

```
Private Sub Trigger_Click()
```

```
Turns.Caption = Val(Turns.Caption) - 1
```

```
PE.Caption = 0
```

```
Dim Slot1 As Integer
```

```
Dim Slot2 As Integer
```

```
Dim Slot3 As Integer
```

```
Dim TotalS As Integer
```

```
Randomize
```

```
Slot1 = Int(Rnd * 11) + 1
```

```
Select Case Slot1
```

```
Case 1
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic1.bmp")
```

```
Case 2
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic2.bmp")
```

```
Case 3
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic3.bmp")
```

```
Case 4
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic4.bmp")
```

```
Case 5
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic5.bmp")
```

```
Case 6
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic6.bmp")
```

```
Case 7
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic7.bmp")
```

```
Case 8
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic8.bmp")
```

```
Case 9
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic9.bmp")
```

```
Case 10
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic10.bmp")
```

```
Case 11
```

```
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Wild.bmp")
```

```
End Select
```

```
Slot2 = Int(Rnd * 11) + 1
```

```
Select Case Slot2
```

Case 1

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic1.bmp")
```

Case 2

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic2.bmp")
```

Case 3

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic3.bmp")
```

Case 4

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic4.bmp")
```

Case 5

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic5.bmp")
```

Case 6

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic6.bmp")
```

Case 7

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic7.bmp")
```

Case 8

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic8.bmp")
```

Case 9

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic9.bmp")
```

Case 10

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic10.bmp")
```

Case 11

```
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Wild.bmp")
```

End Select

```
Slot3 = Int(Rnd * 11) + 1
```

Select Case Slot3

Case 1

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic1.bmp")
```

Case 2

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic2.bmp")
```

Case 3

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic3.bmp")
```

Case 4

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic4.bmp")
```

Case 5

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic5.bmp")
```

Case 6

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic6.bmp")
```

Case 7

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic7.bmp")
```

Case 8

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic8.bmp")
```

Case 9

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic9.bmp")
```

Case 10

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Pic10.bmp")
```

Case 11

```
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Wild.bmp")
```

End Select

```
If (Val(Turns.Caption) = 0) Then
```

```
MsgBox "You have used up all 20 turns!. If you have achieved a High Score for this round it will appear in the space below after closing this message"
```

```
End If
```

```
If (Slot1 = Slot2) And (Slot2 = Slot3) Then
```

```
MsgBox " Well Done! You matched three!"
```

```
Result.Caption = Val(Result.Caption) + 100
```

```
PE.Caption = Val(PE.Caption) + 100
```

```
End If
```

```
If (Slot1 = Slot2) Or (Slot2 = Slot3) Or (Slot1 = Slot3) Then
```

```
Result.Caption = Val(Result.Caption) + 20
```

```
PE.Caption = Val(PE.Caption) + 20
```

```
End If
```

```
If (Slot1 = 11) Or (Slot2 = 11) Or (Slot3 = 11) Then
```

```
Result.Caption = Val(Result.Caption) + 5
```

```
PE.Caption = Val(PE.Caption) + 5
```

```
End If
```

```
If (Slot1 = 11) And (Slot2 = 11) And (Slot3 = 11) Then
```

```
MsgBox " Well Done! You matched three!"
```

```
Result.Caption = Val(Result.Caption) + 115
```

```
PE.Caption = Val(PE.Caption) + 115
```

End If

```
If (Slot1 = 11) And (Slot2 = 11) Then
Result.Caption = Val(Result.Caption) + 10
PE.Caption = Val(PE.Caption) + 10
End If
```

```
If (Slot2 = 11) And (Slot3 = 11) Then
Result.Caption = Val(Result.Caption) + 10
PE.Caption = Val(PE.Caption) + 10
End If
```

```
If (Slot1 = 11) And (Slot3 = 11) Then
Result.Caption = Val(Result.Caption) + 10
PE.Caption = Val(PE.Caption) + 10
End If
```

```
If (Val(Turns.Caption) = 0) And (Val(HScore.Caption) < Val(Result.Caption)) Then
MsgBox "Well Done ! You beat your High Score!"
HScore.Caption = Val(Result.Caption)
Turns.Caption = Val(Turns.Caption) + 20
Result.Caption = 0
PE.Caption = 0
End If
```

```
If (Val(Turns.Caption) = 0) And (Val(HScore.Caption) > Val(Result.Caption)) Then
HScore.Caption = Val(HScore.Caption)
Turns.Caption = Val(Turns.Caption) + 20
Result.Caption = 0
PE.Caption = 0
End If
```

```
If (Val(Turns.Caption) = 0) And (Val(HScore.Caption) = Val(Result.Caption)) Then
HScore.Caption = Val(HScore.Caption)
Turns.Caption = Val(Turns.Caption) + 20
Result.Caption = 0
PE.Caption = 0
End If
```

End Sub

```
Private Sub Reset_Click()
Result.Caption = 0
HScore.Caption = 0
PE.Caption = 0
Turns.Caption = 20
S3.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Blank.bmp")
S2.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Blank.bmp")
S1.Picture = LoadPicture("C:\School\Programming\Task 1\Match Three\Pictures\Blank.bmp")
End Sub
```

```
Private Sub End_Click()  
MsgBox "Thankyou for playing Match 3"  
End  
End Sub
```

```
Private Sub Help_Click()  
MsgBox "The objective of the game is to score as many points as possible in 20 turns. You win 20 points when  
any two frames show the same graphic and 120 points when all three frames show the same graphic ( The Wild Card is  
an exception to these rules)."  
  
End Sub
```

```
Private Sub Hisoka_Click()  
MsgBox "You win 5 points when any frame displays the wild card graphic. If two frames show the wild card graphic,  
you will score 20 points for matching two graphics and 10 points for getting 2 wild card graphics. You will also get 5  
bonus points for this feat (Total = 20 + (5x2) + 5 = 35). If all three frames show the wild card graphic, you will  
score 100 points for matching three graphics and 15 points for getting 3 wild card graphics . You will also gain 155  
bonus points by making such a huge achievement (Total = 100 + (5x3) + 155 = 270)."  
  
End Sub
```

```
Private Sub Info_Click()  
MsgBox " Match 3 Game ©Copyright - All Rights Reserved - Created by David Charkey (2015) "  
End Sub
```