

HACKERSPACE MAGAZINE

in the morning!

Summer events roundup

Capture the flag...

Contest: Hack-a-vuvuzela

Dagje bij de piratenpartij

New things on the tele...

Attack of the hacker magazines

And of course a fresh leech-a-thon,
spots, pics or didn't happen and more!

NOW BANNED IN AUSTRALIA!

#2

July 2010

donation ware

Hackerspace Magazine is officially underwritten by:



Hackers zijn geen hackers! goed als dichtgetimmerd.

Hackerspaces en hacker-evenementen anno 2010 hebben niets te maken met hacking. Dat zei een bekende van me, en ik ben het met hem eens.

Hackers worden neergezet als uber-nerds die geen grenzen hebben of kennen; systemen zijn speelgoedjes. Binnen een uur vinden de uber hackers vele gaten in de Playstation 3.

Als dit de uber hackers niet zijn, dan zijn het wel mensen die in hun donkere kelder de laatste protocollen aan het doorzeven zijn.

Om jezelf een hacker te noemen impliceert dat je in een van de vorige 2 categorieën valt. Wat mij betreft een stoffig en verouderd beeld. Het zijn Stereotypen uit films en documentaires, gemaakt om het spannender te laten lijken. Free Weev!

De systemen van vroeger waren makkelijk hackbaar, dus iemand moest het doen, wat zorgde voor een grote impact. Inmiddels is er een veelheid aan systemen, en precies die systemen van vroeger zijn nu zo Hackerspaces Magazine #2 July 2010

Betekent dat dat er geen hackers meer zijn? Nee juist het tegendeel; de veelheid aan systemen brengt een veelheid aan hackers en disciplines.

Voor veel systemen is een IT-mind niet meer noodzakelijk. Social engineering, electronica, rechten en dergelijke zijn een aantal voorbeelden. Juist dit geeft meer mogelijkheden en meer ruimte voor de huidige groep hackers.

Het gaat om gezond verstand (ontbreekt bij ondergetekende) en de wil om iets te doorgronden, te snappen en verder willen kijken dan je neus lang is. Het is een mindset.

Hackers; mensen die bestaande technologie anders gebruiken dan waar het voor bedoeld is; ja.

Hackers: uber nerds die alles begrijpen en geen grenzen kennen... die hackers bestaan niet.

Stitch

Stitch

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Here you'll find a random selection of our maniac inbox. Each, every and any issue.

Shoutout to redactie@hack42.nl with your madness, as loud as you can.

From:	Jarkko Moilanen < Jarkko.Moilanen@uta.fi >
Reply-to:	Hackerspaces General Discussion List < discuss@lists.hackerspaces.org >
To:	Hackerspaces Discussion < discuss@lists.hackerspaces.org >, hacklabs-fi@freelists.org < hacklabs-fi@freelists.org >, diybio@googlegroups.com < diybio@googlegroups.com >, Open Manufacturing < openmanufacturing@googlegroups.com >
Subject:	[hackerspaces] A Survey for Hackerspace members about their involvement
Date:	06/26/2010 10:48:08 AM

Hi,

Writings, articles, discussions, conference presentations, guidelines about hackerspaces has been done by several authors and hackerspace members. Also the amount of Hackerspaces around the world is rising (probably). In brief, hackerspace as movement is alive and kicking. What seems to be missing is more detailed information about different hackerspaces and their members.

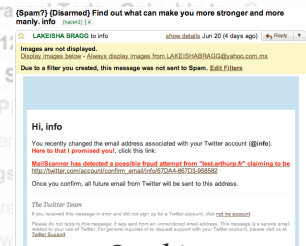
I have created (with help of two others) a small survey for Hackerspace members about their involvement. This survey aims to fill the information gap. This survey does not have academic origins. Instead it was born out of pure personal curiosity. The results of this survey will provide more detailed information about hackerspaces, which might be interesting for us (hackers) and to the rest of the world. It might give some hints about the status and orientation of hackerspaces.

The results will be published in author's blog: <http://extreme.ajatukukseni.net/>

So, if you are a member of some hackerspace/Makerspace, take the survey! It probably takes less than 5 minutes to fill it.

The survey can be found here: <http://tinyurl.com/3y2ldaq>

Letters, pictures, photos, projects, initiatives, pressreleases, opinions, protips, downloads, proof of concepts... share it!



Send it to redactie@hack42.nl

News BACON!

The one thing summer brings us, is a lack of any form of short-easy consumable news. So we've thought of something better... How to make your own Bacon Ice Cream... thanks to David Lebovitz from Paris. Awesome man!

Bacon Ice Cream

About $\frac{3}{4}$ qt ($\frac{3}{4}$ l)

Like my butcher, I loved the salty taste of bacon with brown sugar, but I'm also going to be folding bits of candy bacon into Coffee Ice Cream in the future. Or maybe get really crazy and try little bits in a batch of Avocado Ice Cream.

If you don't have half-and-half, simply mix together heavy cream and whole milk in equal proportions. I'm not sure about dairy alternatives, but since this doesn't fall into the vegan category, I think this time I'm off the hook. ;)

For the candied bacon;

5 strips bacon
about 2 teaspoons light brown sugar

For the ice cream custard:

3 tablespoons (45g) salted butter
 $\frac{3}{4}$ cup (packed) brown sugar



(170g), light or dark (you can use either)
 $2\frac{3}{4}$ (675ml) cup half-and-half
5 large egg yolks
2 teaspoons dark rum or whiskey
 $\frac{1}{4}$ teaspoon vanilla extract
optional: $\frac{1}{4}$ teaspoon ground cinnamon

1. To candy the bacon, preheat the oven to 400F (200C).

2. Lay the strips of bacon on a baking sheet lined with a silicone mat or aluminum foil, shiny side down.

3. Sprinkle $1\frac{1}{2}$ -2 teaspoons of brown sugar evenly over each

strip of bacon, depending on length.

4. Bake for 12-16 minutes.

Midway during baking, flip the bacon strips over and drag them through the dark, syrupy liquid that's collected on the baking sheet. Continue to bake until as dark as mahogany. Remove from oven and cool the strips on a wire rack.



5. Once crisp and cool, chop into little pieces, about the size of grains of rice.

(Bacon bits can be stored in an airtight container and chilled for a day or so, or stored in the freezer a few weeks ahead.)

6. To make the ice cream custard, melt the butter in a heavy, medium-size saucepan. Stir in the brown sugar and half of the half-and-half. Pour the remaining half-and-half into a bowl set in an ice bath and set a mesh strainer over the top.

7. In a separate bowl, stir together the egg yolks, then gradually add some of the warm brown sugar mixture to them, whisking the yolks constantly as you pour. Pour the mixture back into the saucepan.

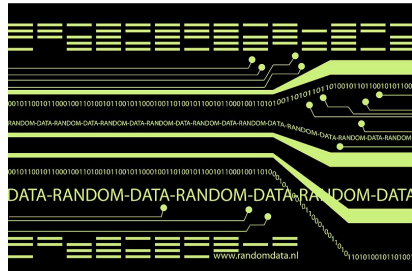
8. Cook over low to moderate heat, constantly stirring and scraping the bottom with a heatproof spatula, until the custard thickens enough to coat the spatula.

9. Strain the custard into the half-and-half, stirring over the ice bath, until cool. Add liquor, vanilla and cinnamon, if using.

10. Refrigerate the mixture. Once thoroughly chilled, freeze in your ice cream maker according to the manufacturer's instructions. Add the bacon bits during the last moment of churning, or stir them in when you remove the ice cream from the machine.

Source: http://www.davidlebovitz.com/archives/2008/03/candied_bacon_i_1.html

Benelux Hackerspace logos... just for fun.



Extra! On 7 august a new hackerspace will open in Antwerp!
http://hackerspace.be/Opening_event_we_void_warranties
 Herrystraat 22, Deurne, Belgium from 10.00 to 22.00

Which one is the most awesome? redactie@hack42.nl

Summer events 2010!



PlumberCon

PlumberCon is a unique hacker conference targeted at security researchers, system and network operators, application developers, hardware hackers, hackerspace members, and generally open-minded folks working or participating in the broad fields between information warfare and digital art.

It will combine the knowledge of experienced security speakers, hackers, and information warriors with the fun of a small but 1337 conference at one of Vienna's most comfy & snugly meeting locations: the WerkzeugH. Its main goal therefore is to help attendees understand the current state of art in information technology and security, and showcase projects evolved from the hackerspace movement. The official event language is English (not to be confused with Lolspeak).

After last year's tagline, The Internet is a Series of Tubes, PlumberCon 10 will take our approach towards security, hacking and technological innovation a step further, therefore being sub-entitled:

Make A Good Hack

How ever much seriousness or amusement you bring into this, we'll make sure you get an overview of today's state-of-the-art technologies, insight into a bunch of the best hackers' mindsets, and learn new things! Not only will you again have the chance to participate in workshops and the mainly security and networking-focused talks, but also get your hands on some hardware hacking, and join in to various activities, such as...

PacketWars

PacketWars(tm) is an intense, real-time information warfare simulation. Unlike other 'capture the flag' games, the battlegrounds featured in PacketWars use the same software and hardware you would encounter in the real world. This is your chance to prove your l33tness and walk the halls of fame for one night.

Save the date: July 09th - 11th 2010

The event is going to kick off with trainings, an off-site biolab workshop, and activities (including physical activity...) at Vienna's no. 1 hackerspace, the Metalab, followed by a small party on Friday, July 09th.

Talks & workshops will be held throughout Saturday & Sunday, July 10th & 11th respectively - making it 3 days and nights of talks, trainings, hands-on workshops, epic haXX0r battles and a little partying; the perfect combination of technology, IT security, hardware hacking, art, music, socializing and good times.

<http://plumbercon.org/>

THE NEXT HOPE

Greetings Hackerspace folk!

Back in the summer of 2008, we launched hackerspaces.org at "The Last Hackers on Planet Earth" conference in New York. Hundreds of hackers in attendance joined thousands of hackers like you and started building Hackerspaces everywhere!

Fortunately for us, The Last HOPE was not the final HOPE. This year, hackerspaces.org is going back to The Next HOPE, with a great lineup of programs and activities around the theme "Hackerspaces Forever!"

The Hackerspace Village has expanded into the central location of the Mezzanine exposition space. Thanks to the move, we have our own "backstage" lounge and storage area, Mitch Altman will have a huge Hardware Hacking Area, and we've expanded the selection of parts, kids and goodies in the HackersMart. Of course, there's also going to be a great panel of awesome speakers to share their insights and strategies for moving from Hackerspaces Everywhere to "Hackerspaces Forever!"

While Hackerspaces are a featured attraction, there are many other talks and events that make this THE conference to attend in the US. The Next HOPE's schedule will be packed with presenters, movies, performances and exclusive talks. Keynote presenters Dan Kaminsky and Wikileaks' Julian Assange headline a diverse schedule of hacking, technology, politics, digital art and culture presentations. If all that isn't enough for you, The Next HOPE takes place right in the heart of New York City, where there's always something incredible around the corner.

HOPE is one of the oldest US Hacker Conferences, and the only major conference that doesn't accept corporate sponsorship. HOPE relies on YOUR support! Register now for only \$85.00 and help us keep HOPE alive and kicking.

For more information on participating in The Next HOPE Hackerspace village, please e-mail hackerspace@hope.net

We hope you'll be able to join us in New York from July 16-18 to take part!

Love,
The Next HOPE Hackerspace Team

Hackerspaces Magazine #2 July 2010



HaxoGreen 2010 is the second iteration of the annual four-day outdoor camp in early summer 2010 organized by C3L and syn2cat. This rather informal and cosy hacker camp takes place from July 22nd till July 25th 2010.

Whether you want to attend lectures and workshops, hack on your projects or just share 3 midsummer nights outdoors, socializing with other hackers, artists and geeks, HaxoGreen is the place to be. No need to be a 1337 H4X0r, we welcome all inquisitive people from around the globe.

The camp is organized by the community around Luxembourg's Hackerspace syn2cat and the Chaos Computer Club Lëtzebuerg. We appreciate your participation, be it by holding a lecture, a workshop or presenting your projects and ideas during a 10 min lightning talk.

Also don't miss the movies on our big screen nor the concerts.

haxogreen.lu/

everything that
has a beginning...

... has a sequel

haxo green

Summercamp 2010
July - 22 | 23 | 24 | 25
DUDELANGE IN LUXEMBOURG
<http://events.hackerspace.lu>

sponsored by

ION
MIXveip
L
syn2cat
Queesch

ETH0 2010

IN A DIGITAL AGE

HACKERS SAVE THE PLANET

eth0 is an outdoor computer event intended to bring people with differing computer-related interests and skills together for an informative and fun time.

"eth0:2010 summer" will be held from the 10th of August up to and including the 13th of August 2010.

As normal with these events (eth0 / WTH / HAR) the campsite is situated at a remote heavily forested area. This year, like in 2008 we have chosen for "Het Boshuis" near Wieringerwerf, NL allowing us to enjoy our hacky ways like nowhere else.

CFP

We're looking at great hack-related / superior knowledge oriented talks. Want to share something cool? Almost anything goes. Check out our Call for Participation and submit your talk ideas.

ETH-0.NL

10-13 AUGUST 2010

WIERINGERWERF - THE NETHERLANDS

HXX

eth0

TV

Unless you've been living under a rock, you've already noticed the start of a new television season. This months roundup of popular nerd culture television series is spectacular... Start your downloads! Links with every show...

PENN&TELLER: BULLSHIT!

Bashing Fast Food is BULLSHIT! Why is it that people feel guilty by eating Fast Food? Isn't it the best tasting, plentiful and crowning achievement of western civilisation? Penn & Teller have sold their soul to the Fast Food industry for 10 cheeseburgers, in return they look at the logic Bullshit of fast food opponents. They even serve fast food as gourmet dishes... how does that turns out! The new season of Penn & Teller has started June 10, time to put on your sceptics hat and start debunking!

Penn & Teller's Bullshit S08E02



Good news everybody! Futurama is back on the air. It only took about seven years and just four direct to DVD movies. For the order of Comedy Central bureaucracy this is a remarkably short time. A new 26 episode started on June 24. This episode FrALL GLORY TO THE HYPNOTOAD!



The IT Crowd

Roy, Moss and Jen are back in Season 4 of The IT Crowd. Another six episodes of ludicrous British nerd humor. Can everything be fixed by playing DnD?

The IT Crowd S04E01

TopGear

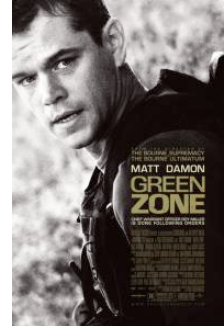
Hooray! It's the millionth series of top-gear... while it certainly doesn't appeal to all nerds, it has some sensible humor. Just warning: the season is starting 27th of june and features about 7 episodes. Just watch and see what an unlimited budget can do.

Top Gear S15E01



As Part of Discovery's 25th Anniversary week, this special Episode has the MythBusters look back at their 25 favorite moments. It's a 2 HOUR SPECIAL! (but do they fill it with 2 hours of explosions? Watch and find out!

Aired june 16th



leech-a-thon

Rick Astley - Lights Out edition

1

Green Zone

DVDRIP

\$i = 5615596

6

Remember me

DVDRIP

\$i = 5608364



2

The A Team

TS

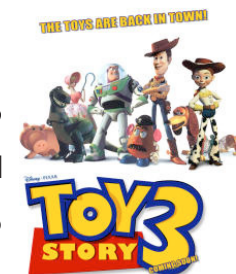
\$i = 5622259

7

Toy Story 3

CAM

\$i = 5637845



3

Hot Tub

Time Machine

DVDRIP

\$i = 5614037

8

Kick Ass

DVDRIP

\$i = 5542444



4

Book of ELI

DVDRIP

\$i = 5569356

9

Prince of

Persia

TS

\$i = 5597867



5

She's out of my league

DVDRIP

\$i = 5607646

X

The Wolfman

DVDRIP

\$i = 5573176



[http://stichtingbre.in/p/\\$i](http://stichtingbre.in/p/$i)



ATTACK OF THE HACKER MAGAZINES

With over a 1000 downloads, hackerspace magazine #1 was a success. Let's take a look around and see what other hacker-oriented magazines we can find.

We've been told that our magazine has a lot in common with hack-tic; a chaotic but cute magazine from the nineties. (here's a secret: If it wasn't for this praise, I wouldn't have known hack-tic existed at all.) Hack-tic ended in the 90's.

Today there is a whole spectrum of hacker-oriented magazines. Most of them are available for free, yet a printed version will cost you a few dollars. Well worth the price since paper>pdf.

Even though production and distribution costs are at an all time low, not all magazines make it. For example HITB had one, and there was also thehackademy from france. While HITB started to release low frequency magazines (tied to their conference), the hackademy has quit.

We pride our little magazine for being content-free; something which is hard to do really. In curiosity what other hacker magazines are out there, we came up with the following list. Note that our chief editors found it profoundly stupid to point out to other magazines. So we also included advertisements for them :) advertisement, advertisement, advertisement...

We ordered the magazines according to our own personal preferences.

Magazine	First Published	# editions	Price
Hackermnthly.com	June 2010	1	\$9 or free PDF
hackin9.org	somewhere 2008	30	Free PDF
phrack.com	November 1985	67	Free TXT
2600.com	Januari 1984	>100	\$24 / year
hackinthebox.org	Januari 2010	1	Free PDF
wired.com	March 1993	alot	\$10 / year
makezine.com	Januari 2005	22	\$10 / year PDF
thehackademy.net	Somewhere 2005	5	Free PDF Dead
hackerspacemagazine.org	June 2010	1	Free PDF
hackergolfmagazine.com	Juli 2008	54	\$5



capture the flag

★ from **David Raison** <david@hackerspace.lu>
to **redactie@hack42.nl**
cc **Laurent Weber** <kabel@c3l.lu>
date **Sun, Jun 13, 2010 at 6:18 PM**
subject **Submission by Chaos Computer Club
Lëtzebuerg**

++++++
=====

Capturing flags

=====

**We've always been saying
that hacking is a sport.**

Why's that you might ask?
Well simply put, from an
etymological point of
view, sports is the short
form of the English term
disport and stems off the
latin word deportare and
simply means to amuse one-
self, to enjoy oneself or
to be on the loose. Sports
then is nothing less than
a game, an intrinsically
motivated and voluntarily
committed act free of pur-
pose but following a pre-
defined set of rules.

And while this is quite
different from the CTF you
may have played at your
last LAN-Party, it is
exactly what Capture the
Flag (CTF) is. We will

18

make use of the next few
lines to give a glimpse at
what CTF is, how contests
are set up and played; all
based on the experience one
of the authors gained on
the Bochum-based FluxFin-
gers team.

=====

Team sports

=====

As controlling the number
of players connected to
a system is difficult and
hardly done - as we will
see later in this report -
CTF-teams often consist of
a varying number of play-
ers. Over 40 different teams
- usually made up by uni-
versity students - from all
over the globe compete with
each other in some of the
bigger, world-wide events.
Participating in a CTF usu-
ally requires your team to
register a couple of weeks
before the actual event. As
the date of the event draws
to a close, you might want
Hackerspaces Magazine #2 July 2010

to discuss tactics with
your team members and fi-
nally set up your very own
CTF environment.

=====

Preparing the field

=====

A couple of clear-cut
tasks are required in or-
der for your team to be
able to join the match:
Set up your own server (or
host) in a Virtual Machine
(VM) and proceed to con-
nect it to a sort of Lo-
cal Area Network (LAN)
over the Internet, the
so-called Virtual Private
Network (VPN) operated by
the host team or organ-
izer. Make sure that con-
nection is up and running
and stays so, as this is
your only tie to the game,
a single point of failure.
If your connection drops,
you're out. And finally
download a mostly encrypt-
ed image of the services
your team will have to run
on the server. Until you
get the password required
to decrypt that image, you
won't be able to make use
of it, so teams should fo-
cus on setting up the VPN
in a very thoughtful way
during this transitional
time period.

Running contests through
these VPNs has several
advantages to running it

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directly on the Internet.
As games are only visible
through these virtual net-
works, players are com-
pletely cut off the "real
world Internet". This not
only simplifies matters but
also shields the public
network and non-playing
hosts from hacks and ex-
ploits gone wry.

=====

Ready? Set? Go!

=====

World-wide games start
synchronously on a speci-
fied time usually denoted
in Greenwich Mean Time
(GMT) or any other coordi-
nated universal time.
One hour prior to a con-
test's beginning, the
password for the CTF-image
is released. During the
initial phase, teams are
not allowed to attack each
other and will concentrate
on decrypting the image,
figuring out what its exact
contents are, how it works
as well as how it is meant
to be operated. Most of
the time, images contain
an Operating System (OS)
that needs to run on your
VM. Further on, partici-
pating teams need to come
to grips with the services
running on the image and
start to implement some
basic security measures,
such as trying to brute-
force passwords on their

own machine. Brute-forcing, also known as exhaustive search, is a trivial method often used to solve problems in Information Technology (IT). In our example a team uses automated tools in order to test huge amounts of passwords and see if any of them fit. If that is the case, a team changes the default password to a secure one. Any passwords recovered by this method can be brought to use by applying them to the servers of opposing teams who may have overlooked that potential vulnerability.

Before we go into describing the up to ten hours of fun that can be had during the game, we will briefly explain the basics on how teams are rated.

=====
Scoring points
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There are two different types of points, offensive and defensive ones, that get distributed by a gameserver constantly monitoring your VM. Defensive points are awarded for every service that is still up and running on your host. The gameserver sets 'flags', consisting of md5 hashes on every server. An md5 hash is the

result of a cryptographic function, turning plain information into a seemingly random concatenation of letters and numerics. As md5 is a one-way hash function, teams aren't able to change the integrated information in order to fool the gameserver. Every time the gameserver checks on your server, is able to reach a service and recognizes a previously set flag, you earn some points.

Which brings us to the offensive points. You earn those points by stealing, or rather capturing, your adversaries' flags. They can be captured by finding vulnerabilities in services running on the other teams' servers. Once you captured a flag and submitted it to the gameserver, your team is credited with offensive points. The gameserver is making sure the flag you just submitted hasn't already been compromised and is thus outdated.

=====
Bring it on!
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So much for dry theory! But what about the fun part of a CTF? What is actually going on during those eight to ten hours

of such a contest? Well, besides thinking hard and reading several hundred screen-lengths of source code, CTF-competitors engage in eating junk food, drinking Club-Mate - a highly caffeinated ice-tea - and swearing, lots of swearing ;) While eating and drinking seem necessary to fulfill the basic human needs, reading the source code of potentially vulnerable services in order to find bugs that may be exploited to attack the other teams receives the majority of one's attention. Besides being able to attack your adversaries, finding vulnerabilities also enables your team to write patches - pieces of code to be applied against security holes - to safeguard your system, thus keeping others from successfully exploiting your services.

The second step to take after finding a vulnerability is coding an exploit that will be used to steal the adversaries' flags. Because time is valuable and relatively short, those exploits are then run against other teams in an automated way. On some CTFs, points are also attributed for so-called advisories. Those are vulnerability

documentations that aren't fun to write but can get you lots of points. There's no way around writing advisories if you wish to win.

Finally, another quite rewarding and funny component of CTFs are the challenges also known as quests. These can be solved by reverse-engineering, riddling, and solving mathematical or cryptographic puzzles. The analysis of sound and video files is a common task in those challenges and knowing your way around in the Klingon language can sometimes be very useful at solving crypto challenges. Quests such as these are entertaining and can get you points, but they're only side-tasks and teams should probably rather focus on 'owning' - exploiting vulnerabilities - enemy teams or universities.

Feeling intrigued? Why don't you come pay us a visit at the Hackerspace in Strassen!?

Kabel and Kwisatz of C3L
www.c3l.lu

HACK A VUVUZELA

Ultima Noise Challenge

Hack42 challenges you to hack-a-vuvuzela.

Rules

- 1: Its possible to sound the vuvu-hack in some way.
- 2: Make up -

Hack42 daagt je uit voor een vuvuzela hack.

Regels

- 1: Voorwaarde dat je erv moet kunnen spelen
- 2: you decide the rest of the rules....

PRIZES

#1 One year free membership of hack42 and hack42 goodie bag warez.

#2 A hack42 goodiebag

#3 Less sponsored warez

Send it in!

Vuvuzela Receptient Foundation
Westervoortsedijk 7
6827 AS Arnhem

Otherwise mail a video link:
redactie@hack42.nl



Maybe you could even make free international calls with it if where the 70's? ^_ ^

Twée dagen voor de verkiezingen, een dagje bij de piratenpartij

Nog net voor de vuurdoop ging hacker-space magazine op bezoek bij de Piraten-partij. Met nog 2 dagen te gaan voor de Tweede Kamer verkiezingen zat de druk er goed op.

Een tafel met (ip)telefoons, promotiemateriaal, opengeklapte laptops en vooral geen papier. Daaromheen 20 man; leden, vrijwilligers en kamer kandidaten, allemaal met de ogen op de komende dagen.

Door de kalmte heen is de druk goed te voelen. Er zijn te weinig man om de acties op de agenda uit te voeren. Het is zelfs nog vrij rustig. Een aantal vrijwilligers gaat aan de slag terwijl de mensen op de lijst de broodnodige mediatraining in gaan.

Er moet nog vanalles gebeuren. Zo moeten er nog dagindelingen komen, promotiestunts worden uitgehaald en moeten er speeches komen voor een win en verlies situatie. Iedereen begint zich nuttig te maken, en ik dus ook. In de hoek zitten en kijken wat er gebeurd staat ook zo stom. Daarom heb ik me opgeworpen om samen met een paar andere piraten de "wij-hebben-een-zetel" speech te schrijven. Er is zelfs iets van gebruikt, lastig hoor, zo'n verhaal schrijven. Op de achtergrond wordt er behoorlijk gebrainstoemd over de dingen die na de verkiezingen komen. Inmiddels zou dat het belangrijkste punt moeten zijn; het halen van 1000 leden voor 1 juli. Echter schiet de website van de partij daarin te kort. Er is wel een reflectie te lezen, maar de duidelijke doelen zijn weg. Het lijkt haast stil rondom de partij, het zit in een dilemma.

Aan de ene kant zijn leden nodig, aan

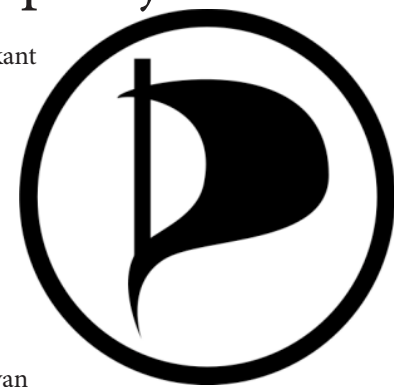
de andere kant is het lastig om nieuwe leden te vinden. De formule om het balletje te laten rollen is nog niet gevonden.

Het halen van 1000 leden is in ieder geval nog een mijlpaal; hiermee worden deuren geopend naar een eigen onderzoekscentrum; betaald en wel.

Tijdens het tikken aan de speech wordt er heftig gespeculeerd over het aantal zetels. De stille hoop is 2, maar zeker toch wel 1!

Deze illusie is inmiddels voorbij. De behaalde 10.471 stemmen zijn maar een fractie van waar op gehoopt was. Het zou 16.67% van een zetel zijn. De website van de partij lijkt na de verkiezingen gestorven te zijn. Twitter verraadt wel dat er activiteit is, op IRC is het ook nog steeds volle bak. Dat betekent dat er nog hoop is voor de nederlandse piraten.

Met een beetje mazzel heeft de partij nu 4 jaar, of in ieder geval 6 maanden, om zich sterk te maken voor de volgende verkiezingen. Hieruit zal meteen blijken hoe vasthoudend de mensen op de lijst zijn en hoeveel de achterban erin gelooft. De dag is bijna voorbij, de mediatraining is voorbij en lijsttrekker Samir vertrekt richting de publieken voor een interview. Nog maar 700 leden.



SPOTS!

Got impossible places where your space-logo ended up? Share it!
mailto:redactie@hack42.nl

Hack42 Logo @ Bookcrossing

The serious looking gentleman in this picture is Bruce Pedersen, co-founder of BookCrossing.com, a website with a database of 3.000.000 books and over 800.000 registered participants all over the world. He is speaking at the International Book-Crossing Convention 2010, and getting ready to have a Skype conversation with Matt Brass, the lead programmer of BC.com, who could not make it to the Convention. The laptop he's using for the Skype connection is a trusty little X31 Think-



pad, kindly provided by Hack42 as a means of technically supporting BookCrossing and the Convention. A nice example of how hackerspaces actively support freedom of information!
<http://www.bookcrossing.com/>

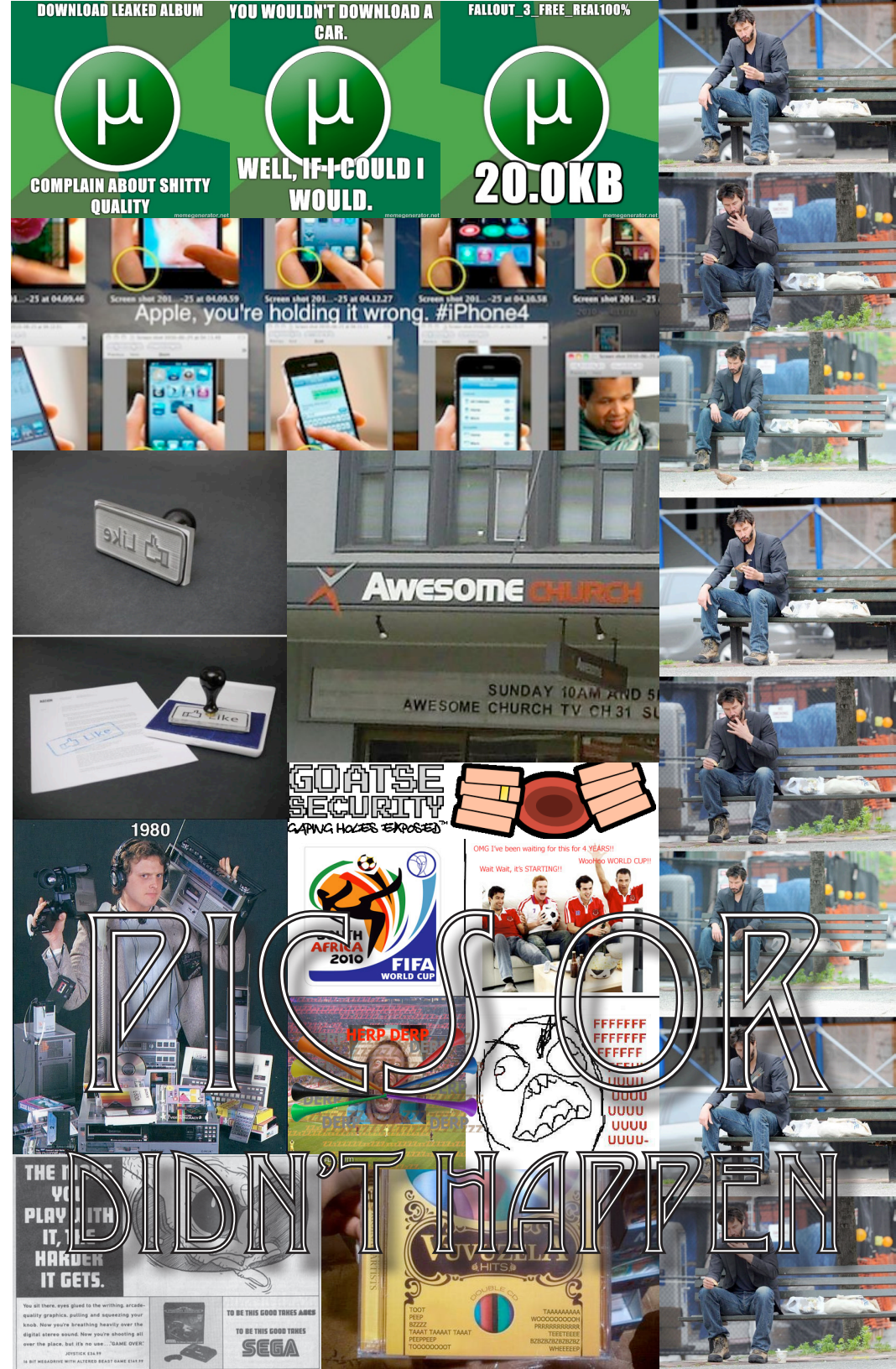
Hack42 logo @ hacklab.to

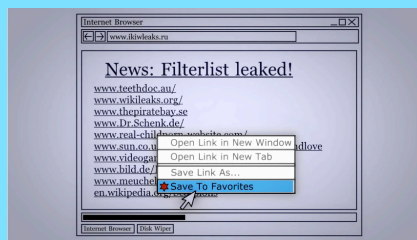
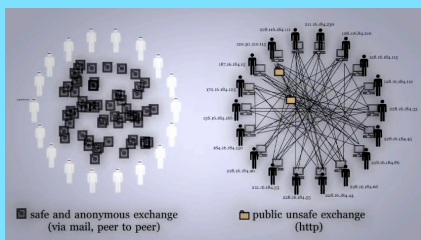
Across the atlantic ocean, thousands of miles from Arnhem, a Hack42 sticker found his new home. Big shoutout to hacklab.to! Thanks guys! See you soon.
<http://hacklab.to/>



NEEDS MORE SPOTS!

Hackerspaces Magazine #2 July 2010





Cleaneternet is a campaign to support European Commissioner Cecilia Malmström in her plans to introduce a website blocking system in Europe. All European countries must be forced to fight for a cleaner and safer Internet.

★ Cleaneternet ★

Cleaneternet is a political satirical Video that explains why installing a filter system to block **child-pornography** **documentations of child abuse** is a very bad idea and will even help criminals and paedophiles while it penalizes victims at the same time. If you want further information, check some of the links here in the "Links" section.

The Video is based on "**RetteDeineFreiheit**", which I made half a year ago when we had the very same debate in germany. And just like "**RetteDeineFreiheit**" or "**DuBistTerrorist**" it's a non-profit campaign which I create in my freetime, that's why I am very happy if people donate and support me. These Projects are a lot of hard work and professional speakers don't work for free.

Hooray! We're now illegal in Australia!



And now the belgium railway system is going to sue us!

Buy Belgion Railway Tickets... its legit ^_^ <http://www.b-rail.be/nat/N/tarifs/tickets/summer/index.php>



En natuurlijk houden we van ketnet. Check meer ketnet info op http://www.vrt.be/vrt_master/merken/vrt_merken_ketnet/index.shtml

Next edition: How to make your own nuke! And a free embedded copy of the Anarchist Cookbook!

PS: Hooray! also the US!

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