WHAT IS CLAIMED:

1. A method of gaming, comprising:

determining a transpiring of a collective element in an entertainment game portion of a hybrid game, the collective element shared by two or more players of the entertainment portion of the hybrid, the hybrid game including a gambling game portion and the entertainment game portion;

triggering a wager, an amount of the wager allocated from the two or more players, based on each player's use of the collective element, in the gambling game portion of the hybrid game based on the transpiring of the collective element in the entertainment game portion of the hybrid game; and

distributing a real world credit gambling game result of the wager in the gambling portion of the hybrid game between the two or more players.

2. The method of claim 1, wherein the transpiring of the collective element includes accumulation of a collective enabling element.

3. The method of claim 1, wherein the transpiring of the collective element includes transpiring of a collective actionable element.

4. The method of claim 1,further comprising:

determining an increment of an amount of a game world credit associated with the transpiring of the collective element; and

distributing the increment of the amount of the game world credit to the two or more players.

5. The method of claim 1, further comprising:

determining a decrement of an amount of game world credit associated with the transpiring of the collective element; and

distributing the decrement of the amount of the game world credit to the two or more players.

6. The method of claim 1, wherein the amount of the wager is allocated from the two or more players based on each player's collection of the collective element.

7. The method of claim 1, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on a use, by each player of the two or more players, of the collective enabling element.

8. The method of claim 1, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on an amount of collection, by each player of the two or more players, of the collective enabling element.

9. The method of claim 1, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on a contribution, by each player of the two or more players, to a total amount of real world credit won.

10. An apparatus for gaming, comprising:

a processor; and

a memory coupled to the processor, the memory having processor-executable instructions stored therein, the processor-executable instructions comprising:

determining a transpiring of a collective element in an entertainment game portion of a hybrid game, the collective element shared by two or more players of the entertainment portion of the hybrid, the hybrid game including a gambling game portion and the entertainment game portion;

triggering a wager, an amount of the wager allocated from the two or more players, based on each player's use of the collective element, in the gambling game portion of the hybrid game based on the transpiring of the collective element in the entertainment game portion of the hybrid game; and

distributing a real world credit gambling game result of the wager in the gambling portion of the hybrid game between the two or more players.

11. The apparatus of claim 10, wherein the transpiring of the collective element includes accumulation of a collective enabling element.

12. The apparatus of claim 10, wherein the transpiring of the collective element includes transpiring of a collective actionable element.

13. The apparatus of claim 10, the instructions further comprising:

determining an increment of an amount of a game world credit associated with the transpiring of the collective element; and

distributing the increment of the amount of the game world credit to the two or more players.

14. The apparatus of claim 10, the instructions further comprising:

determining a decrement of an amount of game world credit associated with the transpiring of the collective element; and

distributing the decrement.

15. The apparatus of claim 10, wherein the amount of the wager is allocated from the two or more players based on each player's collection of the collective element.

16. The apparatus of claim 10, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on a use, by each player of the two or more players, of the collective enabling element.

17. The apparatus of claim 10, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on an amount of collection, by each player of the two or more players, of the collective enabling element.

18. The apparatus of claim 10, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on a contribution, by each player of the two or more players, to a total amount of real world credit won.

19. A processor-readable storage medium having stored processor-executable instructions, the processor-executable instructions comprising:

determining a transpiring of a collective element in an entertainment game portion of a hybrid game, the collective element shared by two or more players of the entertainment portion of the hybrid, the hybrid game including a gambling game portion and the entertainment game portion;

triggering a wager, an amount of the wager allocated from the two or more players, based on each player's use of the collective element, in the gambling game portion of the hybrid game based on the transpiring of the collective element in the entertainment game portion of the hybrid game; and

distributing a real world credit gambling game result of the wager in the gambling portion of the hybrid game between the two or more players.

20. The processor-readable storage medium of claim 19, wherein the transpiring of the collective element includes accumulation of a collective enabling element.

21. The processor-readable storage medium of claim 19, wherein the transpiring of the collective element includes transpiring of a collective actionable element.

22. The processor-readable storage medium of claim 19, the instructions further comprising:

determining an increment of an amount of a game world credit associated with the transpiring of the collective element; and

distributing the increment of the amount of the game world credit to the two or more players.

23. The processor-readable storage medium of claim 19, the instructions further comprising:

determining a decrement of an amount of game world credit associated with the transpiring of the collective element; and

distributing the decrement of the amount of the game world credit to the two or more players.

24. The processor-readable storage medium of claim 19, wherein the amount of the wager is allocated from the two or more players based on each player's collection of the collective element.

25. The processor-readable storage medium of claim 19, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on a use, by each player of the two or more players, of the collective enabling element.

26. The processor-readable storage medium of claim 19, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on an amount of collection, by each player of the two or more players, of the collective enabling element.

27. The processor-readable storage medium of claim 19, wherein the distribution of the real world credit gambling game result of the wager in the gambling portion of the hybrid game is based on a contribution, by each player of the two or more players, to a total amount of real world credit won.

CLAIMS

1. A method of gaming, comprising: performing by one or more processors the following;

determining a transpiring of a collective element in an entertainment game portion of a hybrid game, the collective element shared by two or more players of the entertainment portion of the hybrid, the hybrid game including a gambling game portion and the entertainment game portion;

triggering a wager, an amount of the wager allocated from the two or more players, based on each player's use of the collective element, in the gambling game portion of the hybrid game based on the transpiring of the collective element in the entertainment game portion of the hybrid game; and

distributing a real world credit gambling game result of the wager in the gambling game portion of the hybrid game between the two or more players.

2. A method according to Claim 1, in which the transpiring of the collective element includes accumulation of a collective enabling element.

3. A method according to Claim 1, in which the transpiring of the collective element includes transpiring of a collective actionable element.

4. A method according to Claim 1, further comprising:

determining an increment of an amount of a game world credit associated with the transpiring of the collective element; and

distributing the increment of the amount of the game world credit to the two or more players.

5. A method according to Claim 1, further comprising:

determining a decrement of an amount of game world credit associated with the transpiring of the collective element; and

distributing the decrement of the amount of the game world credit to the two or more players.

6. A method according to Claim 1, in which the amount of the wager is allocated from the two or more players based on each player's collection of the collective element.

7. A method according to Claim 1, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on a use, by each player of the two or more players, of the collective enabling element.

8. A method according to Claim 1, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on an amount of collection, by each player of the two or more players, of the collective enabling element.

9. A method according to Claim 1, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on a contribution, by each player of the two or more players, to a total amount of real world credit won.

10. An apparatus for gaming, comprising:

a at least one processor; and

memory coupled to the at least one processor, the memory having processor-executable instructions stored therein, the processor-executable instructions when executed by the at least one processor cause the at least one processor to perform a process comprising:

determining a transpiring of a collective element in an entertainment game portion of a hybrid game, the collective element shared by two or more players of the entertainment portion of the hybrid, the hybrid game including a gambling game portion and the entertainment game portion;

triggering a wager, an amount of the wager allocated from the two or more players, based on each player's use of the collective element, in the gambling game portion of the hybrid game based on the transpiring of the collective element in the entertainment game portion of the hybrid game; and

distributing a real world credit gambling game result of the wager in the gambling game portion of the hybrid game between the two or more players.

11. An apparatus according to Claim 10, in which the transpiring of the collective element includes accumulation of a collective enabling element.

12. An apparatus according to Claim 10, in which the transpiring of the collective element includes transpiring of a collective actionable element.

13. An apparatus according to Claim 10, the instructions further comprising: determining an increment of an amount of a game world credit associated with the transpiring of the collective element; and

distributing the increment of the amount of the game world credit to the two or more players.

14. An apparatus according to Claim 10, the instructions further comprising:

determining a decrement of an amount of game world credit associated with the transpiring of the collective element; and

distributing the decrement.

15. An apparatus according to Claim 10, in which the amount of the wager is allocated from the two or more players based on each player's collection of the collective element.

16. An apparatus according to Claim 10, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on a use, by each player of the two or more players, of the collective enabling element.

17. An apparatus according to Claim 10, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on an amount of collection, by each player of the two or more players, of the collective enabling element.

18. An apparatus according to Claim 10, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on a contribution, by each player of the two or more players, to a total amount of real world credit won.

19. A non-transitory processor-readable storage medium having stored processor-executable instructions, the processor-executable instructions when executed by at least one processor cause the at least one processor to perform a process comprising:

determining a transpiring of a collective element in an entertainment game portion of a hybrid game, the collective element shared by two or more players of the entertainment portion of the hybrid, the hybrid game including a gambling game portion and the entertainment game portion;

triggering a wager, an amount of the wager allocated from the two or more players, based on each player's use of the collective element, in the gambling game portion of the hybrid game based on the transpiring of the collective element in the entertainment game portion of the hybrid game; and

distributing a real world credit gambling game result of the wager in the gambling game portion of the hybrid game between the two or more players.

20. A non-transitory processor-readable storage medium according to Claim 19, in which the transpiring of the collective element includes accumulation of a collective enabling element.

21. A non-transitory processor-readable storage medium according to Claim 19, in which the transpiring of the collective element includes transpiring of a collective actionable element.

22. A non-transitory processor-readable storage medium according to Claim 19, the instructions further comprising:

determining an increment of an amount of a game world credit associated with the transpiring of the collective element; and

distributing the increment of the amount of the game world credit to the two or more players.

23. A non-transitory processor-readable storage medium according to Claim 19, the instructions further comprising:

determining a decrement of an amount of game world credit associated with the transpiring of the collective element; and

distributing the decrement of the amount of the game world credit to the two or more players.

24. A non-transitory processor-readable storage medium according to Claim 19, in which the amount of the wager is allocated from the two or more players based on each player's collection of the collective element.

25. A non-transitory processor-readable storage medium according to Claim 19, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on a use, by each player of the two or more players, of the collective enabling element.

26. The non-transitory processor-readable storage medium of claim 19, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on an amount of collection, by each player of the two or more players, of the collective enabling element.

27. A non-transitory processor-readable storage medium according to Claim 19, in which the distribution of the real world credit gambling game result of the wager in the gambling game portion of the hybrid game is based on a contribution, by each player of the two or more players, to a total amount of real world credit won.