

# Fake CAPTCHA, Real Business: Traffic Distribution for Hire

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 [netskope.com/blog/fake-captcha-real-business-traffic-distribution-for-hire](https://netskope.com/blog/fake-captcha-real-business-traffic-distribution-for-hire)

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A single PDF factory has stamped out more than 12,700 structurally similar FakeCaptcha documents and parked them on Webflow's content delivery network, where Google indexes them as ordinary "upgrade guides." Each document is a doorway into a traffic-distribution system (TDS) that sorts visitors and routes those that qualify to multiple buyers, malware distributors, and scam operators. The operation has been running for more than 14 months, from the earliest sample we can date to lure domains registered this month, and it is still active.

Most reporting on chains like this stops at the payload. This post is about the layer above it: the distribution network that funnels victims in, how the gate decides who is worth selling, and the different ends it routes them to.

## The user journey: from a Google search to a routed click

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It starts where most research starts: a search. A query as mundane as "upgrade guide" filetype:pdf site:cdn.prod.website-files.com surfaces these documents, and so do looser searches that happen to match the SEO padding baked into each PDF. Every one of them downloads from Webflow's CDN, a host with a near-universally clean reputation, so nothing about the URL looks wrong.



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Search results surfacing FakeCaptcha PDFs on Webflow's CDN

The PDF shows an "I'm not a robot" panel, a fake CAPTCHA. Clicking it enters the TDS, where a ww80/wwNN traffic router (for example ww80[.]tugoduzak[.]com or ww19[.]nurepikis[.]com) decides who you are.

# I'm not a robot



The fake CAPTCHA panel embedded in each PDF

The final page contains roughly 6,000 words of SEO padding text that matches the `utm_term` parameter in the embedded URL, consistent with an industrial-scale factory generating variants per search term.

## Deep rock galactic guide

This guide provides essential gameplay advice for beginners. For more comprehensive tips, consult the in-game Miner's Manual or visit the official Deep Rock Galactic Discord server and the dedicated Tips page. • To move and shoot, press WASD (or use the left stick on a controller) and left click (right trigger on a controller). • Complete objectives by eliminating hails. • A straightforward game to start with. Upon first launching the game, players are immediately introduced to an optional tutorial that can be exited at any time through the Miner's Manual. The tutorial focuses on teaching basic gameplay mechanics, particularly for the Gunner class. • New players must complete a 10-mission-long assignment called "Conquer Hoxes IV" before accessing various planetary regions of Hoxes IV. • Assignment missions are marked with a white diamond. Completing them advances the assignment and rewards Crafting Resources and Credits. • Once "Conquer Hoxes IV" is completed, players are free to explore other areas. • Regularly use grenades and traversal tools to their full potential. • Utilize synergies, such as the Engineer Scout platform setup for safe mineral mining. • New players should take time to understand game mechanics without rushing to online forums or communities. • Spend a few minutes thinking before making posts or seeking external help. • Achieve your goals and say "GG" after each successful mission. The four planetary regions available are: Azure Wastelands, Crystalline Caverns, Pungus Bogs, and Glacial Strata. Azure Wastelands offers abundant Copper but scarce Uranium. It is a harsh environment with hostility, yet its underground chambers create an unusual beauty. Crystalline Caverns feature abundant Iridium and scarce Bismuth. The massive crystals make it a spectacular sight, although larger ones are worthless. Pungus Bogs provide abundant Copper but scarce Iridium. They contain hazardous materials like slime, mold, stinging insects, fungi, and corrosive ichers. Glacial Strata contains abundant Magnite and scarce Uranium. It has an unusual permanent layer that scientists find challenging to study. Hollow Bough features abundant Iridium and scarce Bismuth. This region is under attack by invasive vine-like plants that pose a threat. Dense Bismuth has abundant Bismuth and scarce Uranium. The area is dominated by carnivorous plant life in subterranean rainforests, requiring caution to navigate. Radioactive Exclusion Zone is filled with radioactive ash, mutated flora, and gamma radiation. The environment poses great risks, necessitating careful movement and detox procedures. Magna Core (Abundant Magnite, Scarce Copper) Deep within our mining area lies the Magna Core, a seething hot environment with temperatures ranging from 250-400 degrees and illuminated by the churning molten mirrals of the planet. Caution: do not touch anything that's not mission-critical, as employee insurance doesn't cover burns. Salt Pits (Abundant Ener Pearl, Scarce Bismuth) This region was once an underground lake but dried up billions of years ago, leaving behind massive crystallized deposits of red salt. Workflows in most ways, it takes surprisingly good on Cylindric minerals. Sanitized Corridors (Abundant Ener Pearl, Scarce Magnite) A vast network of arid tunnels stretches dozens of miles below ground, devoid of moisture due to the unique rock composition. This desolate landscape drives the aggressive wildlife to aggressively pursue any remaining fluids within their prey. Mission Types Once you've selected an area, you'll be presented with a list of available mission types. Each mission features Primary and Secondary Objectives, as well as Mission Length and Core Complexity. Be aware that sometimes multiple missions of the same type may be offered, but with distinct objectives, altering gameplay significantly. Current Mission Types: Mining Expedition Gather Morikite while navigating through linear cave systems, tight tunnels, and larger caverns before escaping via Drop Pod. Egg Hunt Locate and deposit a set number of Alien Eggs into the M.U.L.E. The mission takes place in a nondescript cave system, allowing you to collect eggs in any order. Be cautious, as breaking eggs free from organic material may summon enemies or even swarms. On-site Refueling Refuel Liquid Morikite using Pumpjacks and On-site Refinery while protecting and repairing pipes. Your journey begins in a nonlinear cave system with generation similar to Point Extraction. Salvage Operation Reattach Mini M.U.L.E. broken legs, establish an Uplink between the derelict Drop Pod and Space Rig, and survive until it powers up. Point Extraction Gather Aquarugs in the Mine Head's surrounding cave while fending off turvets, enemies, and larger swarms. Once you've deposited all your Aquarugs, launch the Mine Head and await Mission Control to send the Drop Pod. Escort Duty Given text content is not available! Due to the numerous failures of teammates, a well-coordinated team will have more chances of survival in Hoxes IV. As The Drifter's, managing crowds with CRIPPI Flamethrower and using Reinforced Power Drills to create tunnels is crucial. Unfortunately, his Satchel Charges are often misused, causing unnecessary harm to the team. His Impact Axe encourages new players to level up quickly, minimizing its use. In contrast, The Engineer has two essential tools: LMG Gun Platform and Platform Gun. However, he frequently neglects turret placement and ammo management. A good tactic is to avoid the Scout's, as his recklessness often puts the entire team at risk. The Gunner relies on a powerful minigun for defense but is often abandoned by teammates, leaving him overwhelmed by hostile creatures. His Engine Gun can hinder team movement. As The Scout's, he uses his Grappling Hook efficiently to collect crates but squanders ammo with Deepcore C2K and Jury-Rigged Boomstick. To compensate, he should utilize his Flame Gun to provide light in dark areas. Ranking up is divided into character rank and player rank. Each class has its separate ranking system, up to level 25, while some upgrades require certain ranks. The player's progress is tracked on the Player Badge, with the blue gear indicating main, rank, and credits. Downers start with basic equipment, including primary and secondary weapons, grenades, a pickaxe, and basic armor. They have two layers of protection: an energy shield that refills over time, and their "hit points" which are exposed when the shield is depleted and can only be healed at resupply pods or with red super. Improvements can be made to equipment by buying modifications at the Equipment Terminal, with multiple slots available for each object. However, only one mod per slot can be used, allowing for customization and personalization. Each class has access to additional primary and secondary weapons, grenade types, and a starter set that can be improved. Grenades are level-locked, while weapons must be earned by completing corresponding assignments. Assignments provide short missions with specific objectives that must be completed in a particular order to reward unique items or upgrades. There are two types of assignments: Weekly Priority, which pay credits and crafting materials upon completion, and Promotion, which promote players and reset their class level when unlocked. Parks can be earned by completing milestones in the game, allowing players to invest Park Points in Parks. These parks are permanent and consistent across classes, and can be equipped at the Equipment Terminal. Deep Rock Galactic's Hoxes IV requires strategic exploration of procedurally generated caves to secure minerals while eliminating alien threats. To succeed, players should thoroughly explore their starting caves, noting mineral deposits, collectibles, and other mission-specific objectives. The Drifter is ideal for digging through dirt quickly, but any miner can assist by using their pickaxe. Each mission features main and secondary objectives that reward credits, XP, and bonuses, completing secondary ones helps avoid complications later on. Key resources include Flares, which provide crucial light in dark caves, albeit limited in supply. Miners should be mindful of flare usage and coordinate with teammates, especially when a Scout is present. Marking mineral deposits or useful items using laser pointers allows fellow miners to access them safely, whether through a Scout's grappling hook or an Engineer's platform gun. Miners can use waypoints to mark Red Sugar crystals for bio-health teammates, resupply pods, enemies, hazards, tunnels, and exits. While not necessary for completing missions, mining gold is a lucrative way to farm credits and bonus XP by finding ore vein deposits, compressors, rocks, or embedded resources deep within Hoxes' caves. Rare Crystals Crystals Detonators can be found during missions. While exploring, keep an eye out for data cubs, machine events, lost gear, and cargo crates as these reward Scripts, weapon overloads, and cosmetic items. Machine events require tasks on a set timer, while data cube features robot and reward Scripts. Other event types include Eldritch Mutation, Kuratite Infection, Osmium Modular Extremator, Trilysite Crystal, Prospector Data Deposit, Rival Communications Responder, and Prospector Drone. Lost gear is marked with a purple icon on your map, while cargo crates require transporting two lockers to receive rewards. As you progress through missions, the game will spawn enemies from all sides to stop you. Prepare ahead of time by working with a Drifter to set up a defensive area for your Engineer and ordering resupply before the fight starts. Full damage poses a threat in Deep Rock Galactic's caves, especially for Scout class players. However, there are workarounds to mitigate full damage, such as landing on top of another player or enemy, using the Engineer's Plasmatrix MKII Platform, or grasping onto the ground. Additionally, try to avoid friendly fire by standing next to teammates during gunfights and avoiding being in front of their line of sight. The Friendly perk can also reduce damage taken and dealt from Friendly fire by 50%. There are four classes in Deep Rock Galactic: Drifter, Engineer, Gunner, and Scout. Each class has its unique playstyle, weapons, and equipment to master. Try out each character to get a feel for their kit and see which one you prefer. Some classes may have restrictions on duplicate classes, so be aware of this before joining missions. You've completed some missions and collected a bunch of credits and materials now it's time to upgrade your gear. Head over to the equipment computer near the drop pod where you can customize your loadout, buy new guns, apply cod designs, and most importantly upgrade your equipment if you have the right resources. Don't forget to keep updating your gear as the game gets harder with Deep Rock's increasing hazard difficulty and unlock your class's full potential. The active and passive perks are also very useful modifiers that affect your character's performance. To get them you need to finish specific challenges on the computer in your dwarf's room where you can also collect perk points and select a new one. Each perk has multiple levels making it more effective as you progress and can be equipped via the equipment computer. Going to the above list is a great way to bond with your teammates before or after a mission, some drinks even give useful buffs like reduced fall damage or increased gold mined. To get access to the entire menu though you'll need to buy an upgraded Beer License costing 1000 Credits and some other items. Deep Rock gives each player a support drone called Braco but it's not a replacement for actual resources as it's less effective at mining, lighting, and fighting especially in higher difficulty levels. Instead try joining up with other players before the mission using the lobby browser or social apps like Discord and Reddit. Lastly don't forget to about "Rock and Stone!" when the situation calls for it. This includes getting pumpp up before a mission, welcoming new miners, or celebrating a job well done. If someone else initiates the callout make sure to respond with your own "Rock and Stone!" as a sign of respect and solidarity. We've created extra pages covering other crucial topics in Deep Rock Galactic, such as APD-B317 combat drone (B300), mutations, weekly mission, character progression, Machine Events, or Best perks. You'll also find detailed information on the space station's layout, how to complete Deep Dive, and hidden achievements in the game. The second extensive chapter of our guide is an FAQ section that answers frequently asked questions like unlocking alternative weapons, reaching Hazard 5 (Lethal) difficulty level, who Karl is, and more. Our guide concludes with an appendix section containing system requirements, controls for all platforms, and language versions information. Before starting your adventure in Deep Rock Galactic, check out our main tip for new players to increase your chances of survival on the planet Hoxes IV. **## Main Tip for New Players: 1. "Flare" Flares are the primary light source; use them when exploring dark cave systems as they recharge over time. 2. "Bosco Drone" If playing solo, utilize Bosco's assistance, which can extract ore, create light, revive miners, and fight aliens. 3. "Backpack Capacity" Limited backpack space means you'll often need to deposit resources using the M.U.L.E. robot or crates in refinery platforms. 4. "Armaments" Each mission starts with a set amount of ammo, which can be replenished by collecting Nitro and making supply calls (80 Nitro per call). 5. "Health" Restore health by collecting Red Sugar resources, calling supplies, or having the Weapons perk. 6. "Full Damage" Be cautious when exploring caves as full damage is a risk. 7. "Crabbers" When encountering Crabbers, immediately shoot at them to free captured miners if playing in groups; use Bosco or special perks if solo. 8. "Evacuators" Successfully complete missions by calling an evacuation capsule that can appear within a 40-200m radius of your position. These main tips should help new players navigate the challenges of Deep Rock Galactic with a set amount of ammo, which can be replenished by collecting Nitro and making supply calls (80 Nitro per call). 5. "Health" Restore health by collecting Red Sugar resources, calling supplies, or having the Weapons perk. 6. "Full Damage" Be cautious when exploring caves as full damage is a risk. 7. "Crabbers" When encountering Crabbers, immediately shoot at them to free captured miners if playing in groups; use Bosco or special perks if solo. 8. "Evacuators" Successfully complete missions by calling an evacuation capsule that can appear within a 40-200m radius of your position. 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ad lander, where the operator still monetizes the click. Either way the network gets paid; the difference is who is paying, and what happens to you next.

The FakeCaptcha PDFs Netskope observed are a slice of a larger operation. Pivoting on the PDF's TLSH structural fingerprint returns more than 12,700 files. A tighter vhash pivot, which keys on exact document structure rather than fuzzy similarity, isolates roughly 2,480 of those into the two clusters we analyzed directly, the earliest submitted in May 2025.

## What we observed

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Across months of Netskope telemetry, these downloads arrived overwhelmingly from search: Google accounted for roughly 98% of the referrer mix, with a long tail of Bing, PDF aggregator sites, and direct navigation. Exposure skewed to the English-speaking world, led by the United States, India, Australia, the United Kingdom, and Canada: across 26 countries in total.

## A second front door: AI assistants

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Search engines are not the only thing surfacing these files. In roughly 3% of the environments where we saw these downloads, the referrer was not a search results page but an AI assistant: Google Gemini, Claude, and, in one case, an enterprise assistant deployed internally by an organization.

The share is small, and referrer data alone cannot tell us whether the assistant cited the PDF in an answer or a user pasted a link it had surfaced. The structural exposure is the same either way. These documents are built for exactly the signals a retrieval layer keys on: a plausible title, a clean CDN host, and thousands of words of on-topic text. Anything that ranks documents by relevance rather than by reputation inherits the SEO poisoning that search engines already fell for.

## The several ends of the pipe

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The current wave runs on rotated infrastructure. The 2025 lure domains dutabuz[.]com and zuwufag[.]com have given way to a 2026 pool: nurepikis[.]com, tugoduzak[.]com, maxudijuz[.]com, pofezaf[.]com, and others. Several of these were intermediary domains in the 2025 operation, now drop-caught and reused as front-door lure entries, consolidated on the same DNS provider. Fresh paint on the same PDF factory and routing architecture.

We have observed three branches as the range of downstream ends the TDS routes to, which is what drives the traffic-distribution-as-a-service reading.

## Malware distribution

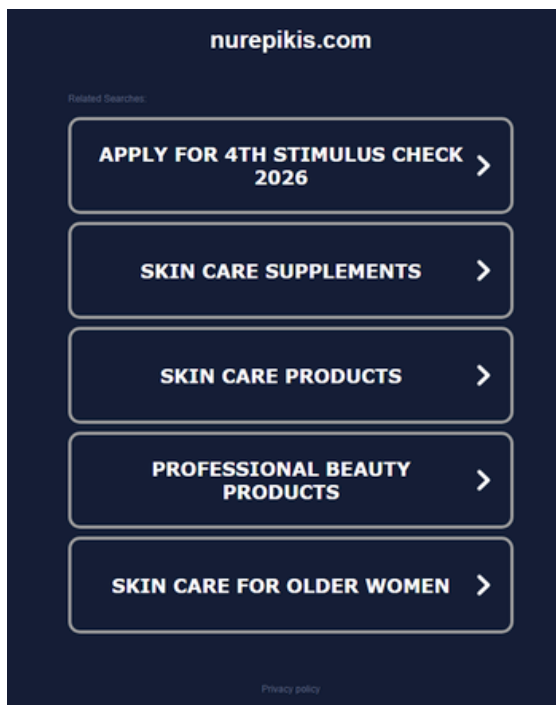
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One branch routes to the Legion Loader distribution hub. Palo Alto Unit42 [documented](#) this hub in March 2025: berapt-medii[.]com serving a fake CAPTCHA page that hijacks the clipboard, telling the victim to press Win+R and paste a command that installs an MSI as “Klio Verfair Tools” and drops Legion Loader. We confirmed the routing independently: In our telemetry, hits to berapt-medii[.]com carry “dutabuz” and “zuwufag” subdomains as the HTTP Referer.

A 2026 VirusTotal submission named Documentos[.]pdf.exe (SHA256 87b8b76762eac941c562c6c8eeefb8402f48fc70fcfe360a274b12e75dd5726e2) carries the same Trojan.Win32.Injuke verdict. That verdict is generic to injector behavior and is not by itself a family link. Still, the sample fits the branch on other grounds: it is a 191 MB WinRAR self-extracting dropper with a Spanish installer UI, matching the Spanish-geo segment the TDS serves, and it contacts binone1o1a[.]com. That domain also appears in the 2026 lure pool, one of the few cases in this network where a front-door lure entry doubles as payload infrastructure.

## TDS reseller gate

A second branch routes to yfdpc01[.]com and yfdpc04[.]com, a TDS gate running sk-park[.]php. Non-qualifying visitors, including anything arriving from a datacenter IP, receive a search-arbitrage ad lander built on the Skenzo/Team Internet ecosystem; the gate operator registered that cover infrastructure under the same WHOIS identity as the “yfdpc0” domains, a deliberate dual-revenue model. It is a shared hub fed by thousands of distinct referer domains, and what qualifying visitors receive is not pinned. Qualifying traffic may be routed to the Legion Loader hub, or to other buyers, as intelligence shows these TDS domains are popular among JS redirectors.



Non-qualifying traffic leading to advertisement landers

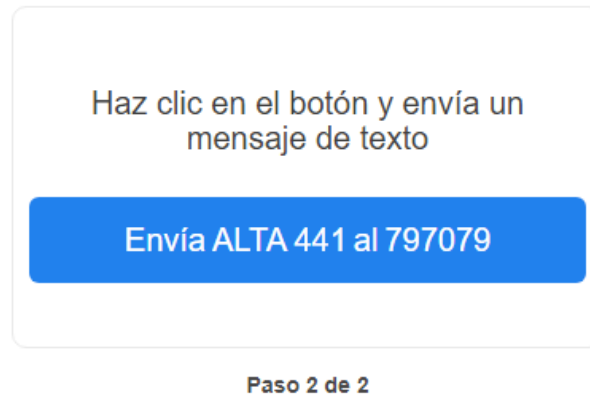
## Premium-SMS subscription

As for the third branch, during our research we observed a scam lure targeting Spanish-speaking users, operating in the same Spanish-geo segment that the TDS serves; the routing link to this campaign's TDS is inferred. The scam landing page on scorenetsystems[.]pro shows a QR “verify with your mobile” fake CAPTCHA, routing through chromovira[.]org with yet another layer of FakeCaptcha to ensure the user opens the page on a mobile device.



QR code on the scam landing page

The QR leads to a phone-number-harvesting page on `solidlinkpro[.]info`, which fires an SMS deep link to shortcode 797079 with the body ALTA 441. “ALTA” is the Spanish term for signing up or registering for a service, as in *darse de alta*; the victim subscribes to a premium-rate SMS service and is charged per message.



SMS deep link on the subscription trap page

The shared-hub pattern ties it together. Distribution hosts like `berapt-medii[.]com` and the `yfdpco` gate are fed by thousands of distinct referer domains, not just this campaign’s lures. One TDS, many buyers: The operator routes qualifying traffic to buyers, and the buyer decides what to do with it.

## The detection problem, by design

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The delivery host is a shared CDN serving every Webflow customer, which is the point. Blocking it is not an option, and the operator is counting on that. It leaves three things to detect, in descending order of shelf life: the PDF structure, stable across both the 2025 and 2026 clusters; the `wwNN` router subdomain pattern, which survived every rotation we tracked; and the lure domains, which turn over in months. The list below is the perishable part.

## Conclusion

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Fake CAPTCHAs work because the cue is familiar and the context (a search result, a clean CDN, a PDF that looks like documentation) lowers the guard. The asymmetry is the story: The operator rebuilds a front door in an afternoon by drop-catching a domain and regenerating PDFs for each search term, while defenders match on lists that go stale within weeks. Instead, defenders should look to build on what did not change in 14 months, and note that when thousands of unrelated referer domains feed one gate, blocking this campaign’s lures does not take the gate down, it only takes you out of its funnel.

## Netskope One

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Netskope’s defensive coverage for this campaign spans three points in the chain: the PDF at download, the TDS infrastructure at the network layer, and the payload if a victim reaches it. At the PDF download, threat intelligence signatures block known malicious documents inline, and the Advanced Threat Protection cloud sandbox detects Patient Zero samples and rotated variants by behavior. The malicious site threat-intelligence feed blocks the lure domains and the TDS gate infrastructure, and flags Malware Distribution Points. Netskope Threat Protection covers the Legion Loader payload family should a victim reach the distribution hub.

Newly-registered lure domains are added to the threat-intelligence feed as they’re discovered; set malicious website policies to block rather than alert for the domains and infrastructure listed below so that newly observed lure entries are stopped at the gate rather than merely surfaced for triage.

## Indicators of compromise

Netskope Threat Labs has made available the full set of indicators of compromise (IOCs). Visit:

<https://github.com/netσκοpeoss/NetskopeThreatLabsIOCs>

| Indicator                                                                                                                                                                          | Type                                 | Notes                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|--------------------------------------------------------|
| T1796401078D050ED3E05D43A6BD172D5C0F0A7B48C5C63AFF61661FCBBA186269D8E4AE                                                                                                           | TLSH                                 | FakeCaptcha PDF structural fingerprint                 |
| 9a448a3f5689bff73158220126cca1085                                                                                                                                                  | vhash                                | 2026 PDF cluster; exact structural match               |
| 9cacf340f36958ada8f48cd21217732cf                                                                                                                                                  | vhash                                | 2025 PDF cluster; exact structural match               |
| dutabuz[.]com, zuwufag[.]com                                                                                                                                                       | Lure domains                         | 2025 pool                                              |
| nurepikis[.]com, tugoduzak[.]com, maxudijuz[.]com, pofezaf[.]com, godoxevez[.]com, vimemug[.]com, jufewine[.]com, binonelola[.]com, bovetewa[.]com, riwitamo[.]com, gowixese[.]com | Lure domains                         | 2026 pool; 2025 intermediaries reused as lure entries  |
| berapt-medii[.]com                                                                                                                                                                 | Stage-2 / Malware Distribution Point | Legion Loader hub                                      |
| yfdpco1[.]com, yfdpco4[.]com, yfdpco2[.]com                                                                                                                                        | Stage-2 / TDS gate                   | sk-park[.]php gate; shared hub                         |
| scorenetsystems[.]pro, chromovira[.]org, solidlinkpro[.]info                                                                                                                       | Scam domains                         | Premium-SMS subscription trap                          |
| sms:797079&body=ALTA                                                                                                                                                               | Premium-SMS indicator                | “ALTA” to shortcode 797079 (Spanish premium-rate)      |
| 87b8b76762eac941c562c6c8eefb8402f48fc70fcfe360a274b12e75dd5726e2                                                                                                                   | SHA256                               | Documentos[.]pdf.exe, 191 MB WinRAR SFX Injuke dropper |
| 212.92.104[.]119                                                                                                                                                                   | IP                                   | TDS entry gate                                         |
| 185.53.179[.]200                                                                                                                                                                   | IP                                   | ww80 traffic router                                    |
| 208.91.196[.]46                                                                                                                                                                    | IP                                   | yfdpco gate backend                                    |
| 188.72.236[.]249                                                                                                                                                                   | IP                                   | berapt-medii[.]com Legion Loader hub                   |