3. The method of claim **1**, wherein the challenge game is defined by an objective and the processing the first telemetry data and the second telemetry data for generating modified game play metrics is based in part on how close the first player and the second player are to achieving the objective.

4. The method of claim **1**, wherein the challenge game further defines one or more penalties and wherein the processing the first telemetry data and the second telemetry data further includes:

filtering the first telemetry data and the second telemetry data for detecting that the first player or the second player has performed a game action associated with the one or more penalties; and

applying the one or more penalties to the first player or the second player during said executing the challenge game, the applying the one or more penalties is indicated on the graphical element for the challenge game.

5. The method of claim **4**, wherein the applying the one or more penalties is operable to scale an ability of the first or second player to perform one or more game actions.

6. The method of claim **4**, wherein the applying the one or more penalties is operable to scale a susceptibility of the first player or the second player to receive damage.

7. The method of claim **1**, wherein the game is a single-player game and the predefined segment of the game is a segment of the single-player game.

8. The method of claim **1**, wherein the predefined segment defines an initialization state and a completion state, the initialization state defines a starting point within the game at which the predefined segment begins and the completion state is associated with the objectives for the challenge game that defines a set of game states that conclude the predefined segment of the game.

9. The method of claim **1**, wherein the first player and the second player play the predefined segment synchronously or asynchronously with respect to one another.

10. A method for processing challenge games, comprising,

receiving data defining a challenge game, the challenge game being for a game title, the data defining the challenge game identifying a segment of the game title selected for the challenge game and challenge game rules, the challenge game rules establish modifications to native game rules for the game title;

providing access to the challenge game via an online game system, the challenge game being accessible for play by one or more users having access to the online game system, wherein game play of the challenge game occurs based on the native game rules;

storing game play of the challenge game from a first user;

storing game play of the challenge game from a second user; and

presenting a spectator view of the challenge game between the first user and the second user, the spectator view presenting an interface with a side-by-side video of the game play of the challenge game by the first and second users, the interface including modified game play metrics based on the challenge game rules, the modified game play metrics being displayed in the interface in place of native game play metrics defined by the native game rules of the game title.

11. The method of claim **10**, wherein the side-by-side video of the game play of the challenge game by the first user and the second user is synchronized to start and end at a same time, and play of the side-by-side video via the interface appears as if the first user and the second user are playing the challenge game in a live head-to-head session.

12. The method of claim **10**, wherein the game play of the challenge game by the first user is asynchronous with the game play of the challenge game by the second user.

13. The method of claim **10**, wherein the challenge game is one of a plurality of challenge games provided for access by the online game system, and specific ones of the plurality of challenge games are viewable by users having a social connection or an invite to play the specific ones of the plurality of challenge games.

14. The method of claim **10**, wherein the challenge game is created by a user of the online game system or a curating entity that produces challenge games accessible by users of the online game system.

15. The method of claim **10**, wherein the interface provided for the spectator view enables interactive voting by spectators while the side-by-side video of the game play as the challenge game progresses.

16. The method of claim **10**, wherein the modified game play metrics are produced while the side-by-side video of the game play as the challenge game progresses, the modified game play metrics are configured to reward or penalize the first or second user when violations of the challenge game rules are detected.

17. The method of claim **10**, wherein the modified game play metrics are indicative of progress made by the first user and the second user with respect to the challenge game.

18. A method, comprising:

executing a challenge game, the challenge game is defined by a game segment of a single-player game and a set of rules;

processing game data associated with a first player and a second player playing the game segment, the game data includes game play metrics and telemetry data;

generating games states for the challenge game based on said processing the game data and based on the set of rules for the first player and the second player playing the game segment, the game states for the challenge game includes modified game play metrics;

rendering, based on the game states for the challenge game, a graphic for the challenge game, the graphic includes an indication of the modified game play metrics; and

sending for display a spectator interface to a device of a spectator for viewing the challenge game, wherein the spectator interface includes a first video and a second video of the first player and the second player playing the game segment, respectively, and the graphic.

19. The method of claim **18**, wherein the game play metrics associated with the first player and the second player playing the game segment are replaced with the modified game play metrics within the spectator interface.

20. The method of claim **18**, wherein the first player and the second player play the game segment synchronously or asynchronously with respect to one another.

* * * * *