

I/O Board (Input/Output Board)

The I/O Board is for questions you have, that we might be able to answer or at least refer you to someone or something. We will be honest if we cannot help you. We will not make up something, or to the effect, just to make it look like we answered you. There will be a section in the I/O Board for questions we cannot answer, and then the readers will have the opportunity to answer it. We will print anything that is reasonable in the newsletter, even complaints if you feel like you are better than everyone.

NewsCenter

This section will be for news around the underworld. It will talk of busts of people in the underworld and anything else that would be considered news. If you find articles in the paper, or something happens in your local area, type it up, and upload it to one of the boards listed at the end of the newsletter. Your handle will be placed in the article. If you do enter a news article, please state the date and from where you got it.

Feature Section

The Feature Section will be the largest of the sections as it will be on the topic that is featured in that issue. This will be largely reader input which will be sent in between issues. At the end of the issue at hand, it will tell the topic of the next issue, therefore, if you have something to contribute, then you will have ample time to prepare your article.

Hardware/Software Review

In this section, we will review the good and bad points of hardware and software related to the underworld. It will be an extensive review, rather than just a small paragraph.

The Tops

This section will be the area where the top underworld BBS's, hacking programs, modem scanners, etc. will be shown. This will be reader selected and will not be altered in anyway. The topics are listed below.

- Underworld BBS's (Hack, Phreak, Card, Anarchy, etc.)
- Hacking programs for Hayes compatibles
- Hacking programs for 1030/Xm301 modems
- Modem scanners for Hayes compatibles
- Modem scanners for 1030/Xm301 modems
- Other type illegal programs
- You may add topics to the list if enough will support it.

Tid Bits

This will contain tips and helpful information sent in by the users. If you have any information you wish to contribute, then put it in a text file and upload it to one of the BBS's listed at the end of the newsletter. Please, no long distance codes, mainframe passwords, etc. We may add other sections as time goes by. This newsletter will not be put out on a regular basis. It will be put out when we have enough articles and information to put in it. There may be up to 5 a month, but there will always be at least one a month. We would like you, the readers, to send us anything you feel would be of interest to others, like hacking hints, methods of hacking long distance companies, companies to card from, etc. We will maintain the newsletter as long as the readers support it. That is the end of the introduction, but take a look at this newsletter, as it does contain information that may be of value to you.

Hacking Sprint: The Easy Way

If you hack US Sprint, 950-0777 (by the way it is no longer GTE Sprint), and you are frustrated at hacking several hours only to find one or two codes, then follow these tips, and it will increase your results tremendously. First, one thing that Mr. Mojo proved is that Sprint will not store more than one code in every hundred numbers. (ex: 98765400 to 98765499 may contain only one code). There may NOT be a code in that hundred, but there will never be more than one. Sprint's 9 digit codes are stored from 500000000 through 999999999. In the beginning of Sprint's 950 port, they only had 8 digit codes. Then they started converting to 9 digit codes, storing all 8 digit codes between 10000000 and 49999999 and all 9 digit codes between 500000000 and 999999999. Sprint has since canceled most 8 digit codes, although there are a few left that have been denoted as test codes. Occasionally, I hear of phreaks saying they have 8 digit codes, but when verifying them, the codes were invalid. Now, where do you start? You have already narrowed the low and high numbers in half, therefore already increasing your chances of good results by 50 percent. The next step is to find a good prefix to hack. By the way, a prefix, in hacking terms, is the first digits in a code that can be any length except the same number of digits the code is. (ex: 123456789 is a code. That means 1, 12, 123, 1234, 12345, 123456, 1234567, and 12345678 are prefixes) The way you find a good prefix to hack is to manually enter a code prefix. If when you enter the code prefix and a valid destination number and you do not hear the ringing of the recording telling you that the code is invalid until near the end of the number, then you know the prefix is valid. Here is a chart to follow when doing this:

Code - Destination Range good codes exist