

Bandits 0-1

Bandit Level 0 → Level 1

Level Goal

The password for the next level is stored in a file called `readme` located in the home directory. Use this password to log into bandit1 using SSH. Whenever you find a password for a level, use SSH (on port 2220) to log into that level and continue the game.

Commands you may need to solve this level

ls, cd, cat, file, du, find

TIP: Create a file for notes and passwords on your local machine!

Passwords for levels are *not* saved automatically. If you do not save them yourself, you will need to start over from bandit0.

Passwords also occasionally change. It is recommended to take notes on how to solve each challenge. As levels get more challenging, detailed notes are useful to return to where you left off, reference for later problems, or help others after you've completed the challenge.

For this level, the objective is to read the content of the file once you connect to the lab. To read the content, you need to choose which file to choose. By using `ls`, a command in linux to list files in the location you are in, we can see a file called `readme` appears.

```
bandit0@bandit:~$ ls
readme
```

In order to read the content of the file, use the command `cat` alongside the name of the file.

```
bandit0@bandit:~$ cat readme
Congratulations on your first steps into the bandit game!!
Please make sure you have read the rules at https://overthewire.org/rules/
If you are following a course, workshop, walkthrough or other educational activity,
please inform the instructor about the rules as well and encourage them to
contribute to the OverTheWire community so we can keep these games free!

The password you are looking for is: ZjLjTmM6FvvyRnrb2rfNWOZOTa6ip5If
```

The password is: `ZjLjTmM6FvvyRnrb2rfNWOZOTa6ip5If`. Use this to login to bandit 1 lab