Task-7

Logging in to level 0:

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit0@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit0@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux


      ,----..            ,----,          .----.
     /   /   \         ,/   .`|         /  ../|
    /   .     :      ,`   .'  :        /  .-./|
   .   /   ;.  \   ;    ;     /       /  /_./ \ : |
  .   ;   /  ` ;  .'___,/    ,'       /  /   \ \  :
  ;   |  ; \ ; |  |    :     |       ;  /    ` :  :
  |   :  | ; | '  ;    |.';  ;      ;  |       \  \ ,'
  .   |  ' ' ' :  `----'  |  |      |  :       ' ; :
  '   ;  \; /  |      '   :  ;      |  :       | |  '
   \   \  ',  /       |   |  '      '  :       : : :
    ;   :    /        '   :  |      |  | ,'    `  ,' '
     \   \ .'         ;   |.'       `--''      `--'
  www. `---`    ver   '---' he      '---' ire.org


Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
  easily guessable or short names will be periodically deleted!

  Please play nice:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
    * don't post passwords or spoilers
```

Password for level 1:

```
bandit0@bandit:~$ ls -alps
total 24
4 drwxr-xr-x  2 root     root     4096 May  7 2020 ./
4 drwxr-xr-x 41 root     root     4096 May  7 2020 ../
4 -rw-r--r--  1 root     root      220 May 15 2017 .bash_logout
4 -rw-r--r--  1 root     root     3526 May 15 2017 .bashrc
4 -rw-r--r--  1 root     root      675 May 15 2017 .profile
4 -rw-r-----  1 bandit1  bandit0    33 May  7 2020 readme
bandit0@bandit:~$ cat readme
boJ9jbbUNNfktd78OOpsq0ltutMc3MY1
```

Level 0 to 1

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit1@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit1@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```



```
Welcome to OverTheWire!

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irc.overthewire.org.

--[ Playing the games ]--

 This machine might hold several wargames.
 If you are playing "somegame", then:

   * USERNAMES are somegame0, somegame1, ...
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 working directory with a hard-to-guess name in /tmp/.  You can use the
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 directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
 so that users can not snoop on eachother. Files and directories with
 easily guessable or short names will be periodically deleted!

 Please play nice:

   * don't leave orphan processes running
   * don't leave exploit-files laying around
   * don't annoy other players
   * don't post passwords or spoilers
   * again, DONT POST SPOILERS!
```

Password for level 2:

```
bandit1@bandit:~$ ls -alps
total 24
4 -rw-r-----  1 bandit2 bandit1   33 May  7 2020 -
4 drwxr-xr-x  2 root    root    4096 May  7 2020 ./
4 drwxr-xr-x 41 root    root    4096 May  7 2020 ../
4 -rw-r--r--  1 root    root     220 May 15 2017 .bash_logout
4 -rw-r--r--  1 root    root    3526 May 15 2017 .bashrc
4 -rw-r--r--  1 root    root     675 May 15 2017 .profile
bandit1@bandit:~$ cat ./-
CV1DtqXWVFXTvM2F0k09SHz0YwRINYA9
bandit1@bandit:~$
```

Level 1 to 2

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit2@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit2@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

          ,------..             ,-----.            .----.
         /  /    \  \          ,'  ,'.`|           /. ./|
        /  .  :   \  \       .'  .'   .`          .--'. ' ;
       .  ;  ;  .   .  \    ,---.'    .'        /__./ \ : |
      ;  |  ;  \ ;  |  :   |   |  .'--,         |  ;  |--; |
      |  :  |  ;  |  |  '   :   : |  ; __       ;  |  ;  \  ;
      |  ;  ;  ;  :  ;  :   |   : |  ; .'  \     |  :  |--; |
      :  |  :  ;  \ ;  ,   '   : | /  '---'  \   |  ;  ;  \  ;
       \  \  ',  / |  '     |   | '   :     ,  \  :  ;  \ ; |
        ;  :    /  :  |     '   : |.      ./'  '\ :  |   ; |
         \  \ .'   ;  |.    |   | .'     '---''  \ \  ;   \ ;
  www. `---`  ver      `---' he      `---'' ire.org

Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[ Playing the games ]--

 This machine might hold several wargames.
 If you are playing "somegame", then:

   * USERNAMES are somegame0, somegame1, ...
   * Most LEVELS are stored in /somegame/.
   * PASSWORDS for each level are stored in /etc/somegame_pass/.

 Write-access to homedirectories is disabled. It is advised to create a
 working directory with a hard-to-guess name in /tmp/.  You can use the
 command "mktemp -d" in order to generate a random and hard to guess
 directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
 so that users can not snoop on eachother. Files and directories with
 easily guessable or short names will be periodically deleted!

 Please play nice:

   * don't leave orphan processes running
   * don't leave exploit-files laying around
   * don't annoy other players
   * don't post passwords or spoilers
   * again, DONT POST SPOILERS!
```

Password for level 3:

```
bandit2@bandit:~$ ls -alps
total 24
4 drwxr-xr-x  2 root     root     4096 May  7 2020 ./
4 drwxr-xr-x 41 root     root     4096 May  7 2020 ../
4 -rw-r--r--  1 root     root      220 May 15 2017 .bash_logout
4 -rw-r--r--  1 root     root     3526 May 15 2017 .bashrc
4 -rw-r--r--  1 root     root      675 May 15 2017 .profile
4 -rw-r-----  1 bandit3 bandit2    33 May  7 2020 spaces in this filename
bandit2@bandit:~$ cat spaces\ in\ this\ filename
UmHadQclWmgdLOKQ3YNgjWxGoRMb5luK
bandit2@bandit:~$
```

Level 2 to 3

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit3@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit3@bandit.labs.overthewire.org's password:
Permission denied, please try again.
bandit3@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux


Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
  easily guessable or short names will be periodically deleted!

  Please play nice:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
```

Password for level 4

```
bandit3@bandit:~$ ls -alps
total 24
4 drwxr-xr-x  3 root root 4096 May  7 2020 ./
4 drwxr-xr-x 41 root root 4096 May  7 2020 ../
4 -rw-r--r--  1 root root  220 May 15 2017 .bash_logout
4 -rw-r--r--  1 root root 3526 May 15 2017 .bashrc
4 drwxr-xr-x  2 root root 4096 May  7 2020 inhere/
4 -rw-r--r--  1 root root  675 May 15 2017 .profile
bandit3@bandit:~$ cd inhere/
bandit3@bandit:~/inhere$ ls -al
total 12
drwxr-xr-x 2 root    root    4096 May  7 2020 .
drwxr-xr-x 3 root    root    4096 May  7 2020 ..
-rw-r----- 1 bandit4 bandit3   33 May  7 2020 .hidden
bandit3@bandit:~/inhere$ cat .hidden
pIwrPrtPN36QITSp3EQaw936yaFoFgAB
bandit3@bandit:~/inhere$
```

Level 3 to 4

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit4@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit4@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

         ,----..            ,----,            .---.
        /   /   \         ,/   .`|           /. ./|
       /   .     :      ,`   .'  :        .--'.  ' ;
      .   /   ;.  \   ;    ;     /       /__./ \ : |
     .   ;   /  ` ;  .'___,/    ,'   .--'.  '   \' .
     ;   |  ; \ ; |  |    :     |   /___/ \ |    ' '
     |   :  | ; | '  ;    |.';  ;   ;   \  \;      :
     .   |  ' ' ' :  `----'  |  |    \   ;  `      |
     '   ;  \; /  |      '   :  ;     .   \    .\  ;
      \   \  ',  /       |   |  '      \   \   ' \ |
       ;   :    /        '   :  |       :   '  |--"
        \   \ .'         ;   |.'         \   \ ;
     www. `---` ver      '---' he         '---" ire.org


Welcome to OverTheWire!

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irc.overthewire.org.

--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
  easily guessable or short names will be periodically deleted!

  Please play nice:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
    * don't post passwords or spoilers
    * again, DONT POST SPOILERS!
```

Password for level 5

```
bandit4@bandit:~$ ls -alps
total 24
4 drwxr-xr-x  3 root root 4096 May  7  2020 ./
4 drwxr-xr-x 41 root root 4096 May  7  2020 ../
4 -rw-r--r--  1 root root  220 May 15  2017 .bash_logout
4 -rw-r--r--  1 root root 3526 May 15  2017 .bashrc
4 drwxr-xr-x  2 root root 4096 May  7  2020 inhere/
4 -rw-r--r--  1 root root  675 May 15  2017 .profile
bandit4@bandit:~$ cd inhere/
bandit4@bandit:~/inhere$ ls -al
total 48
drwxr-xr-x 2 root    root    4096 May  7  2020 .
drwxr-xr-x 3 root    root    4096 May  7  2020 ..
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file00
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file01
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file02
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file03
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file04
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file05
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file06
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file07
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file08
-rw-r----- 1 bandit5 bandit4   33 May  7  2020 -file09
bandit4@bandit:~/inhere$ find . -type f | xargs file
./-file01: data
./-file00: data
./-file06: data
./-file03: data
./-file05: data
./-file08: data
./-file04: data
./-file07: ASCII text
./-file02: data
./-file09: data
bandit4@bandit:~/inhere$ cat ./-file07
koReBOKuIDDepwhWk7jZC0RTdopnAYKh
bandit4@bandit:~/inhere$
```

Level 4 to 5

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit5@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit5@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

        ,------..            ,------.,            .------.
       /  /    '  \        ,/  /  .`|          /. ./|
      /  .   :    \       ,'  .  : |         .--'.  ' ;
     .   /  ;.  \    \    ,'   .  ;       /  /__./  \ : |
    .   ;   /  ` ;   ,'  '___,/    ;   ,'___.'/  \ : |
    ;   |  ; \  ; | __  |  :      |  |    :       \ ;
    |   :  | ; | ' :  |  :   __.'.  |  ;   |  .      \ \
    .   |  '  ' ; :--'    |___,'     `  |  ;   |  ;      |
    '   ;  \; /  |         '  ;       :  '   :  ; .     .\ ;
     \   \   ',  /         |  |   ;   |     \   \   '  .\  |
      ;   :   /           '  :   |          :   \   \  :  |--"
       \   \ .'            ;  |.'            \   \  ';
        `---` ver         '---' he           '---" ire.org


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--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
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    * don't annoy other players
    * don't post passwords or spoilers
    * again, DONT POST SPOILERS!
```

Password for level 6

```
bandit5@bandit:~$ ls -alps
total 24
4 drwxr-xr-x  3 root root    4096 May  7  2020 ./
4 drwxr-xr-x 41 root root    4096 May  7  2020 ../
4 -rw-r--r--  1 root root     220 May 15  2017 .bash_logout
4 -rw-r--r--  1 root root    3526 May 15  2017 .bashrc
4 drwxr-x--- 22 root bandit5 4096 May  7  2020 inhere/
4 -rw-r--r--  1 root root     675 May 15  2017 .profile
bandit5@bandit:~$ cd inhere/
bandit5@bandit:~/inhere$ ls -al
total 88
drwxr-x--- 22 root bandit5 4096 May  7  2020 .
drwxr-xr-x  3 root root    4096 May  7  2020 ..
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere00
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere01
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere02
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere03
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere04
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere05
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere06
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere07
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere08
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere09
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere10
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere11
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere12
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere13
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere14
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere15
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere16
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere17
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere18
drwxr-x---  2 root bandit5 4096 May  7  2020 maybehere19
bandit5@bandit:~/inhere$ find . -type f -size 1033c ! -executable
./maybehere07/.file2
bandit5@bandit:~/inhere$ cat ./maybehere07/.file2
DXjZPULLxYr17uwoI01bNLQbtFemEgo7
```

Level 5 to 6

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit6@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit6@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

         ,----..            ,----,            .----.
        /   /   \         ,/   .`|           /.  ./|
       /   .     :      ,`   .'  :        ,---,' .'
      .   /   ;.  \   ;    ;     /      /___/   \ : |
     .   ;   /  ` ;.'___,/    ,'         .   ;  .' \:|
     ;   |  ; \ ; | |    :     |        :   |  /__/ |
     |   :  | ; | ' ;    |.';  ;        ;   |  \ ;  :
     .   |  ' ' ' : `----'  |  |        |   :  .'   |
     '   ;  \; /  |     '   :  ;        \   :  \;   .\ ;
      \   \  ',  /      |   |  '         \   \  ', /  :
       ;   :    /       '   :  |          ;   :    /  |
        \   \ .'        ;   |.'           \   \ .'   ;
    www. `---` ver       '---' he          '---" ire.org


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--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
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  Please play nice:

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    * don't annoy other players
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    * again, DONT POST SPOILERS!
```

Password for level 7

```
bandit6@bandit:~$ find / -type f -user bandit7 -group bandit6 -size 33c
find: '/root': Permission denied
find: '/home/bandit28-git': Permission denied
find: '/home/bandit30-git': Permission denied
find: '/home/bandit5/inhere': Permission denied
find: '/home/bandit27-git': Permission denied
find: '/home/bandit29-git': Permission denied
find: '/home/bandit31-git': Permission denied
find: '/lost+found': Permission denied
find: '/etc/ssl/private': Permission denied
find: '/etc/polkit-1/localauthority': Permission denied
find: '/etc/lvm/archive': Permission denied
find: '/etc/lvm/backup': Permission denied
find: '/sys/fs/pstore': Permission denied
find: '/proc/tty/driver': Permission denied
find: '/proc/7038/task/7038/fdinfo/6': No such file or directory
find: '/proc/7038/fdinfo/5': No such file or directory
find: '/cgroup2/csessions': Permission denied
find: '/boot/lost+found': Permission denied
find: '/tmp': Permission denied
find: '/run/lvm': Permission denied
bandit6@bandit:~$
find: '/run/screen/S-bandit10': Permission denied
find: '/run/screen/S-bandit29': Permission denied
find: '/run/screen/S-bandit25': Permission denied
find: '/run/screen/S-bandit30': Permission denied
find: '/run/screen/S-bandit9': Permission denied
find: '/run/screen/S-bandit28': Permission denied
find: '/run/screen/S-bandit18': Permission denied
find: '/run/screen/S-bandit20': Permission denied
find: '/run/screen/S-bandit12': Permission denied
find: '/run/screen/S-bandit5': Permission denied
find: '/run/screen/S-bandit7': Permission denied
find: '/run/screen/S-bandit16': Permission denied
find: '/run/screen/S-bandit26': Permission denied
find: '/run/screen/S-bandit8': Permission denied
find: '/run/screen/S-bandit15': Permission denied
find: '/run/screen/S-bandit4': Permission denied
find: '/run/screen/S-bandit3': Permission denied
find: '/run/screen/S-bandit19': Permission denied
find: '/run/screen/S-bandit31': Permission denied
find: '/run/screen/S-bandit17': Permission denied
find: '/run/screen/S-bandit2': Permission denied
find: '/run/screen/S-bandit22': Permission denied
find: '/run/screen/S-bandit21': Permission denied
find: '/run/screen/S-bandit14': Permission denied
find: '/run/screen/S-bandit13': Permission denied
find: '/run/screen/S-bandit24': Permission denied
```

```
bandit6@bandit:~$ j
find: '/run/screen/S-bandit10': Permission denied
find: '/run/screen/S-bandit29': Permission denied
find: '/run/screen/S-bandit25': Permission denied
find: '/run/screen
find: '/run/screen/S-bandit9': Permission denied
find: '/run/screen/S-bandit28': Permission denied
find: '/run/screen/S-bandit18': Permission denied
find: '/run/screen/S-bandit20': Permission denied
find: '/run/screen/S-bandit12': Permission denied
find: '/run/screen/S-bandit5': Permission denied
find: '/run/screen/S-bandit7': Permission denied
find: '/run/screen/S-bandit16': Permission denied
find: '/run/screen/S-bandit26': Permission denied
find: '/run/screen/S-bandit8': Permission denied
find: '/run/screen/S-bandit15': Permission denied
find: '/run/screen/S-bandit4': Permission denied
find: '/run/screen/S-bandit3': Permission denied
find: '/run/screen/S-bandit19': Permission denied
find: '/run/screen/S-bandit31': Permission denied
find: '/run/screen/S-bandit17': Permission denied
find: '/run/screen/S-bandit2': Permission denied
find: '/run/screen/S-bandit22': Permission denied
find: '/run/screen/S-bandit21': Permission denied
find: '/run/screen/S-bandit14': Permission denied
find: '/run/screen/S-bandit13': Permission denied
find: '/run/screen/S-bandit24': Permission denied
find: '/run/screen/S-bandit23': Permission denied
find: '/run/shm': Permission denied
find: '/run/lock/lvm': Permission denied
find: '/var/spool/bandit24': Permission denied
find: '/var/spool/cron/crontabs': Permission denied
find: '/var/spool/rsyslog': Permission denied
find: '/var/tmp': Permission denied
find: '/var/lib/apt/lists/partial': Permission denied
find: '/var/lib/polkit-1': Permission denied
/var/lib/dpkg/info/bandit7.password
find: '/var/log': Permission denied
find: '/var/cache/apt/archives/partial': Permission denied
find: '/var/cache/ldconfig': Permission denied
bandit6@bandit:~$ cat /var/lib/dpkg/info/bandit7.password
HKBPTKQnIay4Fw76bEy8PVxKEDQRKTzs
bandit6@bandit:~$
```

Level 6 to 7

Password for level 8

Level 7 to 8

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit8@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit8@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux


              ,--.-.              .----.
             /   /    \          ,/ .`|      /. ./|
            /  . :          .  : .--'. ` ;
           . /  ;.  \  ;  ;      /  /__./ \ : |
          . ;   /  `-' ,'__,'   /      ;  : . \
          ;  |  ; \ ; |    :    |  /__/ \ |   ` '
          |  :  |  |  | ;   |.';  ;  ;   \  \ ;  :
          |  :  |  |  | :    `----'   | |  \  ;  |
          '  ;  \;   /  |        '    : ;   .   .\  |
           \  \  ',  /       '    : |       \   \  ;
            ;  :    /        ;  |.'         \   \ ;
             \  \ .'         '     ;         :   '|--"
              `---`          ;  |.'           \   \ ;
      www. `---` ver       '---' he        '---" ire.org


Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
  easily guessable or short names will be periodically deleted!

  Please play nice:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
    * don't post passwords or spoilers
    * again, DONT POST SPOILERS!
```

Password for level 9


```
bandit8@bandit:~$ sort data.txt | uniq -c
    10 UjsVbcqKeJqdCZQCDMkzv6A9X7hLbNE4
     1 UsvVyFSfZZWbi6wgC7dAFyFuR6jQQUhR
    10 UVnZvhiVQECraz5jl8U14sMVZQhjuXia
```

Level 8 to 9

Password for level 10

Level 9 to 10

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit10@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit10@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```



```
Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
  easily guessable or short names will be periodically deleted!

  Please play nice:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
    * don't post passwords or spoilers
    * again, DONT POST SPOILERS!
      This includes writeups of your solution on your blog or website!
```

Password for level 11

```
bandit10@bandit:~$ base64 -d data.txt
The password is IFukwKGsFW8MOq3IRFqrxE1hxTNEbUPR
bandit10@bandit:~$
```

Level 10 to 11

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit11@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit11@bandit.labs.overthewire.org's password:
Permission denied, please try again.
bandit11@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```

Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[Playing the games]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/. You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/. Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
  easily guessable or short names will be periodically deleted!

  Please play nice:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players

Password for level 12


```
bandit11@bandit:~$ cat data.txt | tr "A-Za-z" "N-ZA-Mn-za-m"
The password is 5Te8Y4drgCRfCx8ugdwuEX8KFC6k2EUu
bandit11@bandit:~$
```

Level 11 to 12

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit12@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit12@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

         ,----..            ,----,           .----.
        /   /   \         ,/   .`|          /. ./|
       /   .     :      ,`   .'  :      .--'.  ' ;
      .   /   ;.  \   ;    ;     /     /__./ \ : |
     .   ;   /  ` ;  .'___,/    ,'  .--'.  '   \' .
     ;   |  ; \ ; |  |    :     | /___/ \ |    ' '
     |   :  | ; | '  ;    |.';  ; .   \  ' .     \
     .   |  ' ' ' :  `----'  |  | '   \  '   .    \
     '   ;  \; /  |      '   :  ;  \   \    '. '   |
      \   \  ',  /       |   |  '   \   \   '  \    |
       ;   :    /        '   :  |    \   \  \  : .   \
        \   \ .'         ;   |.'      \   \  ' .\    :
    www.  `---`  ver      '---'  he     '---" ire.org


Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
  easily guessable or short names will be periodically deleted!

  Please play nice:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
    * don't post passwords or spoilers
    * again, DONT POST SPOILERS!
```

Password for level 13

```
bandit12@bandit:~$ cd /tmp/ganesh
bandit12@bandit:/tmp/ganesh$ ls
data  data.txt
bandit12@bandit:/tmp/ganesh$ file data
data: gzip compressed data, was "data2.bin", last modified: Thu May  7 18:14:30 2020, max compression, from Unix
bandit12@bandit:/tmp/ganesh$ mv data file.gz
bandit12@bandit:/tmp/ganesh$ ls
data.txt  file.gz
bandit12@bandit:/tmp/ganesh$ gzip -d file.gz
bandit12@bandit:/tmp/ganesh$ ls
data.txt  file
bandit12@bandit:/tmp/ganesh$ file file
file: bzip2 compressed data, block size = 900k
bandit12@bandit:/tmp/ganesh$ mv file.bz
mv: missing destination file operand after 'file.bz'
Try 'mv --help' for more information.
bandit12@bandit:/tmp/ganesh$ mv file.bz2
mv: missing destination file operand after 'file.bz2'
Try 'mv --help' for more information.
bandit12@bandit:/tmp/ganesh$ mv file file.bz2
bandit12@bandit:/tmp/ganesh$ bzip2 -d file.bz2
bandit12@bandit:/tmp/ganesh$ ls
data.txt  file
bandit12@bandit:/tmp/ganesh$ mv file file.gz
bandit12@bandit:/tmp/ganesh$ gzip -d file.gz
bandit12@bandit:/tmp/ganesh$ ls
data.txt  file
bandit12@bandit:/tmp/ganesh$ file file
file: POSIX tar archive (GNU)
bandit12@bandit:/tmp/ganesh$ mv file file.tar
bandit12@bandit:/tmp/ganesh$ tar xf file.tar
bandit12@bandit:/tmp/ganesh$ ls
data5.bin  data.txt  file.tar
bandit12@bandit:/tmp/ganesh$ file data5.bin
data5.bin: POSIX tar archive (GNU)
bandit12@bandit:/tmp/ganesh$ rm file.tar
bandit12@bandit:/tmp/ganesh$ rm data
rm: cannot remove 'data': No such file or directory
bandit12@bandit:/tmp/ganesh$ rm data.txt
bandit12@bandit:/tmp/ganesh$ ls
data5.bin
bandit12@bandit:/tmp/ganesh$ file file
file: cannot open `file' (No such file or directory)
bandit12@bandit:/tmp/ganesh$ file data5.bin
data5.bin: POSIX tar archive (GNU)
bandit12@bandit:/tmp/ganesh$ mv data5.bin data.tar
bandit12@bandit:/tmp/ganesh$ tar xf data.tarr
tar: data.tarr: Cannot open: No such file or directory
tar: Error is not recoverable: exiting now
```

```
bandit12@bandit:/tmp/ganesh$ tar xf data.tar
bandit12@bandit:/tmp/ganesh$ ls
data6.bin  data.tar
bandit12@bandit:/tmp/ganesh$ file data6.bin
data6.bin: bzip2 compressed data, block size = 900k
bandit12@bandit:/tmp/ganesh$ mv data6.bin data.bz2
bandit12@bandit:/tmp/ganesh$ bzip2 -d data.bz2
bandit12@bandit:/tmp/ganesh$ ls
data  data.tar
bandit12@bandit:/tmp/ganesh$ file file
file: cannot open `file' (No such file or directory)
bandit12@bandit:/tmp/ganesh$ file data
data: POSIX tar archive (GNU)
bandit12@bandit:/tmp/ganesh$
bandit12@bandit:/tmp/ganesh$ mv data data.tar
bandit12@bandit:/tmp/ganesh$ ls
data.tar
bandit12@bandit:/tmp/ganesh$ tar xf data.tr
tar: data.tr: Cannot open: No such file or directory
tar: Error is not recoverable: exiting now
bandit12@bandit:/tmp/ganesh$ tar xf data.tar
bandit12@bandit:/tmp/ganesh$ ls
data8.bin  data.tar
bandit12@bandit:/tmp/ganesh$ file data8.bin
data8.bin: gzip compressed data, was "data9.bin", last modified: Thu May  7 18:14:30 2020, max compression, from Unix
bandit12@bandit:/tmp/ganesh$ mv data8.bin data.gz
bandit12@bandit:/tmp/ganesh$ gzip -d data.gz
bandit12@bandit:/tmp/ganesh$ ls
data  data.tar
bandit12@bandit:/tmp/ganesh$ file data
data: ASCII text
bandit12@bandit:/tmp/ganesh$ cat data
The password is 8ZjyCRiBWFYkneahHwxCv3wb2a1ORpYL
bandit12@bandit:/tmp/ganesh$
```

Level 12 to 13

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit13@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit13@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

        ,----..            ,----,            .----.
       /   /   \         ,/   .`|           /  .  /|
      /   .     :      ,`   .'  :          .--./ : |
     .   /   ;.  \   ;    ;     /         /__./  \ : |
    .   ;   /  ` ;  .'___,/    ,'     ,---.;  ;  / \
    ;   |  ; \ ; |  |    :     |     /___/ \  |  : |
    |   :  | ; | '  ;    |.';  ;     \   ;  \ ' |  '
    .   |  ' ' ' :  `----'  |  |      \   \  \: |  '
    '   ;  \; /  |      '   :  ;       ;   \  ' .  |
     \   \  ',  /       |   |  '        \   \   '  |
      ;   :    /        '   :  |         \   `  ;  |
       \   \ .'         ;   |.'           :   \  |  '
   www. `---`  ver       '---' he           '---" ire.org


Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
  easily guessable or short names will be periodically deleted!

  Please play nice:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
    * don't post passwords or spoilers
    * again, DONT POST SPOILERS!
```

Level 13 to 14

```
bandit13@bandit:~$ ls
sshkey.private
bandit13@bandit:~$ ssf -i sshkey.private bandit14@localhost
-bash: ssf: command not found
bandit13@bandit:~$ ssh -i sshkey.private bandit14@localhost
Could not create directory '/home/bandit13/.ssh'.
The authenticity of host 'localhost (127.0.0.1)' can't be established.
ECDSA key fingerprint is SHA256:98UL0ZWr85496EtCRkKlo20X3OPnyPSB5tB5RPbhczc.
Are you sure you want to continue connecting (yes/no)? yes
Failed to add the host to the list of known hosts (/home/bandit13/.ssh/known_hosts).
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

        ,----..            ,----,            .----.
       /   /   \         ,/   .`|           /.  ./|
      /   .     :      ,`   .'  :         ,--./  :
     .   /   ;.  \   ;    ;     /       ,'_   /  \  : |
    .   ;   /  ` ;  .'___,/    ,'  .--. |  | :   :  :
    ;   |  ; \ ; |  |    :     |  ,'_ /| :  . |   \  |
    |   :  | ; | '  ;    |.';  ;  |  ' | |  . .    '  '
    .   |  ' ' ' :  `----'  |  |  |  | ' |  | :    |  |
    '   ;  \; /  |      '   :  ;  :  | | :  ' ;    '  '
     \   \  ',  /       |   |  '  |  ; ' |  | '    :  |
      ;   :    /        '   :  |  :  | : ;  ; |    |--"
       \   \ .'         ;   |.'   '  :  `--'   \  \ ;
    www. `---` ver       '---'  he       '---" ire.org


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irc.overthewire.org.

--[ Playing the games ]--

  This machine might hold several wargames.
  If you are playing "somegame", then:

    * USERNAMES are somegame0, somegame1, ...
    * Most LEVELS are stored in /somegame/.
    * PASSWORDS for each level are stored in /etc/somegame_pass/.

  Write-access to homedirectories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/.  You can use the
  command "mktemp -d" in order to generate a random and hard to guess
  directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
  so that users can not snoop on eachother. Files and directories with
```

Level 14 to 15

```
ganesh@LAPTOP-CCTD0Q3A:~$ ssh bandit15@bandit.labs.overthewire.org -p2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit15@bandit.labs.overthewire.org's password:
Permission denied, please try again.
bandit15@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

         ,----..            ,----,          .----.
        /   /   \          ,/   .`|         /. ./|
       /   .     :       ,`   .'  :     ,---,  ' ;
      .   /   ;.  \    ;    ;     /    /___/ \ : |
     .   ;   /  ` ;  .'___,/    ,'     ;  \  \ ;  :
     ;   |  ; \ ; |  |    :     |      \  \  \ ;  '
     |   :  | ; | ';    |.';  ;     :  \  \ ;  :
     .   |  ' ' ' :`----'  |  |      :  \  \ ;  |
     '   ;  \; /  |    '   :  ;      |   \  ' ;  ;
      \   \  ',  /     |   |  '       \   \    /
       ;   :    /      '   :  |        \   \  ;
        \   \ .'       ;   |.'          \   \ ;
   www. `---`  ver      '---' he         '---" ire.org


Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

--[ Playing the games ]--

 This machine might hold several wargames.
 If you are playing "somegame", then:

   * USERNAMES are somegame0, somegame1, ...
   * Most LEVELS are stored in /somegame/.
   * PASSWORDS for each level are stored in /etc/somegame_pass/.

 Write-access to homedirectories is disabled. It is advised to create a
 working directory with a hard-to-guess name in /tmp/.  You can use the
 command "mktemp -d" in order to generate a random and hard to guess
 directory in /tmp/.  Read-access to both /tmp/ and /proc/ is disabled
 so that users can not snoop on eachother. Files and directories with
 easily guessable or short names will be periodically deleted!

 Please play nice:

   * don't leave orphan processes running
   * don't leave exploit-files laying around
bandit15@bandit:~$
```