WHAT IS CLAIMED IS:

1. A method of operating a gaming system including a game world engine constructed to manage an entertainment game that provides outcomes based upon a player's skillful execution of the entertainment game, comprising:

wagering real world credits in a real world engine constructed to provide a randomly generated payout of real world credits for a gambling game, the wagering triggered by the player's utilization of an enabling element within the entertainment game to advance the player's skillful execution of the entertainment game;

determining the randomly generated payout of real world credits based upon the wagered real world credits by the real world engine;

adding a number of added enabling elements to the entertainment game and ascribed to the player, the number of added enabling elements scaled according to a scaling ratio set by the game world engine relative to the payout of real world credits using the game world engine; and

dividing the added enabling elements according to a division ratio set by the game world engine into enabling elements ascribed to the player capable of immediate utilization in the entertainment game and reserve enabling elements ascribed to the player but incapable of immediate utilization in the entertainment game using the game world engine,

wherein the added enabling elements are limited resources utilized by the player within the entertainment game to trigger additional wagering of real world credits in the gambling game and advance the player's skillful execution of the entertainment game.

2. The method of claim 1, further comprising converting reserve enabling elements to enabling elements in response to a predetermined accomplishment in the entertainment game by the game world engine during the player's skillful execution of the entertainment game.

3. The method of claim 1, wherein the entertainment software engine is constructed to display the enabling elements and the reserve enabling elements via a user interface.

4. The method of claim 1, wherein the wagering of an amount of real world credits is performed in response to consuming an amount of enabling elements in the entertainment game.

5. The method of claim 1, wherein the total number of enabling elements is capped.

6 The method of claim 1, wherein the enabling elements are soldiers in an entertainment game.

7. The method of claim 1, wherein the enabling elements are bullets in an entertainment game.

8. A gaming system comprising:

a real world engine constructed to determine a randomly generated payout of real world credits based on a wager of real world credits for a gambling game;

a game world engine constructed to:

manage an entertainment game that provides outcomes based upon a player's skillful execution of an entertainment game;

wager real world credits in the real world engine, the wager triggered by the player's utilization of an enabling element within the entertainment game to advance the player's skillful execution of the entertainment game;

add a number of added enabling elements to the entertainment game and ascribed to the player, the number of added enabling elements scaled according to a scaling ratio set by the game world engine relative to the payout of real world credits using the game world engine; and

divide the added enabling elements according to a division ratio set by the game world engine into enabling elements ascribed to the player capable of immediate utilization in the entertainment game and reserve enabling elements ascribed to the

player but incapable of immediate utilization in the entertainment game using the game world engine,

wherein the added enabling elements are limited resources utilized by the player within the entertainment game to trigger additional wagering of real world credits in the gambling game and advance the player's skillful execution of the entertainment game.

9. The gaming system of claim 8, wherein the game world engine is further constructed to convert the reserve enabling elements to enabling elements in response to a predetermined accomplishment in the entertainment game during the player's skillful execution of the entertainment game.

10. The gaming system of claim 8, wherein the entertainment game is further constructed to display to the player the enabling elements and the reserve enabling elements on a user interface.

11. The gaming system of claim 8, wherein the wager of real world credits in the [[a]] gambling game is performed in response to consuming an amount of enabling elements in the entertainment game during the player's skillful execution of the entertainment game.

12. The gaming system of claim 8, wherein the total number of enabling elements is capped at a specific number of elements.

13. The gaming system of claim 8, wherein the enabling elements are soldiers in the entertainment game.

14 The gaming system of claim 8, wherein the enabling elements are bullets in the entertainment game.

15. A processor-readable storage medium storing processor-executable instructions for operating gaming system including a game world engine constructed to

manage an entertainment game that provides outcomes based upon a player's skillful execution of the entertainment game, the instructions comprising:

wagering real world credits in a real world engine constructed to provide a randomly generated payout of real world credits for a gambling game, the wagering triggered by the player's utilization of an enabling element within the entertainment game to advance the player's skillful execution of the entertainment game;

determining the randomly generated payout of real world credits based upon the wagered real world credits by the real world engine;

adding a number of added enabling elements to the entertainment game and ascribed to the player, the number of added enabling elements scaled according to a scaling ratio set by the game world engine relative to the payout of real world credits using the game world engine; and

dividing the added enabling elements according to a division ratio set by the game world engine into enabling elements ascribed to the player capable of immediate utilization in the entertainment game and reserve enabling elements ascribed to the player but incapable of immediate utilization in the entertainment game using the game world engine,

wherein the added enabling elements are limited resources utilized by the player within the entertainment game to trigger additional wagering of real world credits in the gambling game and advance the player's skillful execution of the entertainment game.

16. The processor-readable storage medium of claim 15, the instructions further comprising converting reserve enabling elements to enabling elements in response to a predetermined accomplishment in the entertainment game during the player's skillful execution of the entertainment game using the game world engine.

17. The processor-readable storage medium of claim 15, wherein the entertainment game is constructed to display to the player the enabling elements and the reserve enabling elements via a user interface.

18. The processor-readable storage medium of claim 15, wherein the wagering of an amount of the real world credits is triggered in response to the player's utilization of an amount of enabling elements in the entertainment game.

19. The processor-readable storage medium of claim 15, wherein the total number of enabling elements is capped.

20. The processor-readable storage medium of claim 15, wherein the enabling elements are bullets utilized by the player in the skillful execution of the entertainment game.

CLAIMS

1. A method of operating a gaming system (1), comprising:

performing by one or more processors (2) a process comprising:

providing by the gaming system a gambling game (3) that determines a randomly generated payout of real world credits for a wager of real world credits;

providing by the gaming system an entertainment game (4) including entertainment game outcomes based on a player's skilful execution of the entertainment game during utilization and consumption of an enabling element (5) that is a limited resource of the entertainment game used by the player during entertainment game play to advance the player's skilful execution of the entertainment game;

wagering by the gaming system (1), the wager of real world credits in the gambling game, the wagering triggered by the player's utilization and consumption of the enabling element (5) during entertainment game play to advance the player's skilful execution of the entertainment game;

determining by the gambling game (3) the randomly generated payout of real world credits based upon the wagered real world credits;

adding by the gaming system (1) during entertainment game play a number of added enabling elements to the entertainment game and ascribed to the player, the number of added enabling elements scaled according to a scaling ratio set by the gaming system (1) relative to the payout of real world credits of the gambling game; and

dividing by the gaming system (1) the added enabling elements according to a division ratio set by the gaming system into enabling elements ascribed to the player capable of immediate utilization and consumption during entertainment game play (5) in the entertainment game by the player and reserve enabling elements ascribed to the player (6) but incapable of immediate utilization and consumption during entertainment game play in the entertainment game by the player (6),

in which the added enabling elements are limited resources utilized and consumed during entertainment game play by the player (6) within the entertainment game to trigger additional wagering of real world credits in the gambling game during

entertainment game play (6) and advance the player's skilful execution of the entertainment game during entertainment game play (6).

2. A method according to Claim 1, the process further comprising:

determining by the gaming system (1) that the player has achieved a predetermined accomplishment in the entertainment game through skilful execution of the entertainment game; and

converting by the gaming system (1) the reserve enabling elements to enabling elements in response to a predetermined accomplishment in the entertainment game during the player's skilful execution of the entertainment game.

3. A method according to Claim 1, the process further comprising displaying by the gaming system (1) the enabling elements and the reserve enabling elements via a user interface.

4. A method according to Claim 1, in which the wagering of an amount of real world credits is performed in response to consuming an amount of enabling elements in the entertainment game.

5. A method according to Claim 1, in which the total number of enabling elements is capped.

6. A method according to Claim 1, in which the enabling elements are soldiers in an entertainment game.

7. A method according to Claim 1, in which the enabling elements are bullets in an entertainment game.

8. A gaming system comprising:

one or more processors (2); and

a processor-readable storage medium (2) storing processor-executable instructions, the processor-executable instructions when executed by the one or more processors, cause the one or more processors to perform a process comprising:

providing by the gaming system a gambling game (3) that determines a randomly generated payout of real world credits for a wager of real world credits;

providing by the gaming system an entertainment game (4) including entertainment game outcomes based on a player's skilful execution of the entertainment game during utilization and consumption of an enabling element (5) that is a limited resource of the entertainment game used by the player during entertainment game play to advance the player's skilful execution of the entertainment game;

wagering by the gaming system, the wager of real world credits in the gambling game, the wagering triggered by the player's utilization and consumption of the enabling element (5) during entertainment game play to advance the player's skilful execution of the entertainment game;

determining by the gambling game (3) the randomly generated payout of real world credits based upon the wagered real world credits;

adding by the gaming system during entertainment game play a number of added enabling elements to the entertainment game and ascribed to the player, the number of added enabling elements scaled according to a scaling ratio set by the gaming system relative to the payout of real world credits of the gambling game; and

dividing by the gaming system the added enabling elements according to a division ratio set by the gaming system into enabling elements ascribed to the player capable of immediate utilization and consumption during entertainment game play (5) in the entertainment game by the player and reserve enabling elements ascribed to the player (6) but incapable of immediate utilization and consumption during entertainment game play in the entertainment game by the player (6),

in which the added enabling elements are limited resources utilized and consumed during entertainment game play by the player (6) within the entertainment game to trigger additional wagering of real world credits in the gambling game during entertainment game play (6) and advance the player's skilful execution of the entertainment game during entertainment game play (6).

9. A gaming system according to Claim 8, the instructions further comprising:

determining by the gaming system that the player has achieved a predetermined accomplishment in the entertainment game through skilful execution of the entertainment game; and

converting by the gaming the system the reserve enabling elements to enabling elements in response to a predetermined accomplishment in the entertainment game during the player's skilful execution of the entertainment game.

10. A gaming system according to Claim 8, the instructions further comprising displaying by the gaming system to the player the enabling elements and the reserve enabling elements on a user interface.

11. A gaming system according to Claim 8, in which the wager of real world credits in the gambling game is performed in response to consuming an amount of enabling elements in the entertainment game during the player's skilful execution of the entertainment game.

12. A gaming system according to Claim 8, in which the total number of enabling elements is capped at a specific number of elements.

13. A gaming system according to Claim 8, in which the enabling elements are soldiers in the entertainment game.

14 A gaming system according to Claim 8, in which the enabling elements are bullets in the entertainment game.

15. A non-transitory (2) processor-readable storage medium storing processor-executable instructions for operating a gaming system, the instructions comprising:

providing by the gaming system a gambling game (3) that determines a randomly generated payout of real world credits for a wager of real world credits;

providing by the gaming system an entertainment game (4) including entertainment game outcomes based on a player's skilful execution of the entertainment game during utilization and consumption of an enabling element (5) that is a limited resource of the entertainment game used by the player during entertainment game play to advance the player's skilful execution of the entertainment game;

wagering by the gaming system, the wager of real world credits in the gambling game, the wagering triggered by the player's utilization and consumption of the enabling element (5) during entertainment game play to advance the player's skilful execution of the entertainment game;

determining by the gambling game (3) the randomly generated payout of real world credits based upon the wagered real world credits;

adding by the gaming system during entertainment game play a number of added enabling elements to the entertainment game and ascribed to the player, the number of added enabling elements scaled according to a scaling ratio set by the gaming system relative to the payout of real world credits of the gambling game; and

dividing by the gaming system the added enabling elements according to a division ratio set by the gaming system into enabling elements ascribed to the player capable of immediate utilization and consumption during entertainment game play (5) in the entertainment game by the player and reserve enabling elements ascribed to the player (6) but incapable of immediate utilization and consumption during entertainment game play in the entertainment game by the player (6),

in which the added enabling elements are limited resources utilized and consumed during entertainment game play by the player (6) within the entertainment game to trigger additional wagering of real world credits in the gambling game during entertainment game play (6) and advance the player's skilful execution of the entertainment game during entertainment game play (6).

16. A non-transitory (2) processor-readable storage medium according to Claim 15, the instructions further comprising converting reserve enabling elements to enabling elements in response to a predetermined accomplishment in the entertainment game during the player's skilful execution of the entertainment game using the game world engine.

17. A non-transitory (2) processor-readable storage medium according to Claim 15, in which the entertainment game is constructed to display to the player the enabling elements and the reserve enabling elements via a user interface.

18. A non-transitory (2) processor-readable storage medium according to Claim 15, in which the wagering of an amount of the real world credits is triggered in response to the player's utilization of an amount of enabling elements in the entertainment game.

19. A non-transitory (2) processor-readable storage medium according to Claim 15, in which the total number of enabling elements is capped.

20. A non-transitory (2) processor-readable storage medium according to Claim 15, in which the enabling elements are bullets utilized by the player in the skilful execution of the entertainment game.