

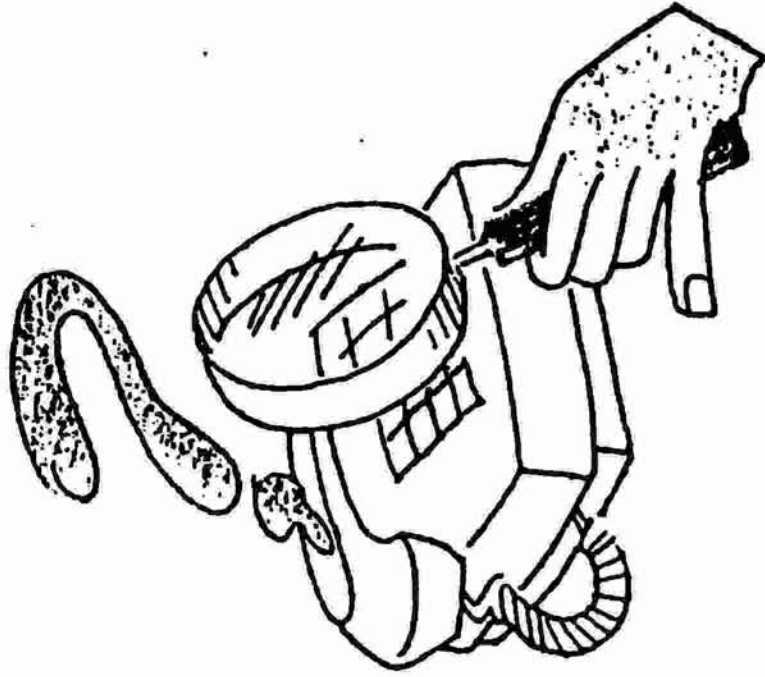
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Phone not working?

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Greetings fellow CyberNauts:

This gem was downloaded from the DDN on the InterNet. It is a good guide for learning to hack the Net. If you like what you see leave note for Argonaut at Rivendell BBS (816) 563-4845. This is my Home of Port and a small but growing back/phreaknode.

The Argonaut

### FEATURES OF THE TAC ACCESS CONTROL SYSTEM (TACACS)

To log in to the network via a MILNET TAC, you MUST have a unique ID and Access Code (TAC Access Card). These cards are issued by the DDN Network Information Center (NIC) only after a user has been authorized by the Host Administrator of the host on which the user has his primary mailbox or account.

**IF YOU HAVE NOT RECEIVED YOUR TAC ACCESS CARD, AND HAVE A LEGITIMATE REQUIREMENT TO ACCESS THE NETWORK VIA A MILNET TAC, CONTACT YOUR HOST ADMINISTRATOR! (DO NOT CONTACT THE NIC FOR AUTHORIZATION).**

If you do not know who your Host Administrator is, you may find out by using the "WHOIS" command on the NIC.DDN.MIL host. Instructions on using "WHOIS" are as follows: When you finish reading this message, type "quit" as instructed. After the connection to NIC.DDN.MIL is closed, type "@n" again. You will be told how to find your Host Administrator. When finished, type "logout<RETURN>" at the prompt and you will be returned to the TAC.

TACACS, the access control system for MILNET TACs, requires you to log in before a connection to a host may be completed. The login process is automatically started with the first @open (@o) command you issue. There is a @close (@c) command to close the TAC connection and also a @logout (@l) command to logout. Otherwise, the functioning of the TAC is essentially unaffected by the access control system.

Here is a sample of the login dialogue:

First, the command to get the TAC's attention is Control-Q.

(a) PVC-TAC 111 #: 01

This is the last line of the TAC herald, which the TAC uses to identify itself. When you see the herald, the TAC is ready for your command.

The oil corporations have friends in high places in Washington.



"We



not



operate Saddam

Hussein for his actions. We will

**Mobilize to meet this threat to our**

vital interests in the Persian



until an amoco ble solution



is reached."

```

#5954 *519-948-2211 #19200 < | "A Private Cosmos"
#5955 *519-252-2187 #2400 "Somewhere in Time"
#6204 *602-957-6436 #2400 "The Lair"
#6207 *602-497-1210 #2400 "The Funny Pages"
#6210 *602-451-8209 #19200 < $ "Late Night"
#6450 *614-488-2314 #19200 > $ "Valhalla BBS"
#6460 *614-282-3409 #19200 < "GWE BBS"
#6500 *605-348-4216 #2400 "The Pentagon"
#6702 *607-257-5377 #2400 "The Alcoves of Amigorn"
#6705 *607-277-7979 #38400 < | "The Alchemist's Guild"
#6707 *607-272-1251 #38400 < "The Other BBS"
#7100 *701-780-9297 #19200 < |$ "Gamers! BBS"
#7105 *701-746-7888 #2400 "Ham Harbor"
#8260 *812-945-6790 #38400 >|$ "The Cove * Special Edition *"
#8550 *815-439-1264 #19200 < |$ "The Trading Place"
#8551 *815-886-2049 #2400 "The Clone Zone"
#9400 *904-757-3578 #2400 "The Poolhall"
#9402 *904-278-9264 #2400 "Catacombs BBS"
#9403 *904-384-8744 #38400 < | "The Arkives of Dust"
#9416 *904-733-3719 #2400 "Windows of Opportunity"
#9500 *905-578-9194 #2400 "TeleLink"
#2112 *201-778-2228 #9600 |$ "The Board Exceptional"
#2118 *201-772-3528 #2400 "The Demilitarized Zone"
#2120 *201-472-8312 #2400 "SSA BBS"
#2301 *203-236-3974 #2400 "Midnight Madness"
#2305 *203-224-6598 #9600 | "Dave & Donna's Cafe"
#2308 *203-749-5370 #2400 "Lucifer's Den"
#2700 *207-469-6732 #2400 "Pinnacle Club II"
#2702 *207-941-8641 #2400 "Bandits Hideaway"
#2703 *207-945-3813 #2400 "The Electronic Wasteland"
#5650 *516-488-8368 #2400 "Sex World BBS"
#7850 *718-714-6160 #9600 | "Jill's Angels"
#9800 *908-525-8295 #38400 < |$ "Maniac Mansion III"
#9801 *908-494-5417 #2400 "Club Med 2 - Other Side of Paradise"
#9804 *908-238-4193 #9600 | "King's Crown"
#9806 *908-613-0638 #38400 < | "The Corvette Club"
#9814 *908-390-5637 #2400 "The Dragon's Lair"
#9815 *908-257-0674 #38400 < |$ "The Late Night BBS with Dave Letterman"
#2200 *202-363-0364 #9600 < "The Duke's Domain"
#3101 *301-675-2566 #14400 < $ "Jolly Roger"
#3102 *301-437-7017 #9600 < "Devil's Courier"
#3118 *301-667-4171 #9600 < "The American Exchange"
#3122 *301-381-2193 #9600 | "The ER Information Service"
#3143 *301-529-5765 #19200 | "Weather Station"
#3144 *301-732-2501 #38400 < >|$ "Palace of the Gods"
#3146 *301-768-3157 #14400 < $ "Flying Eyeballs"
#7300 *703-369-6140 #38400 < >|$ "MrBill's Abode"
#7302 *703-754-0884 #19200 < "NoName's BBS"
#7307 *703-441-0308 #38400 < "Vanishing Point #1"
#7313 *703-441-0112 #38400 < "Vanishing Point #2"
#7315 *703-369-6232 #38400 < "The 9th Plane"
#7321 *703-455-0570 #9600 > "The Tremex Console"
#7324 *703-342-6528 #2400 "The Dragon's Realm"
#4250 *412-336-4807 #9600 < "Screamin Eagle"
#4251 *412-847-4752 #2400 "Private Line"
#4254 *412-898-1498 #38400 < |$ "Wild Wild West BBS"
#4351 *413-585-0803 #38400 < | "The Stormbringer BBS"
#5350 *513-574-1747 #2400 "The World's End"
#5351 *513-661-8799 #2400 "The Brewery"
#5803 *508-663-6220 #2400 "Wonderland PIN II"

```

Control-C to abort the login process and return to the TAC command mode. You must interrupt or complete the login process in order to issue any TAC command.

- The @reset (@r) command resets the TAC and returns you to the TAC welcome banner.

#### IF YOU HAVE A PROBLEM WITH TAC LOGIN:

Should the login sequence fail (as indicated by the response "Bad login"), examine your Access Card carefully to ensure that you are entering the ID and Access Code correctly. Note that Access Codes never contain a zero, a one, a "Q" or a "Z", as each of these characters may be mistaken for another character. If you see what appears to be one of these characters in your access code, it is really the letter "O" (oh), or "G" (gee), the letter "L" (el), or the number "2" (two).

If you have followed all of the above steps as indicated, and if you are sure you are entering your ID and Access Code correctly, and you still cannot log in, call the Network Information Center at (415) 859-3695 or (800) 235-3155 for help.

#### AFTER LOGGING IN:

Your TAC port will remain logged in as long as you have an open connection. If you close the connection, you will have ten minutes in which to reopen a connection without having to log in again. If you do not reopen a connection within ten minutes, the TAC will attempt to hang up your port, and will automatically log you out.

#### WHEN YOU ARE FINISHED:

Always close the connection using "@c" then log out using the "@l" command. Typing "@r" (reset) has no effect on your logged-in status.

If you now wish to log in to the TAC, leave the TACNEWS program by typing "quit" at the next prompt. This will return you to the TAC, and you may then begin the login sequence with the @o command to the TAC.

@8352 \*813-239-1339 #38400 < !\$ "AlleyKat's Alley"  
 @8364 \*813-684-6005 #38400 < "Savage Curtain"  
 @8650 \*816-461-3927 #2400 "The Dungeon of Departed Souls"  
 @9350 \*913-722-6577 #2400 "Foxfire BBS"  
 @9354 \*913-842-0300 #19200 < "Castle Ravenloft"  
 @9356 \*913-897-6662 #19200 < "Kill Devil Hills"  
 @9850 \*918-250-5963 #2400 "StarShip Enterprise BBS"  
 @9852 \*918-251-5103 #2400 "The Alliance"  
 @9853 \*918-254-9308 #2400 "The Inner Circle"  
 @18 \*818-407-0419 #2400 "The Federation"  
 @810 \*047-453-6654 #2400 "The Gourmet (UK)"  
 @812 \*093-224-7628 #2400 "InTransit BBS (UK)"  
 @4801 \*408-662-2372 #2400 "The LOONEY.BIN"  
 @4802 \*408-223-1738 #2400 "The Ozone BBS"  
 @8501 \*805-242-1733 #2400 "MetalStorm BBS"  
 @8850 \*818-912-1471 #9600 < "EDGE OF SANITY"  
 @8853 \*818-448-0141 #9600 < "The Deacon's Corner"  
 @8855 \*818-338-3130 #9600 < ! "Biker's BBS"  
 @8859 \*818-357-1253 #9600 < ! "The Inner Sanctum"  
 @8860 \*818-336-7678 #9600 < ! "Andromeda Star Port"  
 @8869 \*818-284-3554 #9600 < "Alhambra Data Exchange"  
 @8871 \*818-567-6349 #9600 < "The Paint Box"  
 @820 \*499-215-8748 #19200 < "DATADRIVER (Germany)"  
 @821 \*71-1226-1554 #19200 < "Schreiber - Box"  
 @822 \*909-273-8046 #2400 "Night-Line BBS (Germany)"  
 @823 \*49-7457-5525 #2400 "Silver Star (Germany)"  
 @830 \*100-622-7942 #2400 "CyberNet (Guadalajara, Mexico)"  
 @831 \*100-056-4119 #2400 "Creaturas de la noche(Monterrey, Mex.)"  
 @833 \*100-046-6974 #1200 "Tron (Monterrey, Mexico)"  
 @1040 \*512-631-3062 #38400 < \$ "RCV WWIVnet Server"  
 @2510 \*205-880-3775 #2400 "The Igmeister Zone"  
 @2512 \*205-534-5193 #19200 / "Rocket City BBS"  
 @2531 \*205-679-8457 #19200 > \$ "Mobile Information Exchange"  
 @2533 \*205-556-5417 #2400 "Spectrum"  
 @2535 \*205-853-7422 #2400 "Arkham Asylum BBS"  
 @2650 \*216-297-2275 #19200 / "Freewheelin'"  
 @2651 \*216-297-9328 #1200 "The Game Room"  
 @2652 \*216-741-9549 #2400 "Sports Center USA"  
 @2653 \*216-297-5676 #2400 "Free Fallin' BBS"  
 @3701 \*307-686-7625 #2400 "Operation: ARMAGEDDON"  
 @4450 \*414-459-8144 #38400 < "The Crystal Barrier BBS"  
 @4452 \*414-458-1451 #2400 "Dragons Realm"  
 @4453 \*414-778-1484 #19200 / "Thunderdome"  
 @4900 \*409-853-2227 #19200 < "Plus BBS"  
 @4901 \*409-637-7134 #2400 "Junker's Junkyard"  
 @5200 \*502-426-9540 #19200 !\$ "Homebrew USA"  
 @5205 \*502-491-2749 #2400 "Amerika's Most Wanted BBS"  
 @5210 \*502-241-9304 #2400 "Hall of Injustice"  
 @5211 \*502-499-8933 #2400 "Blitzkrieg Bbs"  
 @5252 \*512-631-5841 #38400 < ! "The Dragon's Den"  
 @5261 \*512-383-9898 #19200 < ! "Soft World BBS"  
 @5262 \*512-464-8792 #9600 < "The EnterPrize"  
 @5267 \*512-781-3506 #38400 < \$ "The STARGATE BBS"  
 @5270 \*512-423-4466 #38400 < !\$ "Ground Zero"  
 @5286 \*512-280-9018 #19200 < !\$ "The Party Line"  
 @5450 \*514-253-6963 #2400 "Sex Forum BBS"  
 @5451 \*514-253-6963 #2400 "Sex Forum BBS"  
 @5459 \*514-668-2479 #19200 < "The Sonic Orgasmatron"  
 @5750 \*517-790-7689 #2400 "The Undead Prong BBS"  
 @5950 \*519-973-9841 #2400 "Southern Reaches BBS"

If you can't get it at K-mart, you can go to a hobby shop and buy model rocket engines. A 3 pack usually will cost \$5 (for D size engines) the D size offer the most propellent. Just slit the side of the engine, and crush up the junk(the bottom part with the hole in it is just clay...so discard that)

Originally, I was told to fill it about 4/5 of the way up with black powder, and it worked fine, but one day when I didn't have nearly that much, I tried anyway. I filled the canister about 2/5 of the way, and saw no difference in explosion. so I recommend anywhere from 2/5 to 1/3 of the way full...it should work.

Insert the wick all the way to the bottom, and you are ready to light (originally I was told to use super-glue around the wick where it went into the canister, one day, no glue, I tried it anyway....worked fine!)

I do recommend making sure the wick is tight in the tube, however, because if you throw it, it could fall out. (if you plan to throw the CO2 in water[not too deep and it's fun!] I recommend using superglue to SEAL the canister.

Variation: you can fill it 1/3 with gunpowder, then melt some paraffin(candlewax) to seal it, then cut off MANY match heads(wooden) and put them in, and then light it, I have found that the matches will NOT cause the canister to explode, however will propel it.(I only did it once, and used a metal pipe to put it in, and it shot out really far, then blew up) make sure the wick goes down into the gunpowder BELOW the paraffin seal, otherwise it may not explode.

#### Draino Bomb:

You need some draino and a condom.  
(you can imagine where to get them)

I have never tried this, and don't know where I heard this, but I included it for your sake anyway.

fill a condom with draino(about half way) tie it at the top, and put it in a gas tank, the gas will eat through the condom. and then KABOOM.

#### Dry Ice Bomb:

ingredients:

Dry ICE  
Water  
A canister of your choice

Where to get:

Chemical supply house  
use your imagination!  
Glass coke bottles work well

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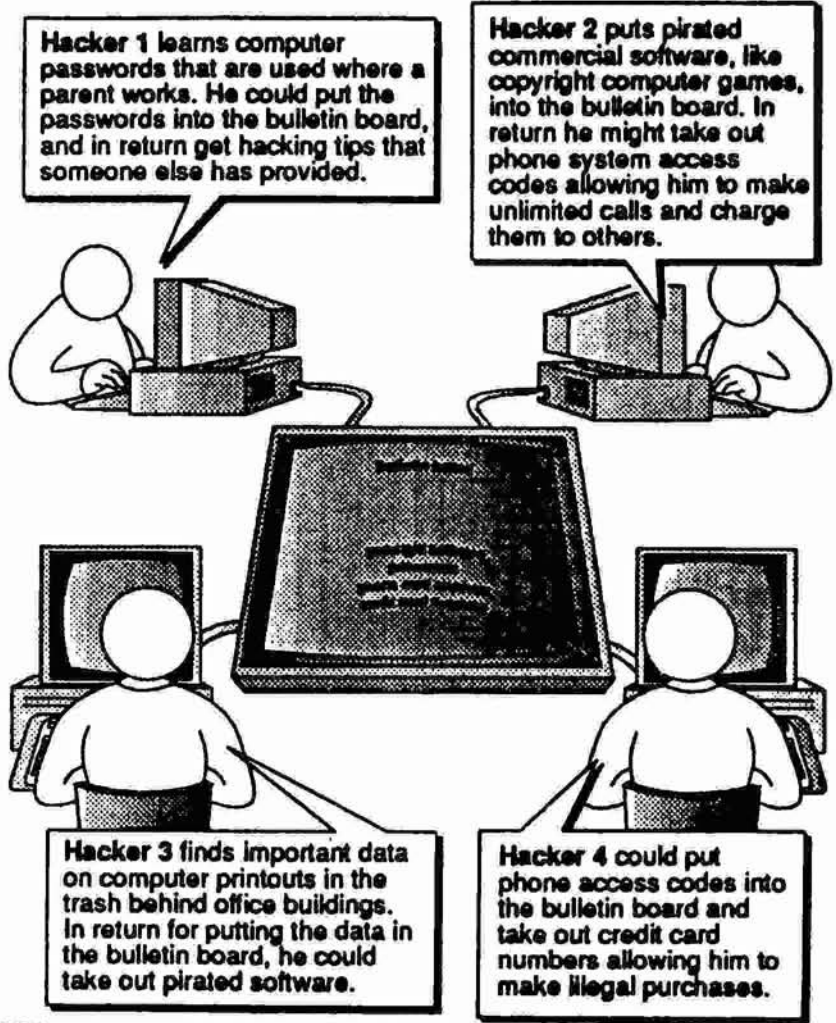


If you need to contact the TAP Bbs you may do so through the WWIVnet. This is very easily done. First look through the list of wwiv boards and find one local to you. Obtain an account on the bbs. Then you may send mail through the net to my system, 5211. To send mail just type E for email and l@5211 for the user. This will forward it to me on Blitzkrieg. You can send in articles, questions or just drop a note to say hello. If you have any problems i am sure the system operator would be able to help you further.

@5806	*508-251-8827	#2400	"Reality"
@5850	*518-479-4522	#2400	"Albedo Telecom Central BBS"
@5861	*518-436-0581	#2400	"Minas Morgul"
@6300	*603-382-3966	#19200 < \$	"==Info=Rail=="
@6301	*603-894-5169	#2400	"==Sales=Station=="
@6750	*617-734-2053	#38400 < 1\$	"Hyperbole BBS"
@6754	*617-397-1361	#2400	"The Bit Bucket"
@3700	*307-686-1508	#2400	"The Pentagon"
@6702	*607-257-5377	#2400	"The Alcoves of Amigorn"
@6705	*607-277-7979	#38400 < 1	"The Alchemist's Guild"
@6707	*607-272-1251	#38400 <	"The Other BBS"
@840	*(1)-758-6182	#2400	"Rirus BBS (Portugal)"
@1050	*919-782-3071	#38400 <	"NC WWIVnet Mail Server I"
@1052	*804-330-0527	#9600 >	"VA WWIVnet Mail Server I"
@1053	*704-574-7400	#2400	"NC WWIVnet Mail Server III"
@3200	*302-378-1157	#2400	"The Guild"
@3850	*318-448-0411	#38400 <	"Meltdown Mansion"
@6350	*613-747-0343	#2400	"Roxborough BBS"
@6351	*613-345-7660	#2400	"St. Alban's BBS"
@6652	*616-399-1337	#38400 < \$	"Back Slash"
@6653	*616-399-5937	#38400 < \$	"Top Floor"
@7400	*704-554-1496	#38400 < \$	"The Funny Farm (East)"
@7401	*704-536-6747	#2400	"Tudor Nightmare Village"
@7448	*704-554-1496	#2400	"The Funny Farm (East Too)"
@7753	*717-687-9705	#38400 <	"The Ink and Paint Club"
@7754	*717-696-2236	#2400	"The Mage's Tower"
@7755	*717-825-3899	#2400	"Air Force Base"
@8200	*802-747-4702	#38400 < \$	"Dormasintoria BBS"
@8201	*802-775-3216	#38400 < \$	"World Class Computers"
@8300	*803-393-7399	#19200 /	"Pee Dee Exchange"
@8301	*803-723-7254	#9600 <	"The Thieves Market BBS"
@8302	*803-732-7340	#9600 >	"The Far Star BBS"
@8303	*803-646-7749	#9600 < 1	"The Cosmedron BBS"
@8304	*803-553-8761	#9600 <	"The Master Link BBS"
@8403	*804-795-9826	#2400	"Xanadu"
@8413	*804-276-4798	#9600 <	"Relative Reality"
@8416	*804-488-6907	#38400 < 1	"The CrossRoads"
@8418	*804-851-9138	#38400 < 1\$	"The Sewer System"
@9251	*912-368-3393	#2400	"The Model-T BBS"
@9252	*912-262-9492	#2400	"BAHADUR Project"
@9253	*912-267-0654	#2400	"Channel One Nochange/WWIV"
@9950	*919-782-3071	#38400 <	"NC WWIVnet Mail Server I"
@9951	*919-220-6058	#2400	"The Raven's Lair"
@9954	*919-831-2759	#38400 < 1	"Social Graces"
@9959	*919-523-1321	#19200 <	"All Things Considered"
@9963	*919-724-0041	#9600 <	"Computron Alliance"
@9969	*919-443-2456	#38400 < 1\$	"Grafix Unlimited"
@9970	*919-846-7427	#38400 <	"The Octopus's Garden"
@9971	*919-746-2517	#38400 <	"The Enterprise"
@9972	*919-523-9642	#2400	"Silicon Nightmare"

## 'Bulletin board' for crime

Most studies show insiders, like employees, commit more crime than hackers. Teen-age computer hackers share information through computer information banks called bulletin boards. Some bulletin boards require users to put information in before they can take information out. Here is how four hackers might cooperate:

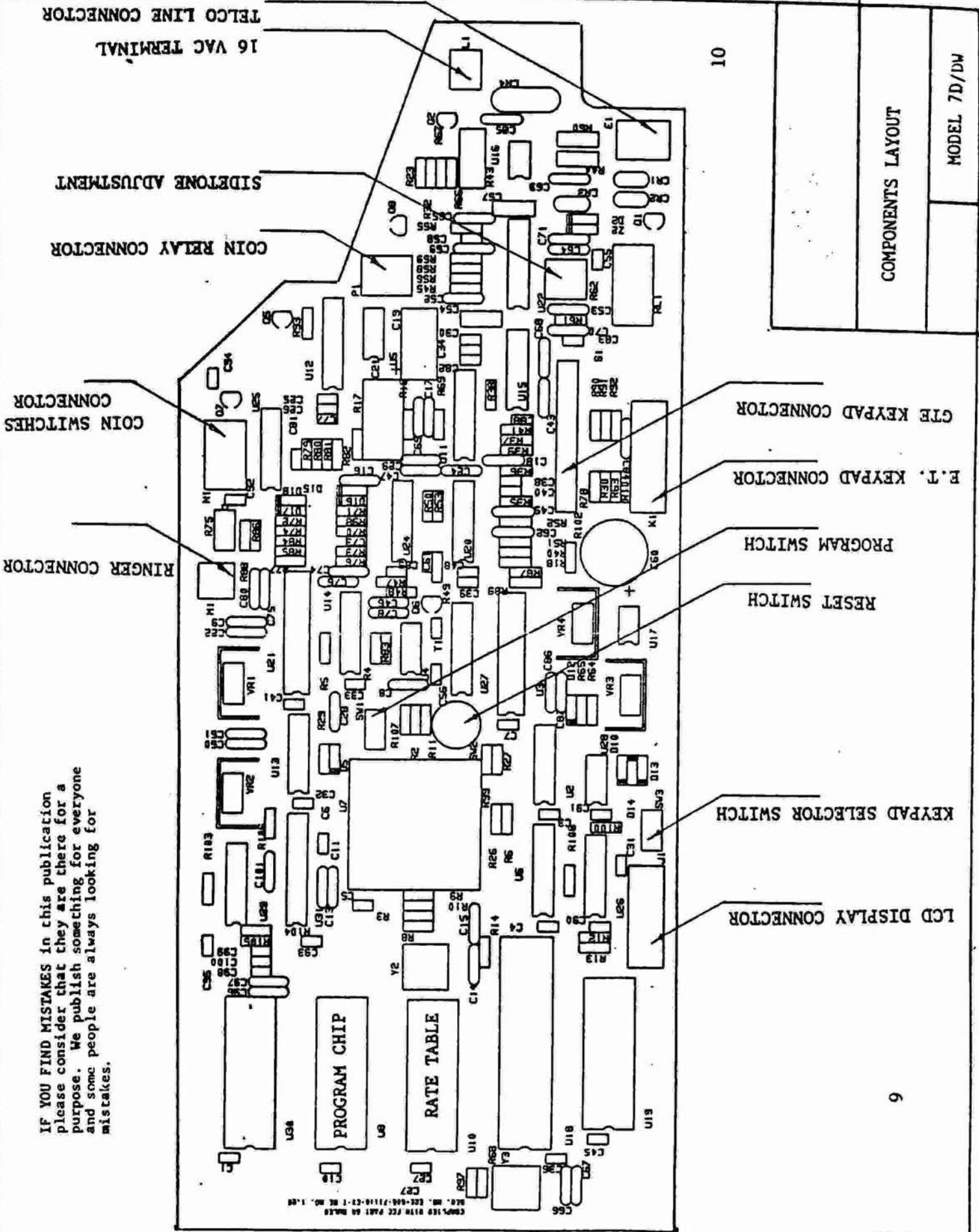


This whole magazine is for informational purposes only. If you attempt something written in here, you do so at your own risk. Breaking the law is not a crime getting caught IS! HACK at your own RISK!

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IF YOU FIND MISTAKES in this publication please consider that they are there for a purpose. We publish something for everyone and some people are always looking for mistakes.

COMPONENTS LAYOUT FOR THE 16 VAC TERMINAL TELCO LINE CONNECTOR  
 DATE: MAR 1977 BY: JCC PLOT: 68 000000 NO. 1-08



You first need to establish what your container is going to be, the material it is made from, and how thick it is, plus the volume will all decide how much DRY ICE to use. A 16 ounce coke bottle makes for a perfect container. Fill it about 1/2 way with water (a little less or a little more...whatever floats your Dry ice(pun intended)) and you can cram it with dry ice if you wish, (you really don't need to fill it totally) cap it shake it if it makes you feel better, then RUN!! it may take a while, that is why I don't like these bombs, they are totally un-predictable as to when they will go off. You can also use a plastic 2-liter, these do not provide nearly the amount of shrapnel, but the plastic can stand some tremendous pressure, so when it blows, it is loud. These bombs have no real destructive purpose, but are fun and easy to make.

**CO2 style pipe bomb:**

Similar to the CO2 in that you basically do the same routine as far as powder etc.(I recommend that you fill it with at least 1/2 way with powder) Go to the local hardware store, and get a 4 inch segment of pipe(threadedends) and a couple endcaps.(I recommend a pipe that's about 3/4 inch inner diameter, and a 1 inch outer diameter. That's what I used.)

Now screw on one endcap, fill it at least 1/2 way with gunpowder, drill a hole in the other endcap, about the size of the wick, then screw it on, stick in the fuse ALL the way to the bottom(just to insure detonation)and I would use about 2 feet of wick(1 minute) OUTSIDE of the canister. I have only done it once, and it worked beautifully. I made a hole in the ground with a broom handle, 2 feet or so deep, dropped the sucker in the hole, lit the fuse, and ran like a jack rabbit.

It made a tremendous hole in the ground, I haven't made one since.

**NOTE:** With ANY of the above mentioned bombs, you can put them in a manhole, or, preferably in a drain sewer, this will make it MUCH louder, and it will echo throughout the neighborhood(or as far as the sewer system extends) It makes for a GREAT wakeup call...hahahaha)

09651	*916-466-9073	#19200	<	"Logrus"
09655	*916-342-0560	#2400	<	"The Owl's Nest"
09658	*916-742-5114	#38400	<	"Shade of the Tree"
09659	*916-649-1720	#19200		"DMUG BBS"
02602	*206-824-1356	#2400	<	"The Holodeck"
02605	*206-337-0248	#38400	<	"InterNet MultiSystem, Ltd, Port IV"
02619	*206-365-3854	#19200	<	"Escape Velocity"
02628	*206-377-4493	#38400	<	"Tech Centre One"
02800	*208-885-8749	#2400	<	"Maize BBS"
02801	*208-734-8088	#2400	<	"Quicksilver"
04650	*416-538-7911	#19200	<	"Abacus BBS"
04651	*416-481-9455	#19200	<	"Threat BBS"
04652	*416-755-6045	#2400	<	"Club Insanity BBS"
05300	*503-223-1314	#19200	<	"Freeside (Legion)"
05304	*503-626-9697	#38400	<	"San Tropes"
05311	*503-644-3537	#2400	<	"Millway's"
05500	*505-479-4101	#19200	<	"Magic Mystic Meadow"
05900	*509-483-7166	#19200	<	"Wizard's Castle"
05912	*509-483-0042	#19200	<	"The Garage"
06900	*609-783-1975	#38400	<	"Data Express"
06905	*609-627-1291	#38400	<	"Tech Line"
06914	*609-764-6358	#19200	<	"Emerald City"
07650	*716-433-7904	#38400	<	"Nite Flight BBS"
07654	*716-675-9284	#19200	<	"Berea BBS"
08110	*801-583-1843	#2400	<	"StoneWall BBS"
08119	*801-966-8914	#2400	<	"The Waxing Moon"
08120	*801-393-5671	#2400	<	"Dark Lord's Domain"
09700	*907-772-4873	#2400	<	"Tripple A Software"
09702	*907-338-1612	#2400	<	"Someplace Else"
01020	*618-746-2006	#38400	<	"618 MWIVnet Server"
01021	*314-752-3991	#19200	<	"St. Louis MWIVnet Server"
02551	*215-253-7985	#2400	<	"City Under Siege..."
02558	*215-493-7434	#38400	<	"Joe's Garage"
02566	*215-398-2244	#38400	<	"Midnight Magic"
02568	*215-974-1759	#2400	<	"Marvel Universe BBS"
03352	*313-478-5836	#9600	>	"007'S Afterburner"
03353	*313-231-2366	#38400	<	"Urfo Data Collection Center"
03356	*313-665-2832	#19200		"The Programmers Pit Stop"
03450	*314-434-3470	#19200	<	"B.S. Box"
03453	*314-621-3695	#19200	<	"Toad Hall"
03456	*314-644-5777	#2400	<	"The Fellowship"
03459	*314-861-1820	#2400	<	"The M&M Factory"
03471	*314-921-8940	#19200	<	"End of the Rainbow"
03477	*314-353-1096	#9600	<	"SouthSide"
03509	*305-961-2797	#38400	<	"The Arena of Pain"
03514	*305-720-3307	#38400	<	"Unique Connections"
03653	*316-652-7734	#2400	<	"The Final Frontier"
03950	*319-296-1529	#2400	<	"HIT BBS"
03951	*319-387-1767	#2400	<	"Utopia"
04701	*407-297-7889	#2400	<	"D.A.R.T."
04702	*407-788-7811	#2400	<	"The Dark Unknown"
04703	*407-297-1180	#2400	<	"The Villa Straylight"
04704	*407-434-0169	#2400	<	"Brahama's Kingdom"
04705	*407-487-2875	#2400	<	"Catacombs BBS"
04951	*419-885-1541	#2400	<	"The Listening Post"
06852	*618-234-2631	#9600		"Snafu Software"
06853	*618-624-6578	#2400	<	"USS Hexum"
06859	*618-235-6705	#9600	<	"The Tower of Power"
06866	*618-234-6892	#38400	<	"Downtown Tower"
08350	*813-237-0152	#2400	<	"Ko Ro Ba"

\*--BOMB--\*  
By:Blecker

Original 'recipes' for the following bombs were NOT NECESSARILY made by me, however, in most cases I did try them myself, and possibly modified them, the purpose of this text file is to group several fun, easy to make bombs. I take no credit for these bombs. Oh, yeah, the crap about this being for informational purposes only might need to be included.

**CO2 BOMB:**

There are several variations for the CO2 bomb, some of which I will cover. The original instructions I saw for this bomb were posted by MAD DOG, and I have made some modifications and tips.

**Supplies:**

Where to get:

CO2 canister  
Gunpowder  
Fuse

K-Mart/Target/Sportinggoods store  
Gun shop/Hobbyshop/shotgun shells  
Hobby shop

The CO2 canister can be about any size, however the ones you will get for an 'air powered' BB gun will usually all be the same size. You can also get some different sized ones at Allied or other sporting goods store that are used in self inflating life vests and such.

First--Make sure the CO2 is empty, or empty it. Simply put it in a vice (or clamp), put a nail on the top of the neck and hit it with a hammer. Upon making a nice little hole, it should spew out a gas and liquid (all this is Liquid Carbon Dioxide) the canister will get extremely cold, just don't touch it for a minute. Next is to make the hole a little larger. Get a finishing nail and hit it in to the smaller hole, or you can use a drill and make it larger. (just large enough for the fuse to go into)

Next--Obtain the gunpowder. If you can get it at a gunshop, just buying black powder would be the most economic, but if you can't...just get shotgun shells at K-mart.(they usually won't sell them unless you are 18+ years old...so scope out a really old, or really young clerk..they usually sell them to you)while someone that WORKS in the sporting goods section will know about the law, just a run-of-the-mill employee won't know much.)

01	*	213-208-6689	/38400	<	!\$	"Amber"
02	*	718-481-7210	/19200	<	!	"Best of Both Worlds"
04	*	213-398-1224	/38400	<	!\$	"Caesar's Palace"
09	*	213-420-7622	/9600	<	!	"The Backroom BBS"
015	*	213-223-6088	/2400	<	!	"Wonderland PIN"
02363	*	213-782-2280	/2400	<	!	"Devonshire Castle"
02380	*	213-470-6869	/2400	<	!	"Black Dragon Enterprises"
02384	*	213-459-4498	/2400	<	!	"The Total Perspective Vortex"
02385	*	213-433-2946	/9600	<	>	"Powders"
02387	*	213-475-8221	/19200	<	>	"MicroChip"
05400	*	504-885-5364	/2400	<	>	"The Ravenloft"
05404	*	504-364-1207	/19200	<	>	"The Funny Farm"
05405	*	504-834-2634	/2400	<	>	"Cyberspace Central"
05406	*	504-947-6761	/19200	<	>	"The RedLight"
06955	*	504-392-9517	/19200	<	>	"End of the World"
06955	*	504-837-7941	/2400	<	>	"New Orleans High Tech BBS"
06961	*	619-270-8779	/19200	<	>	"The Info Exchange 386"
06966	*	619-728-0541	/38400	<	>	"Clone Builder BBS"
06967	*	619-747-5130	/2400	<	>	"Atlantis"
06969	*	619-565-4424	/2400	<	>	"Dragon's Domain"
06971	*	619-283-4998	/2400	<	>	"Sin City"
06977	*	619-630-8375	/38400	<	>	"ATRON"
06982	*	619-223-9239	/2400	<	>	"Dragon's Nest BBS Mode 2"
07463	*	619-449-7052	/2400	<	>	"Dragon's Nest BBS"
07464	*	714-373-5781	/38400	<	>	"World's Most Dangerous BBS"
02452	*	714-788-6434	/2400	<	>	"Apple Jacks BBS"
02458	*	214-276-9627	/19200	<	>	"Amiga Starlog"
02466	*	214-293-0022	/2400	<	>	"The Last Resort"
02468	*	214-361-5883	/2400	<	>	"Dragon Reach"
06550	*	214-343-0777	/9600	<	>	"Shadow Magic BBS"
06551	*	615-690-5467	/19200	<	>	"Volunteer PC BBS"
06552	*	615-676-6269	/9600	<	>	"USCC BBS"
07352	*	615-525-4934	/19200	<	>	"Another BBS"
07354	*	713-520-9463	/2400	<	>	"The Oak Grove"
08601	*	713-242-9766	/1200	<	>	"PC Nowhere"
08603	*	806-792-4778	/2400	<	>	"Absolute Anarchy"
08605	*	806-795-0509	/38400	<	>	"The Crystal Palace"
08750	*	817-742-3959	/2400	<	>	"LawLine BBS"
08751	*	817-691-0603	/19200	<	>	"The Mist"
08754	*	817-766-3042	/19200	<	>	"Empire"
08755	*	817-855-6754	/2400	<	>	"The Zone"
09550	*	817-766-0533	/2400	<	>	"Inflight"
02900	*	913-778-8734	/2400	<	>	"Resting Place for the Damned"
02901	*	209-526-5899	/2400	<	>	"Maxie's Toy"
02904	*	209-942-2623	/2400	<	>	"Serendipity ]["
03300	*	209-984-5401	/2400	<	>	"Computer Mania BBS"
03301	*	303-696-9084	/2400	<	>	"The Crypt"
03302	*	303-693-5061	/2400	<	>	"The Outer Limits BBS"
04551	*	303-830-8098	/2400	<	>	"Terra Main"
04554	*	415-229-3823	/2400	<	>	"GT Express"
04558	*	415-937-2351	/38400	<	>	"Stainless Steel BBS"
07200	*	415-689-8516	/2400	<	>	"Fuzball Land"
07700	*	702-453-3248	/2400	<	>	"Jennifer's Jungle"
07701	*	707-823-3052	/2400	<	>	"Interface"
07702	*	707-279-9601	/2400	<	>	"Date Xfer BBS"
07707	*	707-279-9730	/2400	<	>	"INNER CHORUS BBS"
07708	*	707-279-9646	/38400	<	>	"The Magic Flute"
09650	*	707-263-6612	/19200	<	>	"Morning Star BBS"
	*	916-273-0000	/2400	<	>	"The Logrus Apocalyptic File Server"

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(b) @o 26.2.0.8<RETURN>

The user inputs the command to open a connection plus the internet address of the host to which he wishes to connect, followed by a Carriage Return.

(c) TAC Userid: SAMPLE.LOGIN<RETURN>

Here the TAC prompts the user for his Userid. The user enters his ID exactly as shown as shown on his TAC Access Card, followed by a Carriage Return.

(d) Access Code: 22bgx4467<RETURN>

Again the TAC prompts the user, who responds by entering his Access Code as shown on his TAC Access Card, followed by a Carriage Return.

(e) Login OK  
TCP trying...Open

The TAC validates the ID/Access code and proceeds to open the requested connection.

#### HELPFUL INFORMATION:

When entering your TAC Userid and Access Code:

- A carriage return terminates each input line and causes the next prompt to appear.
- As you type in your TAC Userid and Access Code, it does not matter whether you enter an alphabetic character in upper or lower case. All lower case alphabetic characters echo as upper case for the Userid.
- The Access Code is not echoed in full-duplex mode. An effort is made to obscure the Access Code printed on hardcopy terminals in half-duplex mode.
- You may edit what you type in by using the backspace (Control-H) key to delete a single character.
- You may delete the entire line and restart by typing Control-U. A new prompt will appear.
- While entering either the TAC Userid or Access Code, you may type

Fridrik Skulason posted an identification string for the Whale virus (Mother Fish) in yesterday's Virus-L. Unfortunately, the posted string does not work. Neither will any string, for that matter. Even a string allowing sophisticated wild card configurations will not work. The Whale virus is a new entity in the world of viruses. It uses multiple levels of encryption, each of which are continually modified. Unlike the V2Px series of variable encrypting viruses -- which used functionally similar but mechanically diverse decryption routines, the Whale virus decryption routines seem to have nothing in common with succeeding or preceding generations of the virus. I spoke with Fridrik shortly after his posting and he seems to have also come to this same conclusion after further analysis.

We have not delved into the inner workings of this virus as much as some other investigators, but have instead focused on detection and removal. We have a reliable detector and disinfector at this point, and it is available to anyone who is also working on this virus (or anyone else, I guess, for that matter). It should prove helpful for containment and checking purposes, and is a lot faster and more accurate than visual inspection. We will fold this detector/disinfector into SCAN for its next release.

I'm afraid this virus represents a new and nasty turn in the evolution of viruses. Of the more than 9,000 bytes of code in the virus, more than 7,000 bytes appear to be dedicated solely to avoiding detection and removal. It seems fairly effective. I anticipate that variations of this virus will shortly pose major problems to the public domain.

Anyone wanting a copy of the detector/disinfector should call us (McAfee Associates) at 408 988 3832. Or leave a message on the HomeBase BBS - 408 988 4004. Or drop us a fax - 408 970 9727. Or pick up a copy from Patti Hoffman, Kelly Goen, or anyone else who also has a copy.

John McAfee

More about the 'Whale' virus....

John McAfee is correct in saying that the signature string I posted recently will not detect all infected files - it will only detect the first few generations, before the virus starts to mutate.

I have not observed some of the more unusual things reported regarding this virus - the ability to modify other viruses for example. The virus may be related to the 'Fish' variant of 'Prodo', but as far as I know this relationship is only a speculation.

One interesting item, though - hidden within the virus, under three levels of encryption, is the following string

THE WHALE IN SEARCH OF THE 8 FISH  
I AM '-knzyvo)' IN HAMBURG addr error D9EB,02

The following (anonymous) note was posted on the VIRUS ECHO on Fidonet - - rather interesting....

If you have the motherfish, you are entitled to an explanation...when we discovered the motherfish, the decision was made to disavow its existence and any public comment on it was prohibited...the file was never made available through normal distribution based on two findings 1. the virus can not be detected by present methods 2. the virus is modularly constructed to allow it to "learn" the methods used to detect it, and then integrate this coded thought into its arsenal of defense mechanisms.....the motherfish is not just a virus, it is a virtual living, breathing entity that is capable of teaching itself its pursuers techniques and then increasing its code level sophistication as its environment becomes increasingly hostile...this characteristic made it imperative that distribution be kept at an absolute minimum...it would be appreciated if you kept that in mind.

Saying that 'the virus can not be detected by present methods' is not 100% correct - McAfee has already announced a detector and disinfector and I am working on another myself - it will be included in version 1.14 of E-PROT

Welcome to another issue of the worlds oldest hack - phreak magazine. I have delayed this issue a few weeks to include a few late articles, which did not arrive yet, so I am printing what I have for now. I know many of you are watching the WAR on the news and everyone has their own opinion on what the United States should do, or be doing. I am not going to express my personal views. I have printed something related to the war and the oil, this does not reflect any views I wish to force upon anyone. I thought it was something of general interest and printed it. If it is offensive, sorry!

I am going to try and clear somethings up while I have the chance. When TAP was under editorship of Aristotle, we lost most of our stamps due to the cost of mailing issues. We had no way to recover these since we did not generate income from TAP. When I took over I had to start charging to make up for having nothing to continue with. I am not using this money to get rich off, I am barely breaking even for a paying subscriber. With all the old stamp only subscribers I am still operating at a loss. This is because they subscribed at a single stamp for an issue rate. Now it costs forty five cents to mail an issue.

So how do you know what type of subscriber you are and how many issues do you have left? There are 2 sets of numbers on your mailing label. One is a single digit number from 0 to 9. This tells if you are a stamp subscriber, someone who has paid, someone who is on the trade list and so forth. The next is a 3 digit number which tells what the last issue is you will be getting. Example if your mailing label says 102 on it, that means the issue in your hands is the last unless you subscribe. I will not mail out notices.

TAP Magazine is in need of a good printer for the IBM. I have been delayed many weeks in printing an issue because I had to drive 90 miles to a university to print stuff out. If someone can hook up a good deal then let me know. I could possibly with the addition of another XT system and a printer be able to do issues every 2 or 3 weeks.

Now to answer the most common question asked. When are you going to sell back issues? I do not have a complete set, so until I get one I will not be selling them. I have seen many of the other sets advertised in other magazines and they are not 100% complete. They say they are but I have yet to see one that is complete. There are even sets where they shrink the 2 middle pages into one page and it is hard as hell to read. I am trying to get a complete set of issues that are easy to read and full size. If you want a set of what I have we can make a deal. I have about 1,000 pages of TAP copies that I just have not had the time to sit down and sort out. Many people copy the stuff they have and send it in to trade for stuff they do not have. I can make trades like that if interested. I hope to by SPRING have a complete set of issues and be offering them for sale to any interested readers priced lower than anyone else in the country.

Finally I would like to say get off your duff and send in some articles. Share the info you have, it may benefit someone, somewhere, someplace, somehow. Don't be greedy share the information and others will do the same. I do have a nasty letter written by someone against hackers I will be printing in issue 103. I will be expecting many replies for issue 104.

Predator / Editor & Publisher of TAP Magazine & TAP Online

Phantasy is a monthly publication of the International Information Retrieval Guild. This newsletter is published in online form and is available on most of the popular hack phreak boards. If you do not have a modem you can get copies on floppy disk in IBM format. Send 12 disks and \$5.00 in stamps to

The I.I.R.G.  
862 Farmington Ave  
Suite-306  
Bristol, Ct 06010

\* tell them if you want 360k or 1.2 meg format. They will also include any other text files released by them, space permitting.

There are many good articles in each issue. They range from hacking to bombs. The articles seem to be straight to the point and original. Most of what we see now days is taken from some outdated manual and has little practical use. Phantasy is a lot like a newspaper for hackers. Bits of information on topics of interest to hackers and phone phreaks. I would say it is a combination of Activist Times Inc, and Computer Underground Digest. I would have to vote for it to be included in your collection of text files from the computer underground. If you want more information you may call the IIRG's BBS at 203-485-0088.

#### A Review of AC by Pinnacle Software

Pinnacle Software has released an Area Code finder that might be of use to some phone phreaks. I have seen older versions on some boards around the country. Pinnacle software sent me an updated version to test and review. This program works better than any other I have seen. It has current information on most all area codes in the United States and many country codes outside of the US. If for some reason it doesn't have the current info you can send it to them to be included in the next update and they give you credit for helping them. Pinnacle has devoted time and effort into this program and it shows. So next time you are not sure about an area code for a city or state or country this will help you. If you are interested you can send a check or money order to obtain your copy to

Pinnacle Software  
Box 714 Airport Road  
Swanton, Vt 05488  
(514)/345-9578

\$15.00

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