

A brief history of random machines...

3000 BCE - Dice
(Ancient Mesopotamia, Egypt, and Indus Valley)

Early six-sided dice were made from bones, stones, and ivory. Used for games, divination, and decision-making.



2000 BCE - Astragali
(Ancient Greece and Rome)

The use of knucklebones (astragali) from animals for gambling and divination. Similar to modern dice but with four sides.



1100 CE - Medieval Lotteries
(Europe)

Lotteries started as a way to distribute land and wealth. This practice combined randomness with social structures for distribution.



1371 - Playing Cards
(Spain)

The earliest known European reference to playing cards appears in a 1371 Catalan rhyme dictionary, suggesting their presence in Catalonia at that time, possibly introduced through maritime trade with the Mamluk rulers of Egypt.



1418-1450 CE - Playing cards

Professional card makers in Ulm, Nuremberg, and Augsburg began producing printed decks, highlighting the growing popularity of playing cards.



1466 - Prize Money Lottery
(Belgium)

The first recorded lottery to distribute prize money held in Bruges.



1500 CE - Spinning Tops
(Europe)

Spinning tops, like teetotums, were used for games of chance before dice became widely used in Western societies.



1628 CE - Playing Cards

King Charles I of England granted a royal charter to the Mistery of Makers of Playing Cards of the City of London, signifying the growing industry and regulation surrounding playing cards. The organization, now known as the Worshipful Company of Makers of Playing Cards, continues to exist.



1777 CE - Card Shuffling
(Western Europe)

Playing cards shuffled by hand become popular as randomness devices, used both in games of chance and early explorations of probability theory.



1796 CE - Roulette Wheel
(France)

Roulette emerged in its modern form, with an early description found in an 1801 French novel describing a roulette wheel in Paris 1796. Previously more primitive versions were associated with mathematician Blaise Pascal in the 1700s.

1887-1895 - Slot Machine
(USA)

Charles August Fey invented the first slot machine, known as the "Liberty Bell," featuring automatic payouts.



1946 CE - ENIAC
(USA)

One of the earliest computers, ENIAC, was used to generate pseudorandom numbers for simulations and research purposes, marking the beginning of computational randomness.



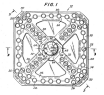
1951 CE - RANDU Algorithm
(USA)

One of the earliest pseudorandom number generators used on computers like the IBM 704, though it was later criticized for its predictability.



1955 CE - RAND Corp's "A Million Random Digits"
(USA)

The RAND Corporation published a book containing a million random digits, used in scientific simulations before the widespread availability of computational random number generators.

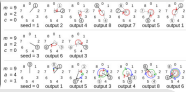


1967 CE - Frustration
(USA)

Patent is awarded for a "Die Agitating Chance Device" that appeared in the middle of the board for game Frustration, a reworking of Ludo.

1970 CE - Linear Congruential Generators (LCGs)

Popularized in the 1970s, these algorithms generate sequences of numbers that approximate randomness and are still used in simple random number generators.



1976 Video Slot Machine
(USA)

The first true video slot machine was developed by Fortune Coin, utilizing a modified Sony Trinitron color receiver for display.

1980s CE - Hardware Random Number Generators
(USA and Europe)

Devices like lava lamps and radioactivity-based generators were developed to generate true randomness by measuring unpredictable physical processes.



1994 CE - Quantum Random Number Generators

First attempts to generate true randomness using quantum phenomena like photon emissions, marking a shift from pseudorandom to truly random numbers.