Title: COMMUNITY VIEW HYBRID GAME

Abstract: A community view hybrid game that allows a first player to view game information of a second player is disclosed. The community view hybrid game includes an entertainment system that provides an entertainment game to a user, a real world engine that provides gambling games to users, and a game world engine that monitors the entertainment game and provides gambling games when appropriate. The game world engine receives game information for a second player from an entertainment system engine providing the entertainment game to the second player and provides the game information of the second player to an interface of the community view hybrid game of the first player.
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COMMUNITY VIEW HYBRID GAME

CROSS-REFERENCE TO RELATED APPLICATIONS


FIELD OF THE INVENTION

[0002] Embodiments of the present invention are generally related to gaming and more specifically to systems and processes that provide a community view hybrid game in which a player may view game information of another player.

BACKGROUND OF THE INVENTION

[0003] The gaming machine manufacturing industry provides a variety of gaming machines to enable wagering for interested parties whilst providing an entertainment experience. An exemplary gaming machine is a slot machine. As the demographic of eligible players has shifted with time to newer generations who have grown accustomed to highly sophisticated graphics and interactive video games, a need has arisen to increase the entertainment content present on a gaming machine to keep it relevant, at least to a growing portion of a casino's patronage. The subject design is a form of gaming machine, designed for use in a physical or virtual casino environment, which provides players an environment in which to play for cash, prizes and points, either against the casino or in head to head modes in a controlled and regulated manner while being allowed to use their skills and adeptness at a particular type of game. An example of such a game would be a challenging word spelling game, or an interactive action game such as is found on video game consoles popular today, such as a PlayStation®, an Xbox®, a Wii® or a PC based game.
SUMMARY OF THE INVENTION

[0004] The disclosed embodiments relate generally to an interactive entertainment game where skill and chance may coalesce to provide a rich arcade-style gaming experience, visually exciting and challenging, where players may wager cash, credits prizes and points in order to win more of the foregoing. Many of the embodiments of the design provide an enticing method of gaming to the players who expect a high level of entertainment content in their gaming experience compared to the relatively simple game methods in use today.

[0005] In accordance with embodiments of this invention, a method of a community view hybrid game includes configuring at least one processor as a first player entertainment system engine constructed to execute a first entertainment game for a first player; configuring at least one processor as a second player entertainment system engine to execute a second entertainment game for a second player; configuring at least one processor as a real world engine constructed to determine a result of a gambling event; configuring at least one processor as a game world engine constructed to: manage the first entertainment game and second entertainment game; determine an occurrence of the gambling event based on gameplay of at least one of the first entertainment game and the second entertainment game; and request a resolution to the gambling event by the real world engine; executing the second entertainment game for the second player using the at least one processor configured as the second player entertainment system engine to generate game information of the second player, the game information including gambling game information; receiving the game information for the second player from the at least one processor configured as the second player entertainment system engine using the at least one processor configured as the game world engine; and providing the game information of the second player to a community view hybrid game interface of the first player using the at least one processor configured as the first player entertainment system engine.

[0006] In various embodiments, the providing of the game information of the second player to the interface of the first player further comprises providing the game information to the at least one processor configured as the first player entertainment system engine where the at least one processor configured as the first player
entertainment system engine integrates the game information of the second player into
the interface of the community view hybrid game of the first player.

[0007] In some embodiments, the receiving of the game information for the second
player further includes: sending a request for the player information of the second player
from the at least one processor configured as the game world engine to the at least one
processor configured as the second player entertainment system engine; and receiving
an update including the game information for the second player from the at least one
processor configured as the second player entertainment system engine in the at least
one processor configured as a game world engine.

[0008] In various embodiments, the game information of the second player includes
entertainment game information.

[0009] In some embodiments, the process further includes: requesting the gambling
game information for the second player from the at least one processor configured as a
real world engine using the at least one processor configured as the game world
engine; receiving the gambling game information for the second player from the at least
one processor configured as the real world engine in the at least one processor
configured as the game world engine; and providing the gambling game information of
the second player in the game information of the second player using the at least one
processor configured as the game world engine.

[0010] In many embodiments, the process further includes: receiving a request to
access an in-game variable of the second player from the at least one processor
configured as the first player entertainment system engine in the at least one processor
configured as the game world engine; adjusting the game information of the second
player using the at least one processor configured as the game world engine based
upon the access of the in-game variable of the second player by the first player; and
providing the adjustment of the game information of the second player to the at least
one processor configured as the second player entertainment system engine using the
at least one processor configured as the game world engine.

[0011] In some embodiments, the process further includes adjusting the game
information of the first player using the at least one processor configured as the game
world engine based upon the access of the in-game variable of the second player by the
first player; and providing the adjustment of the game information of the first player to
the at least one processor configured as the first player entertainment system engine using the at least one processor configured as the game world engine.

[0012] In various embodiments, a processing apparatus of a community view hybrid game having a plurality of players is provided. The processing apparatus includes: one or more processors; and 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 one or more processors to execute a process of: configuring at least one processor as a first player entertainment system engine constructed to execute a first entertainment game for a first player; configuring at least one processor as a second player entertainment system engine to execute a second entertainment game for a second player; configuring at least one processor as a real world engine constructed to determine a result of a gambling event; configuring at least one processor as a game world engine constructed to: manage the first entertainment game and second entertainment game; determine an occurrence of the gambling event based on gameplay of at least one of the first entertainment game and the second entertainment game; and request a resolution to the gambling event by the real world engine; executing the second entertainment game for the second player using the at least one processor configured as the second player entertainment system engine to generate game information of the second player, the game information including gambling game information; receiving the game information for the second player from the at least one processor configured as the second player entertainment system engine using the at least one processor configured as the game world engine; and providing the game information of the second player to a community view hybrid game interface of the first player using the at least one processor configured as the first player entertainment system engine.

[0013] In some embodiments, a non-transitory machine readable media accessible by one or more processors containing processor instructions for the one or more processors to perform a community view hybrid game that includes an entertainment game and a gambling game. The process includes configuring at least one processor as a first player entertainment system engine constructed to execute a first
entertainment game for a first player; configuring at least one processor as a second player entertainment system engine to execute a second entertainment game for a second player; configuring at least one processor as a real world engine constructed to determine a result of a gambling event; configuring at least one processor as a game world engine constructed to: manage the first entertainment game and second entertainment game; determine an occurrence of the gambling event based on gameplay of at least one of the first entertainment game and the second entertainment game; and request a resolution to the gambling event by the real world engine; executing the second entertainment game for the second player using the at least one processor configured as the second player entertainment system engine to generate game information of the second player, the game information including gambling game information; receiving the game information for the second player from the at least one processor configured as the second player entertainment system engine using the at least one processor configured as the game world engine; and providing the game information of the second player to a community view hybrid game interface of the first player using the at least one processor configured as the first player entertainment system engine.

BRIEF DESCRIPTION OF THE DRAWINGS

[0010] FIG. 1 illustrates a conceptual diagram of components of a community view hybrid game in accordance with an embodiment of the invention.

[0011] FIG. 2 illustrates a conceptual diagram of aspects of a Real World Engine (RWE) of a community view hybrid game in accordance with some embodiments of the invention.

[0012] FIG. 3 illustrates a conceptual diagram of aspects of a Real World Engine (RWE) of a community view hybrid game in accordance with some other embodiments of the invention.

[0013] FIG. 4 illustrates a signaling diagram of communications between a Real World Engine (RWE) and an external system to provide various functions in accordance with embodiments of the invention.

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FIG. 5 illustrates a diagram of a process flow and signaling in a Real World Engine (RWE) to provide various functions in accordance with embodiments of the invention.

FIG. 6 illustrates a conceptual diagram of aspects of an Entertainment System Engine (ESE) in accordance with embodiments of the invention.

FIG. 7 illustrates a conceptual diagram of interactions between a user and a community view hybrid game in accordance with embodiments of the invention.

FIG. 8 illustrates a conceptual diagram of the interplay between aspects of a community view hybrid game in accordance with some embodiments of the invention using Real World Currency (RC).

FIG. 9 illustrates a conceptual diagram of the interplay between aspects of a community view hybrid game in accordance with other embodiments of the invention using Virtual Real World Currency (VRC).

FIG. 10 illustrates a system diagram of an implementation of a network based community view hybrid game in accordance with another embodiment of the invention.

FIG. 11 illustrates a system diagram of an implementation of an Internet based community view hybrid game in accordance with an embodiment of the invention.

FIG. 12 illustrates a system diagram of an implementation of a cloud based community view hybrid game in accordance with an embodiment of the invention.

FIG. 13 illustrates a block diagram of components of a device implementing a community view hybrid game in accordance with an embodiment of the invention.

FIG. 14 is an illustration of an architecture diagram of a multiplayer community view hybrid game in accordance an embodiment of the invention.

FIG. 15 is an illustration of an architecture diagram of another multiplayer community view hybrid game in accordance with an embodiment of the invention.

FIG. 16 is an illustration of an architecture diagram of another multiplayer community view hybrid game system in accordance with an embodiments of the invention.

FIG. 17 illustrates a conceptual timing diagram of interactions between components of a community view hybrid game system to provide the ability of a first player to view game information of a second game player and/or access in-game
variables of the second game player in accordance with an embodiment of this invention.

DETAILED DISCLOSURE OF THE INVENTION

[0028] Turning now to the drawings, systems and methods for providing a community view hybrid game that provides a community view of wagering or virtual objects in accordance with embodiments of this invention are disclosed. In accordance with some embodiments of this invention, gameplay in the entertainment game of a community view hybrid game may be facilitated by allowing players to view game information of another player. For purposes of this discussion, game information includes, but is not limited to, gambling game information such as gambling activities, and entertainment game information, such as an inventory of in-game objects, in-game attributes of a player. A first type of entertainment game where gameplay of the entertainment game may be facilitated by allowing a player to view the game information of other players is an entertainment game involving common or community elements that more than one player may acquire and/or use; and/or communal action during gameplay in general. Examples of these games in accordance with embodiments of this invention include, but are not limited to, an adventure game where a group of adventurers work together to achieve a goal and a pony express game where multiple riders seek to cross a wide expanse of territory in a serial/relay fashion. Another type of entertainment game where gameplay be facilitated by allowing players to view game information of other players is an entertainment game that involves competitive play between players. In both of these types of entertainment games, gameplay for one or more players may be enhanced by allowing a player to be able to exchange, purchase, steal, or otherwise gain access to a second (or more) player's in-game objects and/or in-game attributes.

[0029] As such, a community view hybrid game in accordance with embodiments of the invention provides one or more players the ability to view the game information of another player. In accordance with a number of embodiments, the community view hybrid game provides one or more players the ability to view the game information of other players and access the in-game variables associated with one or more of the
other players of the community view hybrid game. For purposes of this discussion, players include, but are not limited to, users interacting with the gambling hybrid system, a computer opponent, and a computer collaborator.

[0030] Systems and methods for providing a community view hybrid game that provides a community view of wagering or virtual objects in accordance with embodiments of this invention are described below with reference to the provided drawings.

COMMUNITY VIEW HYBRID GAMES

[0031] In accordance with many embodiments of this invention, a community view hybrid game integrates high-levels of entertainment content with a game of skill (an entertainment game) and a gambling experience with a game of chance (a gambling game). A community view hybrid game provides for random outcomes independent of player skill while providing that the user's gaming experience (as measured by obstacles/challenges encountered, time of play and other factors) is shaped by the player's skill. The outcome of a gambling proposition that is determined by a pseudo random or random number generator (P/RNG) or other such device that provides a random outcome in response to a request. In accordance with some embodiments, the wager game may be initiated in response to a game object related player action. A community view hybrid game in accordance with an embodiment of the invention is illustrated in FIG. 1. The community view hybrid game 128 includes a Real World Engine (RWE) 102, a Game World Engine (GWE) 112, an Entertainment System Engine (ESE) 120, a gambling game user interface 122 and an entertainment game user interface 124. The two user interfaces can be part of the same user interface but are separate in the illustrated embodiment. The RWE 102 is connected with the GWE 112 and the gambling game user interface 122. The ESE 120 is connected with the GWE 112 and the entertainment game user interface 124. The GWE 112 is also operatively connected with the entertainment game user interface 124.

[0032] In accordance with several embodiments, the RWE 102 is the operating system for the gambling game of the community view hybrid game 128 and controls and operates the gambling game. The operation of a gambling game is enabled by Real
World Currency (RC), such as money or other real world funds. A gambling game can increase or decrease an amount of RC based on random gambling outcomes, where the gambling proposition of a gambling game is typically regulated by gaming control bodies. In many embodiments, the RWE 102 includes a Real World (RW) operating system (OS) 104, pseudo random or random number generator P/RNG 106, level n real-world credit pay tables (Table Ln-RC) 108, RC meters 110 and other software constructs that enable a game of chance to offer a fair and transparent gambling proposition, and to contain the auditable systems and functions that can enable the game to obtain gaming regulatory body approval.

The P/RNG 106 includes software and/or hardware algorithms and/or processes, which are used to generate random outcomes. A level n real-world credit pay table (Table Ln-RC) 108 is a table that can be used in conjunction with the P/RNG 106 to dictate the RC earned as a function of sponsored gameplay and is analogous to the pay tables used in a conventional slot machine. Table Ln-RC payouts are independent of player skill. There can be one table or multiple tables included in Ln-RC pay tables 108 contained in a gambling game, the selection of which can be determined by factors including (but not limited to) game progress that a player has earned, and/or bonus rounds for which a player can be eligible. RCs are credits analogous to slot machine game credits, which are entered into a gambling game by the user, either in the form of money such as hard currency or electronic funds. RCs can be decremented or augmented based on the outcome of a random number generator according to the table Ln-RC real world credits pay table 108, independent of player skill. In certain embodiments, an amount of RC can be used as criteria in order to enter higher ESE game levels. RC can be carried forward to higher game levels or paid out if a cash out is opted for by a player. The amount of RC used to enter a specific level of the game, level n, need not be the same for each level.

In accordance with some embodiments of this invention, the GWE 112 manages the overall community view hybrid game operation, with the RWE 102 and the ESE 120 effectively being support units to the GWE 112. In accordance with some of these embodiments, the GWE 112 contains mechanical, electronic, and software systems for an entertainment game. The GWE 112 includes an Operating System (OS)
that provides control of the entertainment game. The GWE additionally contains a level n game world credit pay table (table Ln-GWC) 116 from where to take input from this table to affect the play of the entertainment game. The GWE 112 can further operatively connect to the RWE 102 to determine the amount of RC available on the game and other metrics of wagering on the gambling game (and potentially affect the amount of RC in play on the RWE). The GWE additionally contains various audit logs and activity meters (such as the GWC meter) 118. The GWE 112 can also operatively connect to a centralized server for exchanging various data related to the player and his or her activities in the game. The GWE 112 furthermore operatively connects to the ESE 120.

[0035] In accordance with some embodiments, a level n game world credit pay table (Table Ln-GWC) 116 dictates the Game World Credit (GWC) earned as a function of player skill in the nth level of the game. The payouts governed by this table are dependent upon player skill and sponsored gameplay at large and can or cannot be operatively connected to a P/RNG. In accordance with some embodiments, GWCs are player points earned or depleted as a function of player skill, specifically as a function of player performance in the context of the entertainment game. GWC is analogous to the score in a typical video game. Each entertainment game has one or more scoring criterion, embedded within the table Ln-GWC 116 that reflects player performance against the goal(s) of the game. GWCs can be carried forward from one level of sponsored gameplay to another, and ultimately paid out in various manners such as directly in cash, or indirectly such as by earning entrance into a sweepstakes drawing, or earning participation in, or victory in, a tournament with prizes. GWCs can be stored on a player tracking card or in a network-based player tracking system, where the GWCs are attributed to a specific player.

[0036] In accordance with certain embodiments, the operation of the GWE does not affect the RWE’s gambling operation except for player choice parameters that are allowable in slot machines, including but not limited to, wager terms such as, but not limited to, a wager amount, how fast the player wants to play (by pressing a button or pulling the handle of a slot machine), and/or agreement to wager into a bonus round. In this sense, the RWE 102 provides a fair and transparent, non-skill based gambling
proposition co-processor to the GWE 112. In the illustrated embodiment, the communication link shown between the GWE 112 and the RWE 102 allows the GWE 112 to obtain information from the RWE 102 as to the amount of RC available in the gambling game. The communication link can also convey a status operation of the RWE (such as on-line or tilt). The communication link can further communicate the various gambling control factors which the RWE 102 uses as input, such as the number of RC consumed per game or the player's election to enter a jackpot round. In FIG. 1, the GWE 112 is also shown as connecting to the player's user interface directly, as this can be utilized to communicate certain entertainment game club points, player status, control the selection of choices and messages which a player can find useful in order to adjust the entertainment game experience or understand their gambling status in the RWE 102.

[0037] The GWE may further include a community view module 130 that is utilized by the GWE for implementing various operations of the community view hybrid game as described herein.

[0038] In accordance with various embodiments of this invention, the ESE 120 manages and controls the visual, audio, and player control for the entertainment game. In accordance with certain embodiments, the ESE 120 accepts input from a player through a set of hand controls, and/or head, gesture, and/or eye tracking systems and outputs video, audio and/or other sensory output to a user interface. In accordance with many embodiments, the ESE 120 can exchange data with and accept control information from the GWE 112. In accordance with some of these embodiments, an ESE 120 can be implemented using a Personal Computer (PC), a Sony PlayStation® (a video game console developed by Sony Computer Entertainment of Tokyo Japan), or Microsoft XBox® (a video game console developed by Microsoft Corporation of Redmond, Washington) running a specific entertainment game software program. In accordance with some of these embodiments, ESE 120 can be an electromechanical game system of a community view hybrid game that is an electromechanical hybrid game. An electromechanical hybrid game executes an electromechanical game for player entertainment. The electromechanical game can be any game that utilizes both mechanical and electrical components, where the game operates as a combination of
mechanical motions performed by at least one player or the electromechanical game itself. Various electromechanical hybrid games are discussed in Patent Cooperation Treaty Application No. PCT/US12/58156, filed September 29, 2012, the contents of which are hereby incorporated by reference in their entirety.

[0039] The ESE 120 operates mostly independently from the GWE 112, except that via the interface, the GWE 112 can send certain entertainment game control parameters and elements to the ESE 120 to affect its play, such as (but not limited to) what level of character to be using, changing the difficulty level of the game, changing the type of gun or car in use, and/or requesting potions to become available or to be found by the character. These game control parameters and elements can be based on a gambling outcome of a gambling game that was triggered by an element in the entertainment game being acted upon by the player. The ESE 120 can accept this input from the GWE 112, make adjustments, and continue entertainment game gameplay all the while running seamlessly from the player's perspective. The ESE's operation is mostly skill based, except for where the ESE's processes can inject complexities into the game by chance in its normal operation to create unpredictability in the entertainment game. Utilizing this interface, the ESE 120 can also communicate player choices made in the game to the GWE 112, such as but not limited to selection of a different gun, and/or the player picking up a special potion in the GW environment. The GWE's function in this architecture, being interfaced with the ESE 120, is to allow the transparent coupling of entertainment software to a fair and transparent random chance gambling game, providing a seamless perspective to the player that they are playing a typical popular entertainment game (which is skill based). In accordance with certain embodiments, the ESE 120 can be used to enable a wide range of entertainment games including but not limited to popular titles from arcade and home video games, such as but not limited to Gears of War (a third person shooter game developed by Epic Games of Cary, North Carolina), Time Crisis (a shooter arcade game developed by Namco Ltd of Tokyo, Japan), or Madden Football (an American football video game developed by EA Tiburon of Maitland, Florida). Providers of such software can provide the previously described interface by which the GWE 120 can request
amendments to the operation of the ESE software in order to provide seamless and sensible operation as both a gambling game and an entertainment game.

[0040] In accordance with some embodiments, the RWE 102 can accept a trigger to run a gambling game in response to actions taken by the player in the entertainment game as conveyed by the ESE 120 to the GWE 112, or as triggered by the GWE 112 based on its algorithms, background to the overall game from the player’s perspective, but can provide information to the GWE 112 to expose the player to certain aspects of the gambling game, such as (but not limited to) odds, amount of RC in play, and amount of RC available. The RWE 102 can accept modifications in the amount of RC wagered on each individual gambling try, or the number of gambling games per minute the RWE 102 can execute, entrance into a bonus round, and other factors, all the while these factors can take a different form than that of a typical slot machine. An example of a varying wager amount that the player can choose can include, but is not limited to, gameplay with a more powerful character, a more powerful gun, or a better car. These choices can increase or decrease the amount wagered per individual gambling game, in the same manner that a standard slot machine player can decide to wager more or less credits for each pull of the handle. In accordance with some of these embodiments, the RWE 102 can communicate a number of factors back and forth to the GWE 112, via an interface, such increase/decrease in wager being a function of the player’s decision making as to their operational profile in the entertainment game (such as but not limited to the power of the character, gun selection or car choice). In this manner, the player is always in control of the per game wager amount, with the choice mapping to some parameter or component that is applicable to the entertainment game experience of the hybrid game. In accordance with a particular embodiment, the RWE 102 operation can be a game of chance as a gambling game running every 10 seconds where the amount wagered is communicated from the GWE 112 as a function of choices the player makes in the operation profile in the entertainment game.

[0041] In many embodiments, a community view hybrid game integrates a video game style gambling machine, where the gambling game (including an RWE 102 and RC) is not player skill based, while at the same time allows players to use their skills to earn club points which a casino operator can translate to rewards, tournament
opportunities and prizes for the players. The actual exchange of monetary funds earned or lost directly from gambling against a game of chance in a gambling game, such as a slot machine, is preserved. At the same time, a rich environment of rewards to stimulate gamers can be established with the entertainment game. In accordance with some of these embodiments, the community view hybrid game can leverage very popular titles with gamers and provides a sea change environment for casinos to attract players with games that are more akin to the type of entertainment that a younger generation desires. In accordance with various embodiments, players can use their skill towards building and banking Game World Credit (GWC) that in turn can be used to win tournaments and various prizes as a function of their gamer prowess. Numerous embodiments minimize the underlying changes needed to the aforementioned entertainment software for the hybrid game to operate within an entertainment game construct, thus making a plethora of complex game titles and environments, rapid and inexpensive to deploy in a gambling environment.

[0042] In accordance with some embodiments, community view hybrid games also allow players to gain entry into subsequent competitions through the accumulation of Game World Credits (GWC) as a function of the user's demonstrated skill at the game. These competitions can pit individual players or groups of players against one another and/or against the casino to win prizes based upon a combination of chance and skill. These competitions can be either asynchronous events, whereby players participate at a time and/or place of their choosing, or they can be synchronized events, whereby players participate at a specific time and/or venue.

[0043] In accordance with some embodiments, one or more players engage in playing an entertainment game, resident in the ESE, the outcomes of which are dependent at least in part on skill. The community view hybrid game can include an entertainment game that includes head to head play between a single player and the computer, between two or more players against one another, or multiple players playing against the computer and/or each other, as well as the process by which players bet on the outcome of the entertainment game. The entertainment game can also be a game where the player is not playing against the computer or any other player, such as in
games where the player is effectively playing against himself or herself (such as but not limited to Solitaire and Babette).

[0044] In accordance with some embodiments, the use of the RWE, GWE and ESE allows for the separation of control of a community view hybrid game between different devices. For example, the ESE may be hosted by a device that is separate from any devices that host the RWE and/or GWE. Through separation of control of the functions of the ESE, RWE and GWE, the RWE may be isolated from the player's device, thus preventing player interference with the RWE and the gambling game. In addition, as the ESE is responsible for providing the entertainment game, community view hybrid games may provide for complex entertainment games for the player as the ESE need not include the tightly regulated components of the RWE, thus providing for more freedom in ESE design. Also, separation of control allows a GWE to provide complex wager initiation rules that would not be possible if the either the ESE or the RWE were to be in control of the wager initiation.

[0045] In accordance with various embodiments, a community view hybrid game allows for interleaving of continuous wagering within an entertainment game. For example, instead of wagering once, and then playing an entertainment game to completion, or playing an entertainment game to completion and then placing a wager, a community view hybrid game allows a gaming system or device to be provided to a player where the gaming system or device provides a complex and interesting entertainment game with wagering incorporated throughout the entertainment game.

[0046] In various embodiments, a community view hybrid game provides for feedback into the entertainment game of additional entertainment game resources that are made available in the ESE for the use of the player as the result of wagering outcomes. The additional entertainment game resources may enable portions of the entertainment game that were not available to the player without the resources.

[0047] In many embodiments, a community view hybrid game provides the ability to use the community view hybrid game in more than one jurisdiction, as the ESE is a component separate from the GWE and RWE. For example, the ESE may be operated as either a pure entertainment game, or as a gambling game depending on the type of characteristics of the RWE that the ESE is operatively connected to.
In some embodiments, a community view hybrid game provides for display of an entertainment game on a player’s device that the player is using to interact with the entertainment game, as well as providing a separate display of a state of a gambling game on a separate gambling game display. The separate gambling game display may be on the player’s device within the same physical display device, on a separate device having a separate physical screen, or on a separate physical display device on the player’s device.

The components provided by the RWE for a community view hybrid game in accordance with embodiments of the invention are shown in FIG. 2. In accordance with embodiments of the invention, the RWE includes an internal bus 225 that connects an operating system OS 221, a Pseudo Random or Random Number Generator (P/RNG) 220, one or more pay tables (Table Ln-RC) 223, a wagering control module 222, an authorization access module 224, and a RC credit meter 226 that are included in the RWE 204. The RW OS 221 controls the functions of the RWE 204. The P/RNG 220 includes one or more P/RNGs that are used to produce random numbers for use in resolving gambling events and other process requiring a random number to determine an outcome. The one or more pay tables (Table Ln-RC) 223 control the functions of the RWE and contain a plurality of factors indexed by the random number to be multiplied with the RC wagered to determine the payout on a successful wager. A wagering control module 222 performs the processes to resolve a wager on a proposition of a gambling event. The resolution process includes, but is not limited to, pulling random numbers, looking up factors in Pay Tables, multiplying the factors by the amount of RC wagered, and administering a RC credit meter 226. A repository (a credit meter) 226 maintains a record of the amount of RC which a player has deposited in the game and has been accumulated by the player.

An external connection allows the RWE 204 to interface to another system or device, which is shown in FIG. 2 as the Internet 205 but may be any other network and/or device. The authorization access module 224 of RWE 204 is connected to the external connection and provides a method to permit access and command exchange between an external system and the RWE 204. The RWE 204 also contains storage for
statuses, wagers, wager outcomes, meters and other historical events in a storage device.

[0051] In some embodiments, the RWE 204 communicates with external systems to provide various functions of a community view hybrid game in accordance with embodiments of the invention. The components of an RWE 204 that communicate with an external system to provide a component of the RWE 204 in accordance with embodiments of the invention are shown in FIG 3. The RWE 204 shown in FIG 3 is similar to the RWE shown in FIG 2. However, the P/RNG 220 is an external system connected to the RWE 204 by the Internet 205 in accordance with embodiments of the invention. The P/RNG 220 could be a central deterministic system, such as a regulated and controlled random numbered ball selection device, or some other system which provides random or pseudo random numbers to one or a plurality of connected RWEs 204. One skilled in the art will recognize that only P/RNG 220 is an external system in the embodiment illustrated in FIG. 3. However, any of the components could be external systems without departing from the invention and P/RNG 220 is shown as an example only.

[0052] In FIGS. 2 and 3, the RWE 204 interfaces with other systems/devices or to an external P/RNG 220 using the Internet 205. However, one skilled in the art will note that nothing would preclude using a different interface than the Internet 205 in other embodiments of the invention. Other examples of interfaces include, but are not limited to, a LAN, a USB interface, or some other method by which two electronic and software constructs could communicate with each other.

[0053] The RWE and an external system typically communicate to provide the resolution of gambling events to resolve wagers on the events. The signals between the RWE and an external system to provide some process related to resolving gambling events in accordance with embodiments of the invention are shown in FIG 4. In accordance with many embodiments of the invention, the primary function of the RWE 204 is to manage wagering events and to provide random (or pseudo random) numbers from an RNG. At the top of the figure, a 6 component communication exchange grouped by the “1” box is shown for a wager on a proposition in a gambling event during a community view hybrid game in accordance with embodiments of the invention. An
external system 450 that is requesting wagering support from the RWE 204 instructs the RWE 204 as to the pay table (Table Ln-RC) to use (410), followed by the amount of RC to wager on the proposition of the gambling event (412). Next, the external system 450 signals the RWE to trigger a wager or perform the gambling event (414). The RWE 204 resolves the gambling event. The RWE 204 then informs external system 450 as to the outcome of the wager (416), the amount of RC won (418), and the amount of RC in the player's account (in the credit repository) (420).

[0054]  A second communication exchange between the RWE 204 and an external system 450 in accordance with embodiments of the invention that is shown in FIG. 4 is grouped by the "2" box in FIG. 4 and relates to the external system 450 needing an P/RNG result support from the RWE 204. In this exchange, the external system 450 requests an P/RNG result from the RWE 204 (430). The RWE 204 returns a P/RNG result to the external system 450 in response to the request (432). The result may be generated as a function of the internal P/RNG in the RWE 204, or from a P/RNG external to the RWE 204 to which the RWE 204 is connected.

[0055]  A third communication exchange between the RWE 204 and the external system 450 in accordance with embodiments of the invention that is shown in FIG. 4 is grouped by the "3" box in the figure and relates to the external system 450 wanting support on coupling an P/RNG result to a particular Pay Table contained in the RWE 204. In this exchange, the external system 450 instructs the RWE as to the pay table (Table Ln-RC) to use (440). The external system (450) then requests a result whereby the P/RNG result is operatively connected to the requested Pay Table (442). The result is returned to the external system 450 by RWE 204 (444). Such an aspect is different from the first exchange shown by the box "1" sequence in that no actual RC wager is conducted. However, such a process, t, might be useful in coupling certain non-RC wagering entertainment game behaviors and propositions to the same final resultant wagering return which is understood for the community view hybrid game to conduct wagering.

[0056]  In regards to FIG. 4, one skilled in the art will note that the thrust of the FIG. 4 is to convey overall functional exchanges between an RWE 204 and an external system 450. As such, various protocol layers necessary for error free and secure
communication, and other status, setup, and configuration commands which one might expect in any protocol between two connected systems have been omitted for clarity. Furthermore, some or all of the various commands and responses illustrated could be combined into one or more communication packets without departing from the invention.

[0057] The process flow for functional communication exchanges, such as communication exchanges described above with reference to FIG. 4, between a RWE and an external system in accordance with embodiments of the invention are shown in FIG. 5. The process begins by a RWE 204 receiving signals from an external system requesting a connection to RWE 204 (502). The Access Authorization Module determines that the external system is authorized to connect to RWE 204 (504) and transmits an authorization response to the external system. The external systems provide a request for a gambling event to be performed to the RWE 294 (506). The request may include an indication of a wager amount on a proposition in the gambling event, and a proper pay table to use to resolve the wager. The external system then sends a signal to trigger the gambling event (508).

[0058] The OS 221 instructs the Wager Control Module 222 as to the RC wager and the Pay Table to select as well as to resolve the wager execution (510). In response to the request to execute the gambling event, the wager control module 222 requests an P/RNG result from the P/RNG 220 (512); retrieves a proper pay table or tables from the pay tables 223 (514); adjusts the RC of the player in the RC repository 226 as instructed (516); applies the P/RNG result to the particular pay table or tables (518); and multiplies the resultant factor from the Pay Table by the amount of RC to determine the result of the wager (518). Wager Control Module 222 then adds the amount of RC won by the wager to the RC repository 226 (520); and provides he outcome of the wager, and the amount of RC in the RWE and the RC won (522). One skilled in the art will recognize that there may be many embodiments of an RWE 204 which could be possible, including forms where many modules and components of the RWE are located in various servers and locations, so the foregoing is not meant to be exhaustive or all inclusive, but rather provide information about an RWE 204 in accordance with some embodiments of the invention.
[0059] A block diagram of components of an ESE being provided by an ESE host 600 for a community view hybrid game in accordance with embodiments of the invention is shown in FIG. 6. An ESE 610 may be part of the entertainment game itself, may be a software module that is executed by the entertainment game, or may provide an execution environment for the entertainment game for a particular host. The ESE 610 and associated entertainment game are hosted by an ESE host 600. The ESE host 600 is a computing device that is capable of hosting the ESE 610 and the entertainment game. Exemplary hosts include video game consoles, smart phones, personal computers, tablet computers, or the like. The entertainment game includes a game engine 612 that generates a player interface 605 for interaction with by a player. The player interface includes a player presentation 635 that is presented to a player through the player interface. The player presentation 635 may be audio, visual or tactile, or any combination of such. The player interface 635 further includes one or more Human Input Devices (HIDs) 630 that the player uses to interact with the entertainment game. Various components or sub-engines of the game engine read data from a game state in order to implement the features of the game. Components of the game engine include a physics engine 640 used to simulate physical interactions between virtual objects in the game state, a rules engine 645 for implementing the rules of the game, an P/RNG that may be used for influencing or determining certain variables and/or outcomes to provide a randomizing influence on gameplay, a graphics engine 650 used to generate a visual representation of the game state to the player, an audio engine to generate audio outputs for the player interface, and any other engine needed to provide the entertainment game. The game engine 612 reads and writes game resources 615 stored on a data store of the ESE host. The game resources 615 include game objects 655 having graphics and/or control logic used to implement game world objects of the game engine. The game resources 615 also include video files 675 that are used to generate cut-scenes for the entertainment game. The game resources 615 may also include audio files 660 used to generate music, sound effects, etc. within the entertainment game. The game resources 615 may also include configuration files 670 used to configure the features of the entertainment game. The game resources 615 may also include scripts 665 or other types of control code used to implement various
gameplay features of the entertainment game. The game resources 615 may also include graphics resources 680 including, but not limited to, textures, and objects that are used by the game engine to render objects displayed in the entertainment game.

[0060] In operation, components of the game engine 612 read portions of the game state 625 and generate the player presentation for the player which is presented to the player using the player interface 605. The player perceives the presentation 635 and provides player inputs using the HIDs 630. The corresponding player inputs are received as player actions or inputs by various components of the game engine 612. The game engine translates the player actions into interactions with the virtual objects of the game world stored in the game state 625. Components of the game engine 612 use the player interactions with the virtual objects of the game and the game state 625 to update the game state 625 and update the presentation 635 presented to the user. The process can loop in a game loop continuously while the player plays the game.

[0061] In some embodiments, the ESE 610 is a host running a browser that communicates with a server serving documents in a markup language, such as Hypertext Markup Language 5 (HTML 5) or the like, and the functions of the game engine are performed by the browser on the basis of the markup language found in the documents. In some embodiments, the ESE 610 is a host hosting a specialized software platform, such as Adobe Flash or the like, used to implement games or other types of multimedia presentations, and the functions of the game engine are performed by the specialized platform.

[0062] The ESE 610 provides one or more interfaces between an entertainment game and other components 620 of a community view hybrid game, such as a GWE. The ESE 610 and the other community view hybrid game component 620 communicate with each other using the interfaces, such as by passing various types of data and sending and receiving messages, status information, commands and the like. Examples of communications include, but are not limited to, requesting by the community view hybrid game component 620 that the ESE 610 update the game state using information provided by the other component; requesting, by the community view hybrid game component 620, that the ESE 610 update one or more game resources using information provided by the community view hybrid game component 620; the
ESE 610 providing all or a portion of the game state; the ESE 610 providing one or more of the game resources to the community view hybrid game component 620; and the ESE 610 communicating player actions to the other community view hybrid game component 620. The player actions may be low level player interactions with the player interface, such as manipulation of an HID, or may be high level interactions with objects as determined by the entertainment game. The player actions may also include resultant actions such as modifications to the game state or game resources resulting from the player's actions taken in the game. Other examples of player actions include actions taken by entities, such as Non-Player Characters (NPC) of the entertainment game, that act on behalf of, or under the control of, the player.

[0063] Elements are a limited resource consumed within an entertainment game to advance entertainment game gameplay. In playing the entertainment game using the elements, a player can (optionally) consume and accrue game world credits (GWC) within the entertainment game. These credits can be in the form of (but are not limited to) game world credits, experience points, or points generally. Wagers can be made in the gambling game as triggered by the player's use of one or more elements of the entertainment game. The wagers are made using real world credits (RC). The real world credits can be credits in an actual currency, or can be credits in a virtual currency which may have a real world value. Gambling outcomes from the gambling game can cause consumption, loss or accrual of RC. In addition, gambling outcomes in the gambling game can influence elements in the entertainment game such as (but not limited to) by restoring a consumed element, causing the loss of an element, restoration or placement of a fixed element. In certain embodiments, gambling games can facilitate the wager of GWC for a randomly generated payout of GWC or a wager of elements for a randomly generated payout of elements. In particular embodiments, an amount of GWC and/or elements used as part of a wager can have a RC value if cashed out of a gameplay session.

[0064] Example elements include enabling elements (EE) which are elements that enable a player's play of the entertainment game and whose consumption by the player while playing the entertainment game can trigger a wager in a gambling game. Another non limiting example of an element is a reserve enabling element (REE), which is an
element that converts into one or more enabling elements upon occurrence of a release event in skill wagering interleaved game gameplay. Other types of elements include actionable elements (AE) which are elements that are acted upon to trigger a wager in the gambling game and may or may not be restorable during normal play of the entertainment game. Another type of element is a common enabling element (CEE) which as an element that may be shared by two or more players and the use of which by any of the players causes a wager to be triggered.

[0065] In progressing through entertainment game gameplay, elements can be utilized by a player during interactions with a controlled entity (CE) which is a character, entity, inanimate object, device or other object under control of a player.

[0066] Also, entertainment game gameplay progress and wager triggers can be dependent upon a game world variable such as, but not limited to: a required game object (RGO) which is a specific game object in an entertainment game acted upon for an AE to be completed (such as but not limited to a specific key needed to open a door); a required environmental condition (REC) which is a game state present within an entertainment game for an AE to be completed (such as but not limited to daylight whose presence enables a character to walk through woods); or a controlled entity characteristic (CEC) which is a status of the CE within an entertainment game for an AE to be completed (such as but not limited to a CE to have full health points before entering battle). Although various gameplay resources, such as but not limited to GWC, RC and elements as discussed above, any gameplay resource can be utilized to advance gameplay as well as form the basis for a trigger of a wager as appropriate to the specification of a specific application in accordance with various embodiments of the invention. Various ways in which to operate hybrid games are discussed in PCT Application Nos. PCT/US1 1/26768, filed March 1, 2011, PCT/US1 1/63587, filed December 6, 2011, and PCT/US12/50204 filed August 9, 2012, each disclosure of which is hereby incorporated by reference in its entirety.

[0067] In accordance with some embodiments, a player can interact with a community view hybrid game by using RC in interactions with a gambling game along with GWC and elements in interactions with an entertainment game. The gambling game can be executed by a RWE while an entertainment game can be executed with
an ESE and managed with a GWE. A conceptual diagram that illustrates how resources such as GWC, RC and elements, such as but not limited to enabling elements (EE), are utilized in a community view hybrid game in accordance with an embodiment of the invention is illustrated in FIG. 7. The conceptual diagram illustrates that RC 704, EE 708 and GWC 706 can be utilized by a player 702 in interactions with the RWE 710, GWE 712 and ESE 714 of a community view hybrid game 716. The contribution of elements, such as EE 708, can be linked to a player's access to credits, such as RC 704 or GWC 706. Electronic receipt of these credits can come via a smart card, voucher or other portable media, or as received over a network from a server. In accordance with certain embodiments, these credits can be drawn on demand from a player profile located in a database locally on a community view hybrid game or in a remote server.

[0068] A conceptual diagram that illustrates the interplay between aspects of a community view hybrid game in accordance with an embodiment of the invention using real world credit (RC) is illustrated in FIG. 8. Similar to FIG. 7, a player's actions and/or decisions can affect functions 806 that consume and/or accumulate GWC 802 and/or EE 804 in an entertainment game executed by an ESE 810. A GWE 812 can monitor the activities taking place within an entertainment game executed by an ESE 810 for gameplay gambling event occurrences. The GWE 812 can also communicate the gameplay gambling event occurrences to an RWE 814 that triggers a wager of RC 816 in a gambling game executed by the RWE 814.

[0069] In accordance with some embodiments of the invention, the following may occur during use of the community view hybrid game. The user enters an input that represents an action or decision (850). The ESE 810 signals the GWE 812 with the input decision or action (852). The GWE 812 responds by signaling to ESE 810 with the amount of EE that is consumed by the player action or decision (854). The signaling from the GWE 812 configures a function 806 to control the EE consumption, decay, and/or accumulation.

[0070] The ESE 810 then adjusts the EE 804 accordingly (856). The GWE 812 signals the RWE 814 as to the profile of the wager proposition associated with the action or decision and triggers the wager (858). The RWE 814 consumes the
appropriate amount of RC 816 and executes the wager (860). The RWE 814 then adjusts the RC 816 based upon the outcome of the wager (862) and informs the GWE 812 as to the outcome of the wager (864).

[0071] The GWE 812 signals the ESE 810 to adjust EE to one or more of the EEs of the ESE entertainment game (866). Function 806 of the ESE 810 performs the adjustment of EE 804 (868). The ESE 810 signals the GWE 812 as to the updated status (870). In response, the GWE 812 signals the ESE 810 to update GWC of the entertainment game. The ESE updates the GWC 802 using a function 806 (872).

[0072] The following is an example of the above flow in a first person shooter game, such as Call of Duty®, using a community view hybrid game sequence in accordance with embodiments of the invention.

[0073] The process begins by a player selecting a machine gun to use in the game and then fires a burst of bullets at an opponent (850). The ESE 810 signals the GWE 812 of the player's choice of weapon, that a burst of bullets was fired, and the outcome of the burst (852). GWE 812 processes the information received and signals ESE 810 to consume 3 bullets (EE) with each pull of the trigger (854). The ESE 810 consumes 3 bullets for the burst using function 806 (856).

[0074] The GWE 812 signals the RWE 814 that 3 credits (RC) are to be wagered to match the three bullets consumed. The RWE 814 then determines the result of the wager and may determine the winnings from a pay table. On a particular pay table (Table Ln-RC), a determination is made by RWE 814 as to the amount of damage that the opponent has sustained. The RWE 814 consumes 3 credits of RC 816 for the wager and executes the specified wager (860). The RWE 814 determines that the player hit a jackpot of 6 credits and returns the 6 credits to the RC 816 (862) and signals the GWE 812 that 3 net credits were won by the player (864).

[0075] The GWE 812 signals ESE 810 to add 3 bullets to an ammunition clip (866). ESE 810 adds 3 bullets back to the ammo clip (EE 804) using a function 806 (868). The ammunition may be added by directly adding the ammunition to the clip or by allowing the user to find extra ammunition during gameplay. The GWE 812 logs the new player score (GWC 802) in the game (as a function of the successful hit on the opponent) based on the ESE 810 signaling, and the signals the ESE 810 to add 2 extra
points to the player score since a jackpot has been won (870). The ESE 810 then adds 10 points to the player score (GWC 802) given the success of the hit which in this example is worth 8 points, plus the 2 extra points requested by GWE 812 (872). Note that the foregoing example is only intended to provide an illustration of how credits flow in a community view hybrid game, but is not intended to be exhaustive and only lists only one of numerous possibilities of how a community view hybrid game may be configured to manage its fundamental credits.

[0076] A conceptual diagram that illustrates the interplay between aspects of a community view hybrid game in accordance with an embodiment of the invention using virtual real world credit (VRC) is illustrated in FIG. 9. As seen in the FIG. 9, substituting VRC in place of RC is effected without impact to the architecture or operation of the community view hybrid game. The implementation of FIG. 9 is not the only embodiment using virtual currency within a community view hybrid game, but shows only one permutation of which many could exist.

[0077] Similar to FIG. 8, a player's actions and/or decisions can affect functions 906 that consume and/or accumulate GWC 902 and/or EE 904 in an entertainment game executed by an ESE 910 in the process shown in Fig. 9. A GWE 912 can monitor the activities taking place within an entertainment game executed by an ESE 910 for gameplay gambling event occurrences. The GWE 912 can also communicate the gameplay gambling event occurrences to a RWE 914. Unlike the process shown in FIG. 8, RWE 914 triggers a wager of virtual real world credit (VRC) 916 in a gambling game executed by the RWE 914.

[0078] For purposes of this discussion, VRC can be thought of as a form of alternate currency, which can be acquired, purchased or transferred, in unit or in bulk, by/to a player, but does not necessarily directly correlate to RC or real currency. As an example, there is a virtual currency called "Triax Jacks", 1000 units of which are given to a player by an operator of a community view hybrid game, with additional blocks of 1000 units being available for purchase for $5 USD each block. Triax Jacks could be redeemed for various prizes, or could never be redeemed but simply used and traded purely for entertainment value by players. It would be completely consistent with the architecture of the community view hybrid game that Triax Jacks would be wagered in
place of RC, such that the community view hybrid game could be played for free, or with
played with operator sponsored Triax Jacks.

[0079] Returning to the process in FIG. 9, the following may occur during use of the
community view hybrid game in accordance with embodiments of the invention. The
user enters an input that represents an action or decision (950). The ESE 910 signals
the GWE 912 with the input decision or action (952). The GWE 912 responds by
signaling to ESE 910 with the amount of EE that is consumed by the player action or
decision (954). The signaling from the GWE 912 configures a function 906 to control
the EE consumption, decay, and/or accumulation.

[0080] The ESE 910 then adjusts the EE 904 accordingly (956). The GWE 912
signals the RWE 914 as to the profile of the wager proposition associated with the
action or decision and triggers the wager (958). The RWE 914 consumes the
appropriate amount of RC 916 and executes the wager (960). The RWE 914 then
adjusts the RC 916 based upon the outcome of the wager (962) and informs the GWE
912 as to the outcome of the wager (964).

[0081] The GWE 912 signals the ESE 910 to adjust EE to one or more of the EEs of
the ESE entertainment game (966). Function 906 of the ESE 910 performs the
adjustment of EE 904 (968). The ESE 910 signals the GWE 912 as to the updated
status (970). In response, the GWE 912 signals the ESE 910 to update GWC 902 of
the entertainment game. The ESE updates the GWC 902 using a function 906 (972).

NETWORK BASED COMMUNITY VIEW HYBRID GAME

[0082] A system diagram that illustrates an implementation of a network distributed
community view hybrid game with a GWE local server in accordance with embodiments
of the invention is illustrated in FIG. 10. In the figure, the community view hybrid game
1000 includes components, RWE 1002 embedded in a device used as the user
interface for player 1003. The device provides both a RWE/GWE user interface 1005
and an ESE user interface 1007 for the player. The ESE is provisioned by an ESE
hosting server 1004 via ESE interface 1009, and the GWE is provisioned by GWE
server 1006 as indicated by the dashed line. Also pictured in the diagram are a number
of other peripheral systems, such as player management 1008, casino management

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1010, regulatory 1012, hybrid game player account management 1014, and taxation authority 1016 hosting servers that may be present in such an implementation. Fig. 10 also illustrates various other systems, which may reside outside the bounds of the casino and are connected to the framework via communications network, such as the Internet 1020, depicted by the connection lines past the casino firewall 1022. The end devices utilized for user interfaces for a community view hybrid game include, but are not limited to, casino electronic game machines 1030 and wireless or portable devices, such as smart phone 1032, personal digital assistants, tablet computers, video gaming consoles or the like. These disparate devices are connected within and without the casino through the casino’s information technology structure as illustrated by routers 1040a, 1040b and 1040c. It should be understood that Fig. 10 does not attempt to illustrate all servers and systems to which a community view hybrid game 1000 might be inevitably be connected, and indeed one might expect there would be others, but rather provides an example of a set of a sub-set of systems which would be present in an exemplary embodiment of an installation.

[0083] Fig. 11 is a diagram showing another implementation of a community view hybrid game in accordance with an exemplary embodiment. In the figure, the community view hybrid game 1101 includes components, RWE 1104 embedded in a device used as the user interface for player 1103. The device provides both a RWE/GWE user interface 1105 and an ESE user interface 1007 for the player. The ESE is provisioned by an ESE hosting server 1104 via ESE interface 1109. Also pictured in the diagram are a number of other peripheral systems, such as player management 1108, casino management 1110, regulatory 1112, hybrid game player account management 1114, and taxation authority 1116 hosting servers that may be present in such an implementation. In the figure, note that the GWE is composed of two sub-components, a local GWE server 1120, and a cloud server 1122 (components within the dash line area 1124). In the figure, certain of the components are located within the bounds of the casino, namely the RWE, the ESE and a portion of the GWE, namely the local GWE server 1120. The Cloud Server GWE 1122 is located in the cloud connected to the casino bounded community view hybrid game components via communications network such as the Internet 1130 through a firewall 1132. Fig. 11 also
illustrates various other systems, which may reside outside the bounds of the casino and are connected to the framework via communications network. The end devices utilized for user interfaces for a community view hybrid game include, but are not limited to, casino electronic game machines, 1134a and 1134b, and wireless or portable devices, such as smart phone 1136, personal digital assistants, tablet computers, video gaming consoles or the like. These disparate devices are connected within and without the casino through the casino’s information technology structure as illustrated by routers 1140a, 1140b and 1140c. It should be understood that Fig. 11 does not attempt to illustrate all servers and systems to which a community view hybrid game might be inevitably be connected, and indeed one might expect there would be others, but rather provides an example of a set of a sub-set of systems which would be present in an exemplary embodiment of an installation.

[0084] A system diagram that illustrates an implementation of network a cloud based community view hybrid game over the Internet in accordance with an embodiment of the invention is illustrated in FIG. 12. The system includes an ESE server 1202, GWE server 1204 and RWE server 1206 that each connect to a user interface, 1210a or 1210b, (such as, but not limited to, a television screen, computer terminal, tablet, touchscreen or PDA) of community view hybrid games over the Internet 1208. Each community view hybrid game includes a local ESE 1212a or 1212b (such as, but not limited to, a video game console or a gaming computer system) that interfaces with a remote ESE server 1002. Processes performed by an ESE 1212a services can be performed in multiple locations, such as, but not limited to, remotely on an ESE server 1202 and locally on a local ESE 1212a. In addition, a community view hybrid game may include a Personal Digital Assistant (PDA) 1214 or other type of mobile computing device game operatively connected to the ESE hosting server 1202, thus providing the opportunity for a player to play a community view hybrid game on the PDA through a mobile phone or data network.

[0085] There are many possible permutations of how a community view hybrid game could be constructed, with Figs. 10, 11 and 12 showing only three possible permutations and provided as examples, which are not intended to suggest limitations to the forms of the architecture. Other embodiments include a version where the entire
community view hybrid game is in the cloud with only a client running on player terminal within the bounds of the casino, or a version where the RWE and GWE are casino bound and the ESE exists in the cloud, accessed by a client running on a terminal in the casino.

PROCESSING APPARATUSES

Any of a variety of processing apparatuses can host various components of a community view hybrid game in accordance with embodiments of the invention. In accordance with embodiments of the invention, these processing apparatuses can include, but are not limited to, a server, a client, a mobile device such as a smartphone, a personal digital assistant or the like, a wireless device such as a tablet computer or the like, an electronic gaming machine, a general purpose computer, a gaming console, a computing device and/or a controller. A processing apparatus that is constructed to implement a community view hybrid game in accordance with embodiments of the invention is illustrated in FIG. 13. In the processing apparatus 1300, a processor 1304 is operatively connected to memory 1306 by a bus 1328. The processor 1304 is also operatively connected to non-transitory machine-readable storage media, such as a storage device 1308 that stores executable instructions 1312 and data 1310 through the system bus 1328 to an I/O bus 1326 through a storage controller 1318. The processor 1304 is also operatively connected to one or more interfaces that can be used to connect the processor to other processing apparatuses as well as networks as described herein. The processor 1304 is also operatively connected via the bus to user input devices 1314, such as tactile devices including, but not limited to, keyboards, keypads, foot pads, touch screens, and/or trackballs; as well as non-contact devices such as audio input devices, motion sensors and motion capture devices that the processing apparatus can use to receive inputs from a user when the user interacts with the processing apparatus. The processor 1304 is connected to these user input devices 1314 through the system bus 1328, to the I/O bus 1326 and through the input controller 1320. The processor 1304 is also operatively connected via the bus to user output devices 1316 such as (but not limited to) visual output devices, audio output devices, and/or tactile output devices that the processing apparatus uses to generate
outputs perceivable by the user when the user interacts with the processing apparatus. In accordance with some embodiments, the processor is operatively connected to visual output devices such as (but not limited to) display screens, light panels, and/or lighted displays. In accordance with particular embodiments, the processor is operatively connected to audio output devices such as (but not limited to) speakers, and/or sound amplifiers. In accordance with many of these embodiments, the processor 1304 is operatively connected to tactile output devices like vibrators, and/or manipulators. The processor 1304 is connected to output devices from the system bus 1328 to the I/O bus 1326 and through the output controller 1322. The processor 1304 can also be connected to a communications interface 1302 from the system bus 1328 to the I/O bus 1326 through a communications controller 1324.

[0087] In accordance with various embodiments, a processor 1304 can load instructions and data from the storage device into the memory 1306. The processor 1304 can also execute instructions that operate on the data to implement various aspects and features of the components of a community view hybrid game. The processor 1304 can utilize various input and output devices in accordance with the instructions and the data in order to create and operate user interfaces for players or operators of a community view hybrid game (such as but not limited to a casino that hosts the community view hybrid game).

[0088] Although the processing apparatus 1300 is described herein as being constructed from a processor and instructions stored and executed by hardware components, the processing apparatus can be composed of only hardware components in accordance with other embodiments. In addition, although the storage device is described as being operatively connected to the processor through a bus, those skilled in the art of processing apparatuses will understand that the storage device can include removable media such as, but not limited to, a USB memory device, an optical CD ROM, magnetic media such as tape and disks. Also, the storage device can be accessed by processor 1304 through one of the interfaces or over a network. Furthermore, any of the user input devices or user output devices can be operatively connected to the processor 1304 via one of the interfaces or over a network. In addition, although a single processor 1304 is described, those skilled in the art will
understand that the processor 1304 can be a controller or other computing device or a separate computer as well as be composed of multiple processors or computing devices including one or more processors.

[0089] A community view hybrid game that provides a community view of game information including gambling game information, such as wagering, and entertainment game information, such as virtual objects, during hybrid game gameplay. The view is provided in the entertainment game of a community view hybrid game and allows players to view the game information of another player. Entertainment game information includes, but is not limited to, inventory of in-game objects and elements that may be utilized to initiate a wager, in-game attributes of a player, etc. Gambling game information may include, but is not limited to, an amount of RC available to a player for wagering, amounts of RC won or lost, rates of RC loss or accumulation, etc.

[0090] FIG. 14 is an illustration of an architecture diagram of a multiplayer community view hybrid game in accordance an embodiment of the invention. The multiplayer community view hybrid game 1400 includes an RWE 1402 and a GWE 1404. The GWE 1404 is connected to a plurality of ESEs, for example ESE 1406 and ESE 1408. Each player, such as player 1410 and player 1412, has their own respective ESE and instance of an entertainment game that the players are playing either cooperatively together or competitively against each other. According to such an embodiment, the GWE 1404 has access and manages game information for each of the players and can then selectively display game information of one player to another player through each player’s respective ESE.

[0091] In accordance with various embodiments, the ESEs are operatively connected to the GWE 1404 via a local area network, or may be connected via a wide area network.

[0092] In some embodiments, the GWE is operatively connected to the RWE via local area network or a wide area network.

[0093] In many embodiments, the GWE and RWE are hosted on the same device.

[0094] FIG. 15 is an illustration of an architecture diagram of another multiplayer community view hybrid game in accordance with an embodiment of the invention. The multiplayer community view hybrid game 1500 includes an RWE 1502. The RWE 1502
is operatively connected to a plurality of GWEs, such as GWE 1504 and GWE 1506. Each of the GWEs is operatively connected to a respective ESE, such as ESE 1508 and ESE 1510. Each player, such as player 1512 and player 1514, each uses their own respective ESE and instance of an entertainment game that they are playing either cooperatively together or competitively against each other. In such an embodiment, the GWEs communicate (1516) to each other to exchange game information about their respective players. Accordingly, each GWE has access to game information for each of the players and can then selectively display game information of one player to the GWE’s respective player through each GWE’s respective ESE.

[0095] In accordance with various embodiments, the ESEs are operatively connected to their respective GWEs via a local area network, or may be connected via a wide area network.

[0096] In some embodiments, the GWEs are operatively connected to the RWE via local area network or a wide area network.

[0097] In many embodiments, the GWEs are hosted on the same device.

[0098] In some embodiments, the GWEs and RWE are hosted on the same device.

[0099] In various embodiments, the GWEs communicate via a network such as a local area network or a wide area network.

[00100] In many embodiments, the GWEs communicate game information using a community view server that receives and stores the game information for each of the players during a game session.

[00101] FIG. 16 is an illustration of an architecture diagram of another multiplayer community view hybrid game system in accordance with an embodiment of the invention. Two or more community view hybrid games, such as community view hybrid game 1600 and community view hybrid game 1602 are associated with respective players, such as player 1604 and player 1606. The multiplayer community view hybrid games communicate (1608) with each other to exchange game information about their respective players. Accordingly, each community view hybrid game has access to game information for each of the players and can then selectively display game information of a player to the community view hybrid game’s respective player.
In accordance with various embodiments, the community view hybrid games are operatively connected via a network, such as a local area network, or may be connected via a wide area network.

In some embodiments, the GWEs are operatively connected to the RWE via local area network or a wide area network.

In many embodiments, the community view hybrid games communicate game information using a community view server that receives and stores the game information for each of the players during a game session.

In some embodiments, players share an ESE that includes a plurality of displays that are individually viewable by players to see their respective views of an entertainment game that is being executed by the ESE. In this configuration, the players share the ESE of the community view hybrid game having a community view. The ESE is operatively connected to a GWE and an RWE as described herein and views of the respective player’s game information is managed by the GWE.

A first type of entertainment game where gameplay of the entertainment game may be facilitated by allowing a player to view the game information of other players is an entertainment game involving common or community elements that more than one player may acquire and/or use; and/or communal action during gameplay in general. Examples of these games in accordance with many embodiments of this invention include, but are not limited to, an adventure game where a group of adventurers work together to achieve a goal and a pony express game where multiple riders seek to cross a wide expanse of territory in a serial/relay fashion. Another type of entertainment game where gameplay can be facilitated by allowing players to view game information of other players is an entertainment game that involves competitive play between players. In all of these types of entertainment games, gameplay for one or more players may be enhanced by allowing a player to exchange, purchase, steal, or otherwise gain access to a second (or more) player’s in-game objects and/or in-game attributes.

As such, a community view hybrid game in accordance with several embodiments of the invention provides one or more players the ability to view the game information of another player. In accordance with a number of embodiments, the
community view hybrid game provides one or more players the ability to view the game information of other players and access in-game variables associated with one or more of the other players of the community view hybrid game. For purposes of this discussion, players include, but are not limited to, users interacting with the gambling hybrid system, a computer opponent, and a computer collaborator. Furthermore, for purposes of this discussion, in-game variables include, but are not limited to, all entertainment game variables, RC, GWC, elements, and Quanta in accordance with embodiments of this invention. For purposes of this discussion, Quanta is a currency exchanged to change a game characteristic in the entertainment game. In accordance with a number of embodiments, in-game variables further include, but are not limited to, a range of RWE/gambling game parameters. The RWE/gambling game parameters may include a gambling history of a player during the current gameplay of the community view hybrid game. Specific examples of the information in the gambling history include, but are not limited to the number of bets made by a player, wins in terms of RC, losses in terms of RC, and the number of occurrences of gambling events during gameplay of the entertainment game.

[00108] Viewing of and/or access to the game information of another player may be provided as a matter of course by the community view hybrid game in accordance with some embodiments of the invention. Depending on the particular embodiment, the viewing of and/or access to the game information may be continuous, intermittent, and/or on a demand basis.

[00109] In accordance with many embodiments, the viewing of and/or access to the game information of another player is triggered by the actions of the player and/or CE. The CE that enable viewing and/or access of the game information of another player may include, but is not limited to, a gambling game result, an action within the context of the entertainment game, and an outright purchase via RC, GWC, and/or VC. The ability to view and/or access to the game information can be for a particular period of time or persistent in accordance with embodiments of the invention.

[00110] An example of a community view hybrid game that provides the ability to view and/or access game information of another player in accordance with many embodiments of this invention is a community view hybrid game implementing a word
puzzle game, such as Scrabble®, as the entertainment game. During gameplay of this
community view hybrid game a player may see, not only their GWC score and the
opponents' GWC score, but also may see the amount of Quanta the opponent has
earned, as well as the amount of RC and betting denomination of the other player. The
player may view this game information (or a subset of same) as one or more of the
following: a base information set provided as part of gameplay, a purchase of the ability
to view the game information for one turn for X amount of RC, a purchase of the ability
to view the game information for the duration of the game for Y amount of RC, and a
purchase of the ability to view the game information of the other player for in exchange
for Z amount of Quanta.

[001 11] A second example of a community view hybrid game that provides the ability
to view and/or access game information of another player in accordance with
embodiments of this invention is a community view hybrid game implementing a
strategic firing game, such Battleship® as the entertainment game. In these community
view hybrid games, the player may likewise see his or her own Quanta levels and the
Quanta levels of an opponent, but not the amount of RC the opponent has committed to
the game or the betting denomination of the opponent. In other embodiments, the
player may also be able to see the RC the opponent has committed to the game and/or
the betting denomination of the opponent.

[001 12] In accordance with some embodiments of this invention, the ability to view
and/or access game information of another player extends beyond the context of a
single game session in which one or more players are competing or collaborating. For
example, an in-game object inventory of a player is observable across a "world" (e.g. a
casino floor) in an adventure game. In accordance with a number of the embodiments,
the community view hybrid game includes a mechanism that provides visibility to and
the ability to affect transactions around in-game variables. In many embodiments, the
in-game variables of a community view hybrid game may include entertainment game
variables and/or Quanta. The mechanism is provided in the entertainment game
context in some embodiments. An example of a game context that provides the
mechanism in the entertainment game context is two characters meeting each other in
the game world to trade objects. In some embodiments, the mechanism is provided
external to the entertainment game context. An example of the provision of the mechanism in an external game context is a market that exists at a higher level of abstraction than the entertainment game such as akin to the use of GWC.

[0013] In accordance with some embodiments of the invention, the ability to view game information and/or access in-variables is open to all players. In some embodiments the ability to view game information and/or access in-variables requires a buy-in via VC, RC, GWC, Quanta, or other means by a player. In a number of embodiments, a player may choose to allow other players to view the player's game information and/or access to the player's in-game variables to gain a benefit within the entertainment game. The player may also lose a benefit within the entertainment game if the player chooses not to allow other players to view their player information and/or access their in-game variables. Thus, the cost of exposure may not be a currency, but instead an entertainment in-game variable.

[0014] In another embodiment, the ability to view game information of another player is the standard system in a gambling hybrid environment, with a player having the option or opportunity to obscure their game information. In some of the embodiments, the community view hybrid game requires a buy-in via VC, RC, GWC, Quanta, or other means for a player to shield their scores. In accordance with a number of embodiments, the VC, RC, GWC, Quanta, or other means that a player expends in order either obtain the ability to view other player information or prevent other players from viewing their game information goes directly to the hybrid gambling game provider. In a number of embodiments, the VC, RC, GWC, Quanta, or other means that a player expends in order to either obtain the ability to view other player information or prevent other players from viewing his or her game information is provided to a player pool system or another return to player system.

PROCESSES FOR PROVIDING A VIEW OF GAME INFORMATION OF ANOTHER PLAYER AND/OR ACCESS TO AN IN-GAME VARIABLE OF THE OTHER PLAYER

[0015] To provide a view of game information of other players and/or access to in-game variable of other players in a community view hybrid game in accordance with embodiments this invention, the ESE, GWE, and RWE communicate with one another
to provide the game information of one player to another player and/or to transfer in-game variables between players. A timing chart that shows the communication between the various engines of a community view hybrid game and the processes performed by each engine in accordance with an embodiment of the invention is shown in FIG. 17. Process 1700 describes a process for allowing a first player to view the game information of a second player and/or access an in-game variable of the second player. Although only a first and second player are discussed, any number of players may be allowed to view player information of the second and access in-game variables of the second player; and a particular player may view game information of any number of other players and/or access in-game variables of any number of other players in a similar manner without departing from these embodiments.

[0016] In process 1700, the ESE of a first player detects an event during gameplay of the entertainment game that allows the first player to view the game information, including entertainment game information, of a second player (1701). The event may be, but is not limited to, the start of gameplay by the first player, utilization of an AE, a CE, a CEE, an EE, a REE and any other action in the entertainment game that indicate that the user may view the game information of the second player.

[0017] Based on the event, the ESE of the first player updates the GWE about the detection of the event that allows the first player to view the game information of the second player (1705). The GWE then obtains the game information of the second player (1710). The process of obtaining information is performed by retrieving information stored by the GWE. Alternatively or in addition to the retrieval of information stored by the GWE, the GWE may request game information from the ESE of the second player (1715) or from a community view hybrid game player account management server. The ESE of the second player retrieves the game information maintained by the ESE (1720) and provides the game information to the GWE (1725). In accordance with some embodiments, the game information maintained by the GWE may be updated to synchronize the information maintained by the GWE and the ESE of the second player. In accordance with embodiments where the game information of the second player provided to the first player includes gambling game and/or gambling event information, the GWE may optionally send a request to the RWE for gambling
information for the second player (1730). The RWE player retrieves the game information for the second player maintained by the RWE (1735) and provides the game information for the second player to the GWE (1725).

[0018] The GWE provides the retrieved game information for the second player to the ESE of the first player (1745). In some embodiments, the GWE provides the game information of the second player directly to a dedicated portion of a user interface maintained by the ESE without departing from embodiments of this invention. In many embodiments, the GWE provides the information to the ESE that generates the user interface that includes the game information of the second player. The ESE of the first player updates the user interface with the game information of the second player and continues provision of the entertainment game (1750).

[0019] In accordance with some embodiments, the first player may also access an in-game variable of the second player based on an event detected by the ESE of the first player in the following manner. During gameplay of the entertainment game, the ESE of the first player detects a request from the first player to access an in-game variable of the second player (1750). The request may be an input providing the request or some element of the game that causes the in-game variable of the second player to be accessed. The in-game variable may be, but is not limited to, any entertainment game variable, RC, GWC, and Quanta. Entertainment game variables include, but are not limited to, in-game items in an inventory of a player, player attributes, and the like.

[00120] In response to the request, the ESE of the first player updates the GWE of the access (1755). The update may include the in-game attribute accessed as well as an indication of the action to perform. For example, the update may indicate that the first player is exchanging an in-game item from the inventory of the first player for an in-game item from the inventory of the second player. Based on the update, the GWE updates the records maintained by the GWE of the access of the in-game variable by the first player (1760). This may include a modification of records of both the first and second players. To update the records, the GWE optionally provides an update of the in-game variables to the ESE of the second player to reflect any modification of the in-game variables based upon the access (1765) and/or receive any updated information.
from the ESE of the second player based on the access of the in-game variable (1770). The GWE provides an update of the in-game variables based upon the access to the ESE of the first player (1775).

[00121] In many embodiments, communication of the game information is via a network, such as a local area network or a wide area network.

[00122] In various embodiments, the communication of game information occurs between the respective GWEs of the community view hybrid games as described herein.

[00123] In various embodiments, the GWE is the same GWE for all of the ESEs as described herein.

[00124] In various embodiments, the ESEs are the same ESE as described herein.

[00125] Although specific processes are described above for providing a view of game information of a second player and/or access to an in-game variable of a second player in a community view hybrid game system with reference to FIG. 17, any of a variety of processes may be used in accordance with various embodiments of the invention.

[00126] Although certain specific features and aspects of a gaming system have been described herein, many additional modifications and variations would be apparent to those skilled in the art. For example, the features and aspects described herein may be implemented independently, cooperatively or alternatively without deviating from the spirit of the disclosure. It is therefore to be understood that a hybrid gaming system may be practiced otherwise than as specifically described. Thus, the foregoing description of the hybrid gaming system should be considered in all respects as illustrative and not restrictive, the scope of the claims to be determined as supported by this disclosure and the claims' equivalents, rather than the foregoing description.
WHAT IS CLAIMED IS:

1. A method of providing a community view hybrid game to a plurality of players using a computing system, the method comprising:
   configuring at least one processor as a first player entertainment system engine constructed to execute a first entertainment game for a first player;
   configuring at least one processor as a second player entertainment system engine to execute a second entertainment game for a second player;
   configuring at least one processor as a real world engine constructed to determine a result of a gambling event;
   configuring at least one processor as a game world engine constructed to:
      manage the first entertainment game and second entertainment game;
      determine an occurrence of the gambling event based on gameplay of at least one of the first entertainment game and the second entertainment game; and
      request a resolution to the gambling event by the real world engine;
   executing the second entertainment game for the second player using the at least one processor configured as the second player entertainment system engine to generate game information of the second player, the game information including gambling game information;
   receiving the game information for the second player from the at least one processor configured as the second player entertainment system engine using the at least one processor configured as the game world engine; and
providing the game information of the second player to a community view hybrid game interface of the first player using the at least one processor configured as the first player entertainment system engine.

2. The method of claim 1 wherein the providing of the game information of the second player to the interface of the first player further comprises providing the game information to the at least one processor configured as the first player entertainment system engine where the at least one processor configured as the first player entertainment system engine integrates the game information of the second player into the interface of the community view hybrid game of the first player.

3. The method of claim 1 wherein the receiving of the game information for the second player comprises:
   sending a request for the player information of the second player from the at least one processor configured as the game world engine to the at least one processor configured as the second player entertainment system engine; and
   receiving an update including the game information for the second player from the at least one processor configured as the second player entertainment system engine in the at least one processor configured as a game world engine.

4. The method of claim 1 wherein the game information of the second player includes entertainment game information.

5. The method of claim 1 further comprising:
   requesting the gambling game information for the second player from the at least one processor configured as a real world engine using the at least one processor configured as the game world engine;
receiving the gambling game information for the second player from the at least one processor configured as the real world engine in the at least one processor configured as the game world engine; and
providing the gambling game information of the second player in the game information of the second player using the at least one processor configured as the game world engine.

6. The method of claim 1 further comprising:
   receiving a request to access an in-game variable of the second player from the at least one processor configured as the first player entertainment system engine in the at least one processor configured as the game world engine;
   adjusting the game information of the second player using the at least one processor configured as the game world engine based upon the access of the in-game variable of the second player by the first player; and
   providing the adjustment of the game information of the second player to the at least one processor configured as the second player entertainment system engine using the at least one processor configured as the game world engine.

7. The method of claim 6 further comprising:
   adjusting the game information of the first player using the at least one processor configured as the game world engine based upon the access of the in-game variable of the second player by the first player; and
   providing the adjustment of the game information of the first player to the at least one processor configured as the first player entertainment system engine using the at least one processor configured as the game world engine.

8. A processing apparatus of a community view hybrid game having a plurality of players, the processing apparatus comprising:
one or more processors; and
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 one or more processors to execute a
process of:
configuring at least one processor as a first player entertainment
system engine constructed to execute a first entertainment game for a first
player;
configuring at least one processor as a second player
entertainment system engine to execute a second entertainment game for
a second player;
configuring at least one processor as a real world engine
constructed to determine a result of a gambling event;
configuring at least one processor as a game world engine
constructed to:
manage the first entertainment game and second
entertainment game;
determine an occurrence of the gambling event based on
gameplay of at least one of the first entertainment game and the
second entertainment game; and
request a resolution to the gambling event by the real world
engine;
executing the second entertainment game for the second player
using the at least one processor configured as the second player
entertainment system engine to generate game information of the second
player, the game information including gambling game information;
receiving the game information for the second player from the at
least one processor configured as the second player entertainment
system engine using the at least one processor configured as the game
world engine; and
providing the game information of the second player to a community view hybrid game interface of the first player using the at least one processor configured as the first player entertainment system engine.

9. The processing apparatus of claim 8 wherein the process of providing the the game information of the second player to the interface of the first player further comprises providing the game information to the at least one processor configured as the first player entertainment system engine where the at least one processor configured as the first player entertainment system engine integrates the game information of the second player into the interface of the community view hybrid game of the first player.

10. The processing apparatus of claim 8 wherein the process further comprises:

    sending a request for the player information of the second player from the game world engine to the second player entertainment system engine; and

    receiving an update of including the game information for the second player from the second player entertainment system engine in the game world engine.

11. The processing apparatus of claim 8 wherein the game information of the second player includes entertainment game information of the second player.

12. The processing apparatus of claim 11 wherein the process further comprises:

    requesting the gambling game information for the second player from the real world engine using the game world engine;
receiving the gambling game information for the second player from the real world engine in the game world engine; and
providing the gambling game information of the second player in the game information of the second player using the game world engine.

13. The processing apparatus of claim 8 wherein the process further comprises:
receiving a request to access an in-game variable of the second player from the first player entertainment system engine in the game world engine;
adjusting the game information of the second player using the game world engine based upon the access of the in-game variable of the second player by the first player; and
provide the adjustment of the game information of the second player to the second player entertainment system engine using the game world engine.

14. The processing apparatus of claim 8 wherein the process further comprises:
adjusting the game information of the first player using the game world engine based upon the access of the in-game variable of the second player by the first player; and
providing the adjustment of the game information of the first player to the first player entertainment system engine using the game world engine.

15. Non-transitory machine readable media accessible by one or more processors containing processor instructions for the one or more processors to perform a community view hybrid game that includes an entertainment game and a gambling game, the process comprising:
configuring at least one processor as a first player entertainment system engine constructed to execute a first entertainment game for a first player;
configuring at least one processor as a second player entertainment system engine to execute a second entertainment game for a second player;
configuring at least one processor as a real world engine constructed to determine a result of a gambling event;
configuring at least one processor as a game world engine constructed to:
manage the first entertainment game and second entertainment game;
determine an occurrence of the gambling event based on gameplay of at least one of the first entertainment game and the second entertainment game; and
request a resolution to the gambling event by the real world engine;
executing the second entertainment game for the second player using the at least one processor configured as the second player entertainment system engine to generate game information of the second player, the game information including gambling game information;
receiving the game information for the second player from the at least one processor configured as the second player entertainment system engine using the at least one processor configured as the game world engine; and
providing the game information of the second player to a community view hybrid game interface of the first player using the at least one processor configured as the first player entertainment system engine.

16. The non-transitory machine readable media of claim 15 wherein the providing of the game information of the second player to the interface of
the first player further comprises providing the game information to the at least one processor configured as the first player entertainment system engine where the at least one processor configured as the first player entertainment system engine integrates the game information of the second player into the interface of the community view hybrid game of the first player.

17. The non-transitory machine readable media of claim 15 wherein the process further comprises:
   sending a request for the player information of the second player from the at least one processor configured as the game world engine to the at least one processor configured as the second player entertainment system engine; and
   receiving an update of including the game information for the second player from the at least one processor configured as the second player entertainment system engine in the at least one processor configured as a game world engine.

18. The non-transitory machine readable media of claim 15 wherein the game information of the second player includes entertainment game information of the second player.

19. The non-transitory machine readable media of claim 18 wherein the process further comprises:
   requesting the gambling game information for the second player from the at least one processor configured as a real world engine using the at least one processor configured as the game world engine;
   receiving the gambling game information for the second player from the at least one processor configured as the real world engine in the at least one processor configured as the game world engine; and
providing the gambling game information of the second player in the game information of the second player using the at least one processor configured as the game world engine.

20. The non-transitory machine readable media of claim 15 wherein the process further comprises:

receiving a request to access an in-game variable of the second player from the at least one processor configured as the first player entertainment system engine in the at least one processor configured as the game world engine;

adjusting the game information of the second player using the at least one processor configured as the game world engine based upon the access of the in-game variable of the second player by the first player; and

providing the adjustment of the game information of the second player to the at least one processor configured as the second player entertainment system engine using the at least one processor configured as the game world engine.

21. The non-transitory machine readable media of claim 20 wherein the process further comprises:

adjusting the game information of the first player using the at least one processor configured as the game world engine based upon the access of the in-game variable of the second player by the first player; and

providing the adjustment of the game information of the first player to the at least one processor configured as the first player entertainment system engine using the at least one processor configured as the game world engine.
FIG. 9
FIG. 16
INTERNATIONAL SEARCH REPORT

International application No.
PCT/US2014/020039

A. CLASSIFICATION OF SUBJECT MATTER

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

USPC - 463/25

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

CPC - A63F 11/001, 13/00, 13/12; G07F 17/32, 7/3286 (2014.02)

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

PatBase, Google Patents, Google Scholar

C. DOCUMENTS CONSIDERED TO BE RELEVANT

<table>
<thead>
<tr>
<th>Category</th>
<th>Citation of document, with indication, where appropriate, of the relevant passages</th>
<th>Relevant to claim No.</th>
</tr>
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<tbody>
<tr>
<td>A</td>
<td>US 2012/0077569 (Watkins et al.) 29 March 2012 (20.03.2012) Figs. 1A and 1B, para [0033]</td>
<td>1, 8 and 15</td>
</tr>
<tr>
<td>A</td>
<td>US 8,342,927 (Englman et al.) 1 January 2013 (01.01.2013) Fig. 11 col. 15 lines 14-20</td>
<td>1, 8 and 15</td>
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* Special categories of cited documents.

"A" document defining the general state of the art which is not considered to be of particular relevance

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Date of the actual completion of the international search
3 June 2014

Date of mailing of the international search report
25 JUN 2014

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Mail Stop PCT, Attn: ISA/US, Commissioner for Patents
P.O. Box 1450, Alexandria, Virginia 22313-1450
Facsimile No. 571-273-3201

Authorized officer: Blaine R. Copenheaver
PCT Helpdesk: 571-272-4300
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Form PCT/ISA/210 (second sheet) (July 2009)