

Answering Machine Hack

*/**/*/*/*/*/*/*/*/*/*/*/*/*/*/*/*/*/*
Hacking Answering Machines 1990
*/**/*/*/*/*/*/*/*/*/*/*/*/*/*/*/*/*/*
by: Predat0r of Blitzkrieg Bbs 502/499-8933

AT&T reports that in the year 1990, 11 million people will buy an answering machine for their home use. In 1989, 10 million machines were sold. Everyone has called up a person at one time or another and got the old "leave your name at the beep" message. With this increase in homes using these machines there is also a new form of hacking developing. One of hacking an answering machine.

Why would anyone even want to hack an answering machine and for what purpose? There are many reasons and things you can do once you have control of someone else's machine. If for some reason you need to spy on a business or person you can hack their machine and take control using the information for your own personal use. There is also the old "change the message" secret to make it say something to the effect of this line accepts all toll charges so you can bill third party calls to that number. You can also use an answering machine for your own personal use, as in making it your own voice mail type system for people to call. Only do this if you know someone is out of town. If they come home from shopping and find their machine changed it might cause problems. With these basic ideas in mind you can see hacking an answering machine could be very useful to certain individuals.

How can a person hack an answering machine? Well most answering machines built now have remote access features which allow the owner, or anyone to call in and press a security code to play their messages. This is where the fun begins. Some older models don't have remote access so you cannot do anything to them. Also if you know someone has a machine but you call and it doesn't answer, let the phone ring about 15 times. This will tell the machine to turn itself on, so you can hack it. The actual number varies between machines.

To practice hacking some machines I will show you how to get remote access on a few models. Just look and see what kind your friend has and hack it for starters.

Record a Call- Model 2120

Call in and during the message or after the beep tone to leave a message enter the 3 digit security code. Which you must find yourself. This will rewind the tape and play all new messages. Press 2 to backspace and repeat the last message. Press 3 to fast forward the tape.

Changing your message from remote. Call your phone and enter the secret code. After several rapid beeps enter your secret code again. After a short delay you will hear a long tone. After the tone ends begin speaking your message which may be 17 seconds in length. When finished press the second digit of your secret code to end. The machine will then save your message and play it back. To turn the unit on from remote let

Answering Machine Hack

it ring 11 times then hangup. Or stay on and it will answer so you can access the machine. For express calls or frequent calls hit the second digit for two seconds to skip the outgoing message announcement.

Goldstar- Models 6000/6100

Call and enter your 1 digit secret code after you hear the outgoing message announcement. The machine will then play back new messages. Hangup to save messages or after all messages have been played the machine will give a double beep tone, you may enter your code to erase all messages. You cannot change the outgoing message on this unit.

Cobra- Model AN-8521

For this machine there are 2 codes. Both are one digit in length. The first one is the play code. The second is to erase messages from remote. After the outgoing message and beep tone press the play code for 2 seconds to play messages. After each message ends there will be a single beep. At the end of all message it will beep twice. You may then do the following. Replay by pressing the play code again. Erase messages by pressing the erase code. Hang-up and save messages and continue to take additional calls. To turn this unit on from remote you must let it ring 16 times before it will activate. If it rings 10 times then you hear 3 beeps it is full and messages need to be erased.

Uniden- Model AM 464

This model is one of the more advanced when it comes to remote capabilities. The factory preset security code is 747. This can be changed to as many as five digits of your choice. To gain access from remote type your security code while the outgoing message is playing. Press 1 after hearing the tone and the machine will rewind and play your messages. To fast forward press 7, to resume normal playback press 8. To stop the messages from playing press 8 again. Press 8 to restart the messages or 1 to start from the beginning again. Press 9 to rewind and 8 to resume playing. If you rewind all the way it will beep twice. You need to press 1 to play messages. To save messages press 4. To erase press 6. To turn the machine off from remote press 5 after all messages have been played and the machine beeps twice. To turn the machine on from remote let the phone ring 12 to 14 times. The machine will beep and then you enter your remote code. This will then turn your machine to answer mode. This machine also has room monitor options. This allows you to listen to what is going on in the room of the machine. To do this call the machine enter your security code after the beep press 0. The monitor stays on for 60 seconds. You will be warned with 2 beeps at 45 seconds. To continue press 0 again. To change the outgoing message from remote erase all the messages. Then call back and enter your code after the tone press 3. It will beep again and you may then leave your new message. Press 3 when finished. To change the security code from remote after the beep press # then 1 after the next beep enter your new code followed by the # again. There is also a call break through where you enter 256 while the outgoing message is playing. This will alarm the persons in the house someone is calling with a series of loud beeps. Press the * key to stop.

Answering Machine Hack

Code-a-phone Model 930

To access from remote call and enter your security code after the announcement and tone. Press your code for 3 full seconds. After the new messages have been played you will hear 2 tones. You may then save messages by pressing your code then hanging up. repeat by entering code wait for 4 tones then enter code again. To erase message hangup when the tape is done playing. To turn the machine on from remote call and let ring ten times. When the system answers it will have a two second tone. Press your security code. You will hear three double tones to let you know the system is on.

Unisonic- Model 8720

One digit code entered after the outgoing message and tone will allow you to hear messages. To change message wait till all new messages have been played 2 beep tones will be heard. Press code for four seconds. Two beeps will be heard then the tape will rewind and beep again. Now leave the new message. Press your code when finished to save new outgoing message. New message will play for you to hear.

Panasonic- Model KX-T2427

Call and enter the three digit code during the outgoing message. Machine will beep once, then beep amount of times equal to messages. Then rewind and play messages. There will be three beeps after the last message. Six beeps means the tape is full. Press 2 to foward. Press 1 to rewind. Press 3 to reset machine and erase messages. To monitor the room press 5 after the beeps indicating the number of messages the machine has. Press 7 to change the outgoing message, it will beep a few quick times rewind then a long beep will be heard. Leave new message press 9 when finished. Press 0 right after the beep tones to shut the machine off. To turn the machine on let it ring 15 times then hangup after machine turns on.

Panasonic- Model KX-T2385d

During the outgoing message enter the 1 digit code. This will playback messages. Press the code again to rewind. After the messages have played the machine will beep three times. Press your code again and it will reset the machine. For remote turn on let phone ring 15 times. Then after the outgoing message hangup.

AT&T- Model 1504

Enter 2 digit code before or after announcement. System will beep after each message and five times when messages are done. Press the # key anytime to pause. Hanging up will save messages. Press 7 and it will rewind and play messages again. Press 5 to fast foward. Press 2 to rewind. Press 33 after all messages have been played to reset without saving messages. To record onto the tape press * after the system answers. This will then beep and you may leave a four minute message on the tape. Press # when done. This is not an outgoing message announcement, only a memo. To turn on from remote let ring ten times press 0 when system answers. To turn the system off dial and enter your code. Press 88 and it will shut the machine down.

Answering Machine Hack

Phonemate- Model 4050

Enter your 3 digit code during the outgoing message. Pressing * or # will allow you to scan through the messages. When finished pressing 1 will replay the messages. Pressing 2 will erase them. To turn on from remote let ring for 15 times. Then proceed with remote operations.

Phonemate- Model 7200

Enter 1 digit code during of after the outgoing message. A voice will tell you how many messages you have, then play them back for you. To rewind press your code and hold it for however long you want to rewind. Let go and it will resume playing. After the last message a voice will prompt you with a list of options. You have five seconds to respond or it will proceed to the next option. These are as follows. The first is hanging up to save messages. Next is enter code to replay messages. Next enter code to erase messages. Last is enter code to change greeting. Follow the voice and it will give you complete directions on exact steps to follow. To turn on from remote let ring ten times then hang up. If tape is full it will say sorry tape is full, enter code and erase messages.

Spectra Phone- Model ITD300

Enter your 1 digit code after the greeting. Messages will play back. Hanging up will save them. Or wait for four beeps and press your code to replay them. To erase press your code after 2 beeps. To turn the machine on from remote let it ring 10 times.

Notes: Outgoing message and greeting is what you hear when you first call. Code is your personal security code.

Hacking answering machines can be very easy. It can also help you obtain valuable information. If you have a targeted machine you can try going to a store and saying you just bought one and it didn't have instructions in the box. They will usually give you a set or make copies for you. This basic guide is just to introduce you to answering machine hacking and changing the outgoing message and listening to messages left by callers. To keep your own machine safe purchase one with a changeable security code of 3 or more digits. Most home machines are of the 1 digit type and are easy to hack. I have no knowledge of the laws concerning hacking into someones answering machine. I am sure once it becomes more common we will find out. Of course this article is for informational purposes only so you would never have to find out the actual laws.

Taken from TAP Magazine Issue #100

X-----X
Another file downloaded from: NIRVANAnet(tm)

& the Temple of the Screaming Electron Jeff Hunter 510-935-5845
Burn This Flag Zardo 408-363-9766
realitycheck Poindexter Fortran 510-527-1662
My Dog Bit Jesus Suzanne d'Fault 510-658-8078

New Dork Sublime
The Shrine

Answering Machine Hack
Demented Pimiento
Tom Joseph

415-864-DORK
408-747-0778

"Raw Data for Raw Nerves"

X-----X