**Create a Slot Machine Game**

The game starts with 100 tokens for the user. Tokens will be the only global variable.
Declare and generate 3 random numbers under the button.

Show the numbers every time you click the button.

Use if-else if statements to check if the numbers are all 1's, 2's or 3's.

* If they are all 1's, add 5 tokens
* If they are all 2's, add 10 tokens
* If they are all 3's, add 15 tokens.
* If the numbers are not all the same, subtract 5 tokens.
* Show each number in a different label.
Show the number of tokens every time you click the button.

Use the equation **tokens = tokens + 5** if the numbers are all 1's and change the amount to 10 or 15 if they are 2's or 3's.
If the numbers are not the same use the equation **tokens = tokens – 5**.

Show each number in a different label.
Show the number of tokens every time you play.

Use a picture of a slot machine with the labels and button in places over the picture.

Do not let the player play if they have no tokens left.

**Extras**:

* You can set the button enabled property to false if tokens = 0.
* File-Play Again-Exit (Reset will set the tokens back to 100)
* Check to see if the person wants to play again when they run out of tokens, and reset the tokens and labels.
* MessageBox when you win.
* Allow the player to bet instead of always betting 5.
* Any other extras you can think of.

**Order of code under button**

1. **Randomize()**
2. **Dim 3 variables**
3. **Assign random number between 1 & 3 to each number**
4. **Show the variables in 3 labels**
5. **if statements to check**

**if(num1=1 and num2=1 and num3=1 Then**

 **tokens = tokens +5**

**else if num1=2……**

1. **Show the number of tokens in a label**