ALTERNATIVE INPHORMATION UNLIMITED

Presents:

THE UNDERGROUND GUIDE TO PAY TELEPHONES!!

OUR MOST SHOCKING & CONTROVERSIAL PUBLICATION! A BESTSELLER!

NO-HOLDS-BARRED GUIDE TO OPENING, REMOVING, AND DEFRAUDING PAY PHONES! HOW TO GET MONEY OUT OF THEM WITH MAGNETS.....HOW TO GENERATE QUARTER, NICKEL, & DIME TONES .....USE A CHEAP CASSETTE RECORDER TO GET UNLIMITED CREDITS.....GENERATE THE FAMOUS 'COIN RETURN' TONE.....A COMPLETE 'UNDERGROUND' GUIDE! STRICTLY SOLD FOR INFORMATIONAL PURPOSES ONLY!! PLUS: SLUGS, LOCK-PICKING, PHYSICAL ATTACK TECHNIQUES, GREEN BOXES, RED BOXES, & much MORE! THE PUBLICATION THEY HOPED WE WOULDN'T PRINT! DO NOT USE THIS INFORMATION FOR CRIMINAL USES! PAY TELEPHONES ARE GOLD-MINES!!!!

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COMPLETE DRILLING PATTERNS, TONE FREQUENCIES, REMOVAL TECHNIQUES INCLUDED! LEARN HOW 'PHONE PHREAKS' GET EVEN WITH PAY-PHONES, MAKE FREE CALLS, plus MUCH, MUCH MORE! SHOCKING & AMAZING! RARE INFORMATION!

DO NOT USE THIS INFORMATION FOR THEFT OF MONEY/SERVICES FROM COIN TELEPHONES! SOLD STRICTLY FOR INFORMATIONAL PURPOSES ONLY!

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THE UNDERGROUND GUIDE TO PAY TELEPHONES

This publication focuses mainly on the standard single-slot coin telephone (also known as a "Fortress Fone") and on the GTE and ATT payphones from 1982-1985. There are basically 3 types of pay telephones: DIAL TONE FIRST, COIN FIRST, and DIAL POST-PAY SERVICE (You pay after the called party answers.)

DEPOSITING SLUGS AND COINS

Once you have deposited your coin or slug into a payphone, it is put through a series of "strenuous" tests for authenticity. The first test for a slug or illegal coin is the MAGNETIC TRAP. This stops most any light-weight magnetic slugs and coins. So please keep in mind that your coin must be NON-MAGNETIC! If the slug or coin passes this test, it is then classified as a NICKEL, DIME, or QUARTER. Each slug is then checked for appropriate size and weight. If these tests are passed with flying colors, the slug or coin then travels through a NICKEL, DIME, or QUARTER magnet as appropriate. These magnets set up a current effect which causes coins of the corresponding characteristics to slow down so that they will follow the correct trajectory. If all goes as planned, the coin will follow the correct path such as rebounding off the nickel anvil where it will hopefully fall into the narrow ACCEPTED COIN CHANNEL. These rather extensive tests that are performed as the coin travels down the trajectory chute will stop most slugs and other undesirable coins, such as pennies, which must then be retrieved by using the COIN RELEASE lever. If the coin or slug miraculously survives the barrage of tests, it will then strike the appropriate totalizer arm causing a ratchet wheel to rotate once for every 5-cent increment. A quarter will cause the ratchet wheel to rotate 5 times. The totalizer then causes the coin signal oscillator to readout a dual-frequency signal indicating the value deposited to AUTOMATED COIN TOLL SERVICE (ACTS) Computer or the TRAFFIC SERVICE POSITION SYSTEM (TSPS) operator. These are the same tones used by "PHONE PHREAKS" with the infamous "RED BOXES"! (See ALTERNATIVE INPHORMATION Publications concerning computer pgms. and schematics on how to build a RED BOX.) For a quarter, five beep tones are outpulsed at 12-17 pulses per-second (PPS). A dime causes 2 beep tones oputpulsed at 5-8.5 PPS while a nickel causes 1 beep tone outpulsed at 5-8.5 PPS. A beep tone consists of 2 tones: 2200 Hz and 1700 Hz. RED BOXES automatically generate the QUARTER, NICKEL, and DIME TONES! Home computers can also be programmed to produce the famous RED BOX tones very easily! A relay in the payphone called the "B" relay places a capacitor across the speech circuit during totalizer readout to prevent the "customer" from hearing the "RED BOX" tones or coin tones. In the older 3-slot phones, one bell (1050Hz & 1100Hz) was for a nickel, two bells for a dime, and one gong (800Hz) for a quarter are used instead of the modern dual-frequency tones.

TSPS AND ACTS

While payphones are connected to the Central Office (CO) of the area, all transactions are handled via the TSPS. In areas that do NOT have ACTS, all calls that require operator assistance, such as calling-card and collect calls, are automatically routed to a TSPS operator position. In an effort to automate fortress service, a computer system known as Automated Coin Toll Service (ACTS) has been implemented in many areas. ACTS listens to the red box signals and takes the appropriate action. It is ACTS that says "$3.00 please...Please deposit $3 for the next 5 mins." Also if you talk more than the paid time, ACTS will call back and demand your money or it will bill the called party. ACTS is also responsible for Automated Calling Card Service. ACTS also provides a trouble-shooting diagnosis for repairmen that specialize in pay phone repair. For example there is a coin test which is great for tuning up red boxes that you may build. In many areas this test can be activated by dialing 09591230 at a payphone. Once activated it will request that you deposit various coins. It will then identify the coin and outpulse the appropriate red box signal. The coins are usually returned when you hang-up! To make sure that there is actually money in a payphone, the CO initiates a "ground test" at various times to determine if a coin is actually in the phone. THIS IS WHY YOU MUST DEPOSIT AT LEAST A NICKEL IN ORDER TO USE A RED BOX!!

GREEN BOXES

Paying the initial nickel in order to use a RED BOX left a bad impression on many a phone phreak..thus the GREEN BOX was invented! The GREEN BOX generates useful tones such as COIN RETURN, COIN COLLECT, and RINGBACK! These are the tones that ACTS or TSPS operator would send to the CO when appropriate. Unfortunately, the GREEN BOX CANNOT be used at a payphone! THEY MUST BE USED BY THE CALLED PARTY!! Here are the famous GREEN BOX TONES:

COIN COLLECT----700 HZ + 1100 Hz
COIN RETURN----1100 Hz + 1700 Hz
RINGBACK--------700 Hz + 1700 Hz

Before the called party sends out any of these tones, an operator released signal should be sent to alert the MF (multi-frequency) detectors at the CO. This can be accomplished by sending a 900 + 1500 Hz or a single 2600 Hz wink (90ms) followed by a 60 ms gap and then the appropriate signal for at least 900 ms. Don't forget that the initial rate is collected shortly before the 3 minute period is up. Once the above MF tones for collecting and returning coins reach the CO, they are converted into an appropriate DC pulse (-130 Volts for RETURN and +130 Volts for COLLECT). This pulse is sent down the tip to the payphone. This causes the coin relay to either RETURN or COLLECT the coins. The alleged "T-Network" takes advantage of this information. When a pulse for COIN COLLECT (+130 Volts) is sent down the line, it must be grounded somewhere. This is usually the YELLOW or BLACK wire. Thus if the wires are exposed, these wires can be cut to prevent the pulse from being grounded. When the 3-minute initial period is almost up, make sure that the YELLOW & BLACK wires are severed, then hang up, wait about 15 seconds in case of a second pulse, re-connect the wires, pick up the fone, hang-up again, and if all goes well it should be JACKPOT TIME!!!

PHYSICALLY ATTACKING PAY TELEPHONES

A typical pay telephone weighs roughly 50 lbs with an empty coin box. Most of this is accounted for in the armour plating. Why all the security? Well, Ma Bell contributes it to the following:

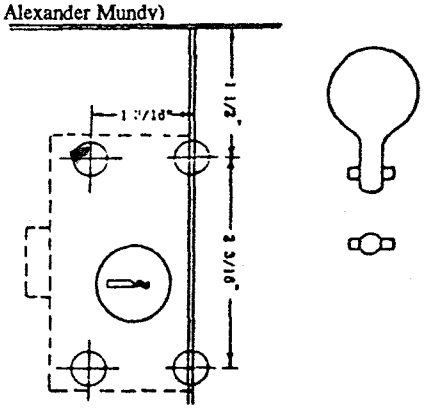
"Social changes during the 1960's made the multi-slot coin station a prime target for vandalism, strong arm robbery, fraud, and theft of service. This brought about the introduction of the more rugged single-slot coin station and a new environment for coin service." As for picking a lock on a pay-telephone, you would probably have better luck trying to find a snowman on a beach! The time it takes to pick a lock is considered "wasted" and is actually too much. There are alternative methods. As for physical attack, the coin plate is secured on all 4 sides by hardened steel bolts which pass through 2 slots each. These bolts are in turn interlocked by the main lock. On some models, all that is holding the front panel on is 3 or 4 bolts! If a caustic material such as sulfuric-acid is applied, the bolts "slip" right out in about 10-15 minutes after applying the acid. The top panel of the phone is bolted by 2 nuts. These are easily removed with vise-grips or pliers. The back panel of the pay-fone may or may not be wired with an alarm, BE CAREFUL if removing it! If so equipped, the alarm circuitry is in the TOP panel. It will be housed in a round box with 4 wires leading out. You must cut the 1st & 2nd wires. Acid may then be applied to remove it!

EMPTYING THE COIN HOPPER!!

In order to empty out a pay telephone's coin hopper box, one must activate the coin relay inside of the phone. Place a nickel into the coin slot. Slide a magnet up into the coin slot about 4-5". The front panel of the payphone must now be removed as described above. After removal of the front panel, the green & red wires must be cut. There will be 3 screws visible on the front of the panel. Connect the GREEN wire to the 3rd screw. You are now ready for JACKPOT TIME again!! Just like a one-armed bandit payoff in Vegas!! It has also been stated, though not confirmed, that if you lose money in a pay telephone and it will not return it to you, dial a 950 number and the money should be cleared out if it is still in the hopper.

STEALING A PAY TELEPHONE

There are cases of "PHONE PHREAKS" that have actually removed the pay telephone itself and taken it to their home. After spending over 10 hrs. to open the coin box using power drills, crow-bars, and sledge-hammers only to find upon opening the coin box, that the phone was EMPTY!! It is suggested that one should deposit a coin first to listen to hear how the coin lands inside of the phone to see if it is empty or not. Taking a pay telephone offers a higher margin of success. Although this may be difficult, often requiring brute force and there are cases of back-axles being lost trying to remove a pay telephone! A quick and dirty way to open the coin box is with a shotgun! In colder climates such as in Canada, some phone phreaks tape up the coin phone using duct tape, pour in water, and return to the fone the next day when the water will have frozen, thus expanding and cracking the coin telephone! Phone phreaks have been caught with as much as $6000.00 in change that was taken from pay-phones!! The main lock on a pay-phone is an 8 level tumbler, located on the right side of the coin box. This lock has 390,625 possible positions (5^8, since there are 8 tumblers each with 5 possible positions), thus it is highly pick resistant! The lock is held in place by 4 screws. If there is sufficient clearance to the right of the phone, it is conceivable to punch out the screws using the drilling pattern below. (Originally in TAP #32, by Alexander Mundy)



After this is accomplished, the lock can be pushed backwards, disengaging the lock from the cover plate. The four bolts of the cover plate can then be retracted by turning the boltworks with a simple key in the shape of the hole of the coin plate. Of course there are other methods and drilling patterns.

In some rural areas of the U.S. and in some parts of Canada, post-pay service exists. With this type of service, the mouthpiece of the pay telephone is cut-off UNTIL THE CALLER DEPOSITS MONEY *AFTER* THE CALLED PARTY ANSWERS!! The person called will NOT be able to hear you until you deposit the money. As you have probably already figured out, this type of service allows FREE calls to such services as time & temperature, weather, dial-a-prayer, and other DIAL-IT services. Telephone pick-up coils and a small amp can be placed on these type of phones to connect the mouthpiece WITHOUT having to deposit the money! A receiver is actually a weak transmitter also and if you amplify your signal, you can talk via the transmitter thus avoiding the need to deposit the money! Most pay-telephones are found in the 9XXX area of a service exchange. They usually start at 98XX and move downward. Since the line and not a pay-telephone itself determines whether or not a deposit is made, thus DTF and Charge-A-Call make great extension phones in your home!! You may think that a pay-telephone may be an easy target to steal, be advised that Ma Bell has been known to stake out pay-phones in high-risk areas!

MORE PAY-TELEPHONE VOODOO!!

Remove the plastic coating from a common bobby-pin and force it down into the receiver of the pay-fone until it makes contact inside of the phone. Now touch the pin to a piece of metal or pipe to ground it out. You will get a dial-tone if done correctly! If there are 2 pay-telephones side-by-side, place a long-distance call on of them. When the operator says deposit X amount of money, hold the receiver of the OTHER phone up to your phone and deposit the money she said. (In the one you are NOT using.) The operator will hear the tones of the coins as they are dropped in the other phone and will think that you have put them into the one you are calling out on! When the operator is gone, press the coin-return on the other phone or simply hang-up and your money will come back!! Another trick is to call a friend from a pay-phone and have him record the sound of you putting the money in the phone with a cheap walkman-type cassette recorder. You now have a good recording of various amounts of money being input into the phone to play back into the phone at a later date. You must first put in at least ONE NICKEL because Ma Bell knows if you actually put that first coin in. You can play your recording back into the phone whenever the operator says deposit money!! You can also make your own RED-BOX to generate the QUARTER, NICKEL, & DIME tones from our plans or use a computer pgm for most popular home computers. Contact us for more information on RED-BOXES and GREEN-BOXES. You can also coat a coin with a layer of sticky substance such as honey or syrup. Freeze the coin to make the coating hard. Drop the coated coin into the pay-fone. Now dial a number that you know will not be answered. This prevents the coin from falling into the coin bank. Let the number ring until you know the coin has thawed out. The syrup makes the coin stick to the fone. Now all coins placed into the fone will be back-logged by the stuck coin! Come back at a later time to beat on the fone and unstick all the coins!! If you have a credit card number of another person, you can charge calls to his number. Also, a piece of paper folded into a "U" shape can be jammed down into the fone coin-slot to catch all the coins placed into after you leave. Come back later and retrieve the pay-off!! That is about it for Pay-Phones! This publication is sold strictly for informational purposes ONLY!! Not meant to be used as a guide for theft of pay-fones or services or money! Please see other ALTERNATIVE INPHORMATION publications on RED-BOXES, GREEN-BOXES, COMPUTER PHONE-PHREAKING, etc.

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HOW TO PLACE FREE LOCAL CALLS

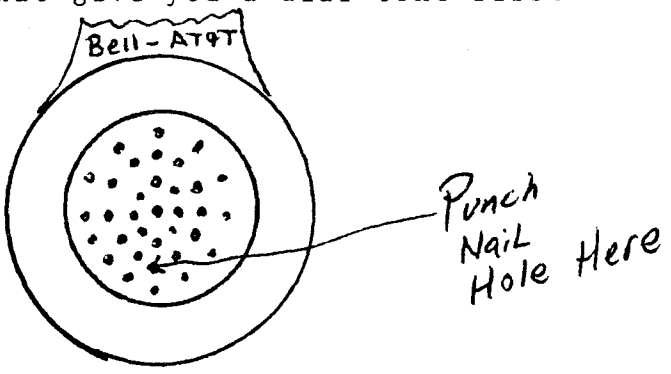
Have you ever needed to place a LOCAL call from a pay fone and not have the correct change with you? Well, you will never be placed in that position again after reading this. Remember this technique is for LOCAL call only--NOT LONG DISTANCE! All you need to do this feat is a small nail. A paneling nail works fine, but any type of nail can work as long as it will go through the holes on the mouthpiece of the pay fone. See diagram below for exactplacement of nail. You must pierce the inner metal mouthpiece inside of the telephone with the nail. You may do this by placing the nail in the hole and then pressing it against the chrome faceplate of the pay fone to help force it thru the metal mouthpiece. Once you have pierced the metal mouthpiece, you simply have to just stick the nail thru the hole you may for future calls. From time to time the fone company will change the mouthpiece out and you will have to re-punch the mouthpiece.

HOW TO CALL FREE--METHOD

Simply insert the small nail or any similar piece of metal in the pre-punched you. Now dial ONLY the first SIX digits of your local number you wish to call as normal. Before dialing the LAST digit of the number, touch the nail sticking out of the punched hole to the metal face plate of the pay fone and HOLD IT THERE WHILE DIALING THE LAST DIGIT. The process of touching the nail to the face plate, pressing the 7th digit and then releasing the nail from the face SIMULTANEOUSLY releasing the button of the 7th digit should all be done within one second or the method will not work. Timing can be critical, but practice makes perfect!

WHAT CAN GO WRONG?

Only a few things can go wrong. You may experience a non-lethal MILD shock while punching the phone. Don't worry though. You may also punch too hard on the nail and damage the phone itself and it will render inoperable the mouthpiece. Just move on to another if so! Also, this will work ONLY ON BELL TELEPHONES that give you a dial tone first!



UPDATE--NOVEMBER 1990!

The "UNDERGROUND GUIDE TO PAY TELEPHONES" deals ONLY with BELL & GTE pay telephones. These are easily identifiable by the "bell" symbol or logo somewhere on the front of the pay fone. As many of you phreaks and salesmen have already encountered those infamous NON-BELL pay fones, we have now completed our guide to hacking these type. These pay fones are known as "CUSTOMER OWNED COIN OPERATED TELEPHONES" or COCOTS for short. These money hungry machines are down right slime--some charge for 800 # calls, as much as .75 cents for assistance and some will not give money back on non-answered calls. But most of all, long distance rates are usually 2 or more times HIGHER than if calling from a BELL telephone. These fones are easily recognized by not having the bell logo or symbol. Also, none of the methods described in the PAY FONE publication will work on COCOTS. Red boxes are also of no use if you are on a COCOT. Don't worry--we have now completed our "COCOT CRASHER" publication! And what we have learned about these nasty machines, is that they are sometimes easier to hack than BELL fones!!! No boxes need to be built to place FREE long distance calls from these fones using our methods!!!! You won't believe how easy it is to place free calls from these! We couldn't believe it ourselves! Since the owners of these fones are always using the cheapest long distance carrier there is, they also went the cheapest route as far as security is concerned on these fones! That is GOOD for phreaks--extremely BAD for the COCOT owner!! If you can push a button on a pay fone, then you can place a FREE call to virtually anywhere in the world from these fones! COCOT's are cropping up all over the country--slowly replacing BELL company pay fones. Order this sizzling new publication and you will now be able to hack and phreak practically ALL pay fones located in the UNITED STATES while on the road or for whatever purpose!! Anyone can purchase these fones and hook them to a fone line and make money for a business, so if you are a COCOT owner, you will NOT want to miss this publication. Learn how phreaks are ripping you off using these methods if you own a COCOT!! **YOU CAN EVEN DIAL 900 & 976 #'s from many of these COCOTS!!**

COCOT CRASHER.....$7.00

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