<https://msdn.microsoft.com/en-us/library/dd553233.aspx>

Step1: Create a Project and Add a Table to Your Form

Step 2: Add a Random Object and a List of Icons

Step 3: Assign a Random Icon to Each Label

Step 4: Add a Click Event Handler to Each Label

Step 5: Add Label References

Step 6: Add a timer

Step 7: Keep pair visible

Step 8: Add a Method to Verify Whether the Player Won