

Bandit 0

Bandit Level 0

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Level Goal

The goal of this level is for you to log into the game using SSH. The host to which you need to connect is **bandit.labs.overthewire.org**, on port 2220. The username is **bandit0** and the password is **bandit0**. Once logged in, go to the Level 1 page to find out how to beat Level 1.

Commands you may need to solve this level

ssh

Helpful Reading Material

- [Secure Shell \(SSH\) on Wikipedia](#)
- [How to use SSH with a non-standard port on It's FOSS](#)
- [How to use SSH with ssh-keys on wikiHow](#)

For this level, the primary goal is to be able to use SSH to connect to each bandit's lab.

So what is SSH?

SSH or secure shell is a protocol is a method for securely sending commands to a computer over an unsecured network. SSH uses cryptography to authenticate and encrypt connections between devices. Allowing for device to connect remotely over an encrypted connection. In this case we are connecting to bandit0. With a simple google search to connect via the terminal, we found that the command is fairly simple.

Syntax of SSH Command in Linux

The basic syntax for using the SSH command is as follows:

```
ssh [username]@[hostname or IP address]
```

Here,

Replace **[username]** with your remote server username, and **[hostname or IP address]** with the server's hostname or IP address.

To specify the port which is 2220, we use -p.

```
capon > ssh bandit0@bandit.labs.overthewire.org -p 2220

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

      backend: gibbon-1
      bandit0@bandit.labs.overthewire.org's password:
```

After this we typed in the password bandit0, and we are in.

```
For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

bandit0@bandit:~$ |
```