Book of Egyptian Cryptography

by Uvajda (Karl Zander)

Front Page

0

A

N - 13

13 – N

0

Δ

Reversing QVD

• 16 21 3

QVD SHT

Triangle

- 012
- ABC

Heget-Hebew

- 7 4 16 4 19
- 21 18 16 6 22

OIGSM

Cloak Master Secret

• 21 18 16 6 22

QKQMS

Quantum Reality = T

• QR = T

- QRT
- 16 17 19

T = 2

Quantum Reality = T (continued)

• QR = T

- Q R T
- 16 17 19

$$T = 2$$

Q = 6 R = 8

The Two Sums of Quantum Reality

- 0
- 85

•

• Sub sums 33 and 52

The Powers of Quantum Reality

```
36 * Q
= 4 = 64 = 128 * 2 = 256
D / 2
```

The Total Sum of Quantum Reality

16 17 1933 21

• Sum = 33

The Backward Sum of Quantum Reality

• Sum = 33

The Sum of Forward Reality

- 16 mod 4 = 0
- 17 mod 4 = 2

Sum = 2

The Double Sum of Quantum Reality

• Sum = 66

The Double Sum of Quantum Reality

- 16 17 19
- 16 17 19

Sum = 6 8 12

Perfect Time

• Sum = 8

Slip

• Na

Ma

)-

• _

Egyptian Star Codes

XEPER BETEL HEQET XEFER WIQA TAJA TAJA TAIA RIGEL AUSAR KARL UVAJDA BETEL HEQET BETEL BETEL HEQT TAJA STRM TAIU BETEL BETEL KARL UVAJDA

XEPER BETEL HEQET XEFER WIQA TAJA TAJA TAIA BETEL HEQET BETEL BETEL HEQT TAJA STRM TAIU

XEPER BETEL HEQET XEFER WIQA TAJA
BETEL HEQET BETEL BETEL HEQT TAJA

Egyptian Star Codes

```
XEPER BETEL HEQET XEFER WIQA
BETEL HEQET BETEL BETEL HEQT
```

Egyptian Star Codes

• EarthKey = xeper betel heget xefer wiga

BETEL HEQET BETEL BETEL HEQT

Egyptian Star Code Messages

• EarthKey2 = таја

TAJA

Egyptian Star Code Alfa Alphabet

- 0-25 (or mod 26)
- A-Z (or a-z)

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

Egyptian Star Code Alfa Formation

Add ordinal number to key number modulo 26
 xeper + betel mod 26

Egyptian Star Code Algorithm

- Mode 0
- Begins with 2 lines (Top = 0, Bottom = 1) or (Top = text, Bottom = key)
- Add the 2 lines together (Top + Bottom) modulo
 M

Egyptian Star Code Algorithm

- Mode 1
- Begins with 2 lines (Top = 0, Bottom = 1) or (Top = text, Bottom = key)
- Subtract one line from the other (Top + Bottom) modulo M

Egyptian Star Code Algorithm

- Mode 2
- Begins with 2 lines (Top = 0, Bottom = 1) or (Top = text, Bottom = key)
- Subtract one line from the other (Bottom + Top) modulo M

Betel Transformation

Add number to itself modulo 26 (double transformation)

```
(n + n) \mod 26
```

Add number to shift value, Beta, modulo 26
 (n + s) mod 26 {S = 5} (right shift alpha transformation)

Egyptian Star Code Glossary

- Double = Delta
- Right Shift Alpha = Beta
- Left Shift Alpha = Alpha
- Left Shift Beta = Alpha
- Right Shift Beta = Beta

Betel Transformation

Subtract number value from shift value modulo
 26

$${S = 2}$$

Hebew Transformation

- Add number to itself modulo 26 (double transformation)
- (n + n) mod 26
- A rotation of the alphabet to the left once before each letter is required. (For example A..Z becomes Z..Y)
- The rotation algorithm is applied twice. The double rotation of the alphabet is referred to as RS Beta.

Betel Heqet Venus Transformation

- Add number to itself modulo 26 (double transformation)
- (n + n) mod 26
- Perform double transformation once more

Betel Heget Venus Transformation

- Betel Shift Alpha Shift Order or S [0, 9, 0, 9, 0]
- Add each number to the corresponding shift order modulo 26
- (n + s) mod 26

Betel Heget Venus Transformation

- Betel Shift Beta Shift Order or S [0, 0, 9, 0, 0]
- Add each number to the corresponding shift order modulo 26
- (n + s) mod 26

Betel Heqet Venus Output

- Output should be read in the follow order
- Delta
- Beta Alpha

Betelgeuse Hecate Venus

- Draw Door West
- DRDRW
- BETELGEUSE HECATE BETELGEUSE HECATE VENUS
- BHBHV

- Q = N = A = AN
- A = NAAN
- Q = ANNA
- Q = Q(R(T))
- H = HEQET

- B = BETEL (BETELGEUSE)
- T = THOTH (INNER THOUGHT)
- R = RA (INNER SIGHT)
- Q = A (SPIRIT OR SOUL)

- W = WAJDET (OR WEST)
- S = SOTHIS / SERPENT (OR SOUTH OR SHIFT)
- RW = RIGHT WING (SHIFT -1 OR VARIABLE)
- LS = LEFT SHIFT (SHIFT -/+ 2 OR VARIABLE)

- A = All Things (Light / Dark)
- Q = NEFERTITI + AN
- A = AN + NEFERTITI
- Q = NEFERTITI
- N = NEFERTITI

- Q = HEQET (NORTH OR SOUTH)
- R = RIGEL (OR RIGHT)
- A = AUSAR (NORTH OR SOUTH)
- 0 = OSIRIS
- I = ISIS
- NE = NEPTHYS (OR NORTH EAST)

- NW (OR NORTH WEST)
- SW (OR SOUTH WEST)
- SE (OR SOUTH EAST)