En el boton jugar

int d1,d2,d3,s, apu;

Random rnd=new Random();

private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {

jLabel6.setIcon(new ImageIcon(getClass().getResource("")));

jLabel7.setIcon(new ImageIcon(getClass().getResource("")));

jLabel8.setIcon(new ImageIcon(getClass().getResource("")));

jLabel10.setIcon(new ImageIcon(getClass().getResource("")));

jLabel11.setIcon(new ImageIcon(getClass().getResource("")));

jLabel12.setIcon(new ImageIcon(getClass().getResource("")));

if ( !jTextField1.getText().equals ("")){

apu = Integer.parseInt(jTextField1.getText());

d1 = rnd.nextInt(6)+1;

d2 = rnd.nextInt(6)+1;

d3 = rnd.nextInt(6)+1;

jLabel6.setIcon(new ImageIcon(getClass().getResource("/img/dado"+d1+".png")));

jLabel7.setIcon(new ImageIcon(getClass().getResource("/img/dado"+d2+".png")));

jLabel8.setIcon(new ImageIcon(getClass().getResource("/img/dado"+d3+".png")));

s = d1 + d2 + d3;

if (s == 3 | s == 18)

{

apu = apu \* 3;

jTextField2.setText( Integer.toString(apu)) ;

}

else

{

if (s == 6 | s == 9 | s == 12)

{

apu = 0;

jTextField2.setText( Integer.toString(apu)) ;

}

else

{

JOptionPane.showMessageDialog(null, "Tiene segunda tirada");

d1 = rnd.nextInt(6)+1;

d2 = rnd.nextInt(6)+1;

d3 = rnd.nextInt(6)+1;

jLabel10.setIcon(new ImageIcon(getClass().getResource("/img/dado"+d1+".png")));

jLabel11.setIcon(new ImageIcon(getClass().getResource("/img/dado"+d2+".png")));

jLabel12.setIcon(new ImageIcon(getClass().getResource("/img/dado"+d3+".png")));

if (d1 == d2 && d2 == d3)

{

apu = apu \* 2;

jTextField2.setText( Integer.toString(apu)) ;

}

else

{

if (d1 == 1 || d2 == 1 || d3 == 1)

{

apu = apu + 10;

jTextField2.setText( Integer.toString(apu)) ;

}

else

{

if (d1 == d2 || d1 == d3 || d2 == d3)

{

apu= apu;

jTextField2.setText( Integer.toString(apu)) ;

}

else

{

apu = 0;

jTextField2.setText( Integer.toString(apu)) ;

}

}

}

}

}

}else{

JOptionPane.showMessageDialog(null, "debe ingresar apuesta");

}

}

private void formWindowOpened(java.awt.event.WindowEvent evt) {

this.getContentPane().setBackground(Color.BLACK);

}