

Pasos:

- Password: NH2SXQwcBdpmTEzi3bvBHMM9H66vVXjL

[illegible]

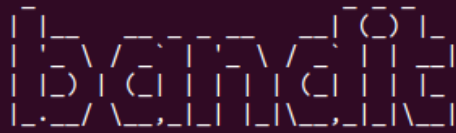
- Exit

```
bandit1@bandit:~$ cat ./-
rRGizSaX8Mk1RTb1CNQoXTcYZWU6lgzi
bandit1@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

```
ssh bandit2@bandit.labs.overthewire.org -p 2220
```

Password: rRGizSaX8Mk1RTb1CNQoXTcYZWU6lgzi

```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit2@bandit.labs.overthewire.org -p 2220
```

The logo for the Bandit game server, featuring the word "bandit" in a stylized, blocky font made of white characters on a black background.

This is an OverTheWire game server.
More information on <http://www.overthewire.org/wargames>

bandit2@bandit.labs.overthewire.org's password:

- listamos el contenido:
Ls
- mostramos el archivo spaces in this filename
cat spaces\ in\ this\ filename
- Salimos del nivel
Exit

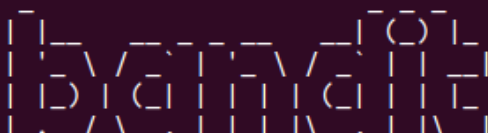
```
bandit2@bandit:~$ ls
spaces in this filename
bandit2@bandit:~$ cd spaces in this filename
-bash: cd: too many arguments
bandit2@bandit:~$ cat spaces\ in\ this\ filename
aBZ0W5EmUfAf7kHTQeOwd8bauFJ2lAiG
bandit2@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Level 3-4:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit3@bandit.labs.overthewire.org -p 2220
```

The logo for the Bandit game server, featuring the word "bandit" in a stylized, blocky font made of white characters on a black background.

ssh bandit3@bandit.labs.overthewire.org -p 2220

Password: aBZ0W5EmUfAf7kHTQeOwd8bauFJ2lAiG

- Listamos el contenido
Ls

- Cd inhere

ls -a

cat .hidden

exit

```
bandit3@bandit:~$ ls
inhere
bandit3@bandit:~$ cd inhere
bandit3@bandit:~/inhere$ ls -a
.  ..  .hidden
bandit3@bandit:~/inhere$ ls
bandit3@bandit:~/inhere$ ls -a
.  ..  .hidden
bandit3@bandit:~/inhere$ cat .hidden
2EW7BBsr6aMMoJ2HjW067dm8EgX26xNe
bandit3@bandit:~/inhere$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Nivel 4-5:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

```
ssh bandit4@bandit.labs.overthewire.org -p 2220
```

Password: 2EW7BBsr6aMMoJ2HjW067dm8EgX26xNe

```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit4@bandit.labs.overthewire.org -p 2220
```

```
      _-_-_-_-_-__
     /   /        \
    /___/          \
   |   |            |
   |___|           |
   /_/_/\_,_|_|_|_|_\/_\

```

```
This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames
```

```
bandit4@bandit.labs.overthewire.org's password:
```

- Listamos el contenido

Ls

- Nos movemos al directorio inhere

Cd inhere

- Listamos todo el contenido

Ls -a

```
bandit4@bandit:~$ ls
inhere
bandit4@bandit:~$ cd inhere
bandit4@bandit:~/inhere$ ls
-file00 -file02 -file04 -file06 -file08
-file01 -file03 -file05 -file07 -file09
bandit4@bandit:~/inhere$ ls -a
.      -file00 -file02 -file04 -file06 -file08
..     -file01 -file03 -file05 -file07 -file09
```

- Vemos cual de los file podemos leer (es el -file07)

file ./-*

cat ./-file07

- Salimos del nivel

Exit

```
bandit4@bandit:~/inhere$ file ./-*
./-file00: data
./-file01: data
./-file02: data
./-file03: data
./-file04: data
./-file05: data
./-file06: data
./-file07: ASCII text
./-file08: data
./-file09: data
bandit4@bandit:~/inhere$ cat ./-file07
lrIWWI6bB37kxfiCQZqUdOIYfr6eEeqR
bandit4@bandit:~/inhere$ ^C
bandit4@bandit:~/inhere$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Nivel 5-6:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

Password: IrIWWI6bB37kxfiCQZqUdOIYfr6eEqR

- Listamos el contenido
Ls
- Nos movemos al directorio inhere
Cd inhere
- Listamos todo el contenido del in here
Ls -a
- Buscamos un archivo con los parámetros que nos dieron
find -type f -size 1033c
- Mostramos el contenido del archivo
cat ./maybehere07/.file2
- Salimos del nivel
Exit

```
bandit5@bandit:~$ ls
inhere
bandit5@bandit:~$ cd inhere
bandit5@bandit:~/inhere$ ls -a
.                maybehere02  maybehere06  maybehere10  maybehere14  maybehere18
..               maybehere03  maybehere07  maybehere11  maybehere15  maybehere19
maybehere00    maybehere04  maybehere08  maybehere12  maybehere16
maybehere01    maybehere05  maybehere09  maybehere13  maybehere17
bandit5@bandit:~/inhere$ find -type f -size 1033c
./maybehere07/.file2
bandit5@bandit:~/inhere$ cat ./maybehere07/.file2
P4L4vucdmLnm8I7VL7jG1ApGSfjYKqJU
```

```
bandit5@bandit:~/inhere$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Nivel 6-7:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit6@bandit.labs.overthewire.org -p 2220

Password: P4L4vucdmLnm8I7VI7jG1ApGSfjYKqJU

```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit6@bandit.labs.overthewire.org -p 2220

      .--.       .--.
     /  /       /  /
    /__/\       /__/\
   /___/\       /___/\
  /___/\       /___/\
 /___/\       /___/\
/___/\       /___/\

This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames

bandit6@bandit.labs.overthewire.org's password:
      .--.       .--.
     /  /       /  /
    /__/\       /__/\
   /___/\       /___/\
  /___/\       /___/\
 /___/\       /___/\
/___/\       /___/\
```

-buscamos el archivo con las condiciones que nos dieron

```
find / -user bandit7 -group bandit6 -size 32c 2>/dev/null
```

- Mostramos el contenido del archivo

```
cat /var/lib/dpkg/info/bandit7.password
```

- Salimos del nivel

```
exit
```

```
bandit6@bandit:~$ find / -user bandit7 -group bandit6 -size 32c 2>/dev/null
bandit6@bandit:~$ ls
bandit6@bandit:~$ ls
bandit6@bandit:~$ dir
bandit6@bandit:~$ pwd
/home/bandit6
bandit6@bandit:~$ cat /var/lib/dpkg/info/bandit7.password
z7WtoNQU2XfjmMtWA8u5rN4vzqu4v99S
bandit6@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Nivel 7-8:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit7@bandit.labs.overthewire.org -p 2220

Password: z7WtoNQU2XfjmMtWA8u5rN4vzqu4v99S

```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit7@bandit.labs.overthewire.org -p 2220
bandit7@bandit.labs.overthewire.org's password:
Welcome to OverTheWire's Bandit game server.
This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames
bandit7@bandit.labs.overthewire.org's password:
```

- listamos el contenido
ls -a
- Mostramos el data.txt después de la palabra millon
awk '/^millionth/ {print \$2;}' data.txt
- Salimos del nivel
exit

```
bandit7@bandit:~$ ls -a
.  ..  .bash_logout  .bashrc  data.txt  .profile
bandit7@bandit:~$ awk '/^millionth/ {print $2;}' data.txt
TESKZC0XvTetK0S9xNwm25STk5iWrBvP
bandit7@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Nivel 8-9:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit8@bandit.labs.overthewire.org -p 2220

Password: TESKZC0XvTetK0S9xNwm25STk5iWrBvP


```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit9@bandit.labs.overthewire.org -p 2220
```

bandit9

This is an OverTheWire game server.
More information on <http://www.overthewire.org/wargames>

```
bandit9@bandit.labs.overthewire.org's password:
```

- Listamos el contenido
`ls -a`
- Mostramos el data.txt de los pocos "huma readable" seguido de =
`strings data.txt | grep "="`
- Salimos del nivel
`exit`

```
bandit9@bandit:~$ ls -a
.  ..  .bash_logout  .bashrc  data.txt  .profile
bandit9@bandit:~$ strings data.txt | grep "="
=2"L(
x]T===== theG)"
===== passwordk^
Y=xW
t%-q
===== is
4=}D3
{1\=
FC&=z
=Y!m
    $/2`)Y
4_Q=\
MO=(
?-=|J
WX=DA
{TbJ;=l
[=lI
===== G7w8LIi6J3kTb8A7j9LgrywtEUlyyp6s
>8=6
=r=_
=uea
zL=4
bandit9@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Nivel 10-11:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit10@bandit.labs.overthewire.org -p 2220

Password: G7w8Lli6J3kTb8A7j9LgrywtEUlyyp6s

```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit10@bandit.labs.overthewire.org -p 2220
bandit

This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames

bandit10@bandit.labs.overthewire.org's password:
```

- Listamos el contenido
Ls -a
- Mostramos el contenido
cat data.txt
- Decriptamos el contenido

echo VGhlIHBhc3N3b3JkIGlzIElGdWt3S0dzRlc4TU9xM0lSRnFyeEUxaHhUTkViVVBSKg== | base64 --decode

The password is 6zPezilDr2RKNDNYFNb6nVCKzphlXhBM

- Salimos del nivel
exit

```
bandit10@bandit:~$ ls -a
.  ..  .bash_logout  .bashrc  data.txt  .profile
bandit10@bandit:~$ cat data.txt
VGhlIHBhc3N3b3JkIGlzIDZ6UGV6aUxkUjJSS05kTllGTmI2b1ZDS3pwaGxYSEJNCg==
bandit10@bandit:~$ echo VGhlIHBhc3N3b3JkIGlzIDZ6UGV6aUxkUjJSS05kTllGTmI2b1ZDS3pwaGxYSEJNCg== | base64 --decode
The password is 6zPezilDr2RKNDNYFNb6nVCKzphlXhBM
bandit10@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Ejercicio 11-12:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit11@bandit.labs.overthewire.org -p 2220

Password: 6zPeziLdR2RKNdNYFNb6nVCKzphIXHBM

```
mariachaparro@mariachaparro-virtual-machine: $ ssh bandit11@bandit.labs.overthewire.org -p 2220
bandit11@bandit:~$

bandit

This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames

bandit11@bandit.labs.overthewire.org's password:

OverTheWire

www...ver...he...ire.org

Welcome to OverTheWire!
If you find any problems, please report them to the #wargames channel on
discord or IRC.

--[ Playing the games ]--

This machine might hold several wargames.
If you are playing "somegame", then:
* USERNAMES are somegame0, somegame1, ...
* Host LEVELS are stored in /somegame/.
* PASSWORDS for each level are stored in /etc/somegame_pass/.

Write-access to homedirectories is disabled. It is advised to create a
working directory with a hard-to-guess name in /tmp/. You can use the
command "mkdir -d" in order to generate a random and hard to guess
directory in /tmp/. Read-access to both /tmp/ is disabled and to /proc
restricted so that users cannot snoop on eachother. Files and directories
```

- Listamos el contenido

ls -a

- Mostramos el contenido de data.txt

Cat data.txt

- Mostramos el contenido, pero volviendo a poner bien las posiciones de las mayusculas y minusculas

Echo Gur cnffjbeq vf 5Gr8L4qetPEsPk8htqjhRK8XSP6x2RHH | tr [a-zA-Z] [n-za-mN-ZA-M]

The password is JVNBBFSmZwKKOP0XbFXOoW8chDz5yVRv

- Salimos del nivel

exit

```
bandit11@bandit:~$ ls -a
.  .. .bash_logout .bashrc data.txt .profile
bandit11@bandit:~$ cat data.txt
Gur cnffjbeq vf WIA00SFzMjXXBC0KoSKBbJ8puQm5lIEi
bandit11@bandit:~$ echo Gur cnffjbeq vf WIA00SFzMjXXBC0KoSKBbJ8puQm5lIEi | tr [a-zA-Z] [n-za-mN-ZA-M]
The password is JVNBBFSmZwKKOP0XbFXOoW8chDz5yVRv
bandit11@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

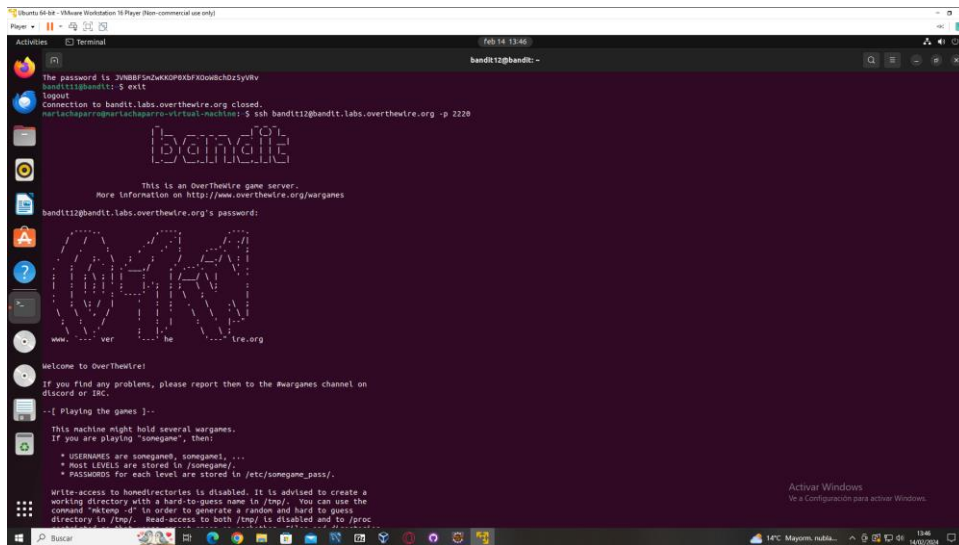
Ejercicio 12-13:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit12@bandit.labs.overthewire.org -p 2220

Contra: JVNBBFSmZwKKOP0XbFXOoW8chDz5yVRv



- Listamos el contenido

ls -la

- Hacemos un directorio (temporal porque lo borramos despues)
mkdir /tmp/maria
- Importamos el data.txt a nuestro directorio
xxd -r data.txt > /tmp/maria/file.bin

- Nos movemos al directorio
cd /tmp/maria

- Listamos todo el contenido y vamos viendo hasta encontrar el que descomprimir final
ls -la

file file.bin

file.bin:

```

zcat file.bin | file -
zcat file.bin | bzip2 | file -
zcat file.bin | bzip2 | zcat | file -
zcat file.bin | bzip2 | zcat | tar xO | file -
zcat file.bin | bzip2 | zcat | tar xO | tar xO | file -
zcat file.bin | bzip2 | zcat | tar xO | tar xO | bzip2 | file -
zcat file.bin | bzip2 | zcat | tar xO | tar xO | bzip2 | tar xO | file -
zcat file.bin | bzip2 | zcat | tar xO | tar xO | bzip2 | tar xO | zcat | file -
zcat file.bin | bzip2 | zcat | tar xO | tar xO | bzip2 | tar xO | zcat

```

The password is wbWdlBxEir4CaE8LaPhauuOo6pwRmrDw

- Luego volvemos para atrás y eliminamos el directorio creado y reiniciamos el nivel

```
cd ..
rm -rf maria
reset

- Salimos del nivel

exit
```

```
bandit12@bandit:~$ ls -la
total 16
drwxr-xr-x 3 bandit12 bandit12 4096 Oct  5 06:19 .
drwxr-xr-x 3 bandit12 bandit12 4096 Oct  5 06:19 ..
-rw-r--r-- 1 bandit12 bandit12  104 Oct  5 06:19 .bash_logout
-rw-r--r-- 1 bandit12 bandit12 6449 Oct  5 06:19 .bashrc
-rw-r--r-- 1 bandit12 bandit12   80 Oct  5 06:19 data.txt
-rw-r--r-- 1 bandit12 bandit12   80 Oct  5 06:19 .profile
bandit12@bandit:~$ mkdir /tmp/maria
bandit12@bandit:~$ xxd -r data.txt > /tmp/maria/file.bin
bandit12@bandit:~$ cd /tmp/maria
bandit12@bandit:/tmp/maria$ ls -la
total 4
drwxr-xr-x 2 bandit12 bandit12 4096 Oct  5 06:19 .
drwxr-xr-x 3 bandit12 bandit12 4096 Oct  5 06:19 ..
-rw-r--r-- 1 bandit12 bandit12  104 Oct  5 06:19 file.bin
bandit12@bandit:/tmp/maria$ file file.bin
file.bin: gzip compressed data, was "data2.bin", last modified: Thu Oct  5 06:19:20 2023, max compression, from Unix, original size modulo 2^32 573
bandit12@bandit:/tmp/maria$ zcat file.bin | file -
/dev/stdin: bzip2 compressed data, block size = 900k
bandit12@bandit:/tmp/maria$ zcat file.bin | bzcat | file -
/dev/stdin: gzip compressed data, was "data4.bin", last modified: Thu Oct  5 06:19:20 2023, max compression, from Unix
bandit12@bandit:/tmp/maria$ zcat file.bin | bzcat | zcat | file -
/dev/stdin: POSIX tar archive (GNU)
bandit12@bandit:/tmp/maria$ zcat file.bin | bzcat | zcat | tar x0 | file -
/dev/stdin: POSIX tar archive (GNU)
bandit12@bandit:/tmp/maria$ zcat file.bin | bzcat | zcat | tar x0 | tar x0 | file -
/dev/stdin: bzip2 compressed data, block size = 900k
bandit12@bandit:/tmp/maria$ zcat file.bin | bzcat | zcat | tar x0 | tar x0 | bzcat | file -
/dev/stdin: POSIX tar archive (GNU)
bandit12@bandit:/tmp/maria$ zcat file.bin | bzcat | zcat | tar x0 | tar x0 | bzcat | tar x0 | file -
/dev/stdin: gzip compressed data, was "data9.bin", last modified: Thu Oct  5 06:19:20 2023, max compression, from Unix
bandit12@bandit:/tmp/maria$ zcat file.bin | bzcat | zcat | tar x0 | tar x0 | bzcat | tar x0 | zcat | file -
/dev/stdin: ASCII text
bandit12@bandit:/tmp/maria$ zcat file.bin | bzcat | zcat | tar x0 | tar x0 | bzcat | tar x0 | zcat
The password is wbWd1BxEir4CaE8LaPhauuOo6pwRmrDw
bandit12@bandit:/tmp/maria$ exit
logout
Connection to bandit.labs.overthewire.org closed.
marlachaparro@marlachaparro-virtual-machine:~$
```

Ejercicio 13-14:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit13@bandit.labs.overthewire.org -p 2220

Ingresamos la contraseña anterior: wbWd1BxEir4CaE8LaPhauuOo6pwRmrDw

```
marlachaparro@marlachaparro-virtual-machine:~$ ssh bandit13@bandit.labs.overthewire.org -p 2220

[OverTheWire]

This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames

bandit13@bandit.labs.overthewire.org's password:

[OverTheWire]

www. ver he ire.org

Welcome to OverTheWire!

If you find any problems, please report them to the #wargames channel on
discord or IRC.

--[ Playing the games ]--

This machine might hold several wargames.
If you are playing "somegame", then:

* USERNAMES are somegame0, somegame1, ...
* Most LEVELS are stored in /somegame/.
* PASSWORDS for each level are stored in /etc/somegame_pass/.

Write-access to homedirectories is disabled. It is advised to create a
working directory with a hard-to-guess name in /tmp/. You can use the
command "mktmp -d" in order to generate a random and hard to guess
directory in /tmp/. Read-access to both /tmp/ is disabled and to /proc
```

- Hacemos una llave

ssh -i sshkey.private bandit14@localhost -p 2220

```
bandit13@bandit:~$ ssh -i sshkey.private bandit14@localhost -p 2220
The authenticity of host '[localhost]:2220 ([127.0.0.1]:2220)' can't be established.
ED25519 Key fingerprint is SHA256:C2tHUBV7lhnV1wUXRb4RrEcLFXCSCXlhmAAM/urcrLY.
This key is not known by any other names
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
Could not create directory '/home/bandit13/.ssh' (Permission denied).
Failed to add the host to the list of known hosts (/home/bandit13/.ssh/known_hosts).

[OverTheWire]

This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames

!!! You are trying to log into this SSH server with a password on port 2220 from localhost.
!!! Connecting from localhost is blocked to conserve resources.
!!! Please log out and log in again.

[OverTheWire]

www. ver he ire.org
```

- Leemos el contenido del archivo bandit14

cat /etc/bandit_pass/bandit14

Obtenemos la contraseña fGrHPx402xGC7U7rXKDaxiWFTOiF0ENq

- Salimos del nivel

exit

```
bandit14@bandit:~$ cat /etc/bandit_pass/bandit14
fGrHPx402xGC7U7rXKDaxiWFTOiF0ENq
bandit14@bandit:~$ exit
logout
Connection to localhost closed.
bandit13@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Ej 14-15:

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit14@bandit.labs.overthewire.org -p 2220

Contraseña: fGrHPx402xGC7U7rXKDaxiWFTOiF0EN

```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit14@bandit.labs.overthewire.org -p 2220
bandit14@bandit.labs.overthewire.org's password:
Welcome to OverTheWire!
If you find any problems, please report them to the #wargames channel on
discord or IRC.

This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames

bandit14@bandit.labs.overthewire.org's password:
www.OverTheWire.org
```

- Nos movemos al puerto 30000

telnet localhost 30000

- Metemos la contraseña anterior: fGrHPx402xGC7U7rXKDaxiWFTOiF0ENq
- Nos devuelve esta: JN2kgmIXJ6fShzhT2avhotn4Zcka6tnt
- Salimos del nivel

Exit


```
bandit14@bandit:~$ telnet localhost 30000
Trying 127.0.0.1...
Connected to localhost.
Escape character is '^]'.
fGrHPx402xGC7U7rXKDaxiWFT0iF0ENq
Correct!
jN2kgmIXJ6fShzhT2avhotn4Zcka6tnt

Connection closed by foreign host.
bandit14@bandit:~$ ^C
bandit14@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
mariachaparro@mariachaparro-virtual-machine:~$
```

Nivel 15-16

Pasos:

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit15@bandit.labs.overthewire.org -p 2220

Contraseña: jN2kgmIXJ6fShzhT2avhotn4Zcka6tnt

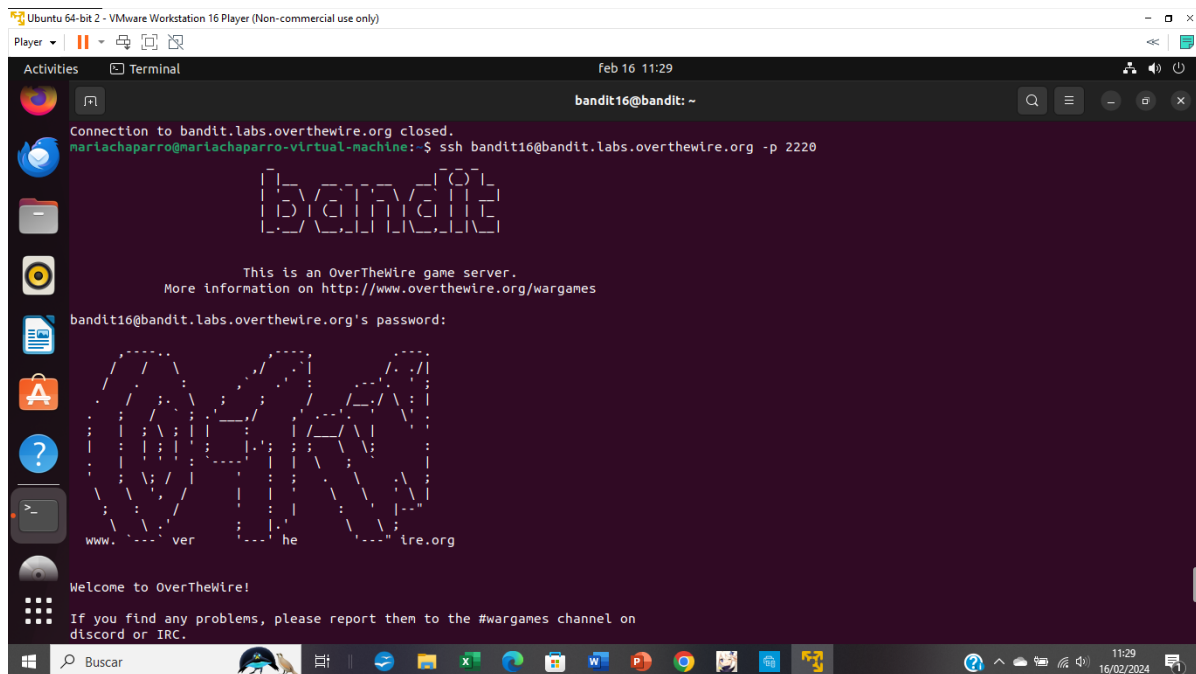
```
mariachaparro@mariachaparro-virtual-machine:~$ ssh bandit15@bandit.labs.overthewire.org -p 2220
bandit15@bandit.labs.overthewire.org's password:
Welcome to OverTheWire!
This is an OverTheWire game server.
More information on http://www.overthewire.org/wargames
www. ver he ire.org
If you find any problems, please report them to the #wargames channel on
discord or IRC.
```

- Nos conectamos al puerto 30001
- openssl s_client -ign_eof -connect localhost:30001

- Entramos al nivel poniendo la contraseña del ejercicio anterior

ssh bandit16@bandit.labs.overthewire.org -p 2220

JQttfApK4SeyHwDI9SXGR50qcIOAi1



nmap -p 31000-32000 -sV localhost

JQttfApK4SeyHwDI9SXGR50qcIOAi1

