CLAIMS

1. A method of operating a tournament gaming system, the method comprising:

performing by one or more processors the following:

associating consumption of an enabling element within a first entertainment game portion of a first hybrid game to a commitment and triggering of a wager of real world credits in a gambling game portion of the first hybrid game, the commitment and triggering of the wager in response to actions taken by a player while playing the first entertainment game portion of the first hybrid game;

collecting a portion of the wager of real world credits committed to the gambling game portion of the first hybrid game in response to actions taken by the player while playing the first entertainment game portion of the first hybrid game;

accumulating a first game world credit earned by the player for the player's skilled play of the first entertainment game portion of the first hybrid game during the consumption of the enabling element and triggering of the wager of real world credits committed to the gambling game portion of the first hybrid game;

entering the player into a hybrid game tournament on the basis of the accumulated first game world credit; and

contributing the collected portion of the wager of real world credits to a pool, the pool contributed to an award for redemption of second game world credit earned by the player during the player's play of a second entertainment game portion of a second hybrid game in the a hybrid game tournament,

whereby the gaming system enters the player into the hybrid game tournament on the basis of the player's skill at playing the first entertainment game portion of the first hybrid game and contributes to the award for redemption of the second game world credit earned by the player in the hybrid game tournament from the real world credits committed by the player to the gambling game of the first hybrid game.

2. A method according to Claim 1, in which the first and second entertainment game portion are the same entertainment game portion, and the first and second hybrid games are the same hybrid game.

3. A method according to Claim 1, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the player's play of the first entertainment portion of the first hybrid game and the percentage is taken directly from the wagered real world credit.

4. A method according to Claim 1, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the first player's play of the first entertainment portion of the first hybrid game and the percentage is taken by adjusting the odds tables of the gambling game portion of the first hybrid game.

5. A method according to Claim 1, in which the portion of the wager of real world credits collected is a percentage of real world credit won in the gambling game portion of the first hybrid game.

6. A method according to Claim 1, in which a percentage portion of game world credit is taken from the first entertainment portion of the first hybrid game and contributed to the pool.

7. A method according to Claim 1, in which the portion of the wager of real world credits is taken on a periodic time basis.

8. A method according to Claim 1, in which the portion of the wager of real world credits is collected for use of the first hybrid game for a certain period of time.

9. A method according to Clam 1, in which the portion of the wager of real world credits is a certain amount taken for the player to enter the hybrid game tournament.

10. A method according to Clam 1, in which the portion of the wager of real world credits is a certain amount taken in order for the player to attempt a specific action in the first entertainment game portion of the first hybrid game.

11. A tournament gaming system for a hybrid game comprising:

one or more processors; and

a memory coupled to the one or more processors, the memory storing processor-executable instructions that when executed by the one or more processors cause the tournament gaming system to:

associate consumption of an enabling element within a first entertainment game portion of the first hybrid game to a commitment and triggering of a wager of real world credits in a gambling game portion of the first hybrid game, the commitment and triggering of the wager in response to actions taken by a player while playing in the first entertainment game portion of the first hybrid game;

collect a portion of the wager of real world credits committed to the gambling game portion of the first hybrid game in response to actions taken by the player while playing the first entertainment game portion of the first hybrid game;

accumulate first game world credit earned by the player for the player's skilled play of the first entertainment game portion of the first hybrid game during the consumption of the enabling element and triggering of the wager of real world credits committed to the gambling game portion of the first hybrid game;

enter the player into a hybrid game tournament on the basis of the accumulated first game world credit; and

contribute the collected portion of the wager of real world credits to a pool, the pool contributed to an award for redemption of second game world credit earned by the player during the player's play of a second entertainment game portion of a second hybrid game in the hybrid game tournament,

whereby the tournament gaming system enters the player into the hybrid game tournament on the basis of the player's skill at playing the first entertainment game portion of the first hybrid game and contributes to the award for redemption of the second game world credit earned by the player in the hybrid game tournament from the real world credits committed by the player to the gambling game of the first hybrid game.

12. A tournament gaming system for a hybrid game according to Claim 11, in which the first and second entertainment game portion are the same entertainment game portion and the first and second hybrid games are the same hybrid game.

13. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the first player's

play of the first entertainment portion of the first hybrid game and the percentage is taken directly from the wagered real world credit.

14. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the first player's play of the first entertainment portion of the first hybrid game and the percentage is taken by adjusting the odds tables of the gambling game portion of the first hybrid game.

15. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a percentage of real world credit won in the gambling game portion of the first hybrid game.

16. A tournament gaming system for a hybrid game according to Claim 11, in which a percentage portion of game world credit is taken from the first entertainment portion of the hybrid game and contributed to the pool.

17. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits is taken on a periodic time basis.

18. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits is collected for use of the first hybrid game for a certain period of time.

19. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a certain amount taken for player to enter the hybrid game tournament.

20. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits is a certain amount taken in order for the first player to attempt a specific action in the first entertainment game portion of the first hybrid game.

CLAIMS

1. A method of operating a tournament gaming system, the method comprising:

performing by one or more processors the following:

associating consumption of an enabling element utilized by a player to further the player's skilled play within a first entertainment game portion of a first hybrid game to a commitment and triggering of a wager of real world credits in a gambling game portion of the first hybrid game, the commitment and triggering of the wager in response to actions taken by a player while playing the first entertainment game portion of the first hybrid game during operation of the first hybrid game;

collecting a portion of the wager of real world credits committed to the gambling game portion of the first hybrid game in response to actions taken by the player while playing the first entertainment game portion of the first hybrid game;

accruing first game world credit earned by the player for the player's skilled play of the first entertainment game portion of the first hybrid game during the consumption of the enabling element and triggering of the wager of real world credits committed to the gambling game portion of the first hybrid game, in which the game world credits are earned or depleted as a function of player performance in the context of the entertainment game portion of the first hybrid game;

entering the player into a hybrid game tournament on the basis of the accumulated first game world credit; and

contributing the collected portion of the wager of real world credits to a pool, the pool contributed to an award for redemption of second game world credit earned by the player during the player's play of a second entertainment game portion of a second hybrid game in the hybrid game tournament,

whereby the gaming system enters the player into the hybrid game tournament on the basis of the player's skill at playing the first entertainment game portion of the first hybrid game, and contributes to the award for redemption of the second game world credit earned by the player in the hybrid game tournament, from the real world credits committed by the player to the gambling game of the first hybrid game.

2. A method according to Claim 1, in which the first and second entertainment game portion are the same type of entertainment game portion, and the first and second hybrid games are the same type of hybrid game.

3. A method according to Claim 1, in which the portion of the wager of real world credits collected is a percentage of real world credit wagered in the first gambling game portion of the first hybrid game during the player's play of the first entertainment portion of the first hybrid game and the percentage is taken directly from the wagered real world credit.

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6. A method according to Claim 1, in which a percentage portion of game world credit is taken from the first entertainment portion of the first hybrid game and contributed to the pool.

7. A method according to Claim 1, in which the portion of the wager of real world credits is taken on a periodic time basis.

8. A method according to Claim 1, in which the portion of the wager of real world credits is collected for use of the first hybrid game for a certain period of time.

9. A method according to Clam 1, in which the portion of the wager of real world credits is a certain amount taken for the player to enter the hybrid game tournament.

10. A method according to Clam 1, in which the portion of the wager of real world credits is a certain amount taken in order for the player to attempt a specific action in the first entertainment game portion of the first hybrid game.

11. A tournament gaming system for a hybrid game comprising:

one or more processors; and

a memory coupled to the one or more processors, the memory storing processor-executable instructions that when executed by the one or more processors cause the tournament gaming system to:

associate consumption of an enabling element utilized by a player to further the player's skilled play within a first entertainment game portion of the first hybrid game to a commitment and triggering of a wager of real world credits in a gambling game portion of the first hybrid game, the commitment and triggering of the wager in response to actions taken by a player while playing the first entertainment game portion of the first hybrid game during operation of the first hybrid game;

collect a portion of the wager of real world credits committed to the gambling game portion of the first hybrid game in response to actions taken by the player while playing the first entertainment game portion of the first hybrid game;

accrue first game world credit earned by the player for the player's skilled play of the first entertainment game portion of the first hybrid game during the consumption of the enabling element and triggering of the wager of real world credits committed to the gambling game portion of the first hybrid game, in which the game world credits are earned or depleted as a function of player performance in the context of the entertainment game portion of the first hybrid game;

enter the player into a hybrid game tournament on the basis of the accumulated first game world credit; and

contribute the collected portion of the wager of real world credits to a pool, the pool contributed to an award for redemption of second game world credit earned by the player during the player's play of a second entertainment game portion of a second hybrid game in the hybrid game tournament,

whereby the tournament gaming system enters the player into the hybrid game tournament on the basis of the player's skill at playing the first entertainment game portion of the first hybrid game, and contributes to the award for redemption of the second game world credit earned by the player in the hybrid game tournament, from the real world credits committed by the player to the gambling game of the first hybrid game.

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19. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits collected is a certain amount taken for player to enter the hybrid game tournament.

20. A tournament gaming system for a hybrid game according to Claim 11, in which the portion of the wager of real world credits is a certain amount taken in order for the player to attempt a specific action in the first entertainment game portion of the first hybrid game.