

RANDOM.ORG

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True Random Number Service

What's this fuss about *true* randomness?

Perhaps you have wondered how predictable machines like computers can generate randomness. In reality, most random numbers used in computer programs are *pseudo-random*, which means they are generated in a predictable fashion using a mathematical formula. This is fine for many purposes, but it may not be random in the way you expect if you're used to dice rolls and lottery drawings.

RANDOM.ORG offers *true* random numbers to anyone on the Internet. The randomness comes from atmospheric noise, which for many purposes is better than the pseudo-random number algorithms typically used in computer programs. People use RANDOM.ORG for holding drawings, lotteries and sweepstakes, to drive games and gambling sites, for scientific applications and for art and music. The service has existed since 1998 and was built and is being operated by [Mads Haahr](#) of the [School of Computer Science and Statistics at Trinity College, Dublin](#) in Ireland.

As of today, RANDOM.ORG has generated [1.34 trillion random bits](#) for the Internet community.

True Random Number Generator

Min:

Max:

Result:
18

Powered by RANDOM.ORG

FREE services

Games and Gambling

[Lottery Quick Pick](#) is perhaps the Internet's most popular with over 170 lotteries

[Keno Quick Pick](#) for the popular game played at many casinos

[Coin Flipper](#) will give you heads or tails in many currencies

[Dice Roller](#) does exactly what it says on the tin

[Playing Card Shuffler](#) will draw cards from multiple shuffled decks

[Birdie Fund Generator](#) will create birdie holes for golf courses