```python
#import modules needed
import random

def play_again() -> bool:
    ''' Asks the user if they want to play again, returns False if N or NO, and True if Y or YES.  Keeps asking until they respond
    while True:
        playagain_input = input('Play again? Y/Yes for yes. N/No for no.')
        playagain = playagain_input.lower()
        if (playagain == 'y' or playagain == 'yes'):
            return True
        elif (playagain == 'n' or playagain == 'no'):
            return False
        else:
            print('Please enter Y or Yes for "yes", N or No for "no." Is not case sensitive')
            continue

def get_wager(bank : int) -> int:
    ''' Asks the user for a wager chip amount.  Continues to ask if they result is <= 0 or greater than the amount they have '''
    while True:
        numchips = int(input('Enter your wager amount : '))
        if numchips <= 0:
            print('You cannot wager 0 chips or less!')
            continue
        elif numchips > bank:
            print('You cannot wager more chips than you have!')
            continue
        else:
            return numchips

def get_slot_results() -> tuple:
    ''' Returns the result of the slot pull '''
    reelone = random.randint(1,10)
    reeltwo = random.randint(1,10)
    reelthree = random.randint(1,10)
    return reelone, reeltwo, reelthree

def get_matches(reela, reelb, reelc) -> int:
    ''' Returns 3 for all 3 match, 2 for 2 alike, and 0 for none alike. '''
    if reela == reelb == reelc:
        return 3
    elif (reela == reelb or reela == reelc or reelb == reelc):
        return 2
    else:
        return 0
```