```vb
        rolls2 += 1
        Call rollover2()
    End Sub
    Sub rollover2()
        If rolls2 = 100 Then
            Timer2.Enabled = False
            rolls2 = False
        End If
    End Sub

    Private Sub Timer3_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) ↙
    Handles Timer3.Tick
        Randomize()
        random = Int(5 * Rnd() + 1)
        Select Case random
            Case 1
                picbox3vis.Image = picbox1invis.Image
            Case 2
                picbox3vis.Image = picbox2invis.Image
            Case 3
                picbox3vis.Image = picbox3invis.Image
            Case 4
                picbox3vis.Image = picbox4invis.Image
            Case 5
                picbox3vis.Image = picbox5invis.Image
            Case 6
                picbox3vis.Image = picbox6invis.Image
        End Select
        rolls3 += 1
        Call rollover3()
    End Sub
    Sub rollover3()
        If rolls3 = 150 Then
            Timer3.Enabled = False
            rolls3 = False
        End If
        If Timer1.Enabled = False And Timer2.Enabled = False And Timer3.Enabled = False ↙
    Then
            Call checkwinnings()
            lblwinnings.Text = "Winnings: " & winnings
        End If
    End Sub
    Sub checkwinnings()
        If picbox1vis.Image Is picbox2vis.Image Then
            winnings = winnings + 25
        Else
            If picbox1vis.Image Is picbox3vis.Image Then
                winnings = winnings + 25
            Else
                If picbox2vis.Image Is picbox3vis.Image Then
                    winnings = winnings + 25
                Else
                    If picbox1vis.Image Is picbox2vis.Image And picbox1vis.Image Is ↙
    picbox3vis.Image Then
                        winnings = winnings + 50
                    Else
                        winnings = winnings - 10
                    End If
                End If
            End If
        End If
    End Sub
End Class
```