numbers **2** and **5**. Since the number **2** is substantially viewed by the player, the number **2** will be used to determine the payout value.

[0030] Having multiple reel stops and allowing the first object **202**, **204**, **206** and the second object to move about the individual center point **210** of the first object **202**, **204**, **206** provides more opportunities for a player to win the game of chance and for a casino to offer the player various ways to win the game of chance. The first and second reel stops for each of the first objects **202**, **204**, **206** may represent a first and second payout value, respectively, and the third reel stop for each of the second objects may represent a third payout value wherein the first, second, and third payout value determines the total payout value to the player.

[0031] FIG. **2**B is a flow diagram of a method for displaying a game of chance. The game of chance may be displayed on a display device at **250**. The display device may be any type of display capable of displaying 3-D images such as those described below. At least one first object may be moved along a virtual reel path about a center axis at **252**. Each of the first objects may have an individual center point that is at the center of the first object. A second object may be moved about each of the individual center points. In one embodiment, the second object may be located substantially within each of the first objects. In another embodiment, the second object may be located on each face of the first object as further described below with reference to FIG. **2**C. The first object and the second object may be any type of inanimate or animated design or object as discussed above.

[0032] The first object may be stopped at a first reel stop along the virtual reel path at **256**. The second object may be stopped at a second reel stop at **258** about the individual center point. The first reel stop may be associated with a first payout value and the second reel stop may be associated with a second pay out value such that a total payout value to a player may be determined for an outcome of the game of chance at **260** based upon the first payout value and the second payout value.

[0033] FIG. **2**C is a flow diagram of another example method for displaying a game of chance. The game of chance may be displayed on a display device at **262**. At least one first object may be moved along a virtual reel path about a central axis at **264**. Each of the first objects may have an individual center point at the center of the first object. In addition to moving along the virtual reel path, the first object may be moved about its own individual center point at **266**.

[0034] The first object may have many surfaces and each surface may have its own center point at the center of the surface. For example a cube may have 6 surfaces and a pyramid may have 5 surface. Each surface of the first object may have an image or second object disposed substantially thereon. The second objects may be the same or different images. The second object on each surface may be moved about the center point of the surface at **268**.

[0035] The first object may be stopped at a first reel stop along the virtual reel path at **270**. The first object may also be stopped at a second reel stop about its own individual center point at **272**. The second object on each surface may be stopped at a third reel stop about the center point of the surface at **274**.

[0036] The first reel stop may be associated with a first payout value, the second reel stop may be associated with a second payout value, and the third reel stop may be associated with a third payout value. When the first object is stopped at the second reel stop, this may result in two or more images being viewed by the player. Thus, the image that is substantially shown to the player may be the image used to determine the second payout value.

[0037] The first, second, and third payout values may be used to determine a total payout value for the outcome of the game of chance at **276**. In one embodiment, the payout values may be associated with a promotional program such as bonuses, progressives, customer service promotions, awards, side bets, or any other type of promotional program offered. In another embodiment, the payout values may be determined based upon the final orientation of the first and second objects.

[0038] Thus, having the first object move about a virtual reel path and its own center point as well as having the second object move about a center point of each surface of the first object provides for a variety of ways a player may win the game of chance. Having multiple reel stops for the first and second objects allows for the possibility to have a variety of paytables and paylines to keep a player interested in playing the game of chance. In one embodiment, the payout values may be associated with a promotional program such as bonuses, progressives, customer service promotions, awards, side bets, or any other type of promotional program offered.

[0039] The virtual video reels **104** of the games of chance **100** illustrated in FIG. **1**A-**1**C may be rotated and/or moved at various orientation speeds. For example, the first object **106** and the second object **108** may be rotated at a first speed for a few seconds then rotated at a second speed, which is slower than the first speed, thereby allowing a user to view the animation of the second object. This enhances the playing experience for the player. By allowing the player to view the animation and/or orientation of the second object, the player may get excited and/or anxious about the outcome of the game of chance. This may ensure that the player will return and play the game of chance.

[0040] Although illustrated with 3-D virtual video reels, it will now be known that 2-D virtual video reels may also have multiple reel stops as discussed above. For example, the rotation of the panels on the video displays in a Family Feud™ game of chance may have multiple reel stops.

[0041] FIG. **3**A-**3**C illustrate an example display device to display the 3-D game of chance. FIG. **3**A is a cross-sectional diagram of a 3-D display device. Generally, the display device **70** may include a flat display screen **71** (i.e., a flat-screen display), which may be a plasma display panel (PDP), an LCD, a liquid crystal on silicon (LCOS) display, a light emitting diode (LED) display, a ferroelectric LCD display, a field emissions display (FED), an electroluminescent display (ELD), a front projection display, a rear projection display, and a microelectromechanical device (MEM) display such as a digital micromirror device (DMD) display or a grating light valves (GLV) display, and the like. The display device **70** may further include organic display technologies such as an organic electroluminescent (OEL) display and an organic light emitting diode (OLED) display, as well as a light emitting polymer display. The display device **70** is not limited to flat-panel-display (FPD) technology though most of the above examples are different types of flat screen technology. The pixels of a flat-panel-display allow the image to lie on the surface of the display which may allow the lenticular screen, discussed below, to be more easily aligned with the pixels or sub-pixels (i.e., red, green, blue components). The display device **70** may have a high screen resolution with at least 1000