

MI Consulting Agency
DETECTIVE
HANDBOOK

A COMPREHENSIVE MANUAL

CODES AND CIPHERS

Below are some ciphers types that you may encounter in your investigation. There may be others - if a code does not fit, be on the lookout for a decoder.

CAESAR CIPHER

Take the code: *FRGH EUHDNLQJ* key = 3

Shift all the letters in the alphabet, so that they are offset by your key number. In this case, the key is 3, so the A starts 3 positions over. When reading a code, F turns to C, R becomes an O, etc.

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
X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W

Following these, we find that the final code is: CODE BREAKING!

RAIL FENCE CIPHER

Take the code: *C AGOEBEKNDRI* key = 3

Draw a grid with the same number of columns as characters in your code, and as many rows as your key.

In this case, we have 13 characters (including the space), and our key is 3, so our grid is 13 x 3. First, mark the grid cells in a zig-zag pattern, like so:

-				-				-				-
	-		-		-		-		-		-	
		-				-				-		

Then fill it with the letters, one row at a time. For example, the first row would show the first 4 characters (including the space): C-space - A -G

C				(space)				A				G
	-		-		-		-		-		-	
		-				-				-		

Fill out the rest of the letters, one row at a time, then read from left to right. The final code is: CODE BREAKING

C				(space)				A				G
	O		E		B		E		K		N	
		D				R				I		

VIGENERE SQUARE CIPHER

Take the code 'UCOZ FJSLFMFU, with the key 'Solve' (in this case, the key is a word and not a number). First, Line up the code with your key:

cipher	U	C	O	Z	F	J	S	L	F	M	F	U
Key (repeating)	S	O	L	V	E	S	O	L	V	E	S	O

Then, for each letter, find the corresponding number, and then find the difference between them (where A=1 and Z=26).

cipher	21	3	15	26	6	10	19	12	6	13	6	21
key	19	15	12	22	5	19	15	12	22	5	19	15
difference	2	-12	3	4	1	-9	4	0	-16	8	-13	6

If the difference is less than 0, add 26 to the result.

difference	2	-12	3	4	1	-9	4	0	-16	8	-13	6
Adding 26 to all negative numbers		14				11			10		13	

Once all the numbers are positive, add 1 to them, and then find the corresponding letter!

All positives	2	14	3	4	1	11	4	0	10	8	13	6
Add 1 to all numbers	3	15	4	5	2	18	5	1	11	9	14	7
CODE	C	O	D	E	B	R	E	A	K	I	N	G

MORSE CODE

Space between WORDS = /

Space between SENTENCES = <>

If you don't like solving codes by hand, you
can use this website:
<https://cryptii.com/>

ALPHABET	A	• —	N	— •
	B	— • • •	O	— — —
	C	— • — •	P	• — — •
	D	— • •	Q	— — • —
	E	•	R	• — •
	F	• • — •	S	• • •
	G	— — •	T	—
	H	• • • •	U	• • —
	I	• •	V	• • • —
	J	• — — —	W	• — —
	K	— • —	X	— • • —
	L	• — • •	Y	— • — —
	M	— —	Z	— — • •
NUMBERS	0	— — — — —	5	• • • • •
	1	• — — — —	6	— • • • •
	2	• • — — —	7	— — • • •
	3	• • • — —	8	— — — • •
	4	• • • • —	9	— — — — •

EXAMPLE:

-.-. --- -.. . / -... .-. . .- -. -.. -.

C O D E B R E A K I N G

MILITARY TIME

To find military times:

AM: remove the colon, add a leading 0 to all single-digits

PM: same as AM, and add 12 to the hours

Examples:

0000 = 12 am

0830 = 8:30 am

1356 = 1:56 pm

2109 = 9:09 pm

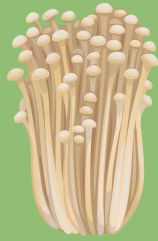
FOOD TYPES

MUSHROOMS

Cremini



Enoki



Portobello



Shiitake



Oyster

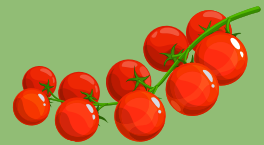


TOMATOES

Beefsteak



Cherry



Heirloom



Roma



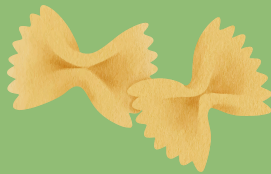
FOOD TYPES

PASTA

Cannelloni



Farfalle



Fettuccine



Penne



Ravioli



RICE

Arborio
(Risotto)



Basmati



Jasmine



Sushi



FOOD TYPES

DESSERTS

Babka



Flan



Cannoli



Macarons



Churros



Tiramisu



Crepes



Trifle



Eclairs



Tartlets



