

wherein the image moves about the second individual center point, and wherein the second payout value is determined by the image that is substantially displayed to the player at the third reel stop.

16. The gaming reel of claim **10**, wherein the first payout value is associated with a first orientation of the at least one first object and the second payout value is associated with a second orientation of the at least one second object.

17. The gaming reel of claim **10**, further comprising a third object, wherein the at least one first object and the at least one second object rotate around the third object.

18. The gaming reel of claim **10**, wherein the at least one first object moves about the first individual center point.

19. A method for displaying a game of chance on a gaming machine, comprising:

moving at least one first object along a virtual reel path about a central axis, each of the at least one first object having an first individual center point;

moving at least one second object about the first individual center point;

stopping the at least one first object at a first reel stop along the virtual reel path, the first reel stop associated with a first payout value;

stopping the at least one second object at a second reel stop, the second reel stop associated with a second payout value; and

determining a total payout associated with an outcome of the game of chance based upon the first payout value and the second payout value.

20. The method of claim **19**, wherein the at least one second object is positioned substantially within the at least one second object.

21. The method of claim **19**, wherein the at least one first object further comprises:

displaying an image on each of a plurality of surfaces of the at least one first object, each of the plurality of surfaces having a second individual center point;

moving the at least one first object about the first individual center point;

moving the image about the second individual center point;

stopping the at least one first object at a third reel stop about the first individual center point;

stopping the image at a fourth reel stop about the second individual center point; and

determining the second payout value based upon the image that is substantially displayed to the player.

22. The method of claim **19**, wherein the displaying further comprises:

outputting a visual image in response to a control signal on a first display device, the visual image including one or more controllable transparent portions; and

arranging a second display device relative to the first display device such that a common line of sight passes through a portion of the first display device to a portion of the second display device.

23. The method of claim **19**, wherein the rotating the at least one first object and the at least one second object further comprises:

spinning the at least one first object and the at least one second object at a first speed;

spinning the at least one first object and the at least one second object at a second speed slower than the first speed,

wherein the second speed allows a user to view an animation of the at least one second object.

24. A program storage device readable by a machine tangibly embodying a program of instructions executable by the machine to perform a method for displaying a game of chance on a gaming machine, the method comprising:

moving at least one first object along a virtual reel path about a central axis, each of the at least one first object having an first individual center point;

moving at least one second object about the first individual center point;

stopping the at least one first object at a first reel stop along the virtual reel path, the first reel stop associated with a first payout value;

stopping the at least one second object at a second reel stop, the second reel stop associated with a second payout value; and

determining a total payout associated with an outcome of the game of chance based upon the first payout value and the second payout value.

25. A gaming apparatus, comprising:

means for moving at least one first object along a virtual reel path about a central axis, each of the at least one first object having an first individual center point;

means for moving at least one second object about the first individual center point;

means for stopping the at least one first object at a first reel stop along the virtual reel path, the first reel stop associated with a first payout value;

means for stopping the at least one second object at a second reel stop, the second reel stop associated with a second payout value; and

means for determining a total payout associated with an outcome of the game of chance based upon the first payout value and the second payout value.

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