

Encryption with Playing Cards: An Introduction to Solitaire Encryption

Alpheus Madsen

Provo Linux User's Group
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Background: Why Solitaire?

Neil Stevenson's *Cryptonomicron*

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- WWII cryptography

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- A fun introduction to cryptography
- Normalizing cryptography

Background: Why Solitaire?

Solitaire's Goals

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Solitaire's Goals

- Strong Encryption — avoiding “Security through Obscurity”
- Assumes computer is not available
- Uses non-incriminating tools
 - After all, what's so incriminating about a deck of cards?

Security Concerns

Concerns with Solitaire's Security and Practicality

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 - Backup card deck(s) highly advisable!

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 - Messages should be kept short: use abbreviations and slang (Twitter FTW!)
 - Encryption/Decryption by hand needs to be double-checked
 - Backup card deck(s) highly advisable!
 - Should use computer whenever possible

Solitaire's Algorithm

Encoding Messages

Solitaire's Algorithm

Encoding Messages

- Start with a message

HI! I'm here to help!

Solitaire's Algorithm

Encoding Messages

- Start with a message
- Break message into 5-block groups

HIXIX MXHER ETOXH ELPXX

Solitaire's Algorithm

Encoding Messages

- Start with a message
- Break message into 5-block groups
- Convert to numbers

H I X I X	M X H E R	E T O X H	E L P X X
8 9 24 9 24	13 24 8 5 18	5 20 15 24 8	5 12 16 24 24

Solitaire's Algorithm

Encoding Messages

- Start with a message
- Break message into 5-block groups
- Convert to numbers
- Add stream to numbers modulo 26

phrase:	8	9	24	9	24	13	24	8	5	18	5	20	15	24	8	5	12	16	24	24
stream:	7	26	5	4	17	15	15	7	17	10	7	16	8	5	20	17	18	6	3	22
code:	15	9	3	13	15	2	13	15	22	2	12	10	23	3	2	22	6	22	1	20

Solitaire's Algorithm

Encoding Messages

- Start with a message
- Break message into 5-block groups
- Convert to numbers
- Add stream to numbers modulo 26
- Convert back to letters

15	9	3	13	15	2	13	15	22	2	12	10	23	3	2	22	6	22	1	20
O	I	C	M	O	B	M	O	V	B	L	J	W	C	B	V	F	V	A	T

Solitaire's Algorithm

Decoding Messages

Solitaire's Algorithm

Decoding Messages

- Start with the encrypted message

O I C M O B M O V B L J W C B V F V A T

Solitaire's Algorithm

Decoding Messages

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stream:	7	26	5	4	17	15	15	7	17	10	7	16	8	5	20	17	18	6	3	22
phrase:	8	9	24	9	24	13	24	8	5	18	5	20	15	24	8	5	12	16	24	24

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8	9	24	9	24	13	24	8	5	18	5	20	15	24	8	5	12	16	24	24
H	I	X	I	X	M	X	H	E	R	E	T	O	X	H	E	L	P	X	X

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Fun Fact

If you practice enough, you can do letter arithmetic in your head! (eg, $A + A = B$, $T + Q = K$, etc)

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- Start with the encrypted message
- Convert to numbers
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Fun Fact

If you practice enough, you can do letter arithmetic in your head! (eg, $A + A = B$, $T + Q = K$, etc)

Indeed: Ideally, you should be able to do *all* of this in your head, so you don't have incriminating notes and stuff that can be used to decrypt messages laying about...

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Obtaining a stream of numbers

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- 1 Find the \mathbb{A} Joker. Move it *one* card *towards* you.

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- 2 Find the \mathbb{B} Joker. Move it *two* cards *towards* you.
- 3 Perform a triple cut: swap all the cards before the first Joker (whatever Joker that might be) with all the cards after the second Joker.

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- 3 Perform a triple cut: swap all the cards before the first Joker (whatever Joker that might be) with all the cards after the second Joker.
- 4 Perform a count cut: look at the first card *towards* you, and convert it to a number from 1 to 53. Count from the card *furthest from* you. DO NOT change the order. Take those cards, and put them *under* the first card.

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Obtaining a stream of numbers

- ① Find the \mathbb{A} Joker. Move it *one* card *towards* you.
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- ⑤ Find the output card: look at the card *furthest from* you. Count down (ie, *towards* you) that many cards — the furthest card counts as one — and convert the card that you “land” on to a number, 1 to 26. This doesn't change the deck.

Solitaire's Algorithm

Obtaining a stream of numbers

- ➊ Find the \mathbb{A} Joker. Move it *one* card *towards* you.
- ➋ Find the \mathbb{B} Joker. Move it *two* cards *towards* you.
- ➌ Perform a triple cut: swap all the cards before the first Joker (whatever Joker that might be) with all the cards after the second Joker.
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- ➎ Find the output card: look at the card *furthest from* you. Count down (ie, *towards* you) that many cards — the furthest card counts as one — and convert the card that you “land” on to a number, 1 to 26. This doesn't change the deck.

Repeat these steps (without rekeying the deck) until you have

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Keying the Deck

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- Random shuffling (requires copy or two of deck)

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Keying the Deck

- Random shuffling (requires copy or two of deck)
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Keying the Deck

- Random shuffling (requires copy or two of deck)
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- Using a phrase and the algorithm itself

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Keying the Deck

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- Using a phrase and the algorithm itself
(Convert phrase to a series of numbers, and for every step in the phrase, repeat step 4 — the count cut — with that number in the phrase)

Solitaire's Algorithm

Keying the Deck

- Random shuffling (requires copy or two of deck)
- Using a Bridge column
- Using a phrase and the algorithm itself
(Convert phrase to a series of numbers, and for every step in the phrase, repeat step 4 — the count cut — with that number in the phrase)

Note that this is a good way to practice the algorithm...

Variations and Alternatives to Solitaire

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- Letters *and* Punctuation

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- Letters *and* Punctuation
- One Time Pad?

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- Various stream ciphers

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Variations and Alternatives to Solitaire

- Letters *and* Punctuation
- One Time Pad?
- Various stream ciphers
- Public/Private Key Encryption?

Questions

Any Questions?

Resources

- Bruce Schneier's Description:
 - <https://www.schneier.com/academic/solitaire/>
 - Problems With "Solitaire"
<http://www.ciphergoth.org/crypto/solitaire/>
- Aaron Toponce's resources
 - <https://pthree.org/2014/09/15/playing-card-ciphers/>
 - Card Cipher Wiki Page
<https://arrontoponce.org/wiki/card-ciphers>
- DiceWare
<http://world.std.com/~reinhold/diceware.html>