WHAT IS CLAIMED IS:

1. A controlled entity hybrid game, comprising:

a real world engine constructed to provide a randomly generated payout of real world credits from at least one wager in a gambling game;

an entertainment software engine constructed to execute an entertainment game providing outcomes based upon a player's skillful execution of the entertainment game; and

a game world engine constructed to:

manage the entertainment software engine and communicate, to the gambling game, a gameplay gambling event occurrence based upon a player's instruction of a controlled entity to consume an element of the entertainment game that triggers a wager in the gambling game; and

change the element on the basis of the randomly generated payout and an entertainment game variable.

2. The controlled entity hybrid game of claim 1, wherein an amount of the element is changed.

3. The controlled entity hybrid game of claim 1, wherein an attribute of the element is changed.

4. The controlled entity hybrid game of claim 1, wherein consumption of the element by the controlled entity causes an actionable element of the entertainment game to trigger the wager in the gambling game.

5. The controlled entity hybrid game of claim 1, wherein the entertainment game variable is a change in a game world credit caused by entertainment game play.

6. The controlled entity hybrid game of claim 1, wherein the entertainment game variable is an entertainment game object required for consumption of the element.

7. The controlled entity hybrid game of claim 1, wherein the entertainment game variable is an entertainment game environmental condition required for consumption of the element.

8. A method of operating a controlled entity hybrid game, the method comprising:

providing a gambling game having a randomly generated payout of real world credits from at least one wager;

providing an entertainment game that determines outcomes based upon a player's skillful execution of the entertainment game;

communicating, to the gambling game, a gameplay gambling event occurrence based upon a player's instruction of a controlled entity to consume an element of the entertainment game that triggers a wager in the gambling game; and

changing the element on the basis of the randomly generated payout and an entertainment game variable.

9. The method of operating a controlled entity hybrid game of claim 8, wherein an amount of the element is changed.

10. The method of operating a controlled entity hybrid game of claim 8, wherein an attribute of the element is changed.

11. The method of operating a controlled entity hybrid game of claim 8, wherein consumption of the element by the controlled entity causes an actionable element of the entertainment game to trigger the wager in the gambling game.

12. The method of operating a controlled entity hybrid game of claim 8, wherein the entertainment game variable is a change in a game world credit caused by entertainment game play.

13. The method of operating a controlled entity hybrid game of claim 8, wherein the entertainment game variable is an entertainment game object required for consumption of the element.

14. The method of operating a controlled entity hybrid game of claim 8, wherein the entertainment game variable is an entertainment game environmental condition required for consumption of the element.

15. A machine readable medium containing processor instructions, where execution of the instructions by a processor causes the processor to perform a process comprising:

providing a gambling game having a randomly generated payout of real world credits from at least one wager;

providing an entertainment game that determines outcomes based upon a player's skillful execution of the entertainment game;

communicating, to the gambling game, a gameplay gambling event occurrence based upon a player's instruction of a controlled entity to consume an element of the entertainment game that triggers a wager in the gambling game; and

changing the element on the basis of the randomly generated payout and an entertainment game variable.

16. The machine readable medium of claim 15, wherein an amount of the element is changed.

17. The machine readable medium of claim 15, wherein an attribute of the element is changed.

18. The machine readable medium of claim 15, wherein consumption of the element by the controlled entity causes an actionable element of the entertainment game to trigger the wager in the gambling game.

19. The machine readable medium of claim 15, wherein the entertainment game variable is a change in a game world credit caused by entertainment game play.

20. The machine readable medium of claim 15, wherein the entertainment game variable is an entertainment game object required for consumption of the element.

CLAIMS

1. A controlled entity hybrid game, comprising:

a real world engine constructed to provide a randomly generated payout of real world credits from a wager of real world credits in a gambling game;

an entertainment software engine constructed to execute an entertainment game providing outcomes based upon an entertainment game variable and a player's utilization of an entertainment game element as affected by the entertainment game variable during the player's skillful execution of the entertainment game; and

a game world engine constructed to:

manage the entertainment software engine and communicate, to the gambling game, a gameplay gambling event occurrence based upon the player's instruction of a controlled entity to utilize the entertainment game element that triggers the wager in the gambling game; and

change the entertainment game element on the basis of the randomly generated payout, an amount of real world credit associated with the controlled entity hybrid game by the player and a value of the entertainment game variable.

2. A controlled entity hybrid game according to Claim 1, in which an amount of the entertainment game element is changed.

3. A controlled entity hybrid game according to Claim 1, in which an attribute of the entertainment game element is changed.

4. A controlled entity hybrid game according to Claim 1, in which utilization of the entertainment game element by the controlled entity causes an actionable element of the entertainment game to trigger the wager in the gambling game.

5. A controlled entity hybrid game according to Claim 1, in which the entertainment game variable is a change in a game world credit caused by entertainment game play.

6. A controlled entity hybrid game according to Claim 1, in which the entertainment game variable is an entertainment game object required for utilization of the entertainment game element.

7. A controlled entity hybrid game according to Claim 1, in which the entertainment game variable is an entertainment game environmental condition required for utilization of the entertainment game element.

8. A method of operating a controlled entity hybrid game, the method comprising:

providing a gambling game having a randomly generated payout of real world credits from a wager of real world credits;

providing an entertainment game that determines an outcome based upon a player's utilization of an entertainment game element during skillful execution of the entertainment game by the player;

communicating, to the gambling game, a gameplay gambling event occurrence based upon the player's instruction of a controlled entity to utilize the entertainment game element of the entertainment game that triggers the wager in the gambling game; and

changing the entertainment game element on the basis of the randomly generated payout, an amount of real world credit associated with the controlled entity hybrid game by the player and an entertainment game variable.

9. A method of operating a controlled entity hybrid game according to Claim 8, in which an amount of the entertainment game element is changed.

10. A method of operating a controlled entity hybrid game according to Claim 8, in which an attribute of the entertainment game element is changed.

11. A method of operating a controlled entity hybrid game according to Claim 8, in which utilization of the entertainment game element by the controlled entity causes an actionable element of the entertainment game to trigger the wager in the gambling game.

12. A method of operating a controlled entity hybrid game according to Claim 8, in which the entertainment game variable is a change in a game world credit caused by entertainment game play.

13. A method of operating a controlled entity hybrid game according to Claim 8, in which the entertainment game variable is an entertainment game object required for utilization of the entertainment game element.

14. A method of operating a controlled entity hybrid game according to Claim 8, in which the entertainment game variable is an entertainment game environmental condition required for utilization of the entertainment game element.

15. A non-transitory machine readable medium containing processor instructions, where execution of the instructions by a processor causes the processor to perform a process comprising:

providing a gambling game having a randomly generated payout of real world credits from a wager of real world credits;

providing an entertainment game that determines an outcomes based upon a player's utilization of an entertainment game element during skillful execution of the entertainment game by the player;

communicating, to the gambling game, a gameplay gambling event occurrence based upon the player's instruction of a controlled entity to utilize the entertainment game element of the entertainment game that triggers a wager in the gambling game; and

changing the entertainment game element on the basis of the randomly generated payout, an amount of real world credit associated with the controlled entity hybrid game by the player and an entertainment game variable.

16. A non-transitory machine readable medium according to Claim 15, in which an amount of the entertainment game element is changed.

17. A non-transitory machine readable medium according to Claim 15, in which an attribute of the entertainment game element is changed.

18. A non-transitory machine readable medium according to Claim 15, in which utilization of the element by the controlled entity causes an actionable element of the entertainment game to trigger the wager in the gambling game.

19. A non-transitory machine readable medium according to Claim 15, in which the entertainment game variable is a change in a game world credit caused by entertainment game play.

20. A non-transitory machine readable medium according to Claim 15, in which the entertainment game variable is an entertainment game object required for utilization of the entertainment game element.