

# Work & documentation notes of various wargames

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## 1 Bandit

### 1.1 Levels

#### 1.1.1 bandit0

**Password to enter:** *bandit0*

**Challenge:** Solved using the SSH command, which included use of flags to set user & port.

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

#### 1.1.2 bandit1

**Password to enter:** *boJ9jbbUNNfktD78OOpsqOltutMc3MY1*

**Challenge:** Reading a file named '-', this was problematic due to many common shell commands using '-' to prefix an option or flag.

```
cat ./-
```

#### 1.1.3 bandit2

**Password to enter:** *CV1DtqXWVFXTvM2F0k09SHz0YwRINYA9*

**Challenge:** there are spaces in the password filename

#### 1.1.4 bandit3

**Password to enter:** *UmHadQclWmgdLOKQ3YNgjWxGoRmb5luK*

**Challenge:** password file is a 'dotfile' (prepended by '.' and hidden) and in a sub-directory of home

#### 1.1.5 bandit4

**Password to enter:** *pIwrPrtPN36QITSp3EQaw936yaFoFgAB*

**Challenge:** Password is hidden in one of '/home/bandit4/inhere/-file0,9'. They contain special shell characters that interfere with the terminal environment. The use of 'less' aids, as it prompts before reading a binary file and provides a somewhat isolated viewing environment.

### 1.1.6 bandit5

**Password to enter:** *koReBOKuIDDepwhWk7jZC0RTdopnAYKh*

**Challenge:** The password is in

## 1.2 Links & resources

1. SSHPass: <https://askubuntu.com/questions/224181/how-do-i-include-a-password-with-ssh-command-want-to-make-shell-script>