

## Seedpicker Seed form - Keep secret at all times!

### WARNING! Read instructions carefully!

Never fill this form on a computer! You must print the document and use a pen or pencil.

- As soon as you start writing on this printout, you must keep it secret forever!
- Make sure nobody can see which tickets you draw!
- Make sure nobody can see what you are writing!
- Make sure your writing does not transfer to the surface below!

If you - at any point - suspect that any of the above is not fulfilled, start over from a new printout!

You need **this printout**, the 342 raffle tickets (T1-T342), a **six-sided die** and the **SeedPicker lookup table**.

Follow the instructions below, line by line. Fill in the empty cells

Mix the raffle tickets well between each draw!

		Ticket (T1-T342)		Die Roll (1-6)		Mnemonic word (from lookup table)	
1	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		1
2	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		2
3	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		3
4	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		4
5	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		5
6	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		6
7	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		7
8	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		8
9	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		9
10	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		10
11	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		11
12	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		12
13	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		13
14	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		14
15	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		15
16	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		16
17	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		17
18	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		18
19	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		19
20	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		20
21	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		21
22	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		22
23	Draw a ticket →	T	Put the ticket back. Roll the die →		Find word that matches ticket and roll →		23
24	The 24th word is a checksum word, calculated using the other 23. Make sure this printout is kept hidden and then follow the instructions in Part 2 to calculate the 24th word. When finished, write it here →						24