

CYBERTEK

The Cyberpunk Technical Journal

Issue #2, May/June 1990

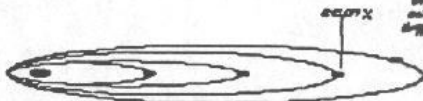
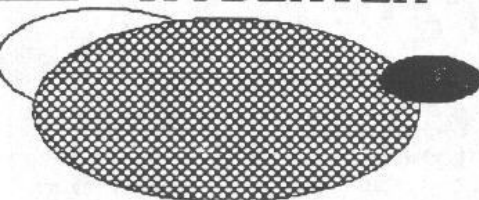
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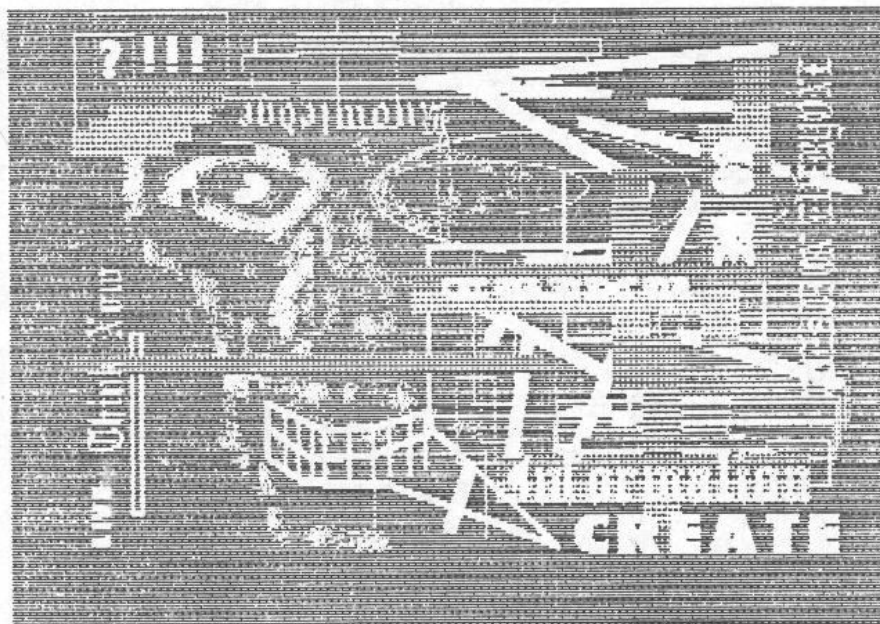


Support digital evolution, create an A.I.



NT XTITNØBEXT BIACI

in a large project in information dispersal theory.



hi-tek

alternative/underground culture

Brought to you by: Mr. Tom, Sin, The Omega Man & Consumertronics.

And remember You can't claim you're a CYBORG until you have the MODERNBOY sexual implant!

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Hello, and welcome to Issue #2. We apologize for getting it out late, but things have been busy over at the shop. First news we have is that Cybertek (and OCL/Magnitude) now has a phone number! If you want to ask us a question, share some info, or just say "Hi", give us a call. The number is 914-228-1768, and the best time to call is early evening if you want to speak to a human. If not, you might get our rouge AI answering machine.

Onto other topics, **OCL/Magnitude**, the "parent business" of Cybertek will be going into exotic information and equipment sales. We will be offering various types of communications equipment, alternative and technological survival publications, and a couple other things. We're working on the catalog right now, and it will be sent to those of you on our mailing list. (If you subscribed, or ordered a sample, you're on it.) Expect to see it in a couple of months.

As I hope you've noticed we're trying a new look. This issue was done complements of **First Publisher** desk-top publishing software. We'd appreciate your comments on it's appearance.

We want your contributions! We

are always looking for contributions in the way of feedback, information, articles, artwork, opinions, or anything else you think is appropriate. You can either mail it to us, u/1 to us on one of the BBSes we frequent, or give us a call. If we print your contribution, you will receive 2 free issues.

Finally, due to a business trip out west which my boss requires me to take, there will be no July/August issue of **Cybertek**. Issue #3 will be sent out for September/October. In the meantime, Sin will be printing **Black Ice**, a newsletter containing cyberpunk art and fiction. This will be sent free to everyone on our mailing list. Take care, and see you all in September.

- **Thomas Icom**, editor

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Sin - asst. editor

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GURPS Cyberpunk

"The Book that was seized by The U.S. Secret Service!"

GURPS Cyberpunk, is the latest Cyberpunk genre Role Playing Game, published by **Steve Jackson Games**. Designed to integrate with their **Generic Universal Role Playing System** game (**GURPS**), it has recently been thrown into the public spotlight when the manuscript was seized by the **U.S. Secret Service** in a flash of (unfortunately too common) ignorance while they were in the course of a **Computer Crime** investigation. These obviously knowledgeable and technically competent (more on that later) people believed that it was some sort of "manual on computer hacking", and decided to go violate **The Bill of Rights** in order to find out. While the book does contain a lot of background, to call it a "hacking manual" is a gross exaggeration. It's pretty obvious from this publisher's standpoint that the concept of the **First Amendment of The U.S. Constitution** is pretty alien to these people.

GURPS Cyberpunk is simply the best cyberpunk genre role playing game system being published today. No other RPG system has gone into as much depth as **Lloyd Blankenship**, the author and managing editor of **Steve Jackson Games**, did. The background information, mostly taken from talking with computer security hobbyists and other modern-day cyberpunks, is simply outstanding. No other cyberpunk RPG does a better job of going over background than **Steve Jackson's** entry into the market. It's this background that makes it the most realistic cyberpunk RPG out today.

For the mechanical aspects of the game, the excellent **GURPS** system is used for skills and combat; very workable, and open to modification for those of us hardcore gamers who like to play with things. The **GURPS** system is also designed to allow novice players to easily use it; while giving advanced players the power and completeness they might want in a combat and skills system. It also makes **GURPS Cyberpunk** compatible with the other **GURPS** game supplements, particularly ones that go well with it are **GURPS Ultra-Tech**; a futuristic devices sourcebook, **GURPS Humanax**; a sourcebook for Alan Dean Foster's "Humanax Commonwealth" series, **GURPS Supers**; their superhero RPG supplement, and especially **GURPS Autoduel**; the RPG supplement for **Car Wars**, the game of automotive combat. **GURPS Cyberpunk**, costs \$16.95 and is the best value in cyberpunk role playing games out there. It's available at any good hobby shop, or from **Steve Jackson Games** themselves.

Steve Jackson Games
Box 18957
Austin, TX 78760

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An interview With **Lloyd Blankenship**,
managing editor of **Steve Jackson Games**,
and author of **GURPS Cyberpunk**
by **Thomas Icom**

Q: Would you please go into your background from before you decided to write **GURPS Cyberpunk**?

A: I was a computer science major who dropped out 3 years ago to work in software engineering. After 1 1/2 years doing that I got laid off, and started working for **Steve Jackson Games**. They promoted me to managing editor after 3 1/2 months, and I've been working there for about a year. In addition to **GURPS Cyberpunk** I've written **GURPS Supers**, and **GURPS Deathwish**. I've been interested in the computer underground for well over a decade, and got serious about investigating it when I decided to write **GURPS Cyberpunk**, and have also been writing a book about the computer underground since late 1987.

Q: What gave you the impetus to write **GURPS Cyberpunk**?

A: The first three authors did an unsatisfactory job doing it, and I decided to do it to get it done right.

Q: Did you ever expect the game to get so much attention?

A: No. I knew it would be popular within the gaming community, but didn't expect it to spill over nationwide.

Q: How much of the book was drawn from contemporary cyberpunk culture?

A: The roots of the book are in cyberpunk culture. The computer underground was added to show realism, to lend an air of authenticity that was lacking in others. Some people thought it was too real, and had problems distinguishing from science fiction and reality. And this was from the people who couldn't copy a disk when they were returning some of our files to us.

Q: What's your opinion of The Secret Service's actions?

A: I think it is a gross violation of people's rights.

Q: Did you get anything back from them?

A: No, and they had problems copying the files that they were going to return to us. Obviously they don't know what subdirectories are. As of this date they were supposed to return our material to us 2 months ago, and the U.S. district attorney is refusing to return or answer our calls.

Q: Anything else you might want to say?

A: Buy copies of it. **SJ** has been in bad shape since the Secret Service raid, and we need support from our customers to stay alive.

<continued page 2>

<continued from Page 1>

We would like to thank Mr. Blankenship for taking the time to talk with us. We ask that our readers support **Steve Jackson Games**, and help them deal with the crisis imposed upon them, through no fault of their own; as a result of the ignorance, and technophobia of the government bureaucracy.

Pirate Radio

by Sin & Icom

Getting a start in pirate broadcasting is pretty simple. To be honest with you, you probably have the basic stuff in your house already.

FM Radio

FM is one of the easiest bands to pirate in. You can also transmit here legally under the right conditions in accordance with Part 15 of the FCC Rules. Under Part 15 you are allowed 100 milliwatts of output power with a maximum antenna length of 3 feet. Under the best circumstances that gives you a maximum range of about a mile. If you're in the city, a mile might do it, but under any other circumstances, you'll need some power.

For starting equipment you'll need a transmitter, an audio mixer, a stereo system with cassette deck, record player, CD, whatever, a microphone, an antenna, and possibly an RF amplifier. The transmitter can be either home built, or something along the lines of **Mr. Microphone**. I prefer the homebuilt route as it allows for more flexibility, and low power FM transmitter plans and kits abound. The audio mixer is to combine your microphone input with your music. It's optional, but it does allow for a more professional set-up. The stereo system is whatever you can get together. Anything that plays music will do. Same goes for the microphone, pick up one for 5 bucks at Radio Shack. The amplifier is a bit more difficult. For a smaller powered set-up, I heard some people were successful with TV boosters available at Radio Shack, or you might be able to dig a higher-powered one up at a ham fest, or electronics/computer show, but chances are you'll have to make one if you want to put some power out. Get hold of a Motorola MRF229 or MRF230 transistor, and use that to build a basic amplifier for your transmitter. With 100 milliwatts input it will put out about 1.25 watts.

A little bit better, and then you can add another AMP to get it up even further, such as an MRF233 which will output 17 watts with a 1.25 watt input. There are also transistors that will boost the output power even further, although that runs a greater risk of causing interference; attracting the FCC to you. For most practical pirate radio uses, 17 watts is

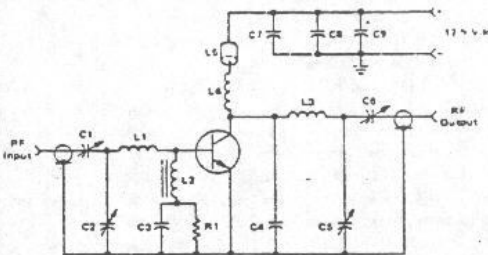
all you'll need. For an antenna, you can either buy a TV antenna and use that, or just build a dipole or quarter wave vertical. No big deal there. Now, assuming you already have a stereo system and music, we'll go over the cost of a basic pirate station.

TV Broadcasting

The basis for a TV broadcasting station is a VCR and an antenna. Hook up your VCR "out to TV" jack to your antenna, pop in a tape, and hit play. Poof! instant low-power TV transmitter with a mile or so range on whatever channel is unused in your area. Now for accessories you might want to get a video camera for broadcasting "live", or playing reporter, and then broadcasting whatever you recorded. And you also might want an RF amplifier to play with for extra power. Get hold of a 6 meter ham amplifier at a hamfest, and use that. You want one that can be driven with 100 milliwatts. Or, you could have one built using the same Motorola transistors used for our FM amplifier. The only thing you have to do is modify the circuit values for 54-88 Mhz. instead of 88-108 Mhz. For those of you into

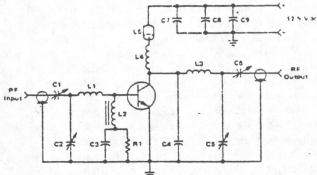
<continued page 3>

This schematic is for an FM Amplifier which can be used to boost the output of Part 15 wireless microphones. It uses the Motorola MRF229 or MRF230 transistor, and will output about 1.25 watts with a 100 milliwatt input.



- | | | | |
|----|---------------------------|----|---|
| C1 | 5.800 pF, ARCO 482 | C9 | 20 µF, 16 Vdc TANTALUM |
| C2 | 25.280 pF, ARCO 464 | L1 | 2 Turns #18 AWG, 3/8" I.D., 3.3" Long |
| C3 | 280 pF UNELCO | L2 | 2.8 Turns #20 AWG on Ferrite Bead |
| C4 | 10 pF UNELCO | | FERRITE CORE 56 590 85 38 |
| C5 | 9.0-180 pF, ARCO 463 | L3 | 3 Turns #18 AWG, 3/8" I.D., 1.2" Long |
| C7 | 1000 pF UNELCO | L4 | 0.68 µH, 5230 16 MILLER Noised Core |
| C8 | 0.47 µF ERIE One Ceramic | L5 | Ferrite Bead, FERRITE CORE 56 590 65 38 |
| R1 | 4.7 OHM, 1/2 W 10% Carbon | | |

Input/Output Connectors - Type BNC



- C1** 5.0-50 pF ARCO 462
C2, C8 25-250 pF, ARCO 464
C3 250 pF UNELCO
C4 10 pF UNELCO
C5 5.0-100 pF, ARCO 463
C7 1000 pF UNELCO
C9 0.47 μ F ERIE Disk Ceramic

- L1** 2 Turns, #18 AWG, 3/8" I.D., 3/8" Long
L2 2.5 Turns, #20 AWG, on Ferrite Bead
FERROXCUBE 56-590-65-38
L3 3 Turns, #18 AWG, 3/8" I.D., 1/2" Long
L4 0.68 μ H, 5220-16 MILLER Moiled Choke
L5 Ferrite Bead, FERROXCUBE 56-590-65-28
R1 4.7 OHM, 1/2 W, 10% Carbon

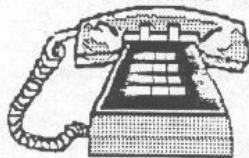
Input/Output Connectors - Type BNC

do-it-yourself, The June and July 1989 issues of **Radio Electronics** magazine had an article on building a 2 watt TV transmitter that runs on UHF channel 14.

Pirate Operations

Broadcasting without a license is illegal. If you are busted, your equipment will be confiscated, and you might be fined. Also, if you are a hacker, or any type of non-conformist, or someone whom the big-shots think is "subversive", expect more severe treatment. So, to keep from getting caught, transmit sporadically, and from a mobile location if possible, also never give out any info over the air which they might be able to track you down with. Don't cause any interference to a legit station, as this will get you busted real quick. One idea which was used to good effect was to tape record the entire broadcast, and then take the transmitter to a remote mountaintop. This way, you get farther with less power, and if they track the station down, you will only lose your radio if you're unlucky. If you stake the place out, you should be able to see them coming and then shut down and get out of there. But in any event, even if you do lose some equipment, they won't nail you, and you'll save yourself a fine or worse.

The United States has
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For telecom and computer
security info we recommend:

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<http://www.blacklisted411.net/>

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20 Gauge vs. 12 Gauge by The Omega Man

Most people looking for a multi-purpose sporting/combat firearm to start their collection choose a shotgun. This is a wise choice as a shotgun is a powerful (more powerful than a pistol or submachine gun) close combat weapon that is still legal, and also serves as a hunting weapon (suitable for small game, big game, and waterfowl). Yes I said **hunting**. You're starving and the big-shots take away what little food have after the supermarkets close forever. What's more important? Animal rights? or **your family's life!!!!**)

The biggest controversy over shotgun selection is what gauge (ga.) to get. Just about every "informed, in-the-know, firearms expert" will tell you to buy a 12 ga., giving you the reason of superior fire power. However, a 12 ga. also has a hefty recoil to it; which may be no problem if you're built like a truck-driver, but might prove to be a hassle if you're like most everyone else. Also, have you ever seen a rabbit or other small game animal after it took a direct hit from a 12 ga. at the ranges commonly encountered while small game hunting? The idea is to have something to eat after you shoot the critter; not obliterate the beastie. For these reasons one might want to go down a size and get a 16 or 20 ga. shotgun. Of the two the more popular gauge is 20, a versatile size usable for many different tasks. Of course though the 20 ga. doesn't have the "firepower" of the 12, but is having all the stopping power of the 12 really necessary when you can't hit the broadside of a barn with one due to the recoil? No, since the 20 is hands familiar with it (and I hope you're proficient with your weapons for your own sake!) can get the job done!

The 20 gauge has the following advantages over the 12:

- The 20 ga. has less recoil. This adds up to better confidence with the weapon; you're not afraid of it. This means you'll hit the target. Even if you can handle a 12 in the field, what about in your house when some scumbag is breaking in your house, and you're nervous and half asleep? Can you take a pistol gripped 18 1/2" barrel 12 ga. (the standard home defense configuration), and deal with the recoil well enough to aim it around a corner with one hand and still be able to hit a target 20 feet away well enough to put it out of action while being shot at, or rushed with a tire-iron? All the stopping power of that 12 ga. won't do diddley if you can't hit anything with it. You could also lose the altercation which most definitely wouldn't be a good scene.

- Despite the fact that it has less stopping power than a 12 ga., the 20's stopping power is still more than adequate to get the job done. If you don't think so then why don't you let someone shoot you with one. The 20's reduced stopping power is also better for small game hunting, your mainstay in a survival situation. A 12 will quite often totally render any small animal hit with

it unusable for human consumption, if there's anything left! A 20 ga. is also suitable for taking big game by a proficient hunter.

- A 20 ga. shotgun and it's ammo is lighter than a 12 ga. This allows for easier carrying in the field, as well as more ammo to be brought along. This enables you to survive firefights longer, bag more game while hunting for a period and gives you extra "insurance" if something unexpected happens, and you need to let a couple rounds fly.

Of course it also has some disadvantages.

- More types of specialized ammo is available for a 12 ga.; including certain riot control ammo such as rubber shot.

- The 12 ga.'s extra firepower adds a little insurance while hunting big game.

- At this time more 12 ga. ammo is lying around. You'll have better luck scrounging it up after the shit hits the fan.

- The barrel end of a 12 ga. commands more respect; although this professional (and hopefully the reader too) wouldn't mess with someone who confronted him with ANY type of shotgun if he wasn't better armed. (ie a high-powered rifle being used at least 200 yards away, or an already deployed shotgun or assault rifle)

Both the 12 and 20 ga. each have their own advantages and disadvantages. The thing to do is to look over both and see what's right for you, but don't go out and buy something because someone told you that xxx type is the ultimate macho man choice, and the only thing you should get, because what will happen is you'll be stuck with something you can't use effectively when you need it, and the main point of proper firearm selection is to get something you'll be comfortable and effective with.

Use that criteria in determining your choice between 20 and 12 ga., and you won't go wrong.

For more info on the 20 ga. alternative read:

20 gauge: The All-Around Shotgun, by Jim R. Sundra
February 1985 Guns & Ammo magazine

Less Gun is More Gun, by Durwood Hollis
1989 Annual Guns & Ammo magazine

HOME-MADE ARMOR

an article on improvised protection
-by Sin

Something that happened to a friend of mine forced me to write this article and submit it for this issue. Namely, he and his girlfriend were assaulted by a group of skinheads. Most attacks by gangs or groups involve hands, feet, clubs and knives. With modern materials you reduce the effects of these attacks allowing you to escape or fight back. Heavy leather clothing offers some protection which can be augmented or replaced a number of ways. First, any sort of protection can be increased by adding studs or spikes which make less pleasant for those punching anyone wearing them. Studs and spikes also increase the damage that is inflicted when added to sleeves, gloves and boots. Extremely impact resistant armor can be made by wearing sports and/or dirt bike protective gear or screwing, riveting or epoxying the plates to jackets and or pants (besides, it gives you that nifty, post-holocaust look. go ahead, make a fashion statement.) Pieces of sheet metal or plastic can also be shaped and attached to garments for protection, they can also be concealed by putting a second layer of material over them. Another concept is wiring up studs or spikes as contacts for a stun gun. Plastic plates with openings can be more effective against stabbing attacks with heavy wire mesh attached. And finally, for protection against firearms bulletproof vests (bullet resistant -ed.) or material (kevlar -ed.) (ok, split hairs, but you're right in thinking there are those who don't realize the distinction-sin) is available through some gunshops and most military/paramilitary magazines such as **Soldier of Fortune**. If protection from attacks is needed, using any or all of these suggestions can increase your chances of winning. In future issues I will present photos or illustrations of functional street armor. **DCL/Magnitude** may have kits available in the future through the mail-order catalog for those who do not wish (or are too inept) to make their own. Oh by the way, since the attack my friend has covered his jacket with studs and invested in spiked arm bands.

Learn the Laws!

Knowledge is power, and knowing means the difference between coming out on top, and getting screwed, especially today. With all the laws and regulations out there, you could accidentally do something "illegal", and have to deal with enormous legal fees and court hassles through no fault of your own; or someone messing with you could bullshit his way to hassle you even more. Finally, we have bureaucrats who hide behind their wall of "regulations", "procedures", and "policies"; denying you services and rights that you are legally entitled to have, and giving you some garbage response of "Sorry, that's our policy". With just about everybody; particularly bureaucrats and big-shots trying to give you the "greasy fist" treatment, ignorance of

the law and your rights is no excuse, and knowledge of them is absolutely necessary.

Available at any "police supplier", and also at sporting goods stores that cater to law enforcement are law statue books which contain the complete content of a given law section, such as penal law, or vehicle and traffic law. For New York, New Jersey, and Connecticut theres a company called **Looseleaf Law Publications** which sells the statues of those three states at reasonable cost. I picked up a copy of **New York State Criminal Procedure Law, Penal Law, and Vehicle and Traffic Law** for a little under \$25! The L.L.P. books are also certified by the state's legislative branch for accuracy and completeness, and are the ones used by police officers, lawyers, and others in the legal professions. Reading these, or just having them to consult will give you a definitive edge in any legal-type situations; especially when dealing with the police; as although most cops are decent people who are just doing their job, a few will try to harass and persecute you; attempting to take advantage of your apparent ignorance of the laws. Often, you can avoid an unpleasant situation; putting them to the point by showing them you know the law and your rights as specifically designated. While you may already know your rights, knowing them specifically, as well as the proper legal interpretation puts out a better impression to a lot of people, as it sets you apart from the "street corner lawyers".

In New York State, the two best statue books to get are **Penal Law**, and **Criminal Procedure Law**. **Penal Law** is the book that defines "conduct that causes or threatens substantial harm to individual or public interests" (N.Y.S. P.L. 1.05), as well as the relative seriousness of each offense, and penalties. What I feel is even more interesting is **Criminal Procedure Law** which defines all the legal and court processes, such as **summonses, arrest, warrants** (including **surveillance, pen registers, and search**), **trials, indictments, and evidence** to name a few). Also, if you own a vehicle, or drive, get a copy of **Vehicle and Traffic Law**. Another invaluable source of legal research is your local law library. It is found at your local county seat building, state capital, or at any school having a decent law department. As a citizen, you are entitled to use it at no charge. This is where lawyers do their research as it contains an invaluable collection of law books, court case records, and the like. With a little skill, you can research whatever law you need to, down to interpretations, and relevant court cases. Since this is part of what lawyers do when their working on a case, you can use the law library to assist you in preparing any type of case in which you would have to defend yourself, but doesn't warrant a lawyer, such as small claims court. Again, by doing your research, and using that research to put forth a good case, it tells the people involved that you know your shit, and don't take any; which leads to them leaving you alone.

Knowing the laws can provide you with a very

important edge essential to survival in this messed-up world we live in. Particularly if you are "non-conformist" of some sort, legal knowledge can get you out of almost any situation where you might be persecuted because of your appearance. Remember, in today's troubled times, **ignorance is no excuse**, and quite often, dangerous.

Radio Networks, by Mr. Icom

Now that you have some equipment, you can now start putting together your network.

Antennas

The type of antenna you use depends on the type of coverage you desire. There are two basic types, omnidirectional; in which the RF signal is radiated equally in all directions. An example of this would be a quarter wave vertical. The other type is a beam antenna, in which the signal is radiated in generally one direction. An example of this would be a yagi, the antenna commonly used for TV receiving.

The type of antenna to use depends on various conditions you will encounter. A beam antenna is very high gain, which means greater signal strength when transmitting and receiving, but sends out it's signal in a single direction. A beam antenna would be good for a small network in which the stations are distant from each other. It will also add to security somewhat by semi-restricting where you're signal will go. Not by much, but better than an omni. The omni on the other hand has a more uniform signal pattern, but less gain than a unidirectional antenna. The omni is best for when you have a lot of stations close together, or in a situation where you're running a remote access node like a radio BBS (more on that later).

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your basic moron out, about the only reasonable thing is a speech inversion scrambler. What this does is invert the frequency spectrum of your voice. The result sounds like the chipmunks on speed, or a drunk Donald Duck depending on the parameters of the circuit and the frequency content of your voice. However, anyone with any technical knowledge can break it. There exist more secure scrambling systems, such as DVP (Digital Voice Protection) sold by Motorola. What these do is digitize the voice, and then encrypt the digital data. Of the two, the only available one is DVP, and that costs \$\$\$ Furthermore it's designed to really work with Motorola equipment which is also expensive.

The absolute best way to secure your commo is to change frequencies frequently to keep any 3rd listener hopping, and to use a good code. Probably the best code concept around is the military's CEDI (Communications Equipment Operating Instructions). This is a booklet which contains; among other things, the codes used for each unit or particular activity during an operation, or particular period of time. The codes are randomly chosen and consist of letter-number groups of varying length. Different codes are used to indicate the same thing, and every set period of time the codes and frequencies change. This is the absolutely most secure method you could use. None of the "code words" could be interpreted through inference to figure out what they mean, and every thing changes after a set period. A good code system is worth a thousand times more than any scrambling system.

Computers and Radios

Hooking up computers to radios is nothing new. The hams have had a radio-linked computer network on line since the mid 80s stretching from Canada to Mexico. The mode used is a variation of Telenet's X.25 protocol modified for ham use called AX.25, or simply "packet". AX.25 allows for high speed (up to 19.2 Kbaud!), error free digital communications over radio. The frequencies used are in the VHF and UHF region, in particular the 144, 220, and 440 Mhz. bands with some activity on microwave as well. Besides world-communications via shortwave "gateways" (shortwave stations hooked up to the packet net), and satellites, there are also BBSes, and AX.25 makes it too easy to have large digital conferences at will. It also doesn't use the phone lines, making communications free.

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Applications

On a small scale, a group could use some packet equipment to set up a small network over their frequency. With a little data encryption, and perhaps some modifications to the protocol and data transmission specifics (such as the audio tone frequencies used to convey the digital signal), a highly secure, full featured, digital network could be set up.

One could also install telecom gateways for group use within a wide area to offer low cost phone service for group members. This is known in ham circles as "phone patching". For example, a user could contact his friend via radio who lives outside the local calling area, and use his friends phone to make "free" long distance calls. when in reality the actual call was local, as the call was in the user's friend's local calling area. With enough people on the network, one could make a "free" all to anywhere by contacting a radio net station in the city he wants to "call" and then having the destination station dial the number which would be local. This set-up is already in use by MARS, Military Affiliate Radio System, who does this service for military personnel. Both voice and data calls could be made, and would enable one to call anywhere at little to no cost without having to worry about high phone bills or getting caught for toll fraud. Remember, this is all legal, but the telcos might get upset as they would lose money, which would cause them to strongarm our elected anal sphincters, who would then pass some law restricting the free airwaves again.

Having radio communications capability is one of the most invaluable tools a group could have. Not only is it more secure than using Ma Bell, it also opens up some interesting, as well as money saving opportunities.

For more info about radio communications:

Secret & Survival Radio, published by **Consumertronics**.

Popular Communications magazine, only \$18 a year, and the best commo magazine on the market. contact them @

Popular Communications
76 North Broadway
Hicksville, NY 11801

American Radio Relay League
225 Main St.
Newington, CT 06111

The national ham radio organization. Contact them for lots of info on ham radio. Their **Radio Amateurs Handbook** is an invaluable source of info.



to no avail. Note that I am not a big believer in peaceful resistance. It's nothing but a crock. Ten people going independently and randomly berserk will accomplish far more ultimate good than 10,000 peaceful demonstrators, 1,000 speeches and 100 demonstrations.

(5) Your back is completely against the wall. You feel desperate and like a trapped animal. You may be even contemplating suicide. You should never allow a situation to get so far out of hand that suicide appears to be a rational alternative to any other solution - including the solution of going berserk.

Mexican revolutionaries of the last century and early part of this one had two expressions that clearly state how I strongly feel. "It is far better to die on your feet than to live on your knees!". "Go not to a tyrant with your hat in your hand but with a rifle in your fist!"

Just as there are guidelines for your reasons for going berserk, there are guidelines for the way in which you go berserk. Consider:

(1) Direct your wrath towards those most likely to be guilty of the wrongdoing against you and yours. Spare innocent people. In any major organization, the lower-level people are seldom to blame for anything significant even though they are usually the people a chicken-shit upper management uses to carry out their oppressive policies and actions. And of course, people not associated with the wrongdoer in any kind of direct sense are innocent people. For example, don't take it out on the postman because some giant corporation is persecuting you. And of course never take it out on children or non-feral animals. Use the principle that responsibility for any action increases with one's rank in the organization.

(2) When it comes to lower-level implementers of an oppressive action or policy, although they may not be ultimately responsible for the action or policy, they are still responsible for the implementation of it. By knowingly implementing a patently oppressive action or policy it is then clear that whatever spills over onto them is a risk that they have assumed. Therefore, you should make it clear with the implementers that what they are doing is an oppressive wrongdoing against you and yours.

(3) Carefully plan your action, and tell no one - not even those closest to you. To be a most effective lesson, going berserk must be done on a random and unexpected

fashion, done by an individual or a couple of individuals at most and involving no direct knowledge by anyone else. Whatever assistance anyone else provides you must be done so in an unwitting or unwilling fashion.

(4) Take no prisoners! The ultimate step requires the ultimate commitment and perhaps even the ultimate sacrifice. Just as the soldier in combat must be prepared to die in combat for his country, prepare yourself to die for your cause. Everyone eventually dies. And there are many situations in which it is far better to die accomplishing an important goal than it is to live and thereby ultimately accept a major wrongdoing. It is always far better to die for a cause (and in the process take some deserving bastards with you) than to live to a "ripe" old age and die soaked in your own urine in a nursing home.

This information is provided for educational and entertainment purposes only. Views expressed are those of the author, John J. Williams. John is the founder and proprietor of CONSUMERTRONICS, the country's oldest publisher of technological survival publications (in business since 1971). See their ad in the classified section for more info.

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