

== the secret agent's reference ==

term

The Drop	The USB Memory stick that is passed around
The Gateway	Where all SMS messages are sent to and received from
rabbit	A participant who does not have the drop
sleeper	A participant who has the drop, but has not received a message
agent	A participant who has the drop and has received a message

role deadSwap responsibilities

rabbit	follow received instructions and collect The Drop
sleeper	wait, keep The Drop safe
agent	give rabbit instructions and deliver The Drop

role gateway interaction rules

rabbit	send 1 message, reply to received messages only if necessary
sleeper	send no messages, wait agent send 1 (only 1) reply each time a message is recieved

If any deadSwap network should attract unwanted attention from authorities, all participants should maintain that deadSwap is just a game in the tradition of urban role playing and artistic explorations of social geography, and also never reveal any information regarding other participants.

deadSwap is a miscommunication technology by
Telekommunisten, for more information, see deadSwap.net



deadSwap
secret agent's handbook

deadSwap

deadSwap is a clandestine offline file sharing system. It is easy to use, but will only work as expected if used correctly, the instructions in this manual will make you a real deadSwap secret agent.

== the secret agent's lexicon ==

Becoming a super-spy isn't easy, like any undercover operation, most of the functionality of deadSwap depends on the participants doing it right. Learn the terms in this manual well and play your role as intended for best results.

== The Drop ==

The data being shared by deadSwap is all carried on a USB Memory Stick, that is passed around by the participants in the network from one to another.

This stick is called "The Drop"

On The Drop are files and directories for sharing data, and also a Wiki for posting messages for other participants.

== The Gateway ==

The participants co-ordinate the passing-on of The Drop by sending SMS (Text) messages to The Gateway. Each deadSwap network has it's own Gateway, which has a number to send texts

to, you must know the number of your Gateway to participate so when you are told it, store it in your phone.

All messages sent by participants are sent to the Gateway and all messages received are received from the Gateway. Participants do not know each other's mobile numbers.

The only way you will be able to know that a message you receive is from a deadSwap participant is because it will come from The Gateway.

== rabbits, sleepers and agents ==

deadSwap participants are always playing one of three roles: The rabbit, the sleeper, and the agent.

A participant is a RABBIT if they DO NOT have The Drop. To get The Drop the rabbit sends an SMS to The Gateway. This message should be subtle and covert, something like "I want to play," or "Want to meet?" It should not mention deadSwap, nor should any files be offered or requested.

A participant is a SLEEPER when they DO have The Drop but HAVE NOT received any messages from The Gateway yet. The sleeper waits and does nothing until a message is received. The sleeper can, of course, because they have The Drop, read and post messages on the Wiki, browse the available files and directories, upload new files, and copy the files they want to keep. The Sleeper should never send any messages to The Gateway, they must wait to receive one.

The participant is an AGENT when they DO have The Drop and HAVE received a message from The Gateway. Having received a message, they are no longer a sleeper, but now an agent with an assignment: Deliver The Drop. The message they received will be from a rabbit, the content of this message is not important, whatever it says, it means the agent should deliver The Drop to this rabbit. The agent should send one response containing instructions for

the rabbit, the instructions can be where the rabbit should wait for the agent, if the agent will personally deliver The Drop, or where the rabbit can find The Drop if the agent will leave it somewhere for them. The instructions should be clear, so the rabbit knows what to do. If the Rabbit responds with any questions the agent must also respond to these. It is crucial the agent responds to each message the rabbit sends, and also it is crucial they only send one response to each message and never more than one.

Once the Agent has responded to the each of rabbit's messages and delivered The Drop, the agent is retired and has no further responsibilities. They can now re-enter the network as a rabbit by sending a message to The Gateway.

Once the rabbit has received The Drop the rabbit is now a sleeper, and should not send any further messages to The Gateway, not even to thank the agent, nor to confirm that The Drop has been received.

The success of the network depends on the competence and diligence of the participants.

== deadSwap network advantages ==

deadSwap is particularly useful in situations where a private and difficult to discover and monitor network is desired and/or a means of sharing files where Internet availability is difficult.

== open deadSwap networks ==

Open deadSwap networks exist for entertainment and training purposes, because using deadSwap is a fun way to share and communicate, these networks should not be considered clandestine and are intended to be a training

ground for novice secret agents to perfect their skills. Open deadSwap networks are listed on deadSwap.net and any interested party is welcome to participate.

Even with open networks, competence and diligence in performing the roles correctly is essential. To be covert and as difficult to detect as possible, deadSwap SMS messages contain no special control commands, and thus The Gateway only know the location and destination of The Drop when the participants carry out the roles correctly.

It is strongly recommended to begin participating in an open deadSwap network as soon as possible. When difficult social conditions impose the necessity of employing a deadSwap network the chances of discovery, data loss, or miscommunication are reduced when the participants are already seasoned deadSwap secret agents.

== setting up a new deadSwap network ==

The Software to run a deadSwap network can be acquired from deadSwap.net as a live USB memory stick, when a computer is booted from this USB stick it becomes The Gateway. For the Gateway to function, a mobile telephone with an active SIM must be attached to it with a data cable. The number to send messages to this SIM is The Gateway SMS number that all messages are sent to and received from. The operators of the network must ensure that the SIM has sufficient credit to send messages. This number must be made known to other participants.

Once The Gateway is set up, the operator can download an empty Drop from deadSwap.net, copy the contents to a USB stick, and become an initial sleeper agent.

Operators of open networks should send details to bildungsamt@deadswap.net