

big
brother
inside

DEFCON

Welcome to the convention! Lots of In-planned) for this year, so I hope every-wet bar in the convention area starting again on Saturday.

Interesting things are planned (and un-thing goes smoothly. We should have a Friday at around 1 PM till 2 or 3 AM, and

Lots of things didn't work out quite as planned, like my computer having a DMA problem and delaying lots of production. Mondo 2k didn't print their announcement, Wired blew me off with lame excuses (if you will remember they did that last year too.. a conspiracy?) and the posters had to shrink in size at the last minute. At least the hotel is still standing.

Because I had no idea how many people to plan for this year I started planning for about 300 max.. we'll see how close I come to my estimate. As usual everyone waited until the last minute to register at the hotel and for the convention. Hey, I live for last minute.. more gets done then than in the last hour.

I produced this program in Windoze, and I can't tell you how many days were lost just fucking with programs, fonts, whatever to make it work. What hell. At least I hope the quality is OK. I printed the master on a FiREY/ Cannon 500 CLC and then duped it on a 1200dpi Documaster, so compared to last year it should look better. Unfortunately, I had to reprint on a 600 dpi HP 4 at the last second. Blah.

Not sure what else to say, but if you have questions or problems hunt down a person wearing a red "Staff" tag and they should help you take care of things. Caffeine was provided by Mountain Dew and Coke, Inspiration by all types of music from the Twin Peaks sound track, Ministry, New Order to Nirvana, Devo, and The Orb.

Plea from the organizer: *Please don't fuck with the hotel!* I like this place and would like to be back next year. There are plenty of other places to mess with, so if you feel the urge have another drink or wander to another place.

Thanks, and get CrAZY! *The Dark Tangent*

If you are going to bust anyone

.. please be discreet and make your arrests outside the convention room, and away from the other attendees if possible. After the poorly executed blunders at this years Computers, Freedom & Privacy conference I hope that the agencies who are in a position to grab hotel records and make searches will be subtle and discrete. The last thing I want is a media zoo surrounding busts made at my beloved convention.

If you (You meaning Law Enforcement) have any concerns please see me and we will try to come to an agreement instead of making mistakes. Now if you (You meaning everyone else) have an urge to trash the PBX or rm -rf some site in front of people you don't know, don't blame me if you get busted. I'm sure there will be plenty of opportunity in the future when you are surrounded by people you know and trust.

Spot the FED contest:

Ok, this year we have printed more shirts for the

contest. Basically the contest goes like this: If you see some shady MIB (Men in Black) earphone penny loafer sunglasses wearing Clint Eastwood to live and die in I.A. type lurking about, point him out. Just get my attention and claim out loud that you think you've spotted a fed. The people around at the time will then (I bet) start to discuss the possibility of whether or not a fed has been located.

Once enough people decide that there has be an I.F. (Identified Fed) and the I.F. has had a chance to say whatever an informal vote is made, and if enough people agree the shirts are passed out.. one "I spotted the Fed" to the spotter, and one "I am the Fed" to the spotee. No fair setting up a "Fake" identification!

Note to the Feds: This is all in good fun, and if you would like to order an "I am the Fed" after the event if you have not been spotted and all the shirts are given away, please contact me and I'll have extras printed up. Think of all the looks of awe you'll get at work while filing all the paperwork you have to generate over this event!

Freqs



I have consolidated several lists of frequencies, and added a few of my own. All are listed in mHz.. I don't know how accurate they are, but at least they should provide hours of fun and entertainment...

Hotels

NAME	SUB TITLE	OUTPUT	INPUT
Aladden		154.515,	462.925
Bally Grand		463.6, 154.54,	462.825
Cesar's Palace		463.4	
Caesar's Palace	Engineering	451.425	456.425
Caesar's Palace	Operations	461.95	466.95
Caesar's Palace	Security	451.7	456.7
Caesar's Palace	Slot Dept.	464.525	469.525
Circus Circus	Security	451.575	456.575
Circus-Circus	Operations	151.925	Simplex
California Hotel		464.125	
Dunes		151.655	
Dunes Hotel	Operation	464.625	469.625
Desert Inn		464.425	
Fitzgerald's	Security	463.625	468.625
Flamingo		463.375	
Flamingo Hotel	Operations	461.325	466.325
Fremont		469.575	
Frontier Hotel	Operations	151.775	Simplex
Golden Nugget	Operations	462	467
Hacienda Hotel	Operations	154.6	Simplex
Hilton		463.375, 468.375	
Hilton	Security	468.725	
Hilton Hotel	Operations	451.225	456.225
Hilton Hotel	Operations	154.54	Simplex
Hilton Hotel	Operations	463.325	468.325
Hilton Hotel	Operations	463.375	468.375
Four Queens		462.15	
International Hotel		154.54	
Jerry's Nugget		151.865	
Jockey Club Casino	Operations	31.04	Simplex
King 8 Motel		466.05,	461.05
Landmark Hotel	Operations	46	465
Landmark Hotel	Operations	461.55	466.55
Mint		464.05, 31.24,	
Marina Hotel		152.45, 464.475	
Marina Hotel		151.655, 152.45	
Riviera Hotel	Operations	151.745	
Riviera Hotel	Security	464.825	469.825
Sam's Town	Security	856.837	811.837

Silver Nugget		154.57	
Silver City & Mini Mall		154.57	
Sands Hotel		461.225	
Sands Hotel		462.650	
Sands Hotel	Operations	462.05	467.05
Sands Hotel	Operations	462.9	467.9
Sands Hotel	Security	462.05	467.05
Summa Corp.		460.675	
Sahara		469.525	
Silverbird		151.755	
Silver Slipper		151.755	
Stardust Hotel	Operations	464.725	469.725
Tropicana		466.926,	461.925
Union Plaza		461.525,	469.8
		468.275	
Wagon Wheel	Operations	151.895	Simplex
Westward Ho		461.4	

Fire

Clark Co. FD 3	Fireground	453.7	458.7
L.V. Fire Dept.		153.77	Simplex
L.V. Fire Dept.		153.95	Simplex
L.V. Fire Dept.		154.205	Simplex
L.V. Fire Dept.		154.34	Simplex
L.V. Fire Dept.		154.37	Simplex
		152.45	Simplex
L.V. Fire Dept.	1 Bat. 1 Tac.	453.15	458.15
L.V. Fire Dept.	4 Bat. 4 Tac.	453.4	458.4
L.V. Fire Dept.	5 Bat. 2 Tac.	453.1	458.1
L.V. Fire Dept.	6 Bat. 3 Tac.	453.7	458.7
N. L.V. F. Dept.		154.25	Simplex
L.V. FD		154.034	
EMT/Ambulance Medical		155.22, 155.28,	
		155.34, 462.95,	
		462.975	

Highway Patrol

NHP f2		42.56	Car-Car
NHP Rural Disp. 1	Dispatch	42.94	42.78
NHP Car-Car 2		42.5	Simplex
NHP Mobile	Mobile rpts	154.92	Simplex
NHP State Police		154.69	48.78
NHP State Police		154.755	Simplex
NHP State Police Administration		42.58	Simplex
NHP State Police Nev. Hwy Patrol		155.61	Simplex
NHP State Police Zone ?		42.8	Simplex
NHP State Police 1	Base	42.94	Simplex
NHP State Police 2	Patrol	42.78	Simplex
NHP State Police 3	Car to Car	42.7	Simplex
NHP State Police 4	Dispatch/Patr	42.88	42.78

Police

L.V. PD		45.56	
L.V. PD		154.98	
L.V. PD		155.82	
L.V. PD		156.015	
L.V. PD		453.825	
L.V. PD		458.825	

M. L.V. PD 1	Dispatch	460.075 465.075
N. L.V. PS 2		460.125 465.125
N. L.V. PD		154.845
N. L.V. PD		155.475
N. L.V. PD		158.81
N. L.V. PD		45.4
N. L.V. PD		153.935
N. L.V. PD		158.775
N. L.V. PD		158.995, 464.6
L.V. Metro PD 2		158.97 Simplex
L.V. Metro PD 8		158.835 Simplex
L.V. Metro PD D1	Detectives	460.075 465.075
L.V. Metro PD D2		460.125 465.125
L.V. Metro PD D3	Detectives	460.05 465.05
L.V. Metro f-10	Swat	156.03
L.V. Metro f-8	Events	156.21
L.V. Metro f-4	North	158.745
L.V. Metro f-7	Detectives	158.79
L.V. Metro f-9, 10, 11	Rural	158.85
L.V. Metro f-3	Car to Car	158.97
L.V. Metro f-6	West	159.03
L.V. Metro f-2	South	159.09
L.V. Metro f-1	Information	159.15
L.V. Metro f-5	Detectives	159.21, 460.2, 460.525
City Marshalls		158.925
City Jail		155.685
Prison-L.V.		154.68
University of Nevad	Vegas Pd	453.225, 453.575

Airfields

McCarran Airport		155.8800, 155.9400
	Tower	119.9
	Approach	121.1, 125.9, 133.95
	ATIS	132.4
Nellis Air Force Base	Tower	126.2
Grayline Tours		462.600

Misc. Freqs

Scan frequencies between 461.00 to 465.00 for the Casinos.

"Baby Monitors"	49.67-50.00
Cordless Phones	46.61-46.97
Cordless "900mhz" Phones	902-928
Analog Cellular Phones	869.04-893.97 in 30kHz steps
Cheap bugs & Body Mics	88-108 & 169-215 in NFM or WFM

Wireless Mics, Room Transmitters & Body Mics:
 48.60 49.50 149.00 149.35 165.9125 166.3375
 167.3375 167.3425 167.4875 168.0115 169.20 169.225
 169.445 169.505 170.245 170.305 171.045 171.105
 171.45 171.845 171.85 171.90 171.905 172.00 172.20
 173.3375 172.375 174.60 177.60 181.60 193.60 186.60
 190.60 192.60 195.60 196.60 199.60 457.5625
 467.7875

Vehicle Tracking and Surveillance Freqs.

Transmitters for vehicle tracking use non-voice modulation (p0 mode), use 30 mW max and must automatically shut down after 10 days of operation. Freqs +/- 1 kHz:

30.86-31.94 and 45.94-46.02 in .04 mHz increments, 33.06.

Freqs +/- 2.5 kHz: 31.985 33.015 33.425 Bands in use:
 37-37.43 37.89-38. 39-40 42-42.91 46.05-46.6 47-47.41
 450.995-151.49 153.74-154.445 154.635-155.195
 155.415-156.25 158.715-159.465 453.0125-453.9875
 458.0125-458.9875 460.0125-460.5125 460.5625-
 460.6375 462.9375-462.9875 465.5625-465.6375
 467.9375-467.9875

LoJack Stolen Vehicle Recovery Systems use 173.075, use 2.5 watts, bases 300 watts ERP max. "Mobiles may transmit a 200 millisecond signal every 10 seconds, but when they are being actively tracked the signal may be transmitted every second. Bas stations may not transmit for more than 1 second per minute."

U.S. Secret Service body radios with "wristwatch" mics:
 407.825 407.85 407.875 407.925 407.95

Other U.S. SS Freqs: 34.07 34.35 162.375 162.6875 163. 163.3625 163.4 163.775 163.8125 163.9125 164.75 164.8/165.85 165.0875/166.2125 165.0875/166.2 165.2875 165.3375 165.5125/166.4875 165.65/166.6375 165.675 165.6875/166.2125 165.7875 165.8625 165.9 165.9125 166.375 166.4875 166.6375 167.9 168.225 168.4 168.45 168.575 406.425 415.725 417.75 419.725

FBI: 162.6375-164.525. Most activity between 163.8375-163.9875. Try also between 165.65-167.7875 in .0125 steps & 170. 170.7 170.8 170.825 170.85 170.9 171.35

UHF Link Freqs: 412.35-419.6 & 467.95 Repeater input freqs and most simplex 167.2125 & 167.7875.

HF Freqs: 2332 2810 4040 4618 5060 5390 5913 6594 7905 9015 9195 9240 10500 10915 11028 11075 11210 11490 13660 14460 14495 14534 15955 16376 17405 17603 18173 18668 23675 23875 kHz Some reports SSB and RTTY activity on these HF freqs. Some activity in 165 Mhz range (Like 165.925/167.6375 when working with the OCB) Digital voice scrambling is used for all 'secure' transmissions.

1984



"We're Behind
Schedule"

National Security Agency

LAS VEGAS CELL INTEL

The Road to DEF CON II - Bring your cell phones to Vegas. There is cell coverage the entire way from LA to Vegas, including that desolate strip through the desert. Listed below is the appropriate information for each coverage area. Note that Las Vegas / Riverside provide coverage down Interstate 15 with the boundary between the two being around Mountain Pass.

System A

<u>City</u>	<u>Market</u>	<u>System</u>	<u>Billing</u>
Ventura County	073	00027	30065
Los Angeles	002	00027	00000
Orange County 144	00027	00000	
Riverside	002	00027	00000
Las Vegas	093	00211	00000

Speed Dial Numbers

Customer Service	611	Emergency	911	KDWN Radio	720
KKEY	931	KLAS TV-8	888	KLAV AM radio	1230
KNEW	970	KOMP radio	923	KRLB radio	575
KRLB radio	963	KVBC TV-3	883	KWNR	955

System B

<u>City</u>	<u>Market</u>	<u>System</u>	<u>Billing</u>
Ventura County	073	00002	00000
Los Angeles	002	00002	00000
Orange County 144	00002	00000	
Riverside	002	00002	00000
Las Vegas	093	00064	00000

Speed Dial Numbers

Customer Service	*611	Secret witness	386-3213	Emergency	911
Metro Police	702-795-3111	N.H.P.	702-486-4100	KDWN radio	720
KJUL FM radio	104	KLAS TV-8	888	KLAV AM radio	1230
KNEW AM radio	970	KOMP FM radio	923	KVBC TV-3	883
Park Service	293-8932	DUI Hotline	*DUI or *384		

System A Providers: LA Cellular for Ventura, Los Angeles, Orange and Riverside. Cellular One for Las Vegas.

System B Providers: Air Touch (formerly PacTel Cellular) for Ventura, Los Angeles, Orange and Riverside. Centel Cellular for Las Vegas.

Special Thanks!

All the speakers who made this possible!

Many People Helped out with this years convention, but I would like to thanks the following 'cuz they come to mind. **X-RAY** for being all around 'leete 'n' stuff and the cool toys, **ICE** for the crash pad, computer and intel, **Dead Addict** "2 tired 4 slak" for getting a real job, **Dark Angel** for helping with the faxes, **Kram**, **New Media Magazine & Gillian Newson** for being c00l. **Metalhead** for the BBS support, **Rod Serling** for the hell of it.

Greets go out to:

My favorite net.babe, All my favorite Feds (I could tell you who they are, but then they would cut my brake lines and I would die) The whole IRC crowd (Too numerous to mention but you know who you are)

We are already planning for next year. We will have better net connections, A/V live feeds, an extra day to speaking, VR demos and all that. If you or someone you know is interested in participating in some way, please contact me at dtangent@defcon.org or snail mail to DEF CON 2709 East Madison #102, Seattle, WA, 98112. The convention is as good as we make it!

Haquer Babe

PSYCHO-TUNES

Assistant Editor

CTEK

SCAN

ToneLoc

PhoneTag

BlueBeep

Sourcez

Motorola Programming Software

Disassembled Oki 900 Source

Barland C++

8051 Assembler

8051 Disassembler

Model 700 Card Writer Programs

MIT Guide to Lockpicking

Mosaic

Leech ZModem

WinFax Pro

So. Calif. Scanner Frequencies

List of EFF & CPSS Lawyers

List of favorite MIL sites

PHRACK 4.5

CUD

PGP 2.3a

KOH

HPACK

Aurora

Procomm

Personal Diary

DEF CON II Announcement

STREET-TECH columns

Virus Collection

FCC Cell Site Location Database

Ethernet Packet Sniffer

Chameleon NFS

DataRace PCMCIA Oki Modem

WayJammer PCMCIA Card



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I REALLY SHOULD APOLOGIZE FOR THAT. STIMULANTS CAN BE SO VERY, VERY NASTY.



BUT YOU'LL BE FEELING FINE SOON, PETER DEAR. I PROMISE.



OH, YES. I'VE WHIPPED UP SOMETHING THAT WILL CALM YOU RIGHT DOWN.



YOU WON'T HAVE A TENSE THOUGHT IN YOUR HEAD. NOT A SINGLE ONE.



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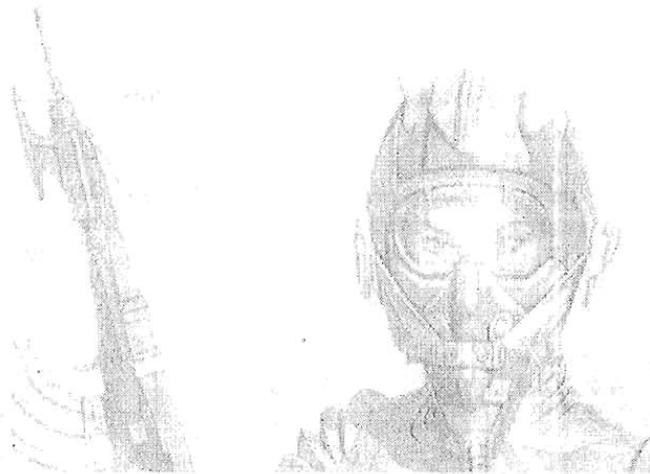


Bilbo the DEF CON Mascot



The Invasion FAQ of NEWSGROUP.INVADERZ

Although not exactly a FAQ, this file is more of an explanation of why Newsgroup.Invaderz was formed. It also lays down the foundation for the structure, strategy and protocol of usenet invasions.



Invasion

Each of us brings our own reasons, backgrounds and motivations into this scheme. What is important is that each individual brings into this their own brand of inspired mischief. In some ways it is completely innocent. In some ways it is completely destructive.

Anyone can walk into alt.sex and post that pornography should be banned. Anyone can walk into rec.sport.baseball and say "baseball sucks". It takes unbelievable skill and discipline to cause a PROLONGED flame war. That is what we do. But it can only be done with talent, and numbers to match that talent. We only bring into the fold people who have the knack to use smarts to incite chaos, not stupidity to incite being ignored when people see a post and know what you're up to.



To keep things running smoothly, Savageman (naql@metronet.com) is our 'moderator'. Sharon

(harmon_se@wl.corning.com) was responsible for creating the mailing-list and setting up the initial newsgroup. Everyone is equal in suggesting and voting on Invasion sites and other basic day-to-day workings of the group. Everyone here gains or loses merit only in the Invasion arena.

Waves of Invasion

Flames and wars between groups are as old as Usenet. What we do is in many ways fundamentally different from what is or has been done in this area.

After picking a site, we call for an invasion on that site. There are a number of phases to an invasion. Each person can volunteer for which wave they want to be in, but more times than not, it is a first come-first served policy. It is always important that no one jump the gun and go in before we have time to prepare and bounce ideas off each other. It's also important that people don't switch waves without letting everyone know. Flexibility is the key, as is communication.

Typically, we use between two and five Waves of attack. Waves will generally break down into this kind of structure:

A: Reconnaissance (RECON): These people will go in early and usually set up camp as "friends of the newsgroup". They will become trusted and participate by joining previous discussions or starting noncontroversial ones themselves. They will also act as "double-agents" to counter-flame the other waves as the invasion progresses. Their key is building a bit of credibility.

B: Wave One: Wave one will usually be what starts the flame war. Those involved in this wave can go on and each have a different flame, or go on and flame in unison. They can bring in a subject of their own or flame a previous discussion. What matters is that this initial wave will be the one that the invaded newsgroup will have their attention on. This wave calls for extreme subtlety. The quality of the flame MUST be at its highest point here.

C: Wave Two: Wave two will consist of tactics to attack the people who were sent in as recon and attempt to start totally new flame threads. The key here is that even if we attack a group of people restrained enough to resist our flame-bait, wave two will stir things up and get others to join in.

D: Wave Three: Wave three will generally change depending on the campaign, but will generally be

added to push the confusion and chaos over the top. Flame the recon, flame the first wave, flame the second wave. These guys are our balls out, rude SOB's. Mop up and clean out. Sometimes (usually with bigger groups) Wave three will simply be along the lines of a wave two.

E: Wave Four: Wave four is primarily a personal attack on those who resist our invading force. A list of opponents is maintained throughout the newsgroup invasion and the places of employment, home towns, etc. are determined if at all possible. Usually this is not a problem, as this information is often in the headers of their posts. We then embark on a campaign of phoning their company management, writing their university presidents, or even phoning their local police, in an attempt to get them in personal trouble or disrupt their careers.

Sharon Harmon is responsible for this phase of the attack. Note that it takes a lot of "balls" to pull this wave off successfully, and most members will not be expected to be involved in this wave.

Miscellaneous Tactics

There are three other things that we typically use, depending on the sophistication of the invasion.

LOOSE CANNONS are people who come in and act so strange and obtuse that it makes the rest of the flames look genuine.

THE ANON SERVICE can be used to send posts anonymously. This is a good way to post and pretend to be scared of retribution. Only problem is that this is usually the first sign that a post is a flame, so it should only be used with a TREMENDOUS amount of DISCRETION.

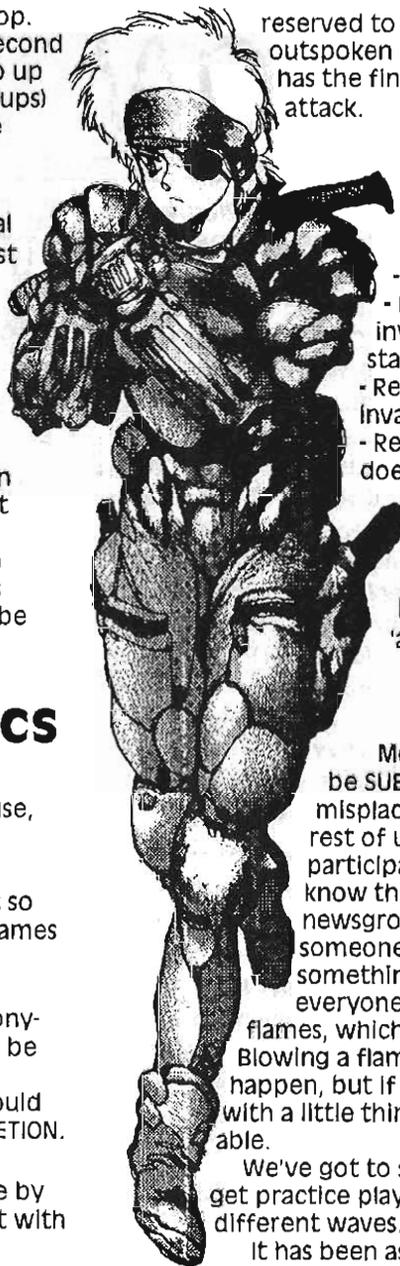
CROSS POSTING is also a popular method of choice by other flame groups, so it is important to cross post with discretion. If we can cross post to bring in other newsgroups to unwittingly assist us, perfect. If we cross post to suspicious newsgroups, our intentions will be obvious.

SNAIL-MAIL LETTER

WRITING to an individual's managers or home town police force will usually result in the opponent being interrogated by the police, being fired at work, or, at the very least, losing their network access. This personal attack is usually



reserved to those who we consider to be outspoken opponents. Sharon generally has the final say in who we snail-mail attack.



Victory

Ideally, signs of victory are the following:

- Our names appear in killfiles.
- Majority or ALL threads in invaded newsgroup were started by us.
- Regulars/legit people abandon invaded newsgroup.
- Receiver much hate mail - as does our SysAdmin.
- Opponents lose net access or are reprimanded by police/management.
- Recruit the untrained to become talented flame 'artists'

NOTES

Most important is the need to be **SUBTLE** when it is required. One misplaced post can ruin it for the rest of us. Those of you who have participated in widespread flame wars know the feeling of having a newsgroup going for a long time, then someone posts an obvious flame or something so far out of context, that everyone says to just ignore the flames, which eventually includes all of us. Blowing a flame war will occasionally happen, but if it could have been avoided with a little thinking, then it's not as excusable.

We've got to share duties. Everyone should get practice playing different roles and different waves.

It has been assumed that if you don't want to participate, fine. No one will hold it against you. What is expected is that if you don't want to participate you don't have to, but that also means that you won't go warning that newsgroup when an invasion happens. You will close your eyes and turn a blind eye. **NO NEWSGROUP IS OFF LIMITS!!!!**

Another thing many people seem to be talking about are SIGS AND NAMES. Try to take on appropriate names. If you are on alt.rap, D.J. Trouble is not going to stir things up... if you show up on soc.culture.physics with that name, you're caught before your first word of text. If a sig is going to blow your cover, lose it.

DEF CON II SPEAK

Gail Thackeray is a Deputy County Attorney with the Maricopa County Attorney's Office in Phoenix, Arizona. Her duties include the prosecution of computer and communications-related crimes. Recently, she participated in "Operation Sundevil," a nationwide computer crime task force.

Formerly a prosecutor with the Arizona Attorney General's Office and the Philadelphia District Attorney's Office, she is a graduate of Vassar College and the Syracuse University College of Law. She is a founding member of the Federal Computer Investigations Committee, and has been an adjunct professor at the Management and Engineering schools at Syracuse University and at Drexel University. She has been a lecturer for the EDP Auditors Association, the Data Processing Managers Association, the IEEE, the American Bar Association, the National College of District Attorney, and has written a number of articles for professional and business Journals on computer and communications law.

Curtis Karnow is a partner at the San Francisco law firm of Landels, Ripley & Diamond, and chairs the firm's Competitive Practices Group. His practice emphasizes intellectual property litigation and computer law. He is a faculty member with the American Arbitration Association, a former federal prosecutor, and serves as temporary judge with various Bay Area courts. He can be contacted through the internet <karnow@cup.portal.com>

Lorax aka's : Matrix, Matrix202, Hammer, Elite Waterfaucet, #2 Years In Scene: About 8...
Likes : Unix, Old style phreaking, pistachios, ethernet, bondage, information, spelling stuff with "0"s and "1"s, being K-rad, free beer, being a relative unknown, and being invited to the room with all the strippers...
Dislikes: VMS, jokes about cheese, writing stupid profiles when I don't know what to type, rumors, unresearched books about "hackers" "crackdowns" or "cyberspace", life without a SLIP, paying for beer (HINT!) and "rude people" (Tribute to every playboy ever - you bastards!)
What to Expect: A hopefully humorous discussion about the underground, Things that have happend, might happen, and are happening right now.
Plan: TO TAKE OVER THE WORLD!!!



Jackal is a computer science major, and studies electronics, ham radio, and security issues on the side. He is a licensed amateur operator, and is a member of REACT, a volunteer community service radio organization. Other hobbies include martial arts, chess, and other strategy gaming.

Judi Clark, CPSR's treasurer, has organized a round table discussion. She will talk briefly about CPSR's white paper on the NII, and about two other groups that have made rules to live by (ACM's General Moral Imperatives, and the Ten Commandments from the Computer Ethics Institute).

Mara is active in nexus-chicago, a diverse group committed to virtual community. She will talk about the concept of virtual communities.

Karen, CPSR/Berkeley's Chair and Steering Committee, and librarian of note, will talk about her Cyber-activist's(tm) top 10 list ("Ask not what the Net can do for you...").

Marianne, who does not speak for Sun, will talk about Hacker Barbie: the net's not just for guys anymore (*).

Fen, an information anarchist and co-founder of Broadcast Technologies, will discuss how capitalistic market-driven forces drive a Guerilla Information Network (GIN) to create a beneficial social anarchy.

(* 'n fact, it never was, but sssh, don't tell the big boys in The Media (tm). -- judi <judic@netcom.com>

Mark has been hacking OKI cellular phones for over 3 years and his company sells a cellular telephone experimentors kit.

Mr. Peterson is a registered professional engineer and is currently employed as Information Integrity Manager by the Martin-Marietta Information Group somewhere north of DisneyWorld.

Since encountering the Brain virus in 1988 he has written a number of antivirus programs (FixUtil, DiskSecure) for the PC that he gives away as FreeWare. Antivirus work is done at home where he has seven computers and seven Pontiacs (the perfect number).

TERS DEF CON II

Philip R. Zimmermann is a software consultant specializing in cryptography, authentication, and data security, and is a leading advocate for public access to strong cryptography. He is the author of PGP (Pretty Good Privacy), a free public key encryption software package that has become the worldwide de facto standard for the encryption of email. The publication and wide dispersion of this software and its extensive use on the Internet worldwide has led to export control problems and conflict with the National Security Agency's desire to restrict the general use of high-quality encryption, and has triggered a US Customs criminal investigation. Zimmermann can be reached at prz@acm.org, or in Boulder Colorado at 303 541-0140.



We would like to thank *New Media Magazine* for sponsoring Mr. Zimmermann at DEF CON II, and without their help his attendance would not have been possible. Way to go!

Peter Beruk is the Litigation Manager for the Software Publishers Association (SPA), the principal group of the personal computer software industry. This Washington, DC-based organization represents over 1,100 software publishers, developers, distributors and all those affiliated with the software industry, SPA Europe located in Paris, France, represents over 150 European software companies.

Mr. Beruk, as Litigation Manager, is responsible for coordinating the SPA's anti-piracy efforts. This includes investigating and following up on reports received through the SPA's toll-free anti-piracy hotline as well as responding to inquiries from corporations throughout the country regarding software and the law. In addition, he was responsible for the development of the SPA Self-Audit Kit and the software program SPAudit, the initial elements of the SPA's anti-piracy awareness campaign over 100,000 copies of these materials have been distributed to date.

Prior to joining the SPA Peter was a Researcher for the U.S. Department of Agriculture Economic Research Service. Mr. Beruk received his B.S. degree from Cornell University.

Sara Gordon *Alias:* Theora *Affiliation:* WHEEL/LoT/WoT/CoT/PuD/RTFM *Philosophy:* Deontologically bent
First Computer: First one I owned was a Tandy Coco. 6089 CPU. Tape Drive. *First Hack:* Building modem for Coco with old Apple parts, building speech synthesizer. it worked too. can't remember how I did it though...Instinct I guess.
First BBS: Network 23, evolved into VFR Systems in 1989. Wrote the original software. More elaborate now. Actually bought the new software. *Favorite colour:* All 64 *Favorite food:* McDonalds cheeseburger *Favorite number:* 0,1 (couldn't choose) *Favorite book:* Sunny the Bunny. *Favorite Album:* Delicate Sound of Thunder. *Favorite Song:* Kashmir/Comfortably numb (hard choice). *Favorite word:* algorithm *Favorite television program:* Highlander/Beavis and Butthead. *Favorite computer lab:* MIT 5th floor lab. *Favorite kitchen utensil:* spatula. *Favorite advertising slogan:* You Will. *Favorite drink:* grape kool-aid.

Chris Goggans

Erik Bloodaxe
Number 3 Narc
Sexual Deviant
Idol of Millions
King of Online Pornography
Legion of Doom Member
NSA Pawn
Communist Mole
Phrack Editor
Computer Hacker
Extraordinaire
Womanizer
Security Consultant
Long Haired Hippie Freak
Organized Crime Lackey
Obsessive Compulsive
Paranoid Schizophrenic
Bane to Law Enforcement
Officers Everywhere
Journalist
Phone Phreak
Traci Fanatic
Whipping Boy
Ritual Drug Abuser
Owner of the entire

Sounds of the 70's series
Evil Troll
Warez Courier
Programmer Wannabe
Agoraphobe
World Traveling Businessman
Undercover Agent
Wireless Communications Engineer
IRC Addict
Racist Redneck
Satanist
Abject Slave of a Certain Large-breasted Blonde Woman
Reverend in the Universal Life Church
Animaniac
Vehement Capitalist
Role Model
That Guy

All of the Above
Some of the Above
None of the Above
YOU BE THE JUDGE!

DEF CON II SPEAKERS

Winn Schwartau is one of the country's leading experts on information security and electronic privacy. As the Executive Director of INTER.PACT, a technical, marketing and communications consulting firm, Winn provides services to industry and government on encryption, enterprise and information security, policy, information warfare, van Eck radiation, HERF Guns & EMP/T Bombs (non-lethal magnetic weaponry) hackers, US and International Govt. policies and standards, electronic privacy and related issues. He is also a partner and Vice President of Business Development of Secure Systems Group International.

Mr. Schwartau is the author of "*Terminal Compromise*", and his new non-fiction book, "*Information Warfare: Chaos on the Electronic Superhighway*" (Thunder's Mouth Press, NY, 1994) is a compelling, non-technical analysis of personal privacy, economic and industrial espionage, national security and a call for the creation of a National Information Policy.

Technologist Advisor to the National Computer Security Association, Security Technologist to the International Security Systems Symposium Seminars, Commentary Editor: Security Technology News, Phillips Publications, Member, Editorial Board of Advisors, InfoSecurity News, Member, Editorial Board of Advisors, Crisis Magazine, Publisher, Security Insider Report, Former Architectural Security Consultant to Hughes STX on Enterprise security network architectures, design and implementation.

Past President, American Computer Security Industries, Inc. Mr. Schwartau developed the COMPSEC security technology, which received a coveted slot on the National Computer Security Center's (NSA's) Evaluated Product List. He also developed the ENIGMA and ENIX.SYS security systems. In 1987 ACSI developed the first hardware based C2-style Novell network and laptop security systems. In 1990 he sold the technology to Centel/Cordant (NetAssure), which is now the security benchmark of Novell's submission to the NCSC for a full C2 level secure Netware.

Mr. Schwartau may be reached at INTER.PACT, 11511 Pine St., Seminole, FL. 34642. 813-393-6600, fax 813-393-6361, or at Secure Systems Group Intl. at 813-392-4821. E-Mail: P00506@psilink.com, wswartau@delphi.com.

Blank Space.. Fill in the Mystery Speaker here:

Peter Shipley got his first Timex-Sinclair back in '78 or '79, and his first UNIX account in '84 on ubugs. He learned C on a Sun One Workstation on UC Berkeley Campus, co-founded the Open Computing Facility at UC Berkeley in '88, and has been hacking UNIX security since '86.

Pete has been working as a programmer since 85. working as a consultant and staff of a bunch of dreary big companies doing everything from being responsible for Network security X windows programming.

Currently Peter is working on setting up an Internet Service Provider in Berkeley, California that provides inexpensive turnkey Internet connectivity for PC's and trying to pay the mortgage (so please don't fuck with the place too much).

Peter likes mirco-brew beer, Long Island Ice Teas, Woman, Red Wine, Goth and Dance-Industrial, music amongst other sordid pastimes.

The term "UNIX Stud" coined in reference to Shipley is The Dark Tangent's doing.

The term "Evil Pete" was coined by Muffy.

Good quotes:

"Hey, You're Peter Shipley! I recognize you from your bitmap!"

"I didn't believe it when Pete said he could suck down a Long Island in less than 5 seconds until I saw him do it." Peter is not sure what he is doing here...

Annaliza T. orquamada is an independent film maker working on the documentary *Unauthorised Access*, which shot for 3 months in 15 cities, and 4 countries.

Annaliza will be talking about what is happening in the hacker scene in Europe. and stuff....

Jon Littman has written articles about Kevin Poulsen, Agent Steal, Robert Morris, and Phiber Optik for the Los Angeles Times. His book "Once upon a time in computer land" covered the early tumultuous years of the birth of the PC industry.

Jon also wrote a series for the San Francisco Chronicle about the Cabazon Indian and Danny Casolaro, the reporter who claimed to have found missing link between a number of conspiracies and then mysteriously died. Jon can be reached at jlittman@well.sf.ca.us

Dr. Mark A. Ludwig is the founder and president of American Eagle Publications, Inc. in Tucson, Arizona, which publishes books and CD's related to american history and computer viruses. He is author of two controversial books, "*The Little Black Book of Computer Viruses*," and "*Computer Viruses, Artificial Life and Evolution*", and editor of a quarterly about viruses, *Computer Virus Developments Quarterly*. Dr. Ludwig attended MIT, Caltech and the University of Arizona, and he holds a Ph.D. in theoretical physics.

Toni Ames has over 23 years in the telecommunications industry. Formerly with U S WEST Communications and U S WEST NewVector where she had over 8 years experience investigating telecommunications fraud including cellular, PBX and Voice Mail.

Toni is a recognized industry leader in providing training to corporate clients and law enforcement agencies on computer hacking and social engineering methods used to defraud companies and individuals out of millions of dollars annually.

She is co-author of the "*Telecommunications Security Survey*", which is designed to assist in identifying security deficiencies in your company's communications systems. The survey is a necessity for any business in helping to meet the increasing threats to PBX, Voice Mail and transmission of data over communications lines.

She is a member of the International and Washington State Crime Prevention Association, Northwest Fraud

Investigators, Communications Fraud Control Association, Northwest Security Directors Association, Washington State Economic Crime Task Force and the High Technology Crime Investigation Association.

Ray Kaplan The grand-daddy of all convention speakers. Is it me, or has he spoken at everything except Pump Con? Ray spends all of his time travelling and speaking about security related issues. A peek at last years program will reveal that he is a principal in the Arizona-based consulting firm Kaplan, Kovara & Associates specializing in system and network security in the DEC environment. Ray is a prolific writer for major computer journals and magazines and he lectures, teaches and consults on system and network management topics around the world to the exclusion of his sanity.

Among his clients, he has counted the worlds largest financial institution, world's smallest commodities broker and a wide variety of others inbetween. Since he hates suits and chooses not to lie, cheat and steal he is much less successful than he might otherwise be.

Chris Hall I could tell you about this shady character, but then a three letter agency would have to kill you.. and me.

Red Five and Hellbender Lets see if these guys send me their bio info in time.. or even if they will show up with their cam-corder-o-explits.

Grok Hacking god, or just a really good PR department? Only time will tell.

Stephen Dunifer of Free Radio Berkeley. "Stephen is the smartest guy on pirate media and a tremendous speaker and organizer." He should show off his latest toys and talk about what's happening around the U.S. and the world. Because he signed up for DEF CON at the last minute with help of Wes Thomas this paragraph was generated automatically by a speaker daemon.



RUSHES

11119, C New Zealand 1988
Ginger Nibola

In this black comedy about obsession, people reach absurd states in search of their unique little highs.

Vegas Stuph

by Tagger

Well, here it is a month after I talked to Dark Tangent promising him I would make this info file for Def Con II and I'm just getting around to it. WOW, what can i say, I'm a busy person. Anyway, sorry DT and here it is:

Las Vegas, the wonderful town that never sleeps. So many things to do and see... what exactly is there to do?

Well, for those that attend the convention that are looking to stay out of trouble and have a quiet peaceful time while you're in LV I suggest seeing the Hoover Dam. If you have never been there before you will be impressed. (At least I was) If you don't appreciate this sort of thing, then fuck it, don't go. It's a 45 min tour throughout the dam that is pretty cewl.. best of all is the price, only \$2. Dam hours are 9 A.M. from 4:15 P.M.. For more info call HOOVER DAM VISITORS BUREAU AT [702]293.1081

For all you guys wanting to see some *NICE* full nude pussy shots just inches from your face then I would recommend one of the following...

1.) The PALOMINO Club. 1848 Las Vegas Blvd. North. (It's on the right hand side across from Jerry's nugget.) This place has BEAUTIFUL women, but at a price. Admission is \$10 with a 2 drink minimum but drinks are \$6 each so basically it's costing you \$22 for admission. (Don't think of not buying your 2 drinks 'cuz it ain't gonna happen.) Full nude dancing but the chairs around the stage are usually full of Japanese tourists... **RATING: 9 outta 10.** [702]642.2984



2.) The Girls of Glitter Gulch. FREMONT St. (Across from the Golden Nugget) The best thing i can say about this place is that it has NO cover charge and 3 dance stages. It has a 2 drink minimum and drinks are 5.75 each. Hours are from 9 A.M. until 6 A.M.. The women here are also good looking (although I think the Palomino club has the edge) Anyway, this place is located in Downtown Las Vegas and if nothing else you must check out the downtown part of LV. It's awesome with the lighting and carnival type atmosphere it's overwhelming. (More on downtown later.) **RATING: 7 of 10.** [702]642.2984

3.) Crazy Horse II. 2476 Industrial Rd. I've

"I walk into a club in 100 years time and Elvis is playing 3 chord rock'n'roll on an unbelievable high-tech. equipment... That's what I want to sound like!!"

never been in this place before, although it does get good reviews in the local newspapers. It's a little off the beaten path but still close to the strip. It is open 24 hrs and 3 dance stages. Don't get this confused with the Crazy Horse I that is the predecessor to the CH II. The CH II is the better of the 2 and after talking to the guy at this one I promised him I would put in his comment so here it is: (oh yeah, add a NY accent and a slight slur..) "Yo, 'cmon down and check it out, the #1 topless club in LV, we got hot women and cold beer and a hot laser show." He went on to boast that they have a \$5 cover charge from 6 P.M. - 3 A.M. and after 3 A.M. it's free. It has a 1 drink minimum and drink prices start at \$3.25. He said that on a Friday or Saturday night there are 90-100 different women dancing. I think I'm going to check this place out during Def Con II. [702]382.8003

Note that only the PALOMINO Club has total nude dancing and that all the clubs boast of table dancing, lap dancing and of course photos with your favorite girl. (Great to show the girlfriend/wife when you get home)

Now if you're interested in getting fucked and not just looking at all this hot twat dancing in front of your face then the following may be for you! Since I don't have the time to list them all I'll tell you what to do... First off, if you are walking down the strip at all you will come across these people that hand you flyers.. the majority of which are sex fliers that advertise private dancing. If you don't have the common sense to figure out what private dancing will get you then you shouldn't be in LV in the first place. Now, the next thing to do is take these flyers to your motel room and let your fingers do the walking. (I'm referring to the phone), but hey... whatever works.. now, if you don't feel like walking on the strip till Igor and his associates give you a flyer then the next thing to do is find a local phone book and look up ENTERTAINMENT. (Or flip to page 485 for those that can't spell.) Now pick any of those full!



page ads.. lets see, there is Bare Babes, 10's, Breathless, Swinging Suzy's, Party girls, etc. Dial one up and request what you want. Be SURE YOU ARE CALLING FROM A MOTEL 'CUZ THIS IS THE FIRST THING THEY WILL ASK YOU! The one I called seemed to be a roomful of college girls, but you never know what you will get. <—no pun intended. I never did have one show up so I can't comment on that, and have no prices either, so don't ask. Your on your own here...

As far as casinos to go to and the such, the main ones you MUST see are: TREASURE ISLAND, THE MIRAGE, CEASERS PALACE, MGM GRAND, and the EXCALIBUR.

TREASURE ISLAND: A great casino that's family oriented and has a spectacular outside show of boats in a moat that fight each other. Shows are every 30 min if I remember right... cost is free, and its a must see while your there. This casino is owned by Steve Wynn and is a OK place to gamble but I'd stick to the Mirage or Ceasers if you are serious on gambling. This place just opened in summer of 93 so it's fairly new.

THE MIRAGE: This place is my favorite.. totally k-rad c00l. It is by far the best place to go to see the upscale crowd. Good chance to see movie stars, celebrity's etc. It has marble floors and a tropical theme inside, complete with waterfalls and 2 live white Siberian tigers that roam inside a glass enclosure. There is also a HUGE saltwater tank that sits behind the motel check-in desk. To get an idea of the size of this thing its like 25 feet long and 6 or 7 feet tall. It is coooooool! Combine this with the tigers and the good gambling and the rich beautiful women, and you can see the reason why I love this place. If you want to gamble this is the place. I seem to do pretty good on the \$1 machines and the 25 cent video poker machines. The highlight of this place is probably the volcano that erupts and catches the lake on fire outside the casino. This thing goes off every 15 minutes and is quite impressive. I like this place **RATING:** 10 of 10

CEASERS PALACE: This place has some HOT cocktail waitresses's with nice low cut show your tits type uniforms. Very nice inside and YOU 'GOTTA check out the virtual reality movie dome inside it. It has different shows inside of a huge dome that gives the feeling of really being there. You actually sit in these chairs that are leaned back and watch a short (30) minute movie that's shown on the wall/ceiling, etc. Its rad, so check it out. Its called the OMNIMAX theatre so if you want to find it, just ask anyone inside the casino and they will tell you where it

STIMULATION	SOUND
STIMULATION	ACTION

is. One thing that is a must see is the mall inside ceasers. This thing is state of the art inside with a actual shopping mall inside of the casino. At the far end of the mall is a circular fountain that is surrounded by statues that come to life and actually move/talk, etc. I was approximately 2-3 feet away from these statues when the show started and could not for the life of me see where/ how or if they really did move, but when the music started and they did move and talk I was absolutely astounded at it. This is a must see thing that you wont see anywhere else.. (I don't think anyway). The show lasts about 5 min and goes on every 15 minutes up to 10 P.M.. Everywhere inside this mall gives you the feeling of being outdoors, up to the stars on the ceiling above you. It is made up of marble and palm trees and by the looks of it was major \$\$ to build. Very Impressive!

MGM GRAND: This place is the newest of the casinos and boasts itself as the largest in the world with over 5,000 rooms (Yes FIVE-THOUSAND). I went into this place recently (Jan 94) and was not impressed in the least. If your in a pinch for time this should not be on your list for places to see. Not a lot of cool stuff inside, and BTW this is a NON-UNION casino, the only one in LV of its kind. Average place, average gambling, the only good thing i can say of this place is that I saw the most beautiful girl of dreams in here and the only chance of me ever going back would be because of the slight possibility of actually seeing her working again.

EXCALIBUR: This place is pretty cool, with a major family atmosphere. It can't be missed cuz its shaped like a HUGE castle outside and is located at the end of LV Blvd. and Tropicana Rd. It is fairly nice inside, but the big attraction is down the escalator into the game room. Down stairs you will find the usual games like there are in circus circus, only newer and better, and more expensive (Most are \$1.00) Vs. \$.50 at circus circus, but, hey, they gotta pay for the place somehow.. Anyway, the #1 attraction here, (and which keeps me coming back) is the magic motion machine, which is a virtual reality type movie. The best way to describe this place is that you walk into a movie theatre, but instead of seats there are rows of long bench seats which have a big padded bar that comes down on your hips when the ride starts. This is the FUNNEST VR ride I've ever been on. There are usually 2 different shows playing and each is



3 CHORDS ★ \$1m SYNTHESISERS ★ GET ON SOCIETIES' NERVES

\$2.00 per ride. I believe that they have this open until 11 P.M. (12 or 1 am on weekends) so be sure to check this thing out, it's a blast. Not much else to do here, except pussy hunt, which is fairly easy if you like young girls. (Watch out for DAD). Don't mind me, I'll be back at the hotel with Lola for my B&D lesson.

One last note, there are a few other casinos here worth checking out if you have the time, one is Bob Stupaks world, which is pretty cewl, go inside the casino and look into the portals to check out the space view. This place is weird, so don't say I didn't warn you. The other one is called the Luxor. This one is easy to spot, cuz its shaped like a pyramid, and sticks out like a sore thumb. It's also the biggest piece of shit on the strip. This place is not only dull inside its also structurally unsafe. I'm not even sure if it is open right now.. (ED's note: It was reopened a bit ago) from what I hear from a construction worker I know in LV is that it is sinking into the ground and will be closed temporarily while they fix it. Right now its popping 1 to ?? glass tiles a day out of its outside frame and is in desperate need of being repaired before it gets SHUT down. This is a NEW casino mind you, and one to stay away from.

On a good note, BE SURE to check out DOWNTOWN LV which is located at the north end of LV blvd. It is beautiful at night and lit up like its daytime from all the neon, flashing lights. Most people will recognize it from many movies, as this is where most are shot at, in the heart of downtown Las Vegas.

As far as food goes, its cheap or free if your a good scammer. To scam free food (or a room) simply sit at a card table and gamble for a few hours. After a while you will see who the pit boss is and when you do ask him for a comp for dinner or a room. 9 times out of 10 they will give you one or the other. If for some reason he/she gives you a hard time simply tell them you were at another table across the room for a hour or so and just recently moved to this one and are hungry/sleepy (you pick, its your scam), This has worked for me quite a few times, but a few things to remember... First off, don't sit down at the dollar table and play blackjack for 10 minutes and then start whining about a comp. (Comps are what you are trying to get!!) Second, don't play 2 hands at the \$25 blackjack table or spend 30 min at the craps table and expect a comp. Play SOMETHING for a considerable amount of time and then ask for one. Doesn't hurt to ask the dealer either. Also, a lot of casinos downtown have pay parking garages in the casino. Well, in every casino they have a time stamp machine near the money cage or somewhere similar and when you are about to

LEAVE stamp your ticket and then when you present it to the garage attendant when you leave your parking should be free. (If you spent any time at all in the casino). I like to park at one casino and walk all over downtown and then go back to the original casino and validate my parking stub with the time stamp. Works like a charm.. try it, you'll be glad you did...

For deals on food or rooms for the rest of you simply LOOK around and you will see all kinds of things to eat at great prices. If you pay more than \$10 for any meal you are a big time loser. Everywhere you look are food deals that are dirt cheap, the most common being breakfast (steak and eggs for \$1.99 and dinners, prime rib \$4.99 + o - a few bucks, look around, that's all I can say. If you want a GREAT dinner at a reasonable price then call up the Gold Coast Casino and make reservations (yes, the place is nice) at the Cortez Room. This place is #1 by me and is a great deal at \$10-15 per person for a great dinner. I like their lobster myself, but its hard to go wrong with Alaskan Crab legs or their Prime Rib (I Guarantee you cant eat it all) Check this place out.. Its on flamingo road West of LV blvd. THE GOLD COAST.. (EAT AT THE CORTEZ ROOM)...

Well, hope to see all you H/P people there and hopefully we will get some people together to go check out Area 54.. L8r, Tagger

From:
stefanj@illuminati.io.com
(Stefan E. Jones)
Newsgroups: alt.cyberpunk
Cool. Hackers in Vegas!
A most wise choice. I don't think I'll be going to DEF CON II, but I'd be happy to describe some things you should check out while you're in town. I've gone to LV twice a year for the last five years or so (COMDEX and CES) and the essential weirdness of the place has kept me sane after hours on the show floor. And I don't drink!

CHEAP EATS

Sands casino has a great \$4.95 prime rib dinner. It's in the coffee shop off the main casino.
Binion's Horseshoe located down town, a 5 minute bus ride from the Sahara, has a graveyard shift steak special: \$1.99 for steak, salad, bread and ornamental



veggies. Tastes great at 1:00 A.M.

Balley's "Big Kitchen" buffet. The best in town. \$11.00 for all the Chinese food, salad, dead animal and dessert you can eat. Excellent food. I get put up in Ballys during shows; the breakfast, featuring a salad bar with all you can eat shrimp, has pushed me to the edge of gall bladder disease many times.

Excalibur Buffet: Best for the price. Good food for about \$6.00 (dinner). The servers and busboys wear hilarious pseudo-medieval costumes.

Circus-Circus Buffet: The pits. A stockyard like maze channels dazed gambling-junket customers past 100' long steam tables groaning under the weight of utility-grade meat and starchy casseroles. The breakfast, however, is phenomenally cheap, something like \$2.49, and should be experienced at least once.

THINGS TO SEE

LUXOR: a pyramid-shaped hotel at the south end of the Strip. The height of bad taste and hypercharged glitz: A wonderland of new-agey sci-fi faux-Egyptian kitch. Bad food, overpriced but fun VR rides.

Mirage: So-kitchy-its-classy Caribbean themed hotel casino. See the fake volcano, shark tank and white tigers.

Treasure Island: Marketing hype miracles come to life! The pirate ship battle staged in the lagoon up front is absolutely astounding, and FREE. Another absolute must-see is the giant sculpture of Sigfried, Roy and a white tiger, situated on the sidewalk just south of the lagoon. It's festooned with glowing new-age crystals. The perfect place to pose for a picture to bring home. I've got one of my friends and I sticking our hands up Roy's nose.

Ceasar's Palace: The classiest hotel on the strip. Check out the Forum Shops mall, which has a wonderfully hideous animatronic-enhanced fountain that comes to life every hour.

MGM Grand: Overrated, but worth seeing.

Cripes, I could go on for hours. But I got classes to go to... STefan Jones

NARK NARK NARK

Happens all the time. Why? Because you guys blab shit to everyone. I mean, it's cool to talk about some stuff, but if you think about the reason why 99% of all people get caught is because someone heard about "it" that shouldn't have.

People seem to thrive on collecting other people's "info." Sort of like in "Real Names" they believe if they get your data they can control you or something lame. In reality all it does is create handy lists for law enforcement to read over

when they come knocking with a warrant.

What purpose does it serve? Nothing! Fuck, I don't know about you but I have enough of a problem remembering everyone's handles, let alone their real names.. plus all the "normal" people I know. It vastly simplifies things if all I have to remember is a handle. I hate getting on conferences and hearing people yell out their first names. After you have their first name it's not to hard to engineer the last name out of one of their friends or even them.

Take, oh, VaxBuster for instance. He actually tried to keep his info fairly quiet, but all it took was one person who didn't like him and next thing you know people are announcing his shit out loud all over the place. Pisses me off.. It's like we're (we being the community) are doing the work for any interested party in providing "bust me books" (those massive note books every hacker seems to make, just waiting for the day when their door gets booted in so they can be indicted better) or plenty of info on others.

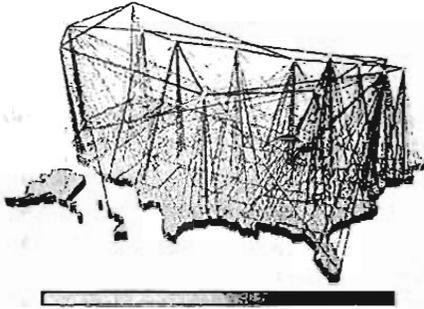
I prefer to know nothing about people's real names. Does me no good.. I forget them anyway, and I feel better because if I ever get subpoenaed I can tell the truth and not be telling them anything they don't already know. Even once I went "legit" when I first started planning Def Con I (I knew there was no chance of maintaining my privacy after attracting god knows what agencies attention) I still like to know about what is going on.. Just not who the people are who are doing it. In any event just remember that the more people that "know", the more potential problems you will have.



Net.Think

The impact computers and technology have made on everything is astonishing, with new ideas and products appearing faster than Joe Dante's Gremlins in warm water. The Internet is no exception. It will provide the much needed pavement for the future information interstates, but there are a few questions that arise in the construction of the information superhighway. Where are these complex roads leading us? Does anyone have an idea of what a future atlas would look like? Granted this major ordeal will take a few years, nobody really knows when this all will happen. Many do not know, how. Even worse, some do not even know why. Answering these questions would be impossible. Nobody has these answers,

not even our friend Big A', and certainly not so construction workers. For example, look at thee squandering the cable companies and the RBOCs have done in the past few years on who will take what role on the future net. Also look at the changes that are currently being made in monopolies to allow outside forces to compete. This is all going to have an effect on the future medium.



"Surfing the net" is a common metaphoric phrase being waived around these days. The future data superhighway can be thought as an ocean of information waves. Much like today's oceans each wave can be looked at in

simplistic terms, but once viewed from afar the addition of other simplistic waves creates a web of complexity. This is the case in the continuously expanding net. Bob Dylan summed it up by singing, "Come gather around people where ever you roam, and admit that the waters around you have grown, and accept it that soon you'll be drenched to the bone, If the time to you is worth savin', you better start swimming or you'll sink like a stone" - for the tides they are a changin'. have no fears, because there will be lifeguards to keep the net afloat, they are computer scientists, and they know *exactly* what the tides look like in the future.

What is the role of the government in this ordeal? Will they install toll booths at every junction that will require a payment for each packet? Is there going to be a post office on the net charging for Email? Is big brother going to utilize their backdoor on their "secure" encryption for every Internet message and then store it on some holographic cube? Where is the Line of demarcation? Did someone tell the ever so enthusiastic big AI "lazy fare"? Lazy fare is a term depicting an American couch potato paying an extra fee for his or her interactivity. It is so called a lazy fare because he or she will use minimal work to shop, access information, or play games. No wait, maybe someone should tell Mr. Gore "laissez faire" Perhaps the government should stay out, but what then would stop a money hungry corporation to take a stab at the net, after all the Internet is a mine of endless supply whose ore is information. If the 'corps do take control will they mine into everyone's life? Will they put a surcharge on useless net posts? Will they want taxes for today's free databases? One sneaker stated, "It's all about who controls the Information." Money, power, and information are the three ingredients to rule a nation. Having one as a key allows for unlocking the other two.

This continually changing dimension of cyberspace is unlike any frontier conquered before. The society in cyberland is created by the users; they are the brains

and personality of the net. The digital Junkies, who comprise of computer scientists and enthusiasts are the people who weave the muscles of the Internet body. It is because of them that motion of the society exists, they program the possibilities for the users to experience. They unfold the digital domain for new and different ideas to be be harnessed in ways never exploited before. No government or business should interrupt either side, otherwise the Internet would be a lifeless mass.

There are too many variables that exist in the future of the Internet. More and more people are becoming computer literate. It seems that the largest number of users on the net belong to Generation X. They seem to quickly adapt to all the new features this medium offers. What about the next upcoming generation, Generation Y? Will they be the lucky ones that will already have the ultimate medium operating? Are they going to be the lucky ones that will possess more knowledge of computer technology by the time they graduate from high school than today's computer scientists? No, we are the lucky ones. We see it unfolding in front of our eyes and we still have a say in what direction the unknown roads will unfold.

-Nickodemus

VIRUS ROM

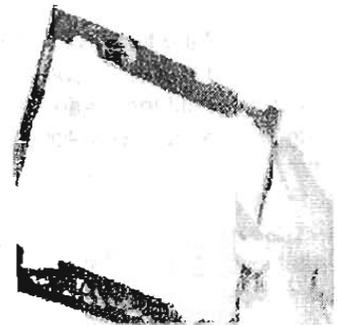
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DA BoW ELEET 0-DAY WHEREIS AKRONiM

LiZTI#\$\$!(\\$&*(\$@\$@*

BIE: TH3 V3LKR0 K0D3 W4RRiOR! HeR3Z We G0EZ:

ACID: ACID CHEWING IDIOT DRUGGIES (warez beta testers, play warez all day)

BoW: BROTHERHOOD OF WAREZ (the coolest warez group there is)

ICE: I C EVERYTHING (a undercover nark group that bust warez d00dz - watch out)

FLT: FAST AS LIGHTENING TRANSFERZ (a couriering group)

GFWN: GiMM3 FUQiN WaReZz NOW! (a couriering group)

PIc: PII CRACKED (a cracking group)

PiL: PIRATES IN LOVE (another cracking group)

PTG: PRETTY TOUGH GUYZ (another undercover nark group)

PWA: PANTY WETTING ASSOCIATION (help out warez d00dz who get busted)

RISC: REALLY IDIOTIC STUPID CRACKERZ (cracking group)

RZR: RED ZEBRA RACERS (couriering group)

SPA: S00PAH PIRATE ASSOCIATION (cracking group)

SWaT: SILLY WANKS AND TRADERS (couriering group)

TDT: TOTALY DUMB TRAINERS (they write cheats and trainers)

THG: THE HATED GUYS (the cops, ie: ppl who bust you favorite 0 day PI board)

TRSi: TEN RASTA'S SELLING ICE (drug dealers who provide for couriering groups)

so they can stay awake for those all night warez transfers)

TuC: THE UGLY CREW (an ansi group)

SPECIAL SECKTION 4 AYCH-PEE

WaREZ B0ReDS s0 U CaN G3Tz D4

K0d3Z TO KaLL Da 0-DaY B0ReDz

ANI: ANTI-NARQ-ISOLATER (it's a narc detector box you can build)

CBI: CODE ABUSERS INTERNATIONAL (group that provide codes to courier groups)

DMS: DATA MUTE SWITCH (a box to add a hold button to your phone)

DNR: DIAL NUMBERZ RAPIDLY (a special box you can make which dials codes too fast for the fone company to notice, call up your fone company and ask to have it installed on your line)

ESS: ELECTRONIC SILENCER SYSTEM (a box you can build to mute your line)

ISDN: "I SEE 'DA NUMBER!" (phrase used by people who have caller id)

LoD: LOTZ 'O DoNuTZ (trashing group)

NUA: NEW USER APPLICATION (those things that these acronyms are on)

PAD: PRESS A DiGGiT (voice mail system hacking group)

PBx: PIRATE LABS EXCHANGE (the first ever H/P and WaReZ board)

POTS: PRIVATE OFFICE TELEPHONE SWITCH (this is the newest eletronic switching system there is)

TNo: TOUCH-TONE NUMBERS OVERDOSE (condition acquired from abusing 2 many k0d3z)

VMB: "VALIDAT3 ME BiTCH!" (phrase used by hackers to social engineer their way into unix systems)

EXPLICIT LYRICS — PARENTAL ADVISORY

++ CODE KILLER ++

(sung to the tune of Body Count's "Cop Killer")

Picked my payphone,
Dark and all alone,
k0d3 k1dd13, i am unknown,
just let me near your fone!
Got all my codes with me,
got my MCI's and my AT&T's,
tonight I'm gonna call for phree,
yeah and you can't stop me!

'cause I'm a...

CODE KILLER, gonne abuse all night,
CODE KILLER, yeah gonna do it right,
CODE KILLER, gonna prank 9-1-1,
(FUCK 'EM!)
CODE KILLER, nothin' left when i am done.

Gof my brand new beige box,
found your junction box,
gonna pop the cover off,
your bill is gonna knock your socks off!
gonna terrorize your line,



gonna do it all the time,
these codes are all mine,
gonna kill 'em one at a time..

(chorus)

FUCK THE TELCO! (repeat)
FUCK THE TELCO for Kevin Mitnick.
FUCK THE TELCO for Kevin Poulsen.
FUCK THE TELCO for Karl Koch.
FUCK THE TELCO for your freedom.
FUCK THE TELCO, sing along.
I'm a muthafuckin' CODE KILLER!

CODE KILLER! (repeat)



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Current Speaking Schedule

Times are in 24 hour format. Roughly 1/2 hour talks with 15 minutes of Q&A, Maximum of 50 minutes per speaker. After thinking this through, I will only include the time of the breaks and the intended order of speakers for the day.

FRIDAY, July 22

Convention room opens 09 on Friday

22:00 3133t3 video conference, UNIX security
Dr. Ludwig, Twenty Ways to trash a PC, assembly programming.

Conspiracy Fest, *Jon Littman*, the Inslaw affair (read up on it in the EFF archives so you know what they are talking about.)

SATURDAY, July 23

10:00 *Welcome to the Convention!*

Phil Zimmermann, Keynote Speaker
Gail Thackeray volunteers to be the human question target, BBS, Networking and 1st Amendment privacy rights.

Curt Karnow, Attorney, Crime data and the digital network.

Judi Clark, CPSR, Round Table Discussion: Social Elements in Networking. Panelists include: *Mara* will talk about the concept of virtual communities. *Karen* CPSR/Berkeley's Chair and Steering Committee will talk about her Cyber-activist's(tm) top 10 list. *Marianne* will talk about Hacker Barbie.

14-15 BREAK
15-16 BREAK

Theora, Privacy & Anonymity on the Internet, Round table discussion Identifying problems associated with privacy and anonymity on the Internet. Panelists include: *Phillip Zimmermann*, creator of PGP. *M_Strata.Rose*, UNIX consultant and designer of Virtual City Network. *Mark Aldrich* of General Research Corporation. Some mystery hacker.

Cool toy demo, plus TBA

The Jackal, radio overview, covering technical, security, legal, and ethical issues involved.

Stephen Donnifer, Pirate Radio.

Padgett Peterson, Anti Virus, Cleaning up after other peoples messes.

20-21 BREAK
21- 22 BREAK
22-23 BREAK

23:00 *Erik Bloodaxe*, Weird Wireless Stuff.

Mark & friends, Cellular workshop (Oki 900 and 1150)

SUNDAY, July 24

10:00 *Dead Addict*, two futures.

Dr. Ludwig, Virus Creation Awards and what to do when the feds come.

Winn Schwartzau and friends

13-14 BREAK

Annaliza, The European hacking community and 'scene'

Peter Beruk.

Lorax, The lighter side of the "underworld"
Red Five and HellBender

Toni Aimes

Convention room closes 19:00 Sunday.

BURN! BIG BROTHER BURN!