

Forum:[Hack Forums](#)

Thread: [How to bypass Captchas?](#)

Emily Brontë - August 28, 2017, 9:45 am

I am currently working on a program that will automatically generate instagram accounts (as well as others) with a randomly generated name and password (these credentials will be exported to a text file un:pass format).

So what I was wondering was how do I go about bypassing captchas so that the accounts can be created (on instagram and in general other websites)

(???)?(???? - August 28, 2017, 9:53 am

You can't bypass it but you can have them solved via a service such as 2captcha.

Emily Brontë - August 28, 2017, 9:55 am

(Aug 28, 2017 09:53 AM)(???)?(???? Wrote: [\[CITE\]](#) You can't bypass it but you can have them solved via a service such as 2captcha.

Is there a way to implement the service into the program so it'll be done automatically? Sorry if dumb question

TheWarOwl - August 28, 2017, 10:05 am

Depends on the captcha, if it's one of those "Write what the text says" with the scribbles in it, yes it's solvable. Just not very reliable.

(???)?(???? - August 28, 2017, 11:47 am

(Aug 28, 2017 09:55 AM)Emily Brontë Wrote: [\[CITE\]](#) Is there a way to implement the service into the program so it'll be done automatically? Sorry if dumb question

Yeah, they have an API that you can POST/GET to.

Emily Brontë - August 28, 2017, 1:20 pm

(Aug 28, 2017 11:47 AM)(???)?(???? Wrote: [\[CITE\]](#) Yeah, they have an API that you can POST/GET to.

Okay great! Thanks for your help man!

Goodies - August 28, 2017, 5:55 pm

I don't think you understand how captchas work. Typically, it's like this:

- ~ Google gives you a private key, PRIV, and public key, PUB.
- ~ The Public key is placed in your site's HTML and acquires the next captcha image or recaptcha test.
- ~ The user performs the captcha and your HTML is updated with a response value.
- ~ This response value is submitted to your server.
- ~ The server performs a web request to google's captcha API containing the private key and the response key.
- ~ Google responds if the captcha is valid or not. If it is, the server handles the request properly.

There is no bypassing in this way. That being said, depending on the type of captcha used, there are plenty of options with OCR (optical character recognition) that have proved moderately successful.

Emily Brontë - August 28, 2017, 6:01 pm

(Aug 28, 2017 05:55 PM)Goodies Wrote: [\[CITE\]](#) I don't think you understand how captchas work. Typically, it's like this:

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Okay I understand now. I'll have to look more into OCR then

Elitas - August 29, 2017, 10:47 am

Yeah there are several paid APIs which use artificial intelligence to accurately solve captchas at a 70% success rate. You pay per API call.

thePolarBear - August 29, 2017, 10:57 am

Check this out, I didnt create it I just found the project after doing research for an project/ <https://github.com/eastee/rebreakcaptcha>

Google updated captcha's but it should still work with sites that did not updated. Maybe Instagram is one.

It works basically bc it downloads the mp3 with the solution and then uses google's own voice whatever and solves it, it uses Selenium to do all this. I checked it out and modified it for my project last june and it still worked. Just might not work on some sites that updated their captcha's.

SL x TnT - August 29, 2017, 10:23 pm

(Aug 29, 2017 10:57 AM)thePolarBear Wrote: [\[CITE\]](#) Check this out, I didnt create it I just found the project after doing research for an project/ <https://github.com/eastee/rebreakcaptcha>

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I messed around with that back when pokemon go added captchas about a year ago. Very good success rate using .net's voice recognition as you only needed 3 out of 5 correct. Had it up to 90% success rate or higher. Was surprising that it even worked and wasn't public knowledge. Too bad he had to post a blog about it. Google's very good at fixing things when they get out.

Low security captchas might still use 5 digits max. Those work without any IP limits too.

If that's true, any site with those would be easy to solve. Selenium + FF to get through their bot detection. Other browsers would require moving the cursor over the audio button before clicking. Didn't get as far as trying to mimic that with events.

Another interesting thing is being signed into a google account for a certain amount of days will give

you a small number of "free" captchas daily. Can always go testing that route. Possible it got changed though. It's been a year since I looked.