Cybertek

TICOM'S ZINE

We got your inphoz baby! - Stormbringer '96

NEWBIES' NET NODE

Hacker Information

(and Where to Obtain It)

by The International Information Retrieval Guild (IIRG)
"May Odin guide your way!"

One of the most frequently asked questions the IIRG receives from the multitude of new day Hackers and Phreaks is where do I obtain information on phreaking and hacking. Now I don't want to get into a psychological debate on what a new day hacker is, but lets for safety's sake say its a kid who just got a modem and happened to grab a copy of Phantasy off of a bulletin board or had obtained another hack/phreak electronic newsletter.

Ok, they've taken that first plunge and its wetted there appetites for more information. Now they run down to there local PC-mart and look through its racks of books and magazines and the few articles they did manage to find portray a hacker as a budding Charlie Manson behind a keyboard. Well the IIRG has had enough of these portrayals by the media and we've decided to author a column on where to obtain information for novices or the curious.

The very first step of a curious novice would be to obtain a private mail box, preferably NOT a Post Office Box. There are plenty of private mail services springing up and finding one close to your home should be no problem. These addresses are usually called Suites or just use a number. The price range on these boxes is usually 6 to 9 dollars a month and can be easily afforded even by a teenager. I said preferably NOT a post office box for two simple reasons, One, I distrust any government agency and find they cooperate very easily when they want to. And Two, if you do receive more "covert" mail its just a good idea not to be involved with any branch of the government. For an opposing view, Thomas Icom disagrees with the above assessment; as in his experience he's found that Post Office Boxes are cheaper, offer the same amount of privacy to an individual, and if an agency is interested in finding out the owner to any type of box, they'll simply get the necessary paperwork signed by a sympathetic judge.

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RECYCLED TECHNOLOGY

Classic Computers

There are a lot of older systems which are ignored these days, but are still very useful. These systems include The Apple II, Atari '8-bit'(800, 800XL, 130XE) and 'ST' series, and Commodore 64/128 and Amiga to mention a few. These systems are available at flea markets and tag sales for next to nothing, and present excellent platforms for the enterprising hobbyist who is interested in really tooling around with machines. Since these boxes are available at very low cost, one need not worry needlessly about accidentally destroying the system. If such a thing accidentally occurs, one will only be out a few bucks. On a more practical level for those of you who are interested in working in the industry, many of the older CPUs are now used as the heart of many pieces of microprocessor-controlled consumer electronics devices. Knowing the ins and outs of an older CPU might give you an edge in finding a job. Many current CPUs are simply more complicated versions of their older brethren. Tooling around with the older CPUs is an excellent start to learning some of the newer ones. With microprocessor trainers

(Continued on page 2)

INSIDE

(Classic Computers, Cont'd from Page 1)
costing hundreds of dollars, using a classic computer you picked up for $10 to learn assembly is a wise economic move.

Since these systems are discontinued, you will have to look for them. Good places to try are tag sales, flea markets, and your local Salvation Army thrift-store. Since these systems are considered 'obsolete' they are often available for free from someone who has had one in a closet for the past 10 years and just wants to get rid of it. If you're going the flea market or tag sale route, don't spend a lot of money. I wouldn't spend more than $40-$50 on a complete system. By 'complete system' I mean a main unit, disk drive, full documentation (very important to have), some software, and a printer interface. Looking in a recent copy of Nuts and Volts, I see 60 MHz. Pentium motherboards with CPU for $149. If that's what current hardware is going for, you should be able to figure out what a fair price is for older stuff. Some people will attempt to justify asking for a higher price by telling you they spent a few hundred dollars for the set-up, but that was 10 years ago when the equipment wasn't obsolete.

The best systems for the beginning classic computist to start with are the Commodore 64 or 128, and the Apple II. They were pretty commonplace back in their day, so a lot of technical information and software are still available for them. The Commodore 64/128 has the slight edge in availability of hardware and software, but the Apple was more expandable and hardware hacker-friendly. Either system is still an excellent choice, however.

In the present day of cookie-cutter systems running Intel CPUs and MS-DOS/Windows, there's a certain allure to hacking around with a classic computer. Some of those systems are also surprisingly powerful.

(Hacker Information, Cont'd from Page 1)
Ok, now that you've run out and gotten a mailbox you say "Well now what the Hell do I do with it?", Well that's a good question and an easily answered one, you fill it up son! Now the very first thing we suggest is laying aside some serious cash or hitting up the slush fund for your expenses. Because expenditures for hacking information aren't cheap and especially figuring this after what you've probably spent on your equipment.

We're not saying that all these books or equipment are needed for your library, there just nice to have around.

We advise sending for these Books:

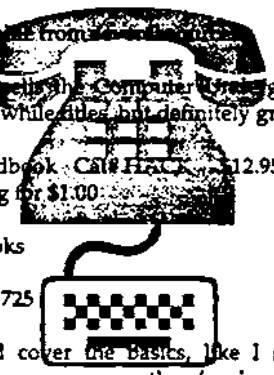
1. Defending Secrets, Sharing Data: New locks and Keys for Electronic Information
GPO Stock Number:052-003-01083-6
Last Known Price:$8.50
Available From:
Superintendent of Documents
Government Printing Office
Washington, DC 20402 9325

2. Get the Privacy Catalog from Eden Press
They've got too many titles to list, but some of the best we like are:

Privacy: How to get it, How to Enjoy it. #400 $18.95
Are you now or have you ever been in the FBI Files? #403 $12.95
Electronic Record Systems and Individual Privacy #614 $14.95
Telephone Security #652 $9.95
Telephone Debugging #653 $15.95
A Study of Telephone Records #630 $19.95

Call 1-800-338-8484 for their catalog.

3. A little old, its from 1985 but still a nice book to read
THE COMPUTER UNDERGROUND by M. Harry
Price-$14.95
This book is available from [illegible]



4. CRB Research [illegible] Computer Underground as well as many other worthwhile titles, but definitely grab.

The Hackers Handbook Call H.A.C.K. $12.95
Order their catalog for $1.00

CRB Research Books
P.O. Box 56
Commack, NY. 11725

Well That should cover the basics, like I said some of the catalogs you'll go crazy over, there's always something for everyone in them. But now onto more books and magazines,

Go down to your local book store and look these titles up, or have them order them for you..

1. Old but good reading- Out of the Inner Circle by Bill Landreth
1985 by Microsoft Press $9.95

2. Hackers by Steve Levy- A good guide for the Ethics of a hacker..
Dell Publishing Company 1984 $4.50

3. The Cuckoos Egg by Clifford Stoll
Originally out in hardback at $19.95, but at the time of the editing of this article its now in the stores on paperback (Story of the Hannover Hacker and his ultimate downfall)

5. Magazines which are worth getting:

Nuts & Volts	Electronics Now
Popular Electronics	Circuit Cellar Ink
Microcomputer Journal	Electronic Servicing
Computer Telephony	Dr. Dobb's Journal

There are many more worthwhile books and magazines that could be listed on and on, but we feel these selections will present to you a good broad range of topics and interests. Another worthy source would be to find a bbs that has a large selection of Hacker Text files such as PHANTASY, PHRACK, CUD, etc. This should drain your checkbook effectively for a while, or at least till the next article on what is useful and noteworthy on your newly obtained hacker library.

LO-TEK INFO

Urban Survival III

by **Douglas Bell**

Now that we have housing, guns, hygiene, and other good stuff out of the way, what next? Well how about food production/procuring! OK so we talked about a garden that didn't look like a garden, and wasn't in "normal" garden plants, but just what plants are these? What would be a good book on the subject?

One of the best books for this is "The Edible Ornamental Garden" by John E. Bryan and Coralie Castle (101 Productions, 1974, 192 pages, 8 1/2" x 8 1/4"). The nice thing about this book is it covers the usual garden plants as well as the less usual ones.

The chapters in the book include general culture of plants, cooking with flowers, leaves and herbs, plants, their culture, history and recipes, and mail order nurseries.

This book is a must have for the urban home owner who has a small plot of land and wants a garden that most people wouldn't bother because they wouldn't even know it was there. The book will also provide you with food ideas that you may have been missing out on right under your own nose, right in your own yard or flower garden.

Well, so much for your outdoor garden, what about an indoor garden? That's right, set up a small "flower box" garden in a window sill or even a terrarium garden. For the terrarium, you might try to find "Gardening With Terrariums", although this booklet has almost nothing on food growing indoors as it is actually a book about ornamental plants.

If a window box of terrarium garden isn't big enough for you, there are other ways of doing this, such as setting up a greenhouse. Books on greenhouses run from how to build your own "window box" greenhouse to commercial production set-ups. Go down to your library or used book store and look over the books they have. There should be something that will be of interest if you are serious about plant production and propagation.

Well, if gardening isn't your cup of tea, and you can't put in a greenhouse or "indoor garden", but still want plant food in your diet, what is left? Sprouting!

Sprouting is very easy to learn and requires almost no room or equipment to do, and so is perfect for the urban survivor. Sprouting not only increases the amount of food over just eating the grains or seeds you might have stored (such as mung, pinto, or wheat), but provides much more nutrition as well. A booklet on the subject you might like to find is "Seeds and Sprouts For Life" by B. Jensen.

Now that you have all that garden produce, what are you going to do with it all? Yet another booklet for the continually short of space urban survivor is "Reddie's Gardening Harvest Book" which covers freezing, canning, jams, jellies and drying. well so much for plants, what else is there? What about meat? Well how about traps!

In one "survival" magazine there are ads for leg hold traps, "you may not want the fur, but you will want to eat" or something like that is how the ad runs. Well OK, leg hold traps are a good way to get food and furs, but I don't recommend them for the urban survivor.

The reason is simple, if my best rat catcher or favorite hunting hound comes back with a messed-up leg or worse yet, doesn't come home at all, I'll know there is someone else out there and start looking for them and their traps!

Another reason I don't like leg hold traps for the urban survivor, especially now with the current anti-gun/anti-trapping scum about, is if you don't check your traps every day (any decent trapper checks his traps AT LEAST once a day!), someone else might find your traps with an animal caught in it and turn you in to the local power structure which will be more than happy to harass an honest survivalist rather than fight crimes such as murder, rape, etc.! After all they might get hurt doing that!

Now I'm not against trapping mind you, it's just that you have to be a little tricky about it. If you live in an area with a lot of raccoons (and who doesn't?), you might try the "egg-trap", so called because the commercial version is egg shaped. This is a very safe and very good trap. It doesn't grab the leg like the leg hold traps and it is safe around dogs, cats and children.

The way this works is, you take off the back of the egg trap, put the bait in, and close it up. The trap is then put in an area where raccoons are likely to see it. The raccoon can see and smell the food, but can't get at it. So the raccoon reaches in, grabs the bait and pulls. Now the trap is so designed that the leg is held as long as the bait is pulled. Let go of the bait and the leg is released. In almost all cases the raccoon will hold on to the bait and you have him trapped!

Another good way to trap animals without hurting them (and getting the neighbors pissed at you) is to use a box trap. A box trap is just what it sounds like, a trap in the form of a box. Normally the animal walks into the trap to get some sort of bait and trips a level closing the trap door; trapping the animal with no harm. These traps are available commercially and can be easily built out of wire mesh and scrap lumber to fit just about any size or area you want to put one.

These traps can be built to trap birds, squirrels, and most any animal to about a small to medium sized dog or good sized coon. After that, the size and strength needed limit the practical usefulness of the trap as far as most urban survivalists are concerned, as it would be hard to explain away a German Shepherd sized trap in the back yard; while a "raccoon" or "groundhog" trap will not raise too many questions. I know one person who built one of these traps for squirrels and normally catches about ten to twelve a week! About the only problem they have encountered is the trap needs rebuilding/repairing every week or so, as the squirrels really tear the hell out of trap!

The next set of traps are the so-called "kill traps", as they kill their prey by breaking the animal's neck or back when the trap is tripped. Needless to say, you don't want to use this trap where children or pets can get at it, as most people would get a little upset by this! As these traps are normally in the mink/martin size, they are not good "meat" traps, although for protecting your food supply from rats and mice they would work fairly well.

For more information about traps and trapping, you should get "Survival Poaching" by Ragnar Benson (Paladin Press), "Animal Traps and Trapping" by Bateman (Stackpole Books), and go to your local magazine rack and and get a subscription to "Fur/Fish/Game - A Harding Magazine" (Fur-Fish-Game, 2878 E. Main St., Columbis, OH 43209), $12/year, $21/two years), as well as buying all the Harding Press books.

SCARING THE CONTROL FREAKS

Backyard Pyrotechnics II

by Pyronomy

In this second article we will discuss several different areas of amateur pyrotechnics. It is still my intent that these descriptions are for informational purposes only. WARNING: THIS ARTICLE CONTAINS DESCRIPTIONS OF DEVICES THAT CAN BE EXPLOSIVE IN NATURE. PLEASE USE CAUTION WHEN WORKING WITH ANY OF THEM.

In the construction of many devices some kind of container is needed. Most of the materials that are used may be acquired from art, hardware, and grocery stores. The main components are kraft paper in different thicknesses. I have found that 30 and 60 lb. kraft papers to be most useful. Jute twine is a relatively coarse
twine made from plant fibers. It is of medium strength and it is also combustible. It is mainly used to wrap aerial rounds to help hold them together tightly. Glue is also needed to hold the containers together. I have found that plain old Elmer's Glue-All is very effective. It will also burn when dry, which is a plus. Several different sized cylinders will also be needed as forms to roll up your containers on. I found brass tubing at the hobby shop that starts at 1/16" graduated at 1/32" up to about 5/8" that works great for rolling cracker cases and roman fuse cases. Common plastic pipe used for plumbing also works well for forms as it generally has a smooth surface, is real strong, and is readily available.

Another useful item is the type of paper used for things such as cereal boxes, the backs of legal pads, etc. I'm not sure exactly what type of paper they are but it is great for the first layer on aerial shells. This paper is pretty strong when made into a cylinder. You will need a brush of some type to spread the glue around in thin even coats and also to work the glue into the paper if the need arises. I have found that the good old eraser with a brush on it works great for this. You will also need something to put the glue on while you work as it is too much of a pain to continually pick up the glue bottle. You tend to waste a little glue this way by it drying but is well worth the loss.

AUTHORS NOTE: Due to some feedback from the first article of this series it has become evident that some individuals obviously can't read worth a damn. It was suggested that this series is just another anarchy manual. I in no way promote nor support anarchy. This series is for intelligent, resourceful, hands on type people. If you don't have what it takes to use or appreciate this information in the light given, SO WHAT. Who cares what you think as you obviously looked at the title and didn't even read the text. Oh! BY the way, I hear that your BAND reallly SUCKS. You know who you are.

CASE ROLLING

In the first article homemade cases were mentioned. We will now go thru step by step the procedure of this rather laborious task. The best paper that I have found for most cases is that old standby Kraft Paper.

(1) Determine the size of the case that is needed. You will need to consider its length, inside diameter, outside diameter, the difference between them being the wall thickness, and most important of all the cases use. For devices that are subject to great internal pressure like rockets, roman fuses, fountains, etc.; a case that is extremely strong is needed. It should be glued all the way when rolling and must have a good thick wall. They should be allowed to dry slowly but thoroughly before use. For devices such as crackers there are a couple of different styles of cases that may be used. The first is similar to the above mentioned but be aware that these can be hazardous when fired as they throw very hard pieces of paper. The second is rolled dry until the last turn. This allows the case to disintegrate better leaving only the end plugs to worry about. The safest one is #2 but the most effective is #1.

You decide for yourself what your needs are.

(2) Cutting the kraft paper is the next thing. The direction of the grain of the paper is important for case strength. The grain usually runs with the roll. Roll the paper out on a flat surface the roll being away from you and the paper coming off the roll towards you. How much you pull off depends on the diameter of the case to be rolled. I have found that 18" is a good place to start as it is an easy length to work with. Square up the edge closest to you with a sharp blade preferably a razor knife. Measure 18" from this edge up towards the roll on each side. Make a pencil line between these marks and cut. Move the roll and leave the piece you just cut in the same place on board. Now determine the length of your case. Measure this distance in from either side on top and bottom. Cut from top to bottom along this line. You should now have a piece of paper whose width is the same as the length of the case you are making by 18" long. Repeat this last procedure to obtain as many pieces of paper that will be required.

(3) On a good flat smooth surface align a piece of paper the length being from top to bottom. Place a cylinder of the needed diameter across the paper its length aligned from side to side so that it may roll from top to bottom of the surface. Now roll the tube with the paper until it just overlaps. You should now check the alignment between the paper and cylinder. Apply the glue all over the paper now if you are making a hard case or if you are making a soft one don't glue. I have found that with the glue I am using that it is best to glue it a little at a time as Elmer's tends to dry fast when spread thin. An alternate method that I have discovered is that if you place a piece of thin wood on top of half of the paper and folding the paper over the bottom end of the board you can put tension on the paper. This serves to make the case much stronger. By the way the first turn was left dry to help ease removal of the case from the form when rolling is complete and allows drying while on the form. This has the effect of making the inside surface very smooth. Now that you have finished rolling the paper on the form (on the soft cases glue only the last turn), hold the case and rotate the form the direction of the paper. This helps to remove the case as well as making the inside surface smooth. This also is to make sure the case does not stick to the form. Before removing the case if the ends need trimming you can use a carpet knife blade. Do this by rolling the form between the blade and the surface. Do this carefully as the blades are

very sharp. It is best done while the glue is still wet. Let dry slowly for at least 2 days in a dry place. You now have a case that can withstand the rigors for whatever task it was designed for.

ROMAN FUSES

In the American Pyrotechnist the fuses for aerial shells were called commercial fuse. Well seeing as how this is a hobby and not a professional endeavor I don't have access to this type of stuff. So therefore I have been working with Roman Fuse to provide the required timing and ignition that is absolutely necessary for the consistent and safe deployment of these devices. This type of fuse is basically a thick walled case with 5/16" to 3/8" inside diameter and a 5/8" outside diameter and 2-3" long. They generally contain a modified Black powder mixture.

This procedure is described in several of the sources that were previously mentioned. We will start by rolling the case as before. (See preceding subject) You will need several items other than the case. A ram is needed to compact the powder into the case. I have been using a piece of solid copper cylinder of a diameter that fits tightly in the case. A thick piece of wood is used as a base. What ever you use as a base needs to be hard, as you will be beating on it. I used a piece of pressure treated 2" by 6". To make the area you will be hitting hard, bore a 3/4" deep hole in the wood the diameter of the case you are using and beat toilet paper in the hole so that it is 1/2" deep. This helps flatten the bottom of the hole and helps to hold the case upright for ramming. You will need a measuring scoop to keep the powder in consistent amounts while loading into the case. One can be made by using a piece of plastic drinking straw cut at a 45 degree angle and long enough so that it can be handled easily. Once the 45 cut has been made make a wadding out of TP and another short piece of straw by packing it in the straw and ramming with something that just fits the straw. Lightly apply glue and insert into 45 cut end until it is flush with the place where the 45 and uncut sections of the straw meet. Let dry completely. By the way the size for the scoop should be 1/10th of the total amount that you need to completely fill the case you are using, filled meaning after ramming. There is no easy way of getting the size right so just experiment.

The powder that we will be using is a mixture of finely ground Black Powder, Potassium Nitrate, and Sulfur. There are a couple of different formulas that are generally described in the before mentioned sources. #1) Black Powder 4 parts, Potassium Nitrate 2 parts, and Sulfur 1 part. #2) Black Powder 3 parts, Potassium Nitrate 2 parts, and Sulfur 1 part. #2 is slower than #1 and is harder to light. #1 on the other hand is almost too fast to use. These formulas are usually just mixed together real well. I have found that if you carefully grind #2 with a porcelain mortar and pestle it works just about right. It lights easily but burns slow enough that you don't have a fuse that is 4" long.

Stand the case up in the hole in the board. Take a wadded up 1/4 sheet of TP and put into case. Ram this as hard as you can by hitting the ram very hard with a hammer. Remove the case and invert so that the wadding end is up. Coat the wadding with an extremely light layer of glue and allow to dry completely. Re-insert case in board. Now load in to the case your first measure of powder. It must be rammed with the ram and hammer. I use a plain old framing hammer. It should be rammed with 10 medium to hard blows from the hammer. How hard is hard? Well this is where it gets back to trial and error. I have found that after the second blow the ram should not move significantly. Try to make all of the blows as close in strength as possible. Continue this process until the case is full. Now comes the test of bravery. Ram the hell out of the case 5 times with twice as much force as you have been using. This procedure can in theory ignite the fuse accidentally. However I have not had it happen to me yet.

This fuse if ignited with Black Match will light every time and will burn from 4-6 seconds depending on the formula used and ramming strength. For use in aerial shells it is always best to cross match the fuse for sure ignition and transfer of fire to the round. To do this you must drill a hole in the case in two places. The first will be inside the shell and ignites the charge included there in. The second is drilled after the fuse is installed in the shell. Into these holes are inserted the best black match that you can make. The distance between the crossmatches must be found by trial. They should be placed so that the time between them are from 3-5 seconds. Then using Black Powder in a paste form you coat the spot where the black match goes through the case. When you make the paste make sure to use only enough water to make it like a putty. It shouldn't be too wet. As an alternative you can use a 50/50 mix of water and denatured alcohol. The alcohol should be the kind that has been denatured with methanol only. I have only used this type and it has been safe to use so far. Any other denaturants might cause problems with the burning rate by chemical means or by attracting water from the air which we don't want.

Anyway this is the basic description of how to construct a Roman Fuse. As with all of the pyrotechnical devices there is always room for experimentation to improve the quality of your creations. Don't be scared to try out different alternatives but be careful. Please remember to use your safety equipment any time your are constructing devices or when mixing compositions. Avoid any clothing that may create static electricity and be aware of static discharge. This can accidentally ignite compositions especially Black Powder so be wary.

Timed Fuses

Another method that I have found to consistently bring fire to an aerial shell is by the use of cannon fuse. It is easily purchased at most gun stores and is usually of a consistent burn rate this being approximately 30 seconds per foot which is about 2 1/2 seconds per inch.

You will need 2 1/2" cannon fuse, a strip of 60 lb. kraft paper 1" wide and 18" long, and some glue. Lay paper on flat surface. Lay piece of fuse across the strip and roll up gluing the whole way. Allow to dry for two days. It may be attached by gluing into hole in end plug of an aerial round. Made in this manner the paper will assure at least 2 1/2 seconds burn time if the uncovered section of fuse is cut at a 45 degree angle where it meets the paper wrapping. NOTE: Be very conservative with the amount of glue used to prevent the fuse from retaining too much water.

Chemical Safety

In the first installment several chemicals were mentioned. Of these several are exceptionally hazardous in some way or other. I just read in Davis's Chemistry of Powder and Explosives something that needs to be expressed. Never mix Potassium Chlorate with Ammonium Perchlorate or Ammonium Nitrate as you can possibly create Ammonium Chlorate which is extremely powerful and very unstable. As always be extremely careful when messing with the Potassium Chlorate. I personally have not used it but have just acquired some for testing and will include any findings in a future article. In the first article I mentioned that I had just acquired some Ammonium Perchlorate. Well I've been testing some compositions including it and here are some results.(1) Ammonium Perchlorate 7 parts, Powdered Aluminum 3 parts. Not as fast as Flash Powder but really powerful when confined in a real strong container. I have had some mixed for a month and it has not degraded in any way so it appears to be relatively stable. (2) Ammonium Perchlorate 7 parts, Zinc Dust 3 parts. This is less stable than (1) as the Zinc is more volatile than the Aluminum. It burns rather rapidly with a bluish white flame leaving a white residue. When confined it has been reported by a correspondent that it is quite powerful. I have been continually experimenting with color star compositions and will include some hints along this line later on. When experimenting make sure that you only work with small amounts. This meaning a part should be in the 1/4 to 1/2 gram region. Any more than this could be too large leading to safety issues or be wasteful of expensive chemicals if you make a composition wrong. Remember this is a hobby and not a commercial endeavor. NOTE: Ammonium Perchlorate when contaminated with reducers is a sensitive high explosive and it is therefore NOT recommended for use as it can possibly detonate.

I would also like to discuss alternate Flash Powder formulas in a little more detail. I have tested a composition that is made from Potassium Permanganate 3 parts, and Powdered Aluminum 2 parts. This is a nasty one. It gives an audible boom when fired in a pile 1/2" in diameter. I have also tried the Potassium Perchlorate 7 parts, Powdered Aluminum 5 parts. Faster than the Flash Powder mentioned in the first article of this series. Remember this article is mainly being written and edited on a continuing basis as I myself learn new and interesting things. So therefore I will be skipping around on different subjects throughout this series to inform you of better compositions found and also to inject safety hints when noted.

I once saw a very large salute tested that measured 1" in diameter and 5" long filled 1/3 of the way with the 2-1 Flash Powder. To put it simply BABOOM. Very nice concussion and lots of white smoke. Be aware that the very explosive devices can be exceptionally dangerous when used in an unsafe manner so please be cautious when messing with them.

Once again I must remind you to check those local laws to keep yourself out of trouble. I don't see any harm in what I'm doing as I do not disturb other peoples peace and quiet nor do I use my devices in any way that destroys property. Also I do not provide devices to anyone. I feel that if you are a responsible and careful person that you should be allowed to do most anything that does not harm others. It seems kind of strange that fireworks are not legal in most locales but you can buy enough guns to take over a small country. I guess you have to make the decision for yourself as to whether you want to take the risk. One rule that I have found to be of paramount importance is not to tell anyone that you don't know and trust a bunch. I don't have a problem with putting this down in text as I believe in my first amendment rights and have taken a pen name for some insulation just in case my articles scare the hell out of someone. You will not find my handle anywhere other than in these articles.

I have been seeing a lot of press on the television lately about people sending letter bombs to folks. I consider this to be psychotic and its also pretty chicken shit. If you have a problem with someone put it down on paper or something. Call them on the phone or go see them. Tell them how you feel. Blowing people and landmarks up doesn't change them or their attitude. All it does is cause a lot of pain and anguish. Okay enough of the editorializing. Back to the meat and potatoes.

FURNACE/FORGE

I finally built one of the furnace/forges that is described in PMJB. It works so good that I figured some of you might be interested in a description of how one might build such a useful device. It basically consists of two galvanized buckets, some steel pipe with elbows and fittings, some sand, and a slightly modified elcheapo hair drier. The buckets should be different in size so that when one is placed inside the other and held 2" off the bottom there is approximately 2" of space between them. The pipe should be 1' long and 1 1/2" in diameter. You should also purchase an elbow that fits the pipe along with an adapter that will reduce the elbow down to 3/4" - 1". Cut a hole in the side of the larger of the two buckets that will tightly fit the pipe. It should be located approximately 1/2" above the bottom. Thread the pipe into the hole and into the elbow locating the elbow in the middle of the bucket. Place the smaller bucket in the larger bucket allowing it to rest on the elbow. Now cut a hole in the bottom aligned with the elbow. It should be sized so that the threads of the reducer just barely fit. Now place the small bucket back into the larger, align the hole with the elbow and screw in the reducer until tight. Now while holding the inner bucket centered pour sand between the buckets until the space is completely filled. This concludes the construction of the basic furnace.

Next you will need to modify the hair drier. Most of these contain a dc motor which will run on as little as six volts. This makes them very easy to modify. Start by removing all of the screws making sure to save them for later. Remove the heating coil by cutting the wires as close to the brass eyelets as possible. Cut the power cord as close to the switch as possible. Remove all other wires and the diode from the switch. Now clean all the terminals on the switch with a soldering iron. Make sure to leave the wires attached to the motor. The modifications that I made to mine also includes a method for controlling the motors speed. It consists of two 12 position rotary switches and a string of diodes. The circuit allows for a relatively wide range of speed which is essential to accurately controlled temperature. I have included the schematic for the drier modifications. For more convenient use I have also been using an AC transformer that supplies approximately 25 volts and 1 amp of current. This is adequate for most drier motors. NOTE: The motor is generally a dc motor with a bridge rectifier soldered right to the terminals. So therefore when the speed control is bypassed the motor will be getting raw AC straight from the transformer. This has the

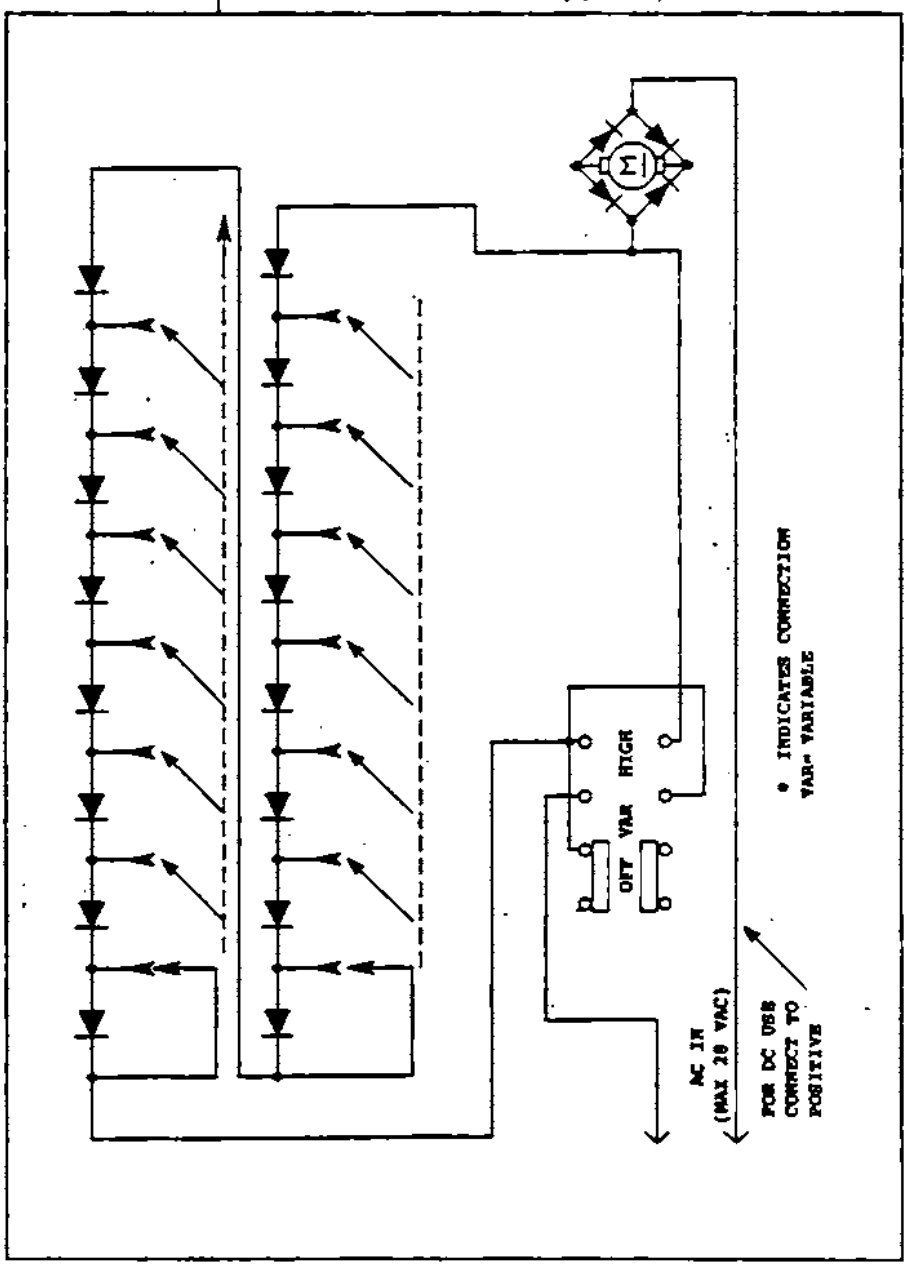
effect of greatly increasing the speed of the motor. Using the contacts on the stock switch allows you to do this without adding another switch. Make all the needed modifications then re-assemble the drier remembering to exclude the heating coil as it is not of any use here. The cheaper full sized dryers can usually be found conveniently for about ten bucks. (I used Vidal Sassoon Pro 1500) The good thing about this setup is that it can be used with a car battery for a very long time. Don't discard the heating coil as it can be used for several purposes that I will let you know about in another article.

The furnace produces lots of fumes when in use especially when using charcoal briquettes. I use Kingsford because I use it in the grill as it is long burning and gives a hell of a lot of heat. I am also in the process of getting some coal as this will probably work real well with the forge modification that is going to be our next discussion. :DO NOT USE INDOORS:

The basic setup for use as a furnace is relatively simple and takes just a few minutes to accomplish. You will need a surface that is completely non-combustible. I use 2 4"X 8"X 16" concrete blocks placed on a level surface. Now using duct tape attach the drier to the pipe going around twice. Place a layer of charcoal on the bottom of the inner bucket including 1 piece on the air hole. Light them with a propane torch making sure that they are all evenly lit. Add more charcoal so that it is 4' deep. From now on the drier will be referred to as a fan as that is all it is now and because it takes me less time to type it. Turn the fan on the lowest speed and cover the inner bucket with 6 overlapping sheets of aluminum foil. If you got all the charcoal evenly lit it should take about 15 minutes to get hot enough to use. If you use a higher speed on the fan sometimes it can blow the charcoal out and sometimes it tends to burn unevenly. After it has heated up remove the aluminum foil and turn up the fan. I think you will be pleasantly surprised with the amount of heat it will produce.

I have also used the furnace as a type of kiln which can be used for numerous purposes. I used it to make Copper Sulphide which is used in making a blue flame. The modification though greatly increasing the use of the furnace is the simplest thing to perform. You will need a standard small coffee can. Using tin snips make the can half as tall as normal. Lay the can on its side the bottom end away from you so that you can see inside the can. Cut slits toward the bottom that go halfway toward the bottom. They should be spaced 3/4" of an inch apart all the way around. Now bend these 90 degrees so that a flange is formed. On the side of the can that is still intact drill three staggered rows of 1/4" holes around it spaced 3/4" apart. To use this modification place it bottom side up over the air hole in bottom of furnace before loading the charcoal. This directs the air out to the sides instead of straight up allowing better air flow to the fuel and also gives you a place to set things such as assay crucibles, etc. To better contain the heat use aluminum foil sealed all the way around the inner bucket leaving a 1" slit to monitor conditions inside the
furnace.

To use the furnace as a forge you need to go to the hardware store and acquire some heating duct reducers. One that is 7" to 6", the other 5" to 4". Place the larger of the two in the stock furnace with the larger side down. Carefully one handful at a time place sand inside the reducer on the bottom until it is level with the airhole. Now insert the smaller reducer inside the larger with the larger side down. Embed it into the sand until it is touching bottom. Carefully fill the space between the reducers with sand until full. Alternately you may also fill in between the



larger reducer and the inner bucket to get more insulation but remember it will retain heat a long time. Get a bathtub drain strainer made from chrome plated steel and place over the airhole. Be aware that this modification is only for use once or twice as the amount of heat produced will burn holes in the duct reducers after only a couple of uses. I am in the process of getting some steel pipe for this purpose and will let you know the results later.

To use place enough charcoal in the bottom to cover it. Light it with propane torch. Fill the rest of the way with charcoal then lay four sheets of aluminum foil that has been folded to 8" in diameter on top of the forge insert. Turn fan onto a relatively high speed and wait. It usually will be hot enough to melt steel in about 10 - 15 minutes. You may also use a steel ladle to melt aluminum. This may be made from one of the cheap grocery store ladles by drilling out the rivets and installing a handle made from #4 copper wire. It can be flattened in a vise or by beating with a hammer on a hard surface. When melting aluminum try to keep the ladle glowing a bright red or the aluminum won't melt completely.

The Copper Sulfide mentioned previously was made by the method described in Pyrotechny by Weingart. Set up the furnace with the kiln adapter. Light it and allow to come up to temperature. Place a crucible that has been packed with Sulfur and pieces of Copper sheet cut 3/4" square. Fill them to within 1" of top of crucible. Cover crucible tightly with suitable top. I made one from a red clay dish that is sold at the hardware store. NOTE Make sure to bake the assay crucible at 300 degrees for a couple hours before loading it with your chemicals to make sure that it is good and dry to prevent cracking when placed in the high heat of the kiln. Cover the furnace leaving the slit for observation. Adjust the fan speed so that the fire maintains a bright red glow. After about 10 minutes the crucible will be hot enough for the Sulfur to start fuming. Stay upwind as the fumes are extremely nasty and harmful to eyes, nose, and lungs. After these start you will need to keep the temperature at a red heat for one hour. After this has passed turn off the fan, remove it and seal up the pipe with a piece of aluminum foil. Also cover the furnace securely with several sheets of foil. Wait another hour for the crucible and fire to cool somewhat.

While wearing thick welding gloves remove the crucible and set on cinder block for another hour. When you open it up you will find a dark mass that sometimes includes pieces that retained the shape of the Copper squares. You should not find any Copper residue in the form of Copper in the mass. Grind small amounts of the mass in a mortar and pestle and store in an airtight container. Uses for this chemical will be discussed in more detail in a later article. This concludes this installment of the series and as always PLEASE BE CAREFUL.

Hacking the Human Body

by **Mujahadin**

Many of us in the computer 'underground' are used to seeing various postings about bugs and backdoors in various pieces of software and hardware that make up this vast culture that we are a part of. But how many of us know, that for example, the human body contains many weaknesses, bugs if you will, that can be exploited just as easily as Wu_ftp?

The reasons for this knowledge not being widely available are obvious. The people who hold these secrets are like the master hackers who only give out these powerful secrets to those they implicitly trust, or to those who have shown their worth by diligent study and application of requisite materials. It is not my purpose here to disseminate such information recklessly. Rather it is to impart the reader with a respect for the capabilities of the human body and the weaknesses contained therein, and of some of the basic ways these can be used to protect yourself against a physical attack in the most effective way possible....you don't want your aggressor to get back up. It NEVER pays to be a nice guy during the escalation of a physical confrontation. Only in the movies do the nice guys walk away, and not have to turn around.

First some background concerning body mechanics. The human body, whether through evolution or divine creation, moves with circular motion on many axes simultaneously. Next time you walk to the bathroom or to the refrigerator to refill your beer stein, try walking rigid, like a robot would, using just linear motion. You will see immediately that this is an UNnatural method of movement and how uncomfortable it is and to help me prove the theory behind this article, just how much motion is wasted by this linear activity. It takes a CONCERTED effort to maintain balance in this robotic movement. So now we see the economy of motion and ease of action that the natural way our bodies want to move gives us. Using this economy of motion and ease of action now takes us to my next point, physically manipulating the human body in an unnatural fashion.

While many parts of the human body are very flexible, we can say that nothing has full 360 degree rotation, and it is in this area I will address most of this article to. Joint manipulation is the easiest way to start the discussion. The best way to describe a joint manipulation is by example. Open your right hand exposing the palm upward. Then place the index finger of your left hand (with the rest of the fingers tucked in) into the right palm. Now close your right hand around your index finger. Rotate your right hand around feeling the limits of movement and committing them to memory. Open the right hand back up and put the index finger AND the middle finger of the left hand both in the palm, closing it. Rotate the right hand once again sensing the difference this makes in this technique. Two fingers are ALWAYS better than one, however, make sure that the two fingers you plan on seizing are located next to each other on the hand.. or else you may lose your grasp due to the difficult to grab shape this makes. One can also grab separate fingers on an attackers same hand using both of your hands. This is a great technique and is called separating the bone. Try this on a friend (or enemy), but if on a friendly victim be sure to be careful, and have the action performed on you so you know what this feels like.

Moving to the wrist. There are plenty of things to do with the wrists but for the sake of clarity I wont be discussing these much because placement of the hands is very important and since I don't have the tools at my disposal to include photographs, then I wouldn't want anyone to feel secure with just a text example. But I will say this: get a friend and try out the rotational limits of the wrist using one hand and then two. That's as easy as I can make it without photos and for the sake of wasted bandwidth. The elbow is a very self-explanatory structure, limitwise.

The forearm has some rotation from the elbow due to the radial and ulna, but this is secondary to the lack of real movement that the elbow has. This makes it an extremely

vulnerable architecture when it does become accessible for a technique. This is the problem though, because the elbow tends to stay behind the weapon that precedes it. Namely the fist or whatever the fist is holding. If one was truly skilled at circular motion then it would be no problem to simply circle around an attack to make the elbow more accessible, or avert an attack and depend on the attackers over exertion of his own sphere of influence....his own over extension of his circular motion, which by the way helps us make another point.

Depending on the attacker to not be in tune with his own natural motion, to be clumsy and aloof, ignorant of how he moves, can also be a great key in overcoming an opponent. Sort of like a buffer overwrite.... get the attacker to overcommit...when he/she does, then take the advantage. If you happen to get this far then personally I wouldn't go for the elbow at this juncture, but for the purpose of discussion if you get in a bind and you have hold of an arm, then pull downward violently to shake the opponent, causing a mild shock to the back of the head where it meets the neck (this actually happens). Do your best to take advantage in this moment of weakness by turning the arm over placing another hand on the outside of the elbow pressuring downwards. Experimentation with this pressure is absolutely necessary for you to feel how this works. Also don't place the hand too high or too low...this can cause the attacker to fold his elbow, opening you up to a vicious counterattack with one of the body's most powerful weapons. Interesting that one of the bodies weakest structures at its opposition, can become one of the strongest weapons the body has. As for the shoulder, just move your own shoulder around to its extremes and you will easily see how its weaknesses can be exploited.

Continuing our discussion of the elbow from above, once the elbow is locked, hopefully you would have enough forethought to make sure your attacker is slightly away from you and bent over. Take this opportunity to jam his shoulder with plenty of force in the direction of his jaw. This is a neat little bonus of the straight elbow lock. Also pre-emptive striking to the shoulder lessens any force of an incoming blow. This is what Bruce Lee called a 'stop hit'. But this takes flawless timing and is out of context for this article.

Visiting the neck area we see several options. The throat provides us with much soft collapsible mass which can be accessed quite easily, as long as speed and accuracy are on your side. A quick and powerful jab to the larynx, either above or below, gains us some time to explore more possibilities in our defensive posture. We can now become the offensive party if we are successful here. Note that also on the sides of the neck exist sternomatocollastoid muscle structures (for exact placement of these check your Gray's Anatomy Coloring Book) which give us ample space to access several 'pressure points' which if manipulated (read SQUEEZED) properly will cause the brain to prompt the body to lift up on the toes, thereby weakening any effort of your attacker to strike with any force. I have only met one person completely immune to the initial pain sequence produced by this technique, and it made for lots of interesting experimentation, and unfortunately for our immune friend, lots of bruises as well. Also within this muscle structure are the carotid arteries. A well placed strike to the outsides of the neck will seize the muscles up, causing the blood supply to the brain to be shut off. Contrary to popular belief, this is how a strike to the temples work as well. To revive from such a strike requires massage and gentle rotation of the neck structure to return the muscles to their previous state.

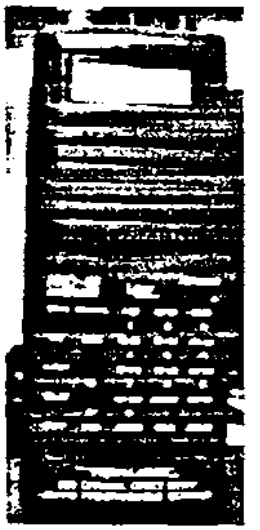
The eyes are an obvious weakness as is the nose, be it from straight on, upwards, sideways, or even downwards. The ears are interesting because of the occasional airtight capabilities. Have you ever been slapped on the ear? The air pressure involved with that is tremendous for such a little canal. Its no small wonder then that partial and often full deafness arises out of such little force. There are also several pressure points located beneath the ear which have differing effects, depending on how utilized. There also exists on the back of the skull at the base where the vertebrae end which when struck causes yet another shutdown of the brain due to the contraction of muscles. Don't forget this key clue: where the head goes.... the body follows.

Moving in a downward direction we have the ribs, where nerve fibers weave in and out between the ribcage members. This takes practice but finding these aren't too difficult. There is a term where nerves are exposed to the underside of the flesh when running between muscle bundles. Its called a cavity, and cavity striking is an acquired skill. Bodybuilders are known for their extra musculature, obviously. But with this muscularity comes a nice big weakness which can be exploited by someone with little or no muscle mass at all.....justice ;). It seems as though with this extra muscle comes extra cavity space...i.e., more exposed nerve fiber. Need I say more on this?

The floating ribs are susceptible to becoming dislodged from their location, given the right angle of approach. The abdominal area is naturally tense and as well should be, unless trained in advanced deep abdominal conditioning which has been a protected secret for centuries. I have seen examples of this training and it is quite impressive. No tricks involved. I can spot a fake from a thousand miles away. Real 'Iron Body' practitioners can be struck with a variety of implements using full force with no damage done. All this is done with complete relaxation of the abdominal muscle wall. But there is a flaw in even the tensing of the abdominal area. The muscles that make up this area are primarily weaved in a direction that naturally opposes force from the front. If we introduce a spirryllic action slightly downwards to this mass then we have exploited the weakness in the weave.

Useful VHF/UHF SIGINT Resources

- **Monitor America**, by Richard Barnet, editor; Scanner Master Books, POB 428, Newton Highlands, MA 02161
- **Federal Government Frequency Assignments;** Artsci, POB 1428, Burbank, CA 01507
- **Beyond Police Call**, available at your local Radio Shack
- **Scanners & Secret Frequencies**, by Harry L. Eisenson; INDEX Publishing, 3368 Governor Drive, Suite 273F, San Diego, CA 92122
- **Latest Intelligence**, by James E. Tunnell; TAB Books, Blue Ridge Summit, PA 17294-0850
- **The "Top Secret" Registry of U.S. Government Radio Frequencies**, by Tom Kneitel; CRB Research, P.O. Box 56, Commack, NY 11725
- **Local Directories: Scanner Master, Official Scanner Guide, et. al.**; check your local radio shops.



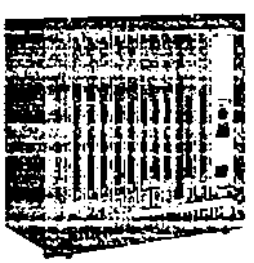
The groin structure is really self explanatory, save for the few fanatical practitioners of several martial arts who practice for hours a technique where the testicles are drawn up inside the scrotum. But these guys are a dead giveaway, wherein they must stand in a particular posture for this to happen, exposing other areas to vulnerability.

On the sides and slightly to the back of the thigh belong the sciatic nerves. Repeated strikes to this area will definitely cause weakness in the legs, and eventually an inability to stand straight without wavering. The knees, when a person is standing straight up, are extremely vulnerable to being sheared downward or to the side... this is very violent and should only be used in a VERY life threatening situation. When slightly flexed then the knees are vulnerable from the sides and back. Actually, the knees are ALWAYS weak from the sides. There exist many pressure points on the thigh, shin and arch of the foot that I will not address, as these require pinpoint accuracy to administer to and this is beyond the scope of this treatment, however I will say that I heard a story of a Special Forces Sergeant who, after being injured in Vietnam had to walk with a cane, became so adept with the cane that in a particular barfight all he had to do to subdue his attacker was stomp the cane down on the arch of the foot, thereby disrupting the intricate pattern of bone and ligament causing separation of said bone and ligament many times over. Needless to say, with ZEN-like simplicity, the altercation was over before it started. With this in mind, when in a bear hug type situation, never fail to stomp down on the arch of the foot, unless you are suspended in the air. Then it is a simple matter of using your head to make your point, while kicking at the knees or shins.

There are many more areas to address here and I have selectively left much out because of the damaging nature of the techniques I didn't pay too much attention to the circular nature of the body in the offensive posture because this is very advanced thought. To sum up this circular theory, think of spinning a yo-yo around in a circle while the string is fully unwrapped from the axle.... what makes it spin faster?? what opposing forces are involved here?? and where is the actual fulcrumatic action?? These are clues that if experimented with to even a slight degree, will give the reader a great understanding as to how a greater amount of force can be generated by using the natural endowments of the body.

Greets to the guys in VLAD, GHeap, DrHavoc, prophet, Special Forces then, now, and forever, and to Thomas Icom.

- Mujahadin - the real Desert Storm.



COMPUTER SECURITY

Vesoft and the Hewlett Packard 3000

by Black IC/IIRG

There have been numerous articles written about the Hewlett Packard 3000 and how to break the system. This write up does not deal solely with the HP3000 but with the add-on for tighter security by the VESOFT corporation. As time goes on and people begin to see the need for better security and a more productive system, it's becoming harder to exploit any weakness that could be on said system. That's where VESOFT comes in.

VESOFT
1135 S. Beverly Dr.
Los Angeles, CA
90035-1119
(310) 282-0420
(310) 785-9566 (Fax)

They have been supporting Hewlett Packards since 1980 with excellent add-ons for the HP3000. In the following paragraphs I discuss the various utilities that VESOFT employs and what you might expect on a VESOFT secured system.

MPEX 3000

The MPEX add-on emulates and implements virtually all of the MPE/iX user interface features (variables, command files, implied :RUN, :CALC, :COPY, :PRINT, etc) on MPE/V. Not only does this add a lot of power to the MPE/V system, but it also lets you use the same job streams on MPE/V and on the MPE/iX (If the owner of the Hewlett Packard has both setups!)

So initially you wont see a difference with the target system. Also if the system has VESOFT installed and not on the other systems their, that's not an issue right now cause if you are experienced with the 3000 series and the likes you will be able to navigate with out a problem.

VE AUDIT 3000

The Audit program from VESOFT is a resecurement utility very similar to the SATAN program for UNIX. The purpose of VE AUDIT is to check the system for loopholes and to assist the Manager/System Administrator in resecuring the system. VE AUDIT takes the laborious job of checking accounts (LISTACCT), users (LISTUSER), and groups (LISTGROUP) to see who has what access, capabilities, no passwords, etc. The program goes through everything and then reports to manager what loopholes (if any) are found and what is the suggested step to resecure that system. This program can also be used to alter the system accounting structure as well as look at it with a new set of commands.

The program is run when you set the attributes (password, capability, access mask). List them in one or two line object format. Create an MPEX command file that will rebuild the accounting structure when the program is executed. Purge them after prompting.

As you can see this program will assist the manager/system administrator in an easy to use manner and allows the system security to be tightened in a way that was not as easy on the standard HP3000.

SECURITY 3000

The VESOFT security program works in several ways to secure the Hewlett Packard system. Most HP3000 systems will allow users to log on to the system using a non-unique name and generic session name with a session password (i.e. JOE.PAYROLL as opposed to JOE,CLERK.PAYROLL). The VESOFT program will no matter what format the system uses to establish identity allow the use of a session name and a password for that individual, thus increasing the security 10-fold. It will also eliminate the annoying habit of users omitting

the session name since the MPE operating system considers it optional.

Changing of passwords become manditory through the security program. Saving the account manger time by having a set time period for the users to change their passwords (i.e. every 30 days or as set).

Some HP3000 systems when accessed give the user access to the MPE prompt ":" which most users dot need access to all the commands. VESOFT now sets up a menu of options which allows the user to use the given choices and nothing else.

If the system has dial-ups the security program allows passwords on a terminal by terminal basis thus adding in a second password to protect the system. Thus anyone calling up not only has to get past the dial-up sequence but they also have to log in to the system as if they were at the console.

If the system is run on networks then the program will synchronize the network and allow file transfers with out actually logging into the receiving system. Users will also have to login to a system at a different terminal just as if they were at that console.

Embedded passwords are probably one of the biggest threats to HP3000 systems along with shared passwords and passwords that have not been changed in a long time. It then is easier for someone to access the system seeing as it will be easier to figure out. Once a password has become embed the ability to change it in a job stream is very hard and time consuming. The security program comes with what is called the "STREAMX" module which will do all the handy work for the account manager.

Logoff now has a built in timer so those users that are idle or leave the system unattended for a given amount of time will automatically be logged off and the integrity of the system brought back to normal.

This covers the basics of the VESOFT programs. As you can see any entry into an HP3000 using VESOFT will not react as usual and the accessibility has been changed to that of seriously protected. I'll save the coverage of surveillance social engineering and dumpster diving for others. What I will say is you need to have a firm grasp of the target system and its users.

DEFAULTS

The following is a list of some of the defaults in the Hewlett Packard MPEX System used on the 3000 and the likes. Keep in mind that a resecured system is going to have the defaults removed and replaced with a tighter setup. Remote login maintenance has been a pride and joy of Hewlett Packard owners. It is also one of the most exploited in terms of malicious entry. With the VESOFT programs properly installed the usual one password entry for remote will now be two. The default accounts are almost always open if they still exist. Aside from "dumpster diving" you should consider social engineering names and as much info as possible about the system you are attempting to get in on, just in case you are asked for a password. Sometimes you will come across a system that uses the "terminal password" at login. This is an old option and thus being an option does not have any defaults.

operator.cognos	mgr.hpword	field.hpword
manager.hpoffice	mgr.hpoffice	wp.hpoffice
spoolman.hpoffice	mailman.hpoffice	advmail.hpoffice
mail.hpoffice	field.support	operator.support
operator.sys	rsbcmon.sys	pcuser.sys
operator.system	operator.disc	mgr.xlserver
manager.itf3000	sys.telesup	manager.security
mgr.conv	mgr.rje	mgr.hpp187
mgr.hpp189	mgr.hpp196	field.hpp187
mgr.intx3	mgr.carolian	manager.tch
mgr.word	mgr.telesup	field.service
operator.disc	mgr.ccc	field.hpunsup
field.hp	mgr.hpp189	mgr.hpp196
mail.mail	mail.netbase	mgr.rego
mgr.rje	mgr.robelle	mgr.cnas
mgr.hpdesk	mgr.robelle	mgr.vesoft

I hope this write up will provoke more interest in the Hewlett Packard systems namely the HP3000. If you have any comments or wish to discuss these systems more in-depth please feel free to contact me at the following e-mail address: <black.ic@iirg.com>. Hope to hear from some of you.

Cybertek to Continue Production

Some of you might have seen the posts on Usenet and IIRG-Net stating that the print version of Cybertek will cease production after Issue #18. The decision to discontinue Cybertek at that time was based on a decrease in the number of subscriptions that Cybertek had been receiving; a trend which was felt across the whole 'zine scene. Recent socio-political events, however, have not only prompted us to continue publishing the print version of Cybertek, but start publication of a second newsletter, **Modern Survivor**.

Cybertek will continue to cover high-tech subject matter: telecommunications, computers, radio, security, and surveillance. Modern Survivor will cover self-reliance and preparedness, survivalism, alternative medicine, alternative energy, and weaponry. Those of you who subscribed to Cybertek for the survivalist material can switch over to Modern Survivor for the remainder of your subscription free of charge. Just send me a postcard or email. Those of you who want to keep your subscription to Cybertek and subscribe to Modern Survivor can subscribe at 1/2 price ($7.50/year). Those of you in the United States who aren't subscribers and want a subscription to both can do so for $22.50/year. A subscription to either Cybertek or Modern Survivor is still $15/year.

The elections last November has proved to me beyond a shadow of a doubt that the majority of Americans, however decent they might be as people, are idiots. I would have written this country off as a hopeless case, if it were not for a minority of people who went and voted for a third-party candidate. While that socialist totalitarian Clinton did get re-elected (and in case you think I'm picking on the Democrats, I have an equal amount of unkind words for the Republicans as well), at least there were a decent amount of people who went and did the right thing.

The social attitude of the country today is that people's rights and freedoms must be sacrificed for the "sake of security and safety". I personally disagree and feel that attitude is **WRONG!** Ben Franklin felt the same way. This country's form of government was created so that the rights of the minority are protected from the whims of the majority. These days, people who wish to own guns, home-school their kids, do what they wish on their own personal property, take herbal and other alternative medicines, worship the god/goddess of their choice, and otherwise practice the adage of "Do what thy shall, as long as it harms none." are being threatened by the mass of what passes for humanity under the pretense that it's O.K. for innocent people to be persecuted because it "serves the greater good", and "might make things safer". Such an attitude is abominable, and often leads to genocide.

Should that sound far-fetched, the mass media has already begun vilifying Patriots, Militias, Libertarians, Gun-Owners, Home-Schoolers, and others who refuse to fit the socialist, totalitarian, collectivist mold. History has shown that the dehumanization of a target is the first step towards genocide. From that point it's only a matter of time, unless something is done to nip it in the bud.

Cybertek was started as my attempt to try and nip things in the bud, and failing that mission, to provide a source of information to assist those in dealing with the dark times ahead. Cybertek is for the people who have decided to take responsibility for their own self-determination and self-reliance, and who wish to be able to do their own thing unmolested. It is for these people that Cybertek will continue.

May Odin guide your way!

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