to execute a plurality of instructions to:

enable a first player to engage in interactive game play of a tournament hybrid arcade/wager-based game at the first EGD, the tournament hybrid arcade/wager-based game including a non-wager based gaming portion and a wager-based gaming portion;

enable a second player to engage in interactive game play of the tournament hybrid arcade/wager-based game at the second EGD;

predetermine an outcome of a first wager-based game event during the interactive game play before the initiation of the first wager-based game event;

predetermine, before the initiation of the first wager-based game event, whether any first monetary or non-monetary payout is to be distributed to the first player based on the predetermined outcome of the first wager-based game event;

detect, during play of the non-wager based game portion, an occurrence of a first in-game event;

link the first in-game event with input provided by the first player;

determine if the occurrence of the first in-game event qualifies as a wager-based triggering event;

if it is determined that the occurrence of the first in-game event qualifies as a wager-based triggering event, initiate a first wager-based game event;

automatically fund an amount wagered on the first wager-based game event using funds from an account associated with the first player;

automatically distribute the first monetary or non-monetary payout, if any;

predetermine an outcome of a second wager-based game event during the interactive game play before the initiation of the second wager-based game event;

predetermine, before the initiation of the second wager-based game event, whether any second monetary or non-monetary payout is to be distributed to the second player based on the predetermined outcome of the second wager-based game event;

detect, during play of the non-wager based game portion, an occurrence of a second in-game event;

link the second in-game event with input provided by the second player;

determine if the occurrence of the second in-game event qualifies as a wager-based triggering event;

if it is determined that the occurrence of the second in-game event qualifies as a wager-based triggering event, initiate a second wager-based game event;

automatically fund an amount wagered on the second wager-based game event using funds from an account associated with the second player;

automatically distribute the second monetary or non-monetary payout, if any.

10. The computer implemented gaming system of claim 9, wherein the first non-monetary payout includes a modification to at least one first in-game resource or attribute relating to the non-wager based gaming portion that is distributed by modifying the at least one first in-game resource or attribute in the non-wager based gaming portion; and

wherein the second non-monetary payout includes a modification to at least one second in-game resource or attribute relating to the non-wager based gaming portion that is distributed by modifying the at least one second in-game resource or attribute in the non-wager based gaming portion.

11. The computer implemented gaming system of any of claims 9-10 wherein the first EGD includes a first bill or ticket acceptor and wherein the second EGD includes a second bill or ticket acceptor, the system being further operable to cause the at least one processor to execute additional instructions to:

establish a first account balance for the first player using at least a portion of cash or credit received via the first bill or ticket acceptor;

automatically fund the amount wagered on the first wager-based game event using the first account balance;

establish a second account balance for the second player using at least a portion of cash or credit received via the second bill or ticket acceptor; and

automatically fund the amount wagered on the second wager-based game event using the second account balance.

12. The computer implemented gaming system of any of claims 9-11 being further operable to cause the at least one processor to execute additional instructions to:

link the first wager-based game event outcome to the first in-game event before the occurrence of the first in-game event; and

link the second wager-based game event outcome to the second in-game event before the occurrence of the second in-game event.

13. The computer implemented gaming system of any of claims 9-12 wherein:

the predetermined outcome of the first wager-based game event results in distribution of the first monetary payout and first non-monetary payout.

14. The computer implemented gaming system of any of claims 9-13 being further operable to cause the at least one processor to execute additional instructions to:

analyze the predetermined first wager-based game event outcome to determine whether or not to automatically modify an availability of at least one resource or attribute of the non-wager based gaming portion;

if the predetermined first wager-based game event outcome satisfies a first set of conditions, automatically modify an availability of at least one resource or attribute of the non-wager based gaming portion;

if the predetermined first wager-based game event outcome does not satisfy the first set of criteria, not perform modification of the at least one resource or attribute of the non-wager based gaming portion in response to the predetermined first wager-based game event outcome;

analyze the predetermined second wager-based game event outcome to determine whether or not to automatically modify an availability of at least one resource or attribute of the non-wager based gaming portion;

if the predetermined second wager-based game event outcome satisfies a second set of conditions, automatically modify an availability of at least one resource or attribute of the non-wager based gaming portion; and

if the predetermined second wager-based game event outcome does not satisfy the second set of criteria, not perform modification of the at least one resource or attribute of the non-wager based gaming portion in response to the predetermined second wager-based game event outcome.

15. The computer implemented gaming system of any of claims 9-14 being further operable to cause the at least one processor to execute additional instructions to:

enable the first player to concurrently engage in continuous game play of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game during execution of the first wager-based game event; and

enable the second player to concurrently engage in continuous game play of the non-wager based gaming portion of the tournament hybrid arcade/wager-based game during execution of the second wager-based game event.

16. The computer implemented gaming system of any of claims 9-15:

wherein the first wager-based game event corresponds to a first wager-based game of chance event; and

wherein the outcome of the first wager-based game event is predetermined using a first random number generator (RNG);

wherein the second wager-based game event corresponds to a second wager-based game of chance event;

wherein the outcome of the second wager-based game event is predetermined using a second random number generator (RNG).