

▲d4 : 1
■d6 : 1
▲d8 : 1
●d10 : 1
▲d12 : 1
●d20 : 1
●d30 : 1

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **12 A.M.**
Minute or Second: **01**

▲d4 : 2
■d6 : 2
▲d8 : 2
●d10 : 2
▲d12 : 2
●d20 : 2
●d30 : 2

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **2 A.M.**
Minute or Second: **02**

▲d4 : 3
■d6 : 3
▲d8 : 3
●d10 : 3
▲d12 : 3
●d20 : 3
●d30 : 3

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **3 A.M.**
Minute or Second: **03**

▲d4 : 4
■d6 : 4
▲d8 : 4
●d10 : 4
▲d12 : 4
●d20 : 4
●d30 : 4

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **4 A.M.**
Minute or Second: **04**

▲d4 : 1
■d6 : 5
▲d8 : 5
●d10 : 5
▲d12 : 5
●d20 : 5
●d30 : 5

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **5 A.M.**
Minute or Second: **05**

▲d4 : 2
■d6 : 6
▲d8 : 6
●d10 : 6
▲d12 : 6
●d20 : 6
●d30 : 6

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **6 A.M.**
Minute or Second: **06**

▲d4 : 3
■d6 : 1
▲d8 : 7
●d10 : 7
▲d12 : 7
●d20 : 7
●d30 : 7

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **7 A.M.**
Minute or Second: **07**

▲d4 : 4
■d6 : 2
▲d8 : 8
●d10 : 8
▲d12 : 8
●d20 : 8
●d30 : 8

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **8 A.M.**
Minute or Second: **08**

▲d4 : 1
■d6 : 3
▲d8 : 1
●d10 : 9
▲d12 : 9
●d20 : 9
●d30 : 9

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **9 A.M.**
Minute or Second: **09**

▲d4 : 2
■d6 : 4
▲d8 : 2
●d10 : 10
▲d12 : 10
●d20 : 10
●d30 : 10

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **10 A.M.**
Minute or Second: **10**

▲d4 : 3
■d6 : 5
▲d8 : 3
●d10 : 1
▲d12 : 11
●d20 : 11
●d30 : 11

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **11 A.M.**
Minute or Second: **11**

▲d4 : 4
■d6 : 6
▲d8 : 4
●d10 : 2
▲d12 : 12
●d20 : 12
●d30 : 12

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **12 P.M.**
Minute or Second: **12**

▲d4 : 1
■d6 : 1
▲d8 : 5
●d10 : 3
▲d12 : 1
●d20 : 13
●d30 : 13

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **1 P.M.**
Minute or Second: **13**

▲d4 : 2
■d6 : 2
▲d8 : 6
●d10 : 4
▲d12 : 2
●d20 : 14
●d30 : 14

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **2 P.M.**
Minute or Second: **14**

▲d4 : 3
■d6 : 3
▲d8 : 7
●d10 : 5
▲d12 : 3
●d20 : 15
●d30 : 15

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **3 P.M.**
Minute or Second: **15**

▲d4 : 4
■d6 : 4
▲d8 : 8
●d10 : 6
▲d12 : 4
●d20 : 16
●d30 : 16

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **4 P.M.**
Minute or Second: **16**

▲d4 : 1
■d6 : 5
▲d8 : 1
●d10 : 7
▲d12 : 5
●d20 : 17
●d30 : 17

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **5 P.M.**
Minute or Second: **17**

▲d4 : 2
■d6 : 6
▲d8 : 2
●d10 : 8
▲d12 : 6
●d20 : 18
●d30 : 18

□d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **6 P.M.**
Minute or Second: **18**

▲d4 : 3
■d6 : 1
▲d8 : 3
▼d10 : 9
▼d12 : 7
●d20 : 19
●d30 : 19

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **7 P.M.**
Minute or Second: **19**

▼d4 : 4
■d6 : 2
▲d8 : 4
▼d10 : 0 (10)
☐☐☐ :
R/P/S: **PAPER**
Hour: **8 P.M.**
Minute or Second: **20**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 2

▲d4 : 1
■d6 : 3
▲d8 : 5
▼d10 : 1
▼d12 : 9
●d20 : 1
●d30 : 21

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **9 P.M.**
Minute or Second: **21**

▼d4 : 2
■d6 : 4
▲d8 : 6
▼d10 : 2
▼d12 : 10
☐☐☐ :
R/P/S: **ROCK**
Hour: **10 P.M.**
Minute or Second: **22**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 1

▲d4 : 3
■d6 : 5
▲d8 : 7
▼d10 : 3
▼d12 : 11
●d20 : 3
●d30 : 23

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **11 P.M.**
Minute or Second: **23**

▼d4 : 4
■d6 : 6
▲d8 : 8
▼d10 : 4
▼d12 : 12
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **12 A.M.**
Minute or Second: **24**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 3

▲d4 : 1
■d6 : 1
▲d8 : 1
▼d10 : 5
▼d12 : 1
●d20 : 5
●d30 : 25

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **1 A.M.**
Minute or Second: **25**

▼d4 : 2
■d6 : 2
▲d8 : 2
▼d10 : 6
☐☐☐ :
R/P/S: **PAPER**
Hour: **2 A.M.**
Minute or Second: **26**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 2

▲d4 : 3
■d6 : 3
▲d8 : 3
▼d10 : 7
▼d12 : 3
●d20 : 7
●d30 : 27

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **3 A.M.**
Minute or Second: **27**

▼d4 : 4
■d6 : 4
▲d8 : 4
▼d10 : 8
▼d12 : 4
☐☐☐ :
R/P/S: **ROCK**
Hour: **4 A.M.**
Minute or Second: **28**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 1

▲d4 : 1
■d6 : 5
▲d8 : 5
▼d10 : 6
▼d12 : 5
●d20 : 6
●d30 : 29

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **5 A.M.**
Minute or Second: **29**

▼d4 : 2
■d6 : 6
▲d8 : 6
▼d10 : 0 (10)
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **6 A.M.**
Minute or Second: **30**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 3

▲d4 : 3
■d6 : 1
▲d8 : 7
▼d10 : 1
▼d12 : 7
●d20 : 11
●d30 : 1

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 1
☐☐☐ :
R/P/S: **ROCK**
Hour: **7 A.M.**
Minute or Second: **31**

▼d4 : 4
■d6 : 2
▲d8 : 8
▼d10 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **8 A.M.**
Minute or Second: **32**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 2

▲d4 : 1
■d6 : 3
▲d8 : 1
▼d10 : 3
▼d12 : 9
●d20 : 13
●d30 : 3

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 3
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **9 A.M.**
Minute or Second: **33**

▼d4 : 2
■d6 : 4
▲d8 : 2
▼d10 : 4
▼d12 : 10
☐☐☐ :
R/P/S: **ROCK**
Hour: **10 A.M.**
Minute or Second: **34**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 1

▲d4 : 3
■d6 : 5
▲d8 : 3
▼d10 : 5
▼d12 : 11
●d20 : 15
●d30 : 5

□d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
□d3 : 2
☐☐☐ :
R/P/S: **PAPER**
Hour: **11 A.M.**
Minute or Second: **35**

▼d4 : 4
■d6 : 6
▲d8 : 4
▼d10 : 6
▼d12 : 12
☐☐☐ :
R/P/S: **SCISSORS**
Hour: **12 P.M.**
Minute or Second: **36**

▲d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
□d3 : 3

d4 : 1
d6 : 1
d8 : 5
d10 : 7
d12 : 1
d20 : 17
d30 : 7

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **1 P.M.**
Minute or Second: **37**

d4 : 2
d6 : 1
d8 : 6
d10 : 8
d12 : 2
d20 : 18
d30 : 8

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **2 P.M.**
Minute or Second: **38**

d4 : 3
d6 : 2
d8 : 7
d10 : 9
d12 : 3
d20 : 19
d30 : 9

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **3 P.M.**
Minute or Second: **39**

d4 : 4
d6 : 3
d8 : 8
d10 : 0 (10)
d12 : 4
d20 : 20
d30 : 10

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **4 P.M.**
Minute or Second: **40**

d4 : 1
d6 : 5
d8 : 1
d10 : 1
d12 : 5
d20 : 1
d30 : 11

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **5 P.M.**
Minute or Second: **41**

d4 : 2
d6 : 6
d8 : 2
d10 : 2
d12 : 6
d20 : 2
d30 : 12

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **6 P.M.**
Minute or Second: **42**

d4 : 3
d6 : 1
d8 : 3
d10 : 3
d12 : 7
d20 : 3
d30 : 13

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **7 P.M.**
Minute or Second: **43**

d4 : 4
d6 : 2
d8 : 4
d10 : 4
d12 : 8
d20 : 4
d30 : 14

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **8 P.M.**
Minute or Second: **44**

d4 : 1
d6 : 3
d8 : 5
d10 : 5
d12 : 6
d20 : 5
d30 : 15

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **9 P.M.**
Minute or Second: **45**

d4 : 2
d6 : 4
d8 : 6
d10 : 6
d12 : 10
d20 : 6
d30 : 16

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **10 P.M.**
Minute or Second: **46**

d4 : 3
d6 : 5
d8 : 7
d10 : 7
d12 : 11
d20 : 7
d30 : 17

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **11 P.M.**
Minute or Second: **47**

d4 : 4
d6 : 6
d8 : 6
d10 : 8
d12 : 12
d20 : 8
d30 : 18

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **12 A.M.**
Minute or Second: **48**

d4 : 1
d6 : 1
d8 : 1
d10 : 9
d12 : 1
d20 : 9
d30 : 19

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **1 A.M.**
Minute or Second: **49**

d4 : 2
d6 : 2
d8 : 2
d10 : 0 (10)
d12 : 2
d20 : 10
d30 : 20

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **2 A.M.**
Minute or Second: **50**

d4 : 3
d6 : 3
d8 : 3
d10 : 1
d12 : 3
d20 : 11
d30 : 21

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **3 A.M.**
Minute or Second: **51**

d4 : 4
d6 : 4
d8 : 4
d10 : 2
d12 : 4
d20 : 12
d30 : 22

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **4 A.M.**
Minute or Second: **52**

d4 : 1
d6 : 5
d8 : 5
d10 : 3
d12 : 5
d20 : 13
d30 : 23

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **5 A.M.**
Minute or Second: **53**

d4 : 2
d6 : 6
d8 : 6
d10 : 4
d12 : 6
d20 : 14
d30 : 24

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **6 A.M.**
Minute or Second: **54**

d4 : 3
d6 : 1
d8 : 7
d10 : 5
d12 : 7
d20 : 15
d30 : 25
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1

R/P/S: **ROCK**
Hour: **7 A.M.**
Minute or Second: **55**

d4 : 4
d6 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2

R/P/S: **PAPER**
Hour: **8 A.M.**
Minute or Second: **56**

d4 : 1
d6 : 3
d8 : 1
d10 : 7
d12 : 9
d20 : 17
d30 : 27
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3

R/P/S: **SCISSORS**
Hour: **9 A.M.**
Minute or Second: **57**

d4 : 2
d6 : 4
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1

R/P/S: **ROCK**
Hour: **10 A.M.**
Minute or Second: **58**

d4 : 3
d6 : 5
d8 : 3
d10 : 9
d12 : 11
d20 : 19
d30 : 29
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2

R/P/S: **PAPER**
Hour: **11 A.M.**
Minute or Second: **59**

d4 : 4
d6 : 6
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3

R/P/S: **SCISSORS**
Hour: **12 P.M.**
Minute or Second: **00**

d4 : 1
d6 : 1
d8 : 5
d10 : 1
d12 : 1
d20 : 1
d30 : 1
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1

R/P/S: **ROCK**
Hour: **1 P.M.**
Minute or Second: **01**

d4 : 2
d6 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2

R/P/S: **PAPER**
Hour: **2 P.M.**
Minute or Second: **02**

d4 : 3
d6 : 3
d8 : 7
d10 : 3
d12 : 3
d20 : 3
d30 : 3
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3

R/P/S: **SCISSORS**
Hour: **3 P.M.**
Minute or Second: **03**

d4 : 4
d6 : 4
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1

R/P/S: **ROCK**
Hour: **4 P.M.**
Minute or Second: **04**

d4 : 1
d6 : 5
d8 : 1
d10 : 5
d12 : 5
d20 : 5
d30 : 5
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2

R/P/S: **PAPER**
Hour: **5 P.M.**
Minute or Second: **05**

d4 : 2
d6 : 6
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3

R/P/S: **SCISSORS**
Hour: **6 P.M.**
Minute or Second: **06**

d4 : 3
d6 : 1
d8 : 3
d10 : 7
d12 : 7
d20 : 7
d30 : 7
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1

R/P/S: **ROCK**
Hour: **7 P.M.**
Minute or Second: **07**

d4 : 4
d6 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2

R/P/S: **PAPER**
Hour: **8 P.M.**
Minute or Second: **08**

d4 : 1
d6 : 3
d8 : 5
d10 : 9
d12 : 9
d20 : 9
d30 : 9
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3

R/P/S: **SCISSORS**
Hour: **9 P.M.**
Minute or Second: **09**

d4 : 2
d6 : 4
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1

R/P/S: **ROCK**
Hour: **10 P.M.**
Minute or Second: **10**

d4 : 3
d6 : 5
d8 : 7
d10 : 1
d12 : 11
d20 : 11
d30 : 11
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2

R/P/S: **PAPER**
Hour: **11 P.M.**
Minute or Second: **11**

d4 : 4
d6 : 6
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3

R/P/S: **SCISSORS**
Hour: **12 A.M.**
Minute or Second: **12**

d4 : 1
d6 : 1
d8 : 1
d10 : 3
d12 : 1
d20 : 13
d30 : 13

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1

R/P/S: **ROCK**
Hour: **1 A.M.**
Minute or Second: **13**

d4 : 2
d6 : 2
d8 : 2
d10 : 4
d12 : 2
d20 : 14
d30 : 14

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2

R/P/S: **PAPER**
Hour: **2 A.M.**
Minute or Second: **14**

d4 : 3
d6 : 3
d8 : 3
d10 : 5
d12 : 3
d20 : 15
d30 : 15

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3

R/P/S: **SCISSORS**
Hour: **3 A.M.**
Minute or Second: **15**

d4 : 4
d6 : 4
d8 : 4
d10 : 6
d12 : 4
d20 : 16
d30 : 16

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1

R/P/S: **ROCK**
Hour: **4 A.M.**
Minute or Second: **16**

d4 : 1
d6 : 5
d8 : 5
d10 : 7
d12 : 5
d20 : 17
d30 : 17

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2

R/P/S: **PAPER**
Hour: **5 A.M.**
Minute or Second: **17**

d4 : 2
d6 : 6
d8 : 6
d10 : 8
d12 : 6
d20 : 18
d30 : 18

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3

R/P/S: **SCISSORS**
Hour: **6 A.M.**
Minute or Second: **18**

d4 : 3
d6 : 1
d8 : 7
d10 : 9
d12 : 7
d20 : 19
d30 : 19

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1

R/P/S: **ROCK**
Hour: **7 A.M.**
Minute or Second: **19**

d4 : 4
d6 : 2
d8 : 8
d10 : 0 (10)
d12 : 8
d20 : 20
d30 : 20

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2

R/P/S: **PAPER**
Hour: **8 A.M.**
Minute or Second: **20**

d4 : 1
d6 : 3
d8 : 1
d10 : 1
d12 : 6
d20 : 1
d30 : 21

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3

R/P/S: **SCISSORS**
Hour: **9 A.M.**
Minute or Second: **21**

d4 : 2
d6 : 4
d8 : 2
d10 : 2
d12 : 10
d20 : 22
d30 : 22

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1

R/P/S: **ROCK**
Hour: **10 A.M.**
Minute or Second: **22**

d4 : 3
d6 : 5
d8 : 3
d10 : 3
d12 : 11
d20 : 3
d30 : 23

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2

R/P/S: **PAPER**
Hour: **11 A.M.**
Minute or Second: **23**

d4 : 4
d6 : 6
d8 : 4
d10 : 4
d12 : 12
d20 : 24
d30 : 24

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3

R/P/S: **SCISSORS**
Hour: **12 P.M.**
Minute or Second: **24**

d4 : 1
d6 : 1
d8 : 5
d10 : 5
d12 : 1
d20 : 5
d30 : 25

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1

R/P/S: **ROCK**
Hour: **1 P.M.**
Minute or Second: **25**

d4 : 2
d6 : 2
d8 : 6
d10 : 6
d12 : 2
d20 : 26
d30 : 26

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2

R/P/S: **PAPER**
Hour: **2 P.M.**
Minute or Second: **26**

d4 : 3
d6 : 3
d8 : 7
d10 : 7
d12 : 3
d20 : 7
d30 : 27

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3

R/P/S: **SCISSORS**
Hour: **3 P.M.**
Minute or Second: **27**

d4 : 4
d6 : 4
d8 : 8
d10 : 8
d12 : 4
d20 : 28
d30 : 28

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1

R/P/S: **ROCK**
Hour: **4 P.M.**
Minute or Second: **28**

d4 : 1
d6 : 5
d8 : 1
d10 : 6
d12 : 5
d20 : 6
d30 : 29

d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2

R/P/S: **PAPER**
Hour: **5 P.M.**
Minute or Second: **29**

d4 : 2
d6 : 6
d8 : 2
d10 : 0 (10)
d12 : 6
d20 : 30
d30 : 30

d2 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3

R/P/S: **SCISSORS**
Hour: **6 P.M.**
Minute or Second: **30**

d4 : 3
d6 : 1
d8 : 3
d10 : 1
d12 : 7
d20 : 11
d30 : 1
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **7 P.M.**
Minute or Second: **31**

d4 : 4
d6 : 2
d8 : 4
d10 : 2
d12 : 8
d20 : 12
d30 : 2
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **8 P.M.**
Minute or Second: **32**

d4 : 1
d6 : 3
d8 : 5
d10 : 3
d12 : 9
d20 : 13
d30 : 3
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **9 P.M.**
Minute or Second: **33**

d4 : 2
d6 : 4
d8 : 6
d10 : 4
d12 : 10
d20 : 14
d30 : 4
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **10 P.M.**
Minute or Second: **34**

d4 : 3
d6 : 5
d8 : 7
d10 : 5
d12 : 11
d20 : 15
d30 : 5
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **11 P.M.**
Minute or Second: **35**

d4 : 4
d6 : 6
d8 : 8
d10 : 6
d12 : 12
d20 : 16
d30 : 6
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **12 A.M.**
Minute or Second: **36**

d4 : 1
d6 : 1
d8 : 1
d10 : 7
d12 : 1
d20 : 17
d30 : 7
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **1 A.M.**
Minute or Second: **37**

d4 : 2
d6 : 2
d8 : 2
d10 : 8
d12 : 2
d20 : 18
d30 : 8
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **2 A.M.**
Minute or Second: **38**

d4 : 3
d6 : 3
d8 : 3
d10 : 9
d12 : 3
d20 : 19
d30 : 9
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **3 A.M.**
Minute or Second: **39**

d4 : 4
d6 : 4
d8 : 4
d10 : 0 (10)
d12 : 4
d20 : 20
d30 : 10
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **4 A.M.**
Minute or Second: **40**

d4 : 1
d6 : 5
d8 : 5
d10 : 1
d12 : 5
d20 : 1
d30 : 11
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **5 A.M.**
Minute or Second: **41**

d4 : 2
d6 : 6
d8 : 6
d10 : 2
d12 : 6
d20 : 2
d30 : 12
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **6 A.M.**
Minute or Second: **42**

d4 : 3
d6 : 1
d8 : 7
d10 : 3
d12 : 7
d20 : 3
d30 : 13
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **7 A.M.**
Minute or Second: **43**

d4 : 4
d6 : 2
d8 : 8
d10 : 4
d12 : 8
d20 : 4
d30 : 14
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **8 A.M.**
Minute or Second: **44**

d4 : 1
d6 : 3
d8 : 1
d10 : 5
d12 : 9
d20 : 5
d30 : 15
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **9 A.M.**
Minute or Second: **45**

d4 : 2
d6 : 4
d8 : 2
d10 : 6
d12 : 10
d20 : 6
d30 : 16
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 1
+ - : +
R/P/S: **ROCK**
Hour: **10 A.M.**
Minute or Second: **46**

d4 : 3
d6 : 5
d8 : 3
d10 : 7
d12 : 11
d20 : 7
d30 : 17
d2 : 1
Coin Flip: **HEADS**
Odd / Even: **ODD**
d3 : 2
+ - :
R/P/S: **PAPER**
Hour: **11 A.M.**
Minute or Second: **47**

d4 : 4
d6 : 6
d8 : 4
d10 : 8
d12 : 12
d20 : 8
d30 : 18
Coin Flip: **TAILS**
Odd / Even: **EVEN**
d3 : 3
+ - : -
R/P/S: **SCISSORS**
Hour: **12 P.M.**
Minute or Second: **48**

d4 : 1
 d6 : 1
 d8 : 5
 d10 : 9
 d12 : 1
 d20 : 9
 d30 : 19
 d2 : 1
 Coin Flip: **HEADS**
 Odd / Even: **ODD**
 d3 : 1
 + - = +
 R/P/S: **ROCK**
 Hour: **1 P.M.**
 Minute or Second: **49**

d4 : 2
 d6 : 2
 d8 : 6
 d10 : 0 (10)
 d12 : 2
 R/P/S: **PAPER**
 Hour: **2 P.M.**
 Minute or Second: **50**

d4 : 3
 d6 : 3
 d8 : 7
 d10 : 1
 d12 : 3
 d20 : 11
 d30 : 21
 d2 : 1
 Coin Flip: **HEADS**
 Odd / Even: **ODD**
 d3 : 3
 + - = -
 R/P/S: **SCISSORS**
 Hour: **3 P.M.**
 Minute or Second: **51**

d4 : 4
 d6 : 4
 d8 : 8
 d10 : 2
 d12 : 4
 R/P/S: **ROCK**
 Hour: **4 P.M.**
 Minute or Second: **52**

d4 : 1
 d6 : 5
 d8 : 1
 d10 : 3
 d12 : 5
 d20 : 13
 d30 : 23
 d2 : 1
 Coin Flip: **HEADS**
 Odd / Even: **ODD**
 d3 : 2
 + - =
 R/P/S: **PAPER**
 Hour: **5 P.M.**
 Minute or Second: **53**

d4 : 2
 d6 : 6
 d8 : 4
 d10 : 6
 d12 : X
 R/P/S: **SCISSORS**
 Hour: **6 P.M.**
 Minute or Second: **54**

d4 : 3
 d6 : 1
 d8 : 3
 d10 : 5
 d12 : 7
 d20 : 15
 d30 : 25
 d2 : 1
 Coin Flip: **HEADS**
 Odd / Even: **ODD**
 d3 : 1
 + - = +
 R/P/S: **ROCK**
 Hour: **7 P.M.**
 Minute or Second: **55**

d4 : 4
 d6 : 2
 d8 : 4
 d10 : 6
 d12 : 8
 R/P/S: **PAPER**
 Hour: **8 P.M.**
 Minute or Second: **56**

d4 : 1
 d6 : 3
 d8 : 5
 d10 : 7
 d12 : 9
 d20 : 17
 d30 : 27
 d2 : 1
 Coin Flip: **HEADS**
 Odd / Even: **ODD**
 d3 : 3
 + - = -
 R/P/S: **SCISSORS**
 Hour: **9 P.M.**
 Minute or Second: **57**

d4 : 2
 d6 : 4
 d8 : 6
 d10 : 8
 d12 : 10
 R/P/S: **ROCK**
 Hour: **10 P.M.**
 Minute or Second: **58**

d4 : 3
 d6 : 5
 d8 : 7
 d10 : 9
 d12 : 11
 d20 : 19
 d30 : 29
 d2 : 1
 Coin Flip: **HEADS**
 Odd / Even: **ODD**
 d3 : 2
 + - =
 R/P/S: **PAPER**
 Hour: **11 P.M.**
 Minute or Second: **59**

d4 : 4
 d6 : 6
 d8 : 8
 d10 : 0 (10)
 d12 : 12
 R/P/S: **SCISSORS**
 Hour: **12 A.M.**
 Minute or Second: **00**

**MOST
DESIRED
RESULT**

**LEAST
DESIRED
RESULT**

**LEAST
DESIRED
RESULT**

**MOST
DESIRED
RESULT**

**MOST
DESIRED
RESULT**

**LEAST
DESIRED
RESULT**





GLUE FLAP



RANDOM
GENERATOR DECK

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RANDOM
GENERATOR DECK

GLUE FLAP



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INSTRUCTIONS

MAKING YOUR RANDOM GENERATOR DECK

1. Print Card Front Pages 1, 2, 3, 4, 5, 6, and 7 on 100 lb card (or "cover") stock.
2. If you want your cards to have backs, you can choose either the Black and White, or Color versions. Load the printed Card Front Pages back into your printer, and print the backs on the blank sides.
3. Cut out your cards along the dotted lines on the Card Fronts. *Make sure you do not accidentally cut along the thick black line dividing the "Heads" and "Tails" ends of the card faces.*
4. You will have 63 cards total, including three "wild" cards. One end of each "wild" card indicates that you can choose whatever possible result would benefit you the most. The other end indicates that you must apply whatever possible result would be most detrimental. If you do not want to use these "wild" cards, simply remove them from the deck, and use the remaining 60 cards.
5. Before you use your cards for the first time, be sure to shuffle them thoroughly for a few minutes, rotating the orientation of cards as you do. This will insure completely random results for each draw.

MAKING YOUR TUCK BOX

1. Both Color, and Black and White versions of the tuck box have been provided. Choose the one you prefer.
2. Print out the version of the tuck box you want on 100lb card (or "cover") stock.
3. Cut along the SOLID lines (cyan blue for the Color tuck box, or solid black for the Black and White tuck box).
3. Fold along the DOTTED lines. Run the handles of your scissors (or a ruler) along each fold in order to define and sharpen the edge.
4. Apply glue to the indicated GLUE FLAP, and adhere it to the interior of the tuck box side. Let dry. *For quick assembly, you can use low-temp hot glue.*
5. Fold in the bottom side flaps, fold up the bottom with the copyright notice, and tuck the flap into the box. Remember to cut the two little notches in the folded edge of the bottom flap, in order to make the folded-in bottom hold together.
6. Place your deck in the tuck box you just made.
7. Fold the top side flaps down over the cards, and fold the top flap into the box.
8. **THE ENGINE OF ORACLES RANDOM GENERATOR DECK** is now finished!

USING THE DECK

Each card has a "Heads" and "Tails" end. You simply use the applicable result from the end that happens to be upright and readable when you draw the card.

The upright left hand column of each card shows the results for the roll of a **d4**, a **d6**, a **d8**, a **d10**, a **d12**, a **d20**, or a **d30**. To replicate a **d%**, simply draw two cards and read the d10 rows together.

The right hand column shows results for a **d2** roll, a **Coin Flip**, an **Odd or Even** determination, a **d3**, the roll of a **dF** (+, blank, or -), and a **Rock/Paper/Scissors** throw. Also on the right hand side is a row for determining the **Hour** of the day or night, and the **Minute or Second** (numbered from 00 to 59).

The cards are particularly useful for running Live-Action versions of games designed for Table-Top play, since the cards can be drawn in situations where it would be inconvenient (or impossible) to roll dice. In games with combat Initiative systems, they can be used to easily track the order in which combatants act. And unlike using a random number generation app, the Generator Cards will not drain any charge from your phone!

The Gamemaster might deal each Player a "hand" of three to five cards at once, face up, and let them choose which card to use when a random determination is required. The Player must use the result from the end of the card that is upright and readable from their point of view. Once a card is "played" in this manner, it is removed from the Player's hand and returned to the deck. Once all the cards in their hand are played, the Player is dealt a new one. This can result in interesting strategic decisions, with a Player perhaps choosing to deliberately fail certain actions in order to insure success later.