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

Challenge: there are spaces in the password filename
Password to enter: CV1DtqXWVFXTvM2F0k09SHz0YwRINYA9

1.1.4 bandit3

Challenge: password file is a 'dotfile' (prepended by '.' and hidden) and in a sub-directory of home
Password to enter: UmHadQclWmgdLOKQ3YNgjWxGoRMb5luK

1.1.5 bandit4

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.
Password to enter: pIwrPrtPN36QITSp3EQaw936yaFoFgAB

1.1.6 bandit5

Challenge: The password is in
Password to enter: koReBOKuIDDepwhWk7jZC0RTdopnAYKh

Links

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