

to the invention as shown in the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all respects as illustrative and not restrictive.

1. A gaming machine which includes:

a control means for controlling operation of a game played on the gaming machine; and

a display means on which a game played under the control of the control means is displayed, the game displayed on the display means comprising a plurality of polyhedral elements, each of which has a plurality of faces with a predetermined indicium being carried on at least one face of each element, the elements being rotatable, when the game is played, about at least one axis to bring certain faces into view, the rest positions of the faces and the indicia carried on visible faces of the polyhedral elements being amongst the determining conditions as to whether or not a winning result has been achieved in the game.

2. The gaming machine of claim 1 in which the display means is a video display unit.

3. The gaming machine of claim 2 in which each polyhedral element is a video simulation of such polyhedral element.

4. The gaming machine of claim 1 in which each polyhedral element is at least cubic in shape.

5. The gaming machine of claim 4 in which each element is rotatable about at least two axes so that each of the faces of the element can be brought into view.

6. The gaming machine of claim 4 in which each element is displayed in a three dimensional format so that at least three faces are visible.

7. The gaming machine of claim 6 in which prizes are awarded for at least one of winning combinations of indicia on top faces of the elements and winning combinations of indicia on side faces of the elements, in addition to prizes being awarded for winning combinations of indicia on front faces of the elements.

8. The gaming machine of claim 1 in which the polyhedral elements are arranged in a matrix and prizes are awarded depending on active paylines in a similar manner to that of spinning reel gaming machines.

9. The gaming machine of claim 8 in which the paylines are arranged vertically, horizontally and in a zigzag manner through the elements.

10. The gaming machine of claim 1 in which, where each element represents a die and the indicia are dots representing the numbers "one" to "six" on the faces of the die, prizes are awarded on a payline for the sum of the numbers visible on corresponding faces of the elements.

11. The gaming machine of claim 1 in which a prize is awarded for the product of predetermined indicia.

12. The gaming machine of claim 1 in which a predetermined event triggers a bonus condition in which at least one of the elements opens to reveal a bonus prize contained in said element.

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