

Just hit 1 and Express will display the SYSDATA.DAT file. OPPASS is where the Sysop's Secondary pass will be. D1:USERLOG.DAT is where you will find the name and Drive number of the USERLOG.DAT file. The Sysop might have renamed this file or put it in a Subdirectory or even on a different drive. I Will Assume he left it as D1:USERLOG.DAT. The other parts of this file tell you where the .HLP screens are and where the LOG is saved and all the Download path names.

Now to get the Sysop's primary pass you upload a text file like this:

```
MENU
1
D1:USERLOG.DAT
```

Breaking into Bedwetter's BBS

Again you then download this file non-Xmodem and you will see:

Breaking into Bedwetter's BBS

Selection [0]:

You then hit 1 and the long USERLOG.DAT file comes flying at you. The Sysop is the first entry in this very long file so it is easy. You will see:

```
SYSOP'S NAME    X1XXX
You should now have his 2 passwords.
```

There is only one easy way out of this that I can think of, and that is to make all new uploads go to SYSOP level (Level 9) access only. This way nobody can pull off what I just explained. I feel this is a major Bug on Mr. Ledbetter's part. I just don't know why no one had thought of it before. I would like to give credit to Redline for the message he left on Modem Hell telling about this problem, and also to Unka for his ideas and input about correcting it.

#### **56. Firebombs** **by The Jolly Roger**

Most fire bombs are simply gasoline filled bottles with a fuel soaked rag in the mouth (the bottle's mouth, not yours). The original Molotov cocktail, and still about the best, was a mixture of one part gasoline and one part motor oil. The oil helps it to cling to what it splatters on. Some use one part roofing tar and one part gasoline. Fire bombs have been found which were made by pouring melted wax into gasoline.

#### **57. Fuse Ignition Bomb** **by The Jolly Roger**

A four strand homemade fuse is used for this. It burns like fury. It is held down and concealed by a strip of bent tin cut from a can. The exposed end of the fuse is dipped into the flare igniter. To use this one, you light the fuse and hold the fire bomb until the fuse has burned out of sight under the tin. Then throw it and when it breaks, the burning fuse will ignite the contents.

#### **58. Generic Bomb** **by The Jolly Roger**

- 1.Acquire a glass container.
- 2.Put in a few drops of gasoline.
- 3.Cap the top.
- 4.Now turn the container around to coat the inner surfaces and then evaporates.
- 5.Add a few drops of potassium permanganate (Get this stuff from a snake bite kit)
- 6.The bomb is detonated by throwing against a solid object.

After throwing this thing, run like hell. This thing packs about « stick of dynamite.

#### **59. Green Box Plans** **by the Jolly Roger**

Paying the initial rate in order to use a red box (on certain fortresses) left a sour taste in many red boxers mouths, thus the green box was invented. The green box generates useful tones such as COIN COLLECT, COIN RETURN, AND RINGBACK. These are the tones that ACTS or the TSPS operator would send to the CO when appropriate. Unfortunately, the green box cannot be used at the fortress station but must be used by the CALLED party.

Here are the tones:  
COIN COLLECT 700+1100hz  
COIN RETURN 1100+1700hz