

THE BANDIT WARGAME SOLVING

LEVEL 1 TO 10

(Title of the Assignment)

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Course:

CYS5201 Digital Forensics

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BANDIT LEVEL 0

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.

```
bandit0@bandit: ~  
bandit0@bandit:~$ uname -a  
Linux bandit 6.8.0-1026-aws #28-Ubuntu SMP Mon Mar 24 19:32:19 UTC 2025 x86_64 x86_64 x86_64 GNU/Linux  
bandit0@bandit:~$ uptime  
05:37:37 up 1 day, 16:24, 127 users, load average: 0.62, 0.57, 0.58  
bandit0@bandit:~$ timedatectl  
Local time: Thu 2025-05-22 05:39:22 UTC  
Universal time: Thu 2025-05-22 05:39:22 UTC  
RTC time: Thu 2025-05-22 05:39:22  
Time zone: Etc/UTC (UTC, +0000)  
System clock synchronized: no  
NTP service: active  
RTC in local TZ: no  
bandit0@bandit:~$
```

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.

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

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.

```
bandit1@bandit:~$ uname -a  
Linux bandit 6.8.0-1026-aws #28-Ubuntu SMP Mon Mar 24 19:32:19 UTC 2025 x86_64 x86_64 GNU/Linux  
bandit1@bandit:~$ timedatectl  
Local time: Thu 2025-05-22 05:46:38 UTC  
Universal time: Thu 2025-05-22 05:46:38 UTC  
RTC time: Thu 2025-05-22 05:46:38  
Time zone: Etc/UTC (UTC, +0000)  
System clock synchronized: no  
NTP service: active  
RTC in local TZ: no  
bandit1@bandit:~$
```

BANDIT LEVEL 1 → LEVEL 2

Level Goal

The password for the next level is stored in a file called - located in the home directory

```
bandit1@bandit: ~  
bandit1@bandit:~$ ls  
-  
bandit1@bandit:~$ more -  
263JGJPfgU6LtdEvqfwU1XP5yac29mFx  
bandit1@bandit:~$
```

BANDIT LEVEL 1 → LEVEL 2

Level Goal

The password for the next level is stored in a file called - located in the home directory

```
bandit2@bandit:~$ ls  
spaces in this filename  
bandit2@bandit:~$ more spaces\ in\ this\ filename  
MNk8KNH3Usiio41PRUEoDFPqfxLP1Smx  
bandit2@bandit:~$
```

BANDIT LEVEL 2 → LEVEL 3

Level Goal

The password for the next level is stored in a file called spaces in this filename located in the home directory

```
bandit2@bandit: ~  
bandit2@bandit:~$ ls  
spaces in this filename  
bandit2@bandit:~$ more spaces\ in\ this\ filename  
MNk8KNH3Usiio41PRUEoDFPqfxLP1Smx  
bandit2@bandit:~$
```

BANDIT LEVEL 3 → LEVEL 4

Level Goal

The password for the next level is stored in a hidden file in the inhere directory.

```
bandit3@bandit: ~/inhere  
bandit3@bandit:~$ ls  
inhere  
bandit3@bandit:~$ cd inhere/  
bandit3@bandit:~/inhere$ ls  
bandit3@bandit:~/inhere$ ls -al  
total 12  
drwxr-xr-x 2 root    root    4096 Apr 10 14:23 .  
drwxr-xr-x 3 root    root    4096 Apr 10 14:23 ..  
-rw-r----- 1 bandit4 bandit3  33 Apr 10 14:23 ...Hiding-From-You  
bandit3@bandit:~/inhere$ more ...Hiding-From-You  
2WmrDFRmJIq3IPxneAaMGhapOpFhF3NJ  
bandit3@bandit:~/inhere$
```

BANDIT LEVEL 4 → LEVEL 5

Level Goal

The password for the next level is stored in the only human-readable file in the inhere directory. Tip: if your terminal is messed up, try the “reset” command.

```
bandit4@bandit: ~/inhere
bandit4@bandit:~/inhere$ more ./-file05
-o w9P RAZb [F
bandit4@bandit:~/inhere$ more ./-file06
+J 2X1 M O g Y d Fj
bandit4@bandit:~/inhere$ more ./-file07
4oQYVPkxZ00E005pTW81FB8j8lxXGUQw
bandit4@bandit:~/inhere$ more ./-file08
tf r U8 L
bandit4@bandit:~/inhere$ more ./-file09
) r R C # 4 \ ^ ) C
bandit4@bandit:~/inhere$ ls
-file00 -file01 -file02 -file03 -file04
bandit4@bandit:~/inhere$
bandit4@bandit:~/inhere$
bandit4@bandit:~/inhere$ more -- -file07
4oQYVPkxZ00E005pTW81FB8j8lxXGUQw
```

BANDIT LEVEL 5 → LEVEL 6

Level Goal

The password for the next level is stored in a file somewhere under the inhere directory and has all of the following properties:

- human-readable
- 1033 bytes in size
- not executable

```
bandit5@bandit: ~/inhere/maybehere07
bandit5@bandit:~$ ls
inhere
bandit5@bandit:~$ cd inhere/
bandit5@bandit:~/inhere$ ls
maybehere00 maybehere02 maybehere04 maybehere06 maybehere08 maybehere10 maybe
maybehere01 maybehere03 maybehere05 maybehere07 maybehere09 maybehere11 maybe
bandit5@bandit:~/inhere$ find . -type f -size 1033c ! -executable -exec file {} \;
./maybehere07/.file2: ASCII text, with very long lines (1000)
bandit5@bandit:~/inhere$ cd maybehere07
bandit5@bandit:~/inhere/maybehere07$ ls -al
total 56
drwxr-x--- 2 root bandit5 4096 Apr 10 14:23 .
drwxr-x--- 22 root bandit5 4096 Apr 10 14:23 ..
-rwxr-x--- 1 root bandit5 3663 Apr 10 14:23 -file1
-rwxr-x--- 1 root bandit5 3065 Apr 10 14:23 .file1
-rw-r----- 1 root bandit5 2488 Apr 10 14:23 -file2
-rw-r----- 1 root bandit5 1033 Apr 10 14:23 .file2
-rwxr-x--- 1 root bandit5 3362 Apr 10 14:23 -file3
-rwxr-x--- 1 root bandit5 1997 Apr 10 14:23 .file3
-rwxr-x--- 1 root bandit5 4130 Apr 10 14:23 spaces file1
-rw-r----- 1 root bandit5 9064 Apr 10 14:23 spaces file2
-rwxr-x--- 1 root bandit5 1022 Apr 10 14:23 spaces file3
bandit5@bandit:~/inhere/maybehere07$ cat ./file2
HWasnPhtq9AVKe0dmk45nxy20cvUa6EG
```

BANDIT LEVEL 6 → LEVEL 7

Level Goal

The password for the next level is stored somewhere on the server and has all of the following properties:

- owned by user bandit7
- owned by group bandit6
- 33 bytes in size

```
bandit6@bandit: /
bandit6@bandit:/$ find / -type f -user bandit7 -group bandit6 2>/dev/null
/var/lib/dpkg/info/bandit7.password
bandit6@bandit:/$ more /var/lib/dpkg/info/bandit7.password
morbNTDkSW6jIlUc0ymOdMaLn0lFVAaj
bandit6@bandit:/$
```

BANDIT LEVEL 7 → LEVEL 8

Level Goal

The password for the next level is stored in the file data.txt next to the word millionth

```
bandit7@bandit: ~
bandit7@bandit:~$ more data.txt | grep millionth
millionth dfwvzFQi4mU0wfNbFOe9RowskMLg7eEc
bandit7@bandit:~$
```

BANDIT LEVEL 8 → LEVEL 9

Level Goal

The password for the next level is stored in the file data.txt and is the only line of text that occurs only once

```
bandit8@bandit: ~
bandit8@bandit:~$ sort data.txt | uniq -u
4CKMh1JI91bUIZZPXDbGana14xvAg0JM
bandit8@bandit:~$
```

BANDIT LEVEL 9 → LEVEL 10

Level Goal

The password for the next level is stored in the file data.txt in one of the few human-readable strings, preceded by several '=' characters.

```
bandit9@bandit: ~
bandit9@bandit:~$ ls
data.txt
bandit9@bandit:~$ strings data.txt | grep '='
k=?
k*=
===== the
e=in
g+=ypF
ea=+
X>=*<
===== password{k
===== is
R=j/
e=<2g%
G/YD=
wDk
3?lot
===== FGUW5i1LVJrxX9kMYMm1N4MgbpfMiqey
D!f
H =sS
bandit9@bandit:~$
```

