

K.E.G.-R Card Cipher

(Kolor Encryption Gate - Revised)

by Karl Zander

KEG-R is a playing card cipher designed for use with ordinary playing cards. It's motions resemble a rotor machine but play resembles a card game. It was designed to be resistant to modern attacks both by human and machine. It's key length and strength is 52 factorial (52!). Keg's key stream is designed to be non-periodic.

Specification:

State = 52 cards

Key Length = 52 cards

Gate color (suit) = suit of the first card in the keyed deck

KEG is a hand held rotor machine that feels like a card game. It consists of an encryption deck pile and discard pile.

Operational setup:

Start by creating a lookup dictionary that converts a card into it's assigned number. Such a lookup dictionary should look like this:

AC	2C	3C	4C	5C	6C	7C	8C	9C	10C	JC	QC	KC	AS	2S	3S	4S	5S	6S	7S	8S	9S	10S	JS	QS	KS
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

AH	2H	3H	4H	5H	6H	7H	8H	9H	10H	JH	QH	KH	AD	2D	3D	4D	5D	6D	7D	8D	9D	10D	JD	QD	KD
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Stepping value lookup dictionary:

AC	2C	3C	4C	5C	6C	7C	8C	9C	10C	JC	QC	KC	AS	2S	3S	4S	5S	6S	7S	8S	9S	10S	JS	QS	KS
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

AH	2H	3H	4H	5H	6H	7H	8H	9H	10H	JH	QH	KH	AD	2D	3D	4D	5D	6D	7D	8D	9D	10D	JD	QD	KD
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51

Card values are used for modular addition of plaintext letters and as stepping values.

Example message: LETSPLAYKEGTOGETHER

Encryption Pile Stepping:

Before any encryption of plain text is done, the encryption pile is stepped.

The stepping card is always the second card in the encryption pile.

1. The stepping card's value is looked up in the key and the suit is noted.
2. If the suit of the card matches the gate color (suit) then the discard pile is picked up and placed at the rear of the encryption pile.
3. Discard the stepping card.
4. Step the encryption pile by removing the first card and placing it at the rear.

Finally, step the encryption pile by the noted stepping card's value (0-51). This means repeating step #4 by the value of the stepping card.

Encryption:

Step the encryption deck by using the Encryption Pile Stepping instructions.

Encryption of the first letter in the plaintext is performed by modular addition of the letter (0-25) with the card value of the first card in the encryption pile.

Decryption:

Step the encryption deck by using the Encryption Pile Stepping instructions.

Decryption of the first letter in the ciphertext is performed by modular subtraction of the letter (0-25) with the card value of the first card in the encryption pile.

Optional Key Scheduler:

In order to prevent the attack from learning the key, an optional key scheduler may be applied and is recommended. The key scheduler is simply applying the step algorithm 52 times before starting encryption. Because the step algorithm is applied first before encryption, the total number of times the step algorithm is applied ends up being 53.

Test Vector:

Key: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51

Example message: LETUSPLAYKEGTOGETHER
Example cipher text: ONONJDUAGYLYJAKRCJPX