MysteryTwister C3

PLAYFAIR WITH HINTS ABOUT THE GRID

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Introduction

To encrypt a message with the Playfair cipher, the letters A - Z are arranged in a 5x5 square (in this cipher, J is the same letter as I). Afterwards, the message is split into pairs of letters. Now there are three ways of looking up the respective pairs in the key matrix:

- 1. If both characters occur in the same line, they are replaced by the two following characters in the line.
- 2. If both characters occur in the same column, they are replaced by the two following characters in the column.
- **3.** If the letters occur neither in the same line nor in the same column, the first character is replaced by the character that occurs in the same line and in the column in which the second character occurs. Vice versa for the second character.



Ciphertext

UR DS SO LX VN KV KE AG UN EY PS LM TP ES KQ SQ LX LR DN PU PG QE TB BL GR PY IV NM LC BF VC CE EY AU ON BN UL NB PL KG KY MN EP LP SU QE DL CV VQ LC EY PS NO YS CD 00 ΡV PN T.W VC CO AL KE DC VK BF ER ME GL LR VC HD SR TL VS SO DX UG IL NP YG YS RF RU SG PS MN XE EQ NB PO PN GR TS LY ET UY RU ON BG YG HA ND MW



The known part of the 5x5-key matrix (grid)

	Р		
Ν		L	
С		G	
			Q



Challenge

Please submit the name and the surname of the person who made the statement encrypted in the given ciphertext. Separate the two words by one space and use only capital letters.

