CLAIMS:

1. An electronic playing card for use with an electronic gaming system, the electronic playing card comprising:

one or more flex sensors; and

a controller;

wherein the electronic playing card is flexible;

the flex sensors are located to detect flexing of the electronic playing card and to output signals indicative of the degree of flexing in response thereto; ~~and~~

the controller is configured to receive the signals from the flex sensors and output the signals to the electronic gaming system, the signals being configured or suitable to allow the electronic gaming system to determine how the electronic playing card has been manipulated; and

wherein the signals output by the controller to the electronic gaming system are configured or suitable to allow the electronic gaming system to mimic the degree of flexing and/or the rotational orientation of the electronic playing card in an on-screen animation of the electronic playing card.

2. An electronic playing card as claimed in claim 1, further comprising a display, wherein the controller is configured to receive image data indicative of an image to be displayed on the display from the electronic gaming system and to control the display to display the image.

3. An electronic playing card as claimed in either claim 1 or 2, further comprising (i) one or more accelerometers configured to output accelerometer signals indicative of an acceleration of the electronic playing card to the controller, wherein the controller is configured to output the accelerometer signals to the electronic gaming system, and/or (ii) at least one gyroscope or other orientation sensor configured to output orientation signals indicative of an orientation of the electronic playing card to the controller, wherein the controller is configured to output the orientation signals to the electronic gaming system.

4. An electronic playing card as claimed in any one of claims 1 to 3, configured

to support wireless communication between the controller and the electronic gaming system.

5. An electronic playing card as claimed in any one of claims 1 to 4, wherein the controller is configured to communicate with a game controller of the electronic gaming system.

6. An electronic playing card as claimed in any one of claims 1 to 5, wherein the display constitutes a face of the electronic playing card.

7. An electronic playing card as claimed in any one of claims 1 to 6, further comprising a compass sensor configured to output compass signals indicative of an orientation of the electronic playing card to the controller, wherein the controller is configured to output the compass signals to the electronic gaming system for mimicking the rotational orientation of the electronic playing card in the on-screen animation.

8. An electronic playing card as claimed in any one of claims 1 to 7, further comprising a wireless charging mechanism.

~~9. An electronic playing card as claimed in any one of claims 1 to 8, wherein the signals output by the controller to the electronic gaming system are configured or suitable to allow the electronic gaming system to animate a simulation of the electronic playing card.~~