

Strong Encryption with a 10-Sided Die

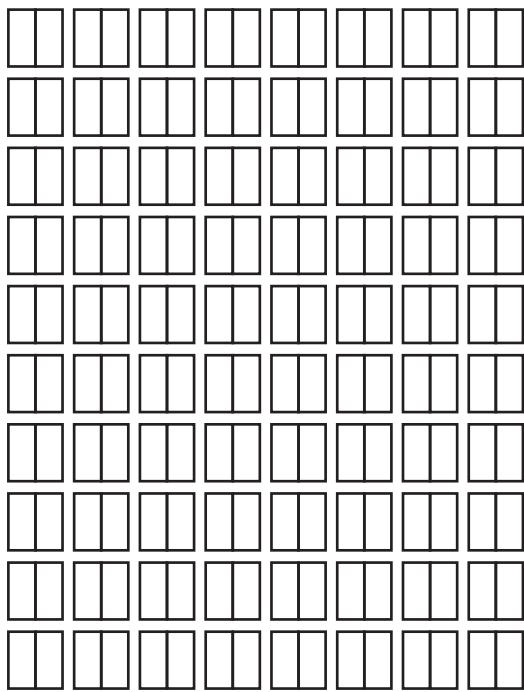


a how-to guide from

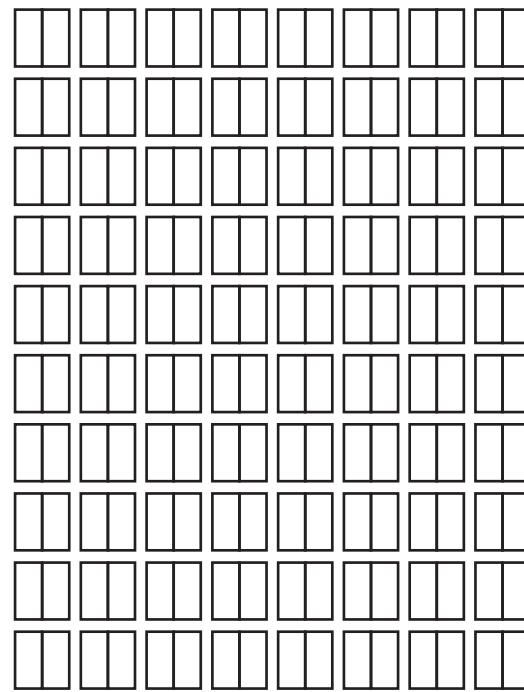


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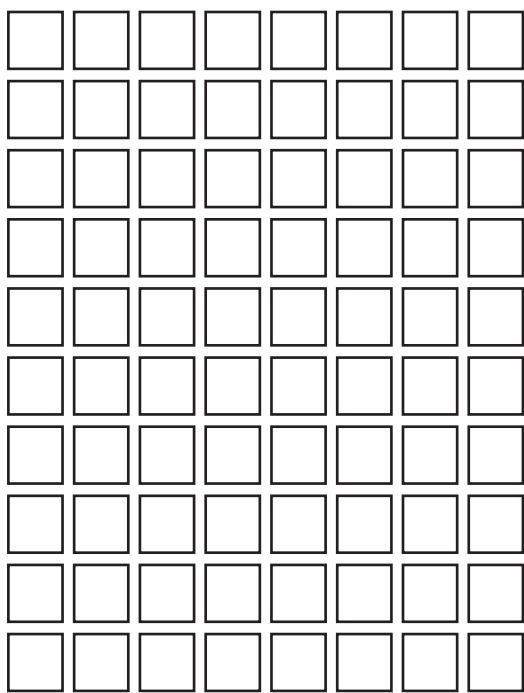
Your private key (burn after encoding)



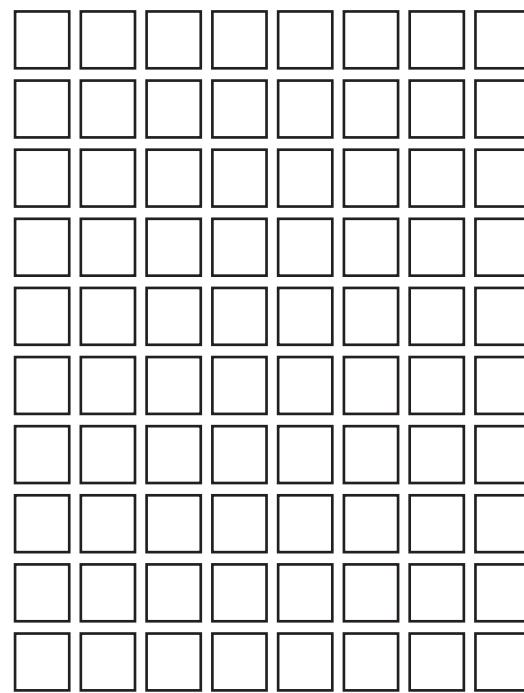
A private key for your friend



Plaintext (burn after encoding)



Ciphertext



How do you send a private message if you don't trust your computer?

Use a 10-sided die to make a one-time pad.

Have you ever wanted to send a secret message to a friend? If so, you've probably wondered whether the channel you're using is really secure. Even if an encrypted chat program works as advertised, it's all for naught if someone is logging your keystrokes.

If you're looking for mathematically guaranteed secrecy, consider using a **one-time pad cipher**. As long as you and your friend follow some simple rules, you'll be able to send messages that can't be cracked by any computer program.

This zine will teach you to send and receive messages using a one-time pad cipher. First you'll use a 10-sided die to generate your **private key**. Then you'll use your key to encrypt a short message, which your friend can decode with their copy of the key.

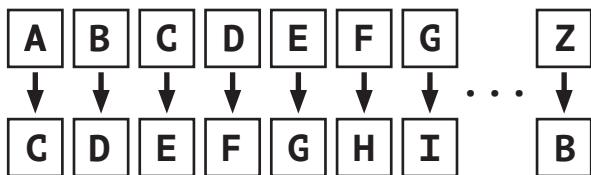
You might expect strong encryption would require using a computer, but all you need to make a one-time pad cipher is a piece of paper, a pencil, and a source of random numbers.

The biggest downside of using a one-time pad cipher is that you'll need to share a private key with the friend you're corresponding with before sending an encrypted message. Since each key can only be used once, you may want to generate a number of keys ahead of time.

What is a cipher?

A **cipher** is any technique for converting a **plaintext** message into an encrypted form called a **ciphertext**. The goal is to generate a ciphertext that is unreadable to anyone except the intended recipient.

You may be familiar with **rotation ciphers**, also known as Caesar ciphers. For example, in a so-called ROT-2 cipher, each letter in the plaintext is replaced with the letter two spaces ahead in the alphabet.



Rotation ciphers are OK for passing notes in class, but they're easy to decode even if you don't know the rotation value. That's because people use certain letters, such as **e**, **t**, and **a** in English, more frequently than others. If you send a message using a rotation cipher, an adversary can count how many times each letter appears in the ciphertext, then make some guesses and reconstruct the plaintext.

Or an adversary can use a brute force approach, testing every possible rotation value to see which one outputs a message that looks like English.

→

! "#\$%& ' ()*+, - . /0123456789: ; <=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_` abcdedfghijklmnopqrstuvwxyz{ | }~áéíóú

space

←



Encoder/Decoder Lookup Table

```

00 00 "#$%&' ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - 'abcde
01 99 "##$%&' ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
02 98 "#$%&' ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
03 97 #$$%&' ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
04 96 $%&' ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
05 95 %&' ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
06 94 &' ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
07 93 - ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
08 92 ()**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
09 91 )**+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
10 90 *+, - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
11 89 + , - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
12 88 , - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
13 87 - ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
14 86 ./0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
15 85 /0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
16 84 0123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
17 83 123456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
18 82 23456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
19 81 3456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
20 80 456789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
21 79 56789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
22 78 6789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
23 77 789: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
24 76 89: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
25 75 9: ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
26 74 : ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
27 73 ;<=>?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
28 72 >?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
29 71 ?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
30 70 >?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
31 69 ?@ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
32 69 @ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
33 67 ABCDEFFGHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
34 66 BCDEF GHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
35 65 CDEF GHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
36 64 DEF GHIJJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
37 63 EFGH IJKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
38 62 FGHII JKLMNOPQQRSTUVWXYZ[ \ ]^ - abcde
39 61 GHII JKLMNOPQQRSTUVWXYZ[ \ ]^ - abcde
40 60 HII JKLMNOPQQRSTUVWXYZ[ \ ]^ - abcde
41 59 IJKLMNOPQQRSTUVWXYZ[ \ ]^ - abcde
42 58 JKLMMNOPQQRSTUVWXYZ[ \ ]^ - abcde
43 57 KLMNOPQQRSTUVWXYZ[ \ ]^ - abcde
44 56 LMNOPQQRSTUVWXYZ[ \ ]^ - abcde
45 55 MNOPQQRSTUVWXYZ[ \ ]^ - abcde
46 54 NOPQRSTUVWXYZ[ \ ]^ - abcde
47 53 OPQRSTUVWXYZ[ \ ]^ - abcde
48 52 PQRSTUVWXYZ[ \ ]^ - abcde
49 51 QRSTUVWXYZ[ \ ]^ - abcde

```

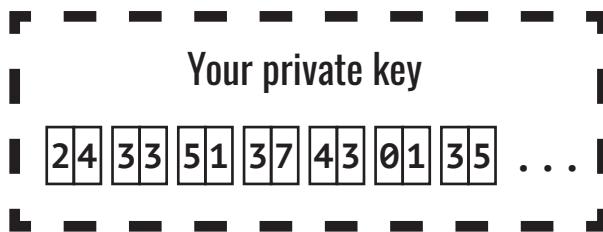

A teal starburst icon containing the text "Cursor strip".

How does a one-time pad cipher work?

A one-time pad cipher is similar to a rotation cipher, except each character in the plaintext is encoded using its own random rotation value. That way, the ciphertext will look completely random to anyone who doesn't have the private key.

Step 1: Generate a private key

To generate your **private key**, also known as a **pad**, you'll roll your 10-sided die repeatedly to generate random numbers from 00 to 99. Each number in your private key will require two die rolls: one for the first digit, and one for the second digit.



Inside the front cover of this zine, you'll find a grid titled "Your private key" and one titled "A private key for your friend." Roll the die, then write down the digit in both private key grids. Repeat until your private key is as long as you need.

The length of your private key determines the length of the message you'll be able to send. If you use 80 two-digit numbers for your private key, you'll be able to send a plaintext message with up to 80 characters (including spaces and punctuation).

If you want, you can roll two dice to generate random numbers twice as fast. Try to use dice that look different, so you can consistently use one die for the first digit and one for the second digit.

We're choosing random numbers from 00 to 99. That means the cipher needs an "alphabet" of 100 unique characters. The list of characters we'll use (which you can see in the left margin) includes capital letters, lowercase letters, numbers, punctuation marks, and the space character. The first 95

characters, in order, are copied from from the ASCII character set. The last 5 characters are vowels with acute accents.

If you want, you can use the following Python code to print the character set:

```
print(list([chr(i) for i in range(32,127)]) +  
["á","é","í","ó","ú"])
```

Why am I rolling a die? Can't computers generate random numbers?

Ordinary computers can't generate random numbers. Instead, they use special algorithms to generate **pseudorandom** numbers, which look like they're chosen at random.

However ... if your adversary is familiar with the pseudorandom number generator you're using, they might be able to deduce the pattern, reconstruct the exact series of pseudorandom numbers you used, and decode your message.

Unlike using a computer, rolling dice can generate truly random numbers.

Step 2: Share the private key with your friend

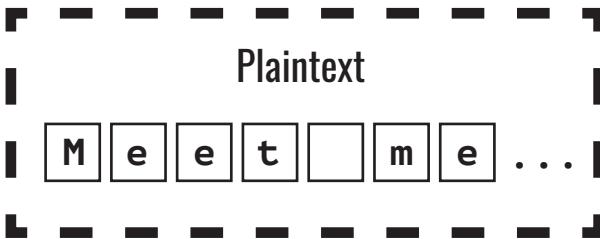
You should now have two identical copies of your private key. Keep your copy in a safe place, and share the other one with the friend you want to send a message to.

You shouldn't send your private key over any channel that might be under surveillance, because anyone with the private key will be able to read your encrypted message when you send it.

Step 3: Encode your message

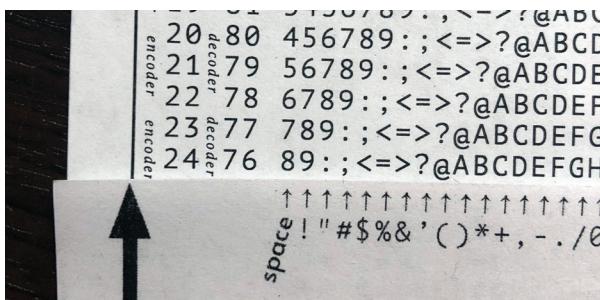
Let's encode the words "Meet me" using the example private key. First, find the grid labeled "Plaintext" and write out your message one character at a time. Each character in your message, including spaces and punctuation marks, should go in its own square.

Here's the example plaintext we'll encode:

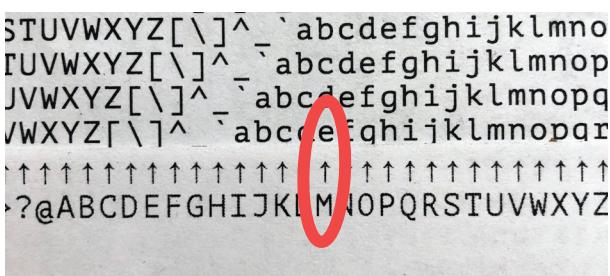


Each character in your plaintext message corresponds to a two-digit number in your private key. In the example above, the first letter, **M**, corresponds to the number **24** in the provided key.

Turn to the encoder-decoder lookup table and find the **encoder** column on the far left. Align your **cursor strip** with the line labeled **24**, using the arrows as a guide.



Find the letter **M** on the cursor strip and use the arrow above to find the letter you'll use in your ciphertext. In this case, it's the lowercase letter **e**.



Write the letter **e** in your ciphertext grid, then move to the next letter. Here's the complete ciphertext for "Meet me", using the private key from the previous page:



Step 4: Send your encoded message

Since your message is securely encrypted, you can share it any way you want. Send it by email, chat, mail, or phone. Write it on a wall with spraypaint if you want. As long as you and your friend burn the key and plaintext when you're done (and there aren't any digital copies), no one will ever be able to decode the message.

Use your head. If you send your encrypted message by email, chat, mail, or phone, there's still a lot of metadata being collected. If you and your friend are carrying cell phones when you meet in a remote place, your GPS coordinates will tell the tale.

Also, If you're being actively surveilled, sending encrypted messages could raise a red flag. If that's a concern, you might want to look into steganography (e.g., embedding the ciphertext in an image file).

Step 5: Decode a message

Your friend will decode the message one character at a time, using the **decoder** column in the lookup table.

When decoding, you may find it useful to check off each letter as you go.

Never reuse a private key!

If you reuse a private key, even once, you'll open yourself to frequency analysis attacks.

To avoid mistakes, you should burn everything when you're done. You can easily burn slips of paper in a glass or mug.

Create a pad of numbered keys

If you plan to exchange a series of messages, you can create identical pads of private keys for you and your friend. Then use the keys in order, burning each when you're done.

If someone steals you or your friend's private keys, they can potentially send messages impersonating you. If you want to confirm the sender, you can create a series of passcodes to include with your messages.



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Here's a message for
you to decode!



Private key (a.k.a. one-time pad)

39	95	70	30	83	88	04	71
81	25	18	26	34	62	02	27
16	35	45	42	03	85	78	87

Ciphertext

p	á	F	1	T	space	p	g
V	#	2	j	-	M	u	space
r	(5	:	w	j	n	space