K.E.G. Card Cipher

(Karl's Encryption Gate)

by Karl Zander

KEG 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 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

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 suit then the discard pile is picked up and placed at the rear of the encryption pile.

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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 (0-25). 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.

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: ONONIZJCFCUVEQQHDJSZ