/scoreboard players operation @a[tag=UpdateRandom] RndMWC *= #MWCMultiplier Const /execute @a[tag=UpdateRandom] ~ ~ ~ /scoreboard players operation @a[c=1] RndMWC += @a[c=1] RndMWCCarry /execute @a[tag=UpdateRandom] ~ ~ ~ /scoreboard players operation @a[c=1] RndMWCCarry = @a[c=1] RndMWC /scoreboard players operation @a[tag=UpdateRandom] RndMWC %= #MWCBase Const /scoreboard players operation @a[tag=UpdateRandom] RndMWCCarry /= #MWCBase Const /scoreboard players tag @a[tag=UpdateRandom] remove UpdateRandom

RndMWC = (RndMWC * #MWCMultiplier + RndMWCCarry) % #MWCBase RndMWCCarry = RndMWC / #MWCBase

```
RndMWC = x_n
#MWCMultuplier = a = 31743
RndMWCCarry = c_(n-1)
#MWCBase = b = 2^16
```

r = 1