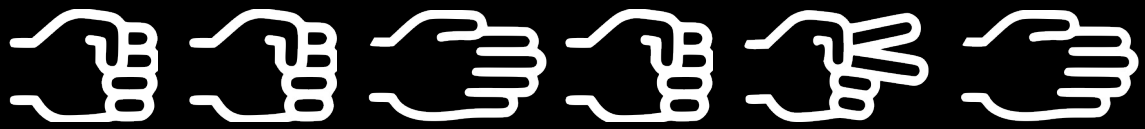
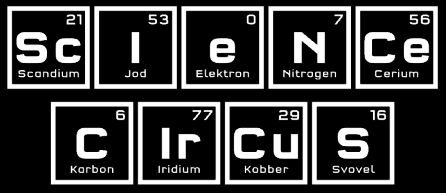
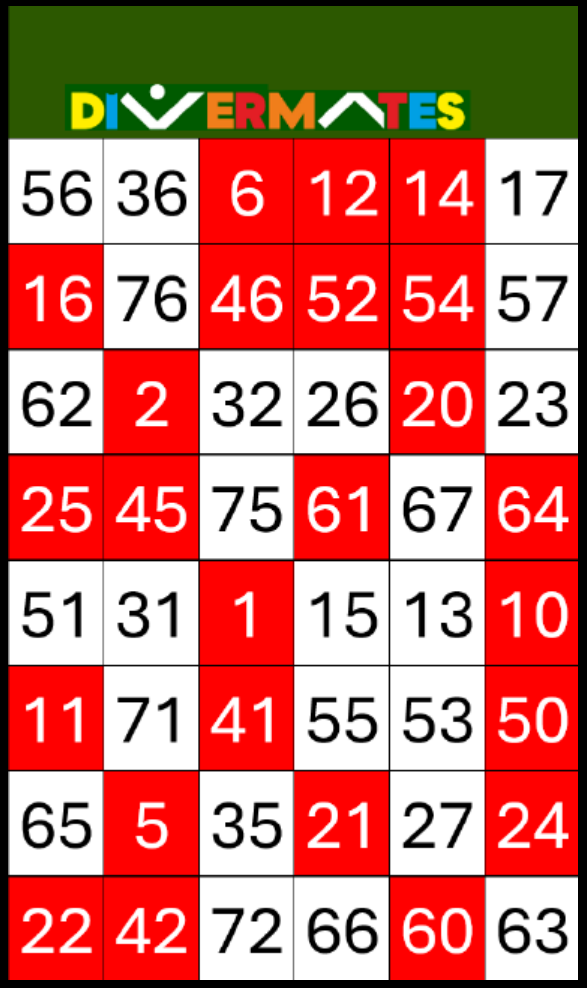


Jørn Hafver

JÆRMUSEET



Inspiration



Rules:

- Pick a number
- Swap the colour of your number
- Read out all the colours on the corresponding line (keeping the colour of your number swapped)

DIVERMATES

56	36	6	12	14	17
16	76	46	52	54	57
62	2	32	26	20	23
25	45	75	61	67	64
51	31	1	15	13	10
11	71	41	55	53	50
65	5	35	21	27	24
22	42	72	66	60	63

Rules:

- Pick a number
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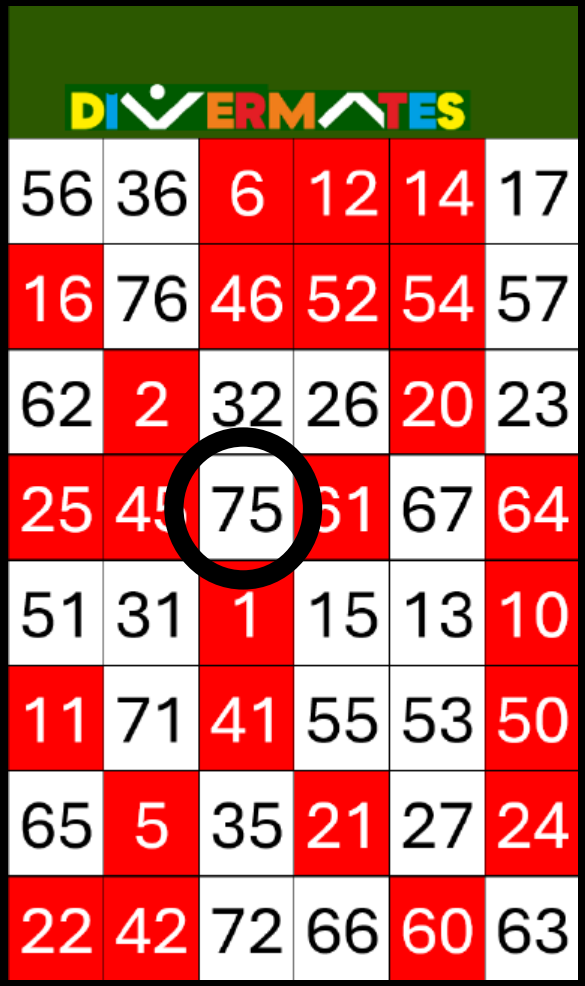

Example:

- You pick 75
- Read out «red, red, red, red, white, red»

Rules:

- Pick a number
- Swap the colour of your number
- Read out all the colours on the corresponding line (keeping the colour of your number swapped)

DIVERMATES

56	36	6	12	14	17
16	76	46	52	54	57
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11	71	41	55	53	50
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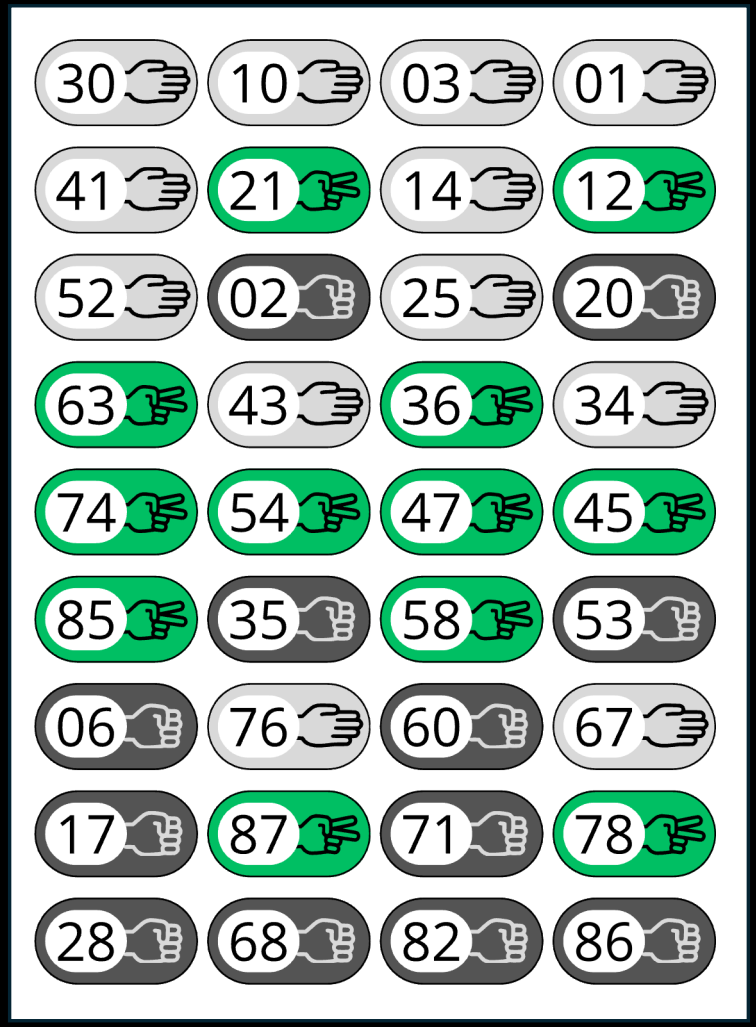
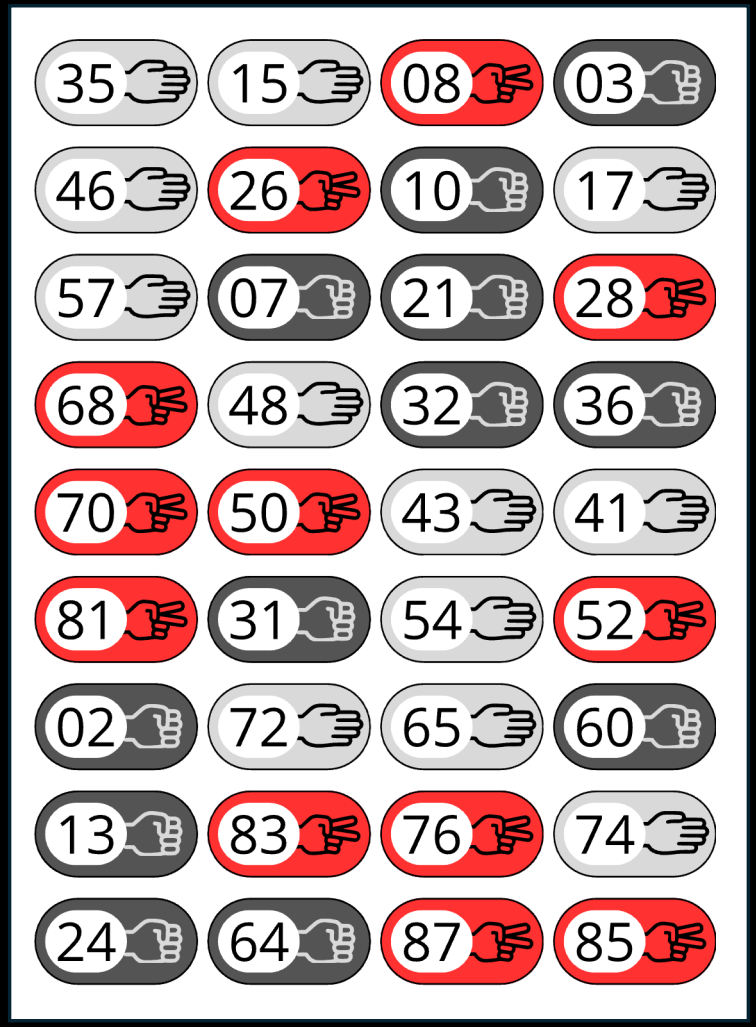
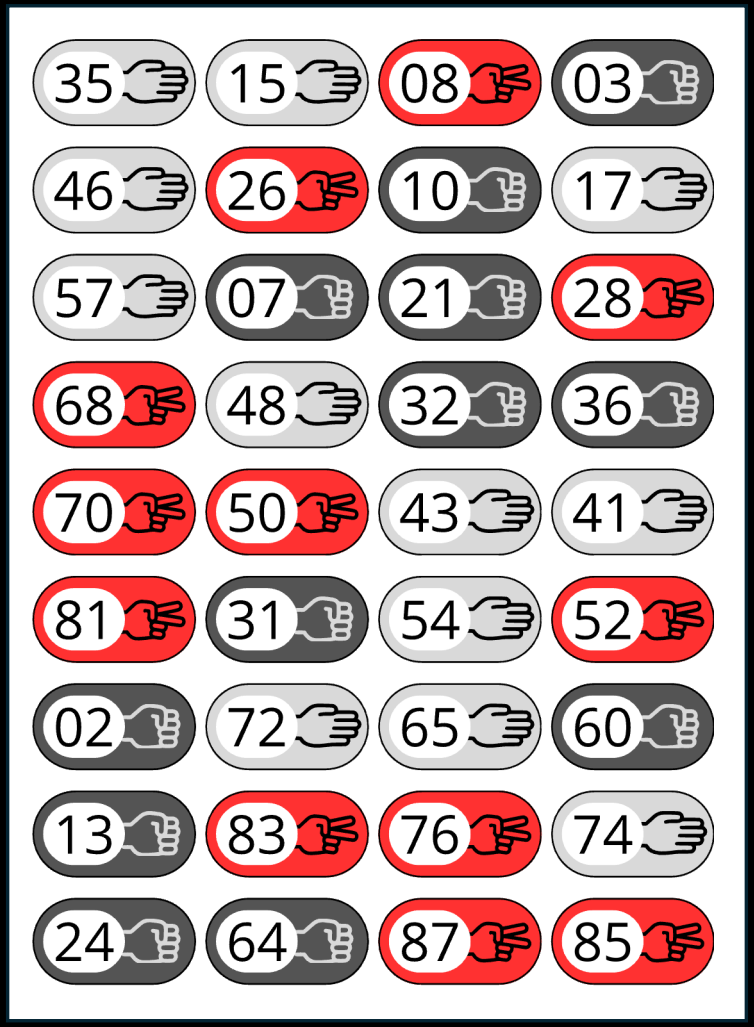
Let’s try!


30 10 03 01
41 21 14 12
52 02 25 20
63 43 36 34
74 54 47 45
85 35 58 53
06 76 60 67
17 87 71 78
28 68 82 86


35 15 08 03
46 26 10 17
57 07 21 28
68 48 32 36
70 50 43 41
81 31 54 52
02 72 65 60
13 83 76 74
24 64 87 85

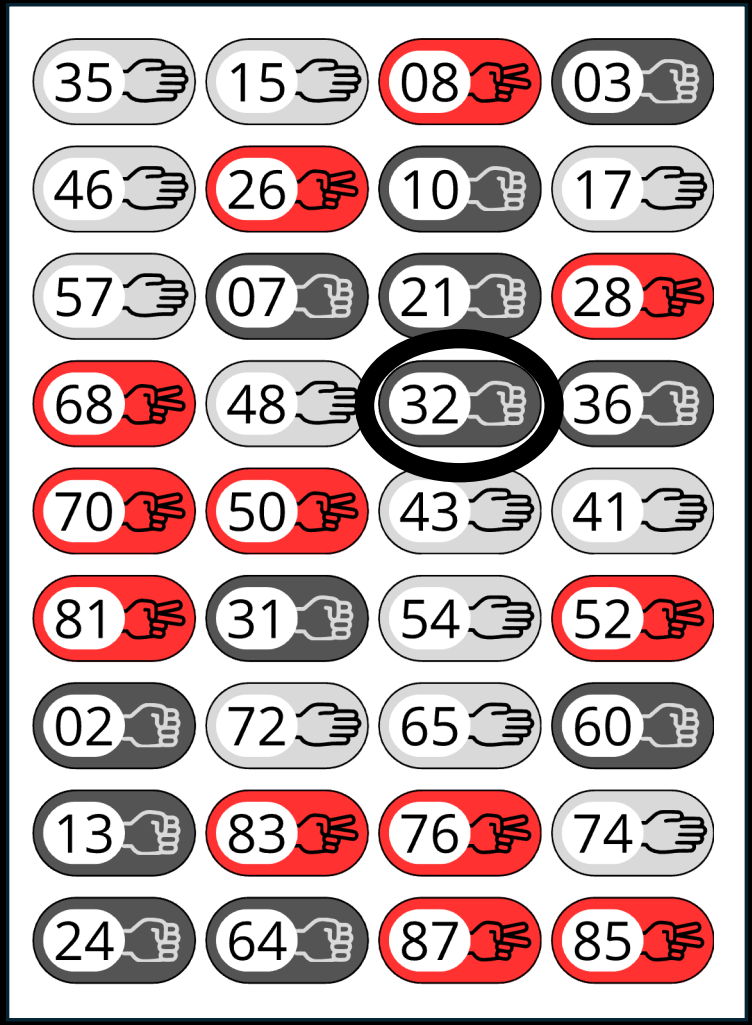
Rules:

- Pick a number
- Swap the symbol of your number with the symbol that beats it in rock-paper-scissors
- Read out all the symbols on the corresponding line (keeping the symbol of your number swapped)



Rules:

- Pick a number
- Swap the symbol of your number with the symbol that beats it in rock-paper-scissors
- Read out all the symbols on the corresponding line (keeping the symbol of your number swapped)

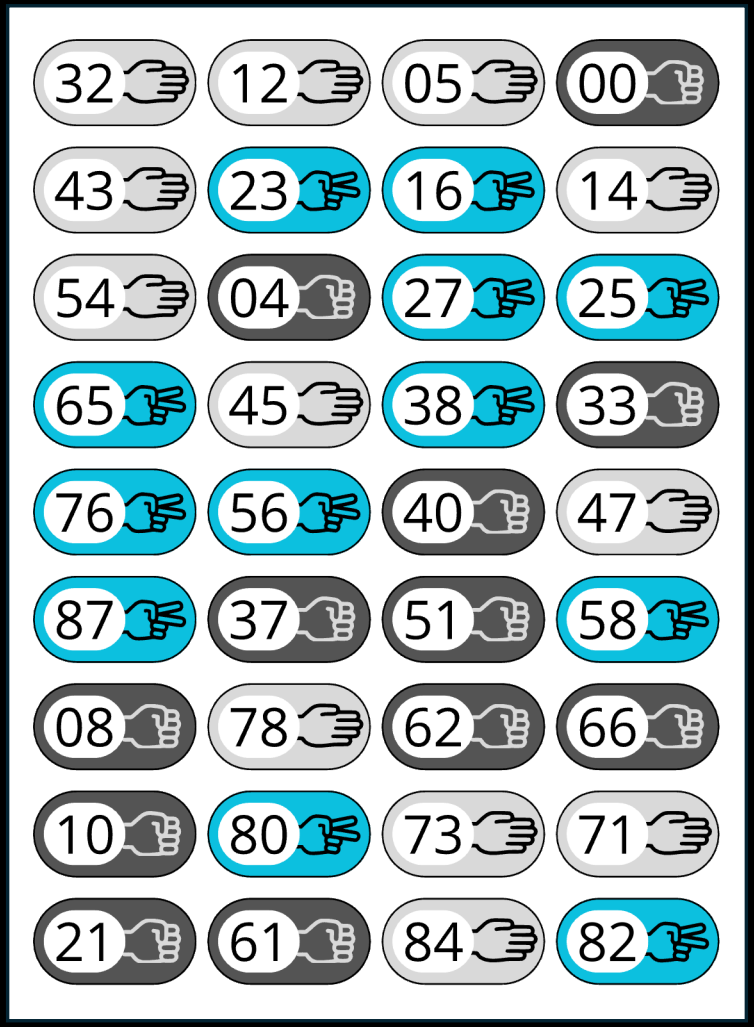


Example:

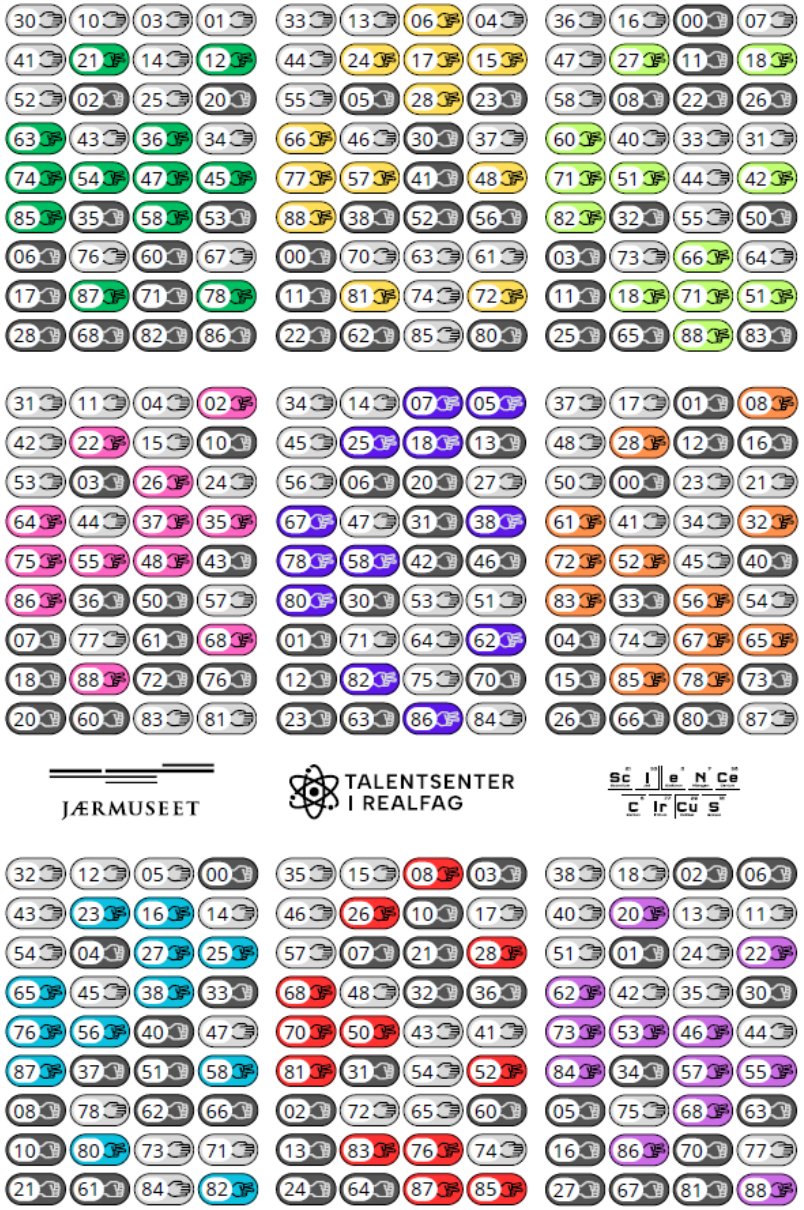
- You pick 32
- Paper beats rock
- Read out «scissors, paper, paper, rock»

Rules:

- Pick a number
- Swap the symbol of your number with the symbol that beats it in rock-paper-scissors
- Read out all the symbols on the corresponding line (keeping the symbol of your number swapped)



Let’s try!



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bit.ly/rockpaperscissors-magic