

Joining Your Conference:

To join your conference from control mode simply hit the '#' key. Within a second or two you will be chatting with all your buddies. To go back into control mode, simply hit the '#' key again.

Transferring Control:

To transfer control to another conferee, go into control mode, hit the # 6+1+npa+pre+suff of the conferee you wish to give control to. If after, you wish to abort this transfer hit the '*' key.

NOTE: Transfer of control is often not available. When you receive a message stating this, you simply cannot transfer control.

Muted Conferences:

To request a muted conference simply hit the 9 key. I am not exactly sure what a muted conference is but it is probably a way to keep unwanted eavesdroppers from listening in.

Dialing Alliance Operators:

Simply dial 0 as you would from any fone and wait for the operator to answer.

Ending Your Conference:

To end your conference all together, that is kick everyone including yourself off, go into control mode and hit '*'...after a few seconds simply hang up. Your conference is over.

Are Alliance Operators Dangerous?

No. Not in the least. The worst they can do to you while you are having a conference is drop all conferees including yourself. This is in no way harmful, just a little aggravating.

Alliance and Tracing:

Alliance can trace, as all citizens of the United States can. But this has to all be pre-meditated and AT&T has to be called and it's really a large hassle, therefore, it is almost never done. Alliance simply does not want it known that teenagers are phucking them over. The only sort of safety equipment Alliance has on-line is a simple pen register. This little device simply records all the numbers of the conferees dialed. No big deal. All Alliance can do is call up that persons number, threaten and question. However, legally, they can do nothing because all you did was answer your fone.

NOTE: Almost all instructions are told to the person in command by Alliance recordings. A lot of this tutorial is just a listing of those commands plus information gathered by either myself or the phellow phreaks of the world!!!

38. Aqua Box Plans by The Jolly Roger

Every true phreaker lives in fear of the dreaded FBI 'Lock In Trace'. For a long time, it was impossible to escape from the Lock In Trace. This box does offer an escape route with simple directions to it. This box is quite a simple concept, and almost any phreaker with basic electronics knowledge can construct and use it.

The Lock In Trace

A lock in trace is a device used by the FBI to lock into the phone users location so that he can not hang up while a trace is in progress. For those of you who are not familiar with the concept of 'locking in', then here's a brief description. The FBI can tap into a conversation, sort of like a three-way call connection. Then, when they get there, they can plug electricity into the phone line. All phone connections are held open by a certain voltage of electricity. That is why you sometimes get static and faint connections when you are calling far away, because the electricity has trouble keeping the line up. What the lock in trace does is cut into the line and generate that same voltage straight into the lines. That way, when you try and hang up, voltage is retained. Your phone will ring just like someone was calling you even after you hang up. (If you have call waiting, you should understand better about that, for call waiting intercepts the electricity and makes a tone that means someone is going through your line. Then, it is a matter of which voltage is higher. When you push down the receiver, then it see-saws the electricity to the other side. When you have a person on each line it is impossible to hang up unless one or both of them will hang up. If you try to hang up, voltage is retained, and your phone will ring. That should give you an understanding of how calling works. Also, when electricity passes through a certain point on your phone, the electricity causes a bell to ring, or on some newer phones an electronic ring to sound.) So, in order to eliminate the trace, you somehow must lower the voltage level on your phone line. You should know that every time someone else picks up the phone line, then the voltage does decrease a little. In the first steps of planning this out, Xerox suggested getting about a hundred phones all hooked into the same line that could all be taken off the hook at the same time. That would greatly decrease the voltage level. That is also why most three-way connections that are using the bell service three way calling (which is only \$3 a month) become quite faint after a while. By now, you should understand the basic idea. You have to drain all of the power out of the line so the voltage can not be kept up. Rather sudden draining of power could quickly short out the FBI voltage machine, because it was only built to sustain the exact voltage necessary to keep the voltage out. For now, imagine this. One of the normal Radio Shack generators that you can go pick up that one end of the cord that hooks into the central box has a phone jack on it and the other has an electrical plug. This way, you can "flash" voltage through the line, but cannot drain it. So, some modifications have to be done.