

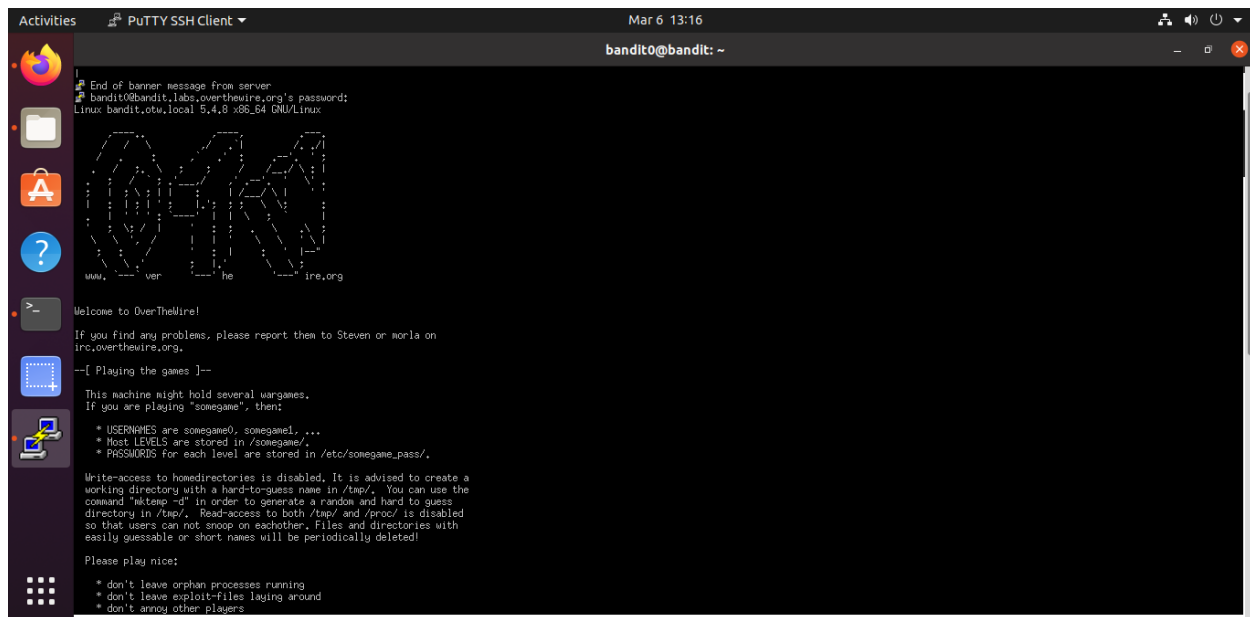
Task - 7 :TASK 7 [LINUX GAMES]

By : S.Harshita

0 Level :

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.

Password : bandit0



```
Activities  PuTTY SSH Client  Mar 6 13:16  bandit0@bandit: ~

| End of banner message from server
| bandit0@bandit.labs.overthewire.org's password:
Linux bandit.0tw.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 world on
irc.overthewire.org.

--[ Playing the game ]--

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 "mkdir -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
```

0 level - 1 level :

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.

Password : boJ9jbbUNNfktd78OOpsqOltutMc3MY1

```
bandit0@bandit:~$ cat readme
CV1DtgXWVFXtVm2F0k09SHz0YwRINYA9
```

1 Level - 2 Level :

The password for the next level is stored in a file called `readme` - located in the home directory.
Password : CV1DtgXWVFXtVm2F0k09SHz0YwRINYA9

```
bandit0@bandit:~$ ls -al
total 24
drwxr-xr-x 2 root root 4096 May 7 2020 .
drwxr-xr-x 41 root root 4096 May 7 2020 ..
-rw-r--r-- 1 root root 220 May 15 2017 .bash_logout
-rw-r--r-- 1 root root 3628 May 15 2017 .bashrc
-rw-r--r-- 1 root root 675 May 15 2017 .profile
bandit0@bandit:~$ cat /home/bandit0/readme
UmHadQcIWmgdLOKQ3YNgjWxGoRMb5luK
```

2 Level - 3 Level :

The password for the next level is stored in a file called `spaces` in this filename located in the home directory
Password : UmHadQcIWmgdLOKQ3YNgjWxGoRMb5luK

```
Activities  PuTTY SSH Client  Mar 6 13:58
bandit2@bandit: ~

--[ Tips ]--
This machine has a 64bit processor and many security-features enabled
by default, although RSLR has been switched off. The following
compiler flags might be interesting:

-m32             compile for 32bit
-fno-stack-protector  disable ProPolice
-Wl,-z,norelro    disable relro

In addition, the execstack tool can be used to flag the stack as
executable on ELF binaries.

Finally, network-access is limited for most levels by a local
firewall.

--[ Tools ]--
For your convenience we have installed a few usefull tools which you can find
in the following locations:

* gef (https://github.com/hugsy/gef) in /usr/local/gef/
* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/
* peda (https://github.com/l0ngd/peda.git) in /usr/local/peda/
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* pntools (https://github.com/Gallopsled/pntools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/
checksec.sh

--[ More information ]--
For more information regarding individual wargames, visit
http://www.overthewire.org/wargames/

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!

bandit2@bandit:~$ ls
spaces in this filename
bandit2@bandit:~$ cat "spaces in this filename"
Ukhd03lWqd10XQ2YhJkxG0Rb5luk
bandit2@bandit:~$
```

3 Level - 4 Level :

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

Password : plwrPrfPN36QITSp3EQaw936yaFoFgAB

```
Activities  PuTTY SSH Client  Mar 6 14:07
bandit3@bandit: ~/inhere

-m32             compile for 32bit
-fno-stack-protector  disable ProPolice
-Wl,-z,norelro    disable relro

In addition, the execstack tool can be used to flag the stack as
executable on ELF binaries.

Finally, network-access is limited for most levels by a local
firewall.

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in the following locations:

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* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/
* peda (https://github.com/l0ngd/peda.git) in /usr/local/peda/
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* pntools (https://github.com/Gallopsled/pntools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/
checksec.sh

--[ More information ]--
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bandit3@bandit:~$ ls
inhere
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--r-- 1 bandit4 bandit3  33 May  7  2020 .hidden
bandit3@bandit:~/inhere$ cat .hidden
plwrPrfPN36QITSp3EQaw936yaFoFgAB
bandit3@bandit:~/inhere$
```

4 Level - 5 Level :

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.

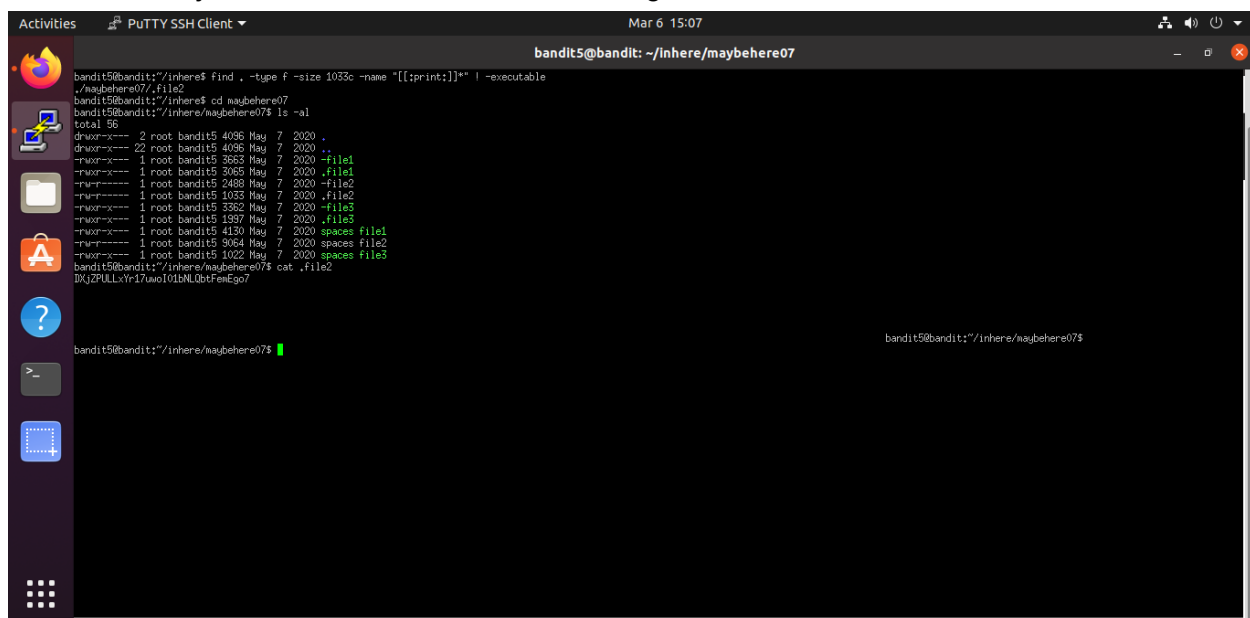
Password : koReBOKuIDDepwhWk7jZC0RTdopnAYKh

5 Level - 6 Level :

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

Password : DXjZPULLxYr17uwoI01bNLQbtFemEgo7

A screenshot of a terminal window titled "PuTTY SSH Client" with the address bar showing "bandit5@bandit: ~/inhere/maybehere07". The terminal shows the following commands and output:

```
bandit5@bandit:~/inhere$ find . -type f -size 1033c -name "[[:print:]]*" ! -executable
./maybehere07/.file2
bandit5@bandit:~/inhere$ cd maybehere07
bandit5@bandit:~/inhere/maybehere07$ ls -al
total 56
drwxr-xr-x  2 root bandit5 4096 May  7 2020 .
drwxr-xr-x 22 root bandit5 4096 May  7 2020 ..
-rw-r--r--  1 root bandit5 3653 May  7 2020 .file1
-rw-r--r--  1 root bandit5 3065 May  7 2020 .file1
-rw-r--r--  1 root bandit5 2488 May  7 2020 .file2
-rw-r--r--  1 root bandit5 1033 May  7 2020 .file2
-rw-r--r--  1 root bandit5 3532 May  7 2020 .file3
-rw-r--r--  1 root bandit5 1937 May  7 2020 .file3
-rw-r--r--  1 root bandit5 4130 May  7 2020 spaces file1
-rw-r--r--  1 root bandit5 9064 May  7 2020 spaces file2
-rw-r--r--  1 root bandit5 1022 May  7 2020 spaces file3
bandit5@bandit:~/inhere/maybehere07$ cat .file2
DXjZPULLxYr17uwoI01bNLQbtFemEgo7
bandit5@bandit:~/inhere/maybehere07$
```

6 Level - 7 Level :

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

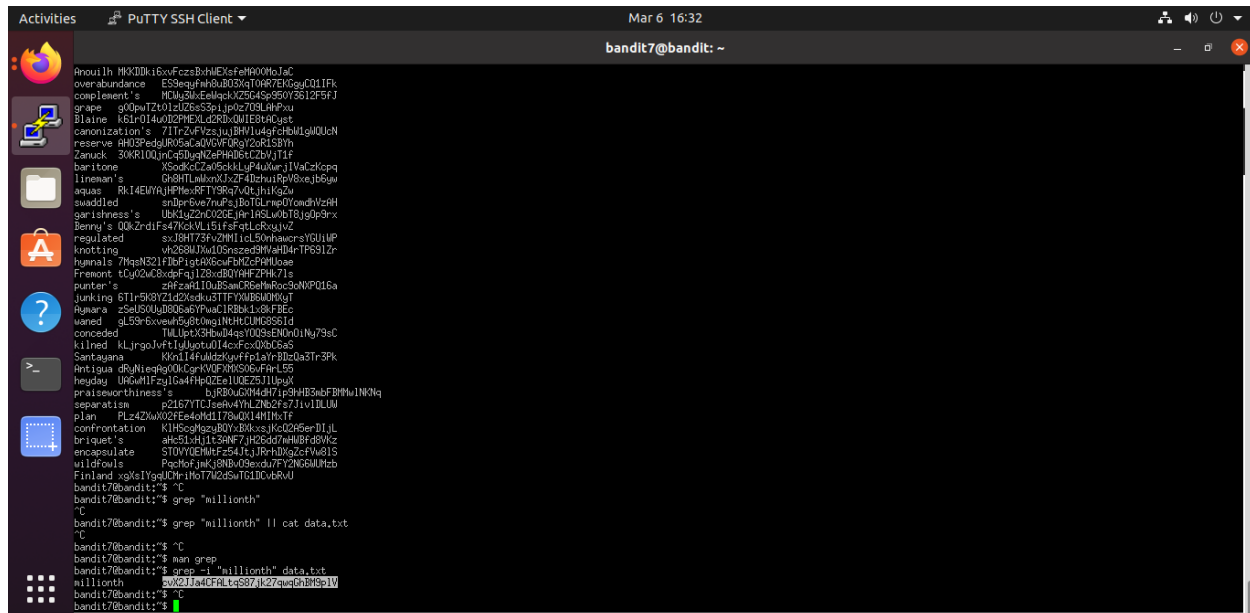
- owned by user bandit7
- owned by group bandit6
- 33 bytes in size

Password : HKBPTKQnlay4Fw76bEy8PVxKEDQRKTzs

```
Activities  PuTTY SSH Client  Mar 6 16:21  bandit6@bandit: ~  
Find: /boot/lost+found: Permission denied  
Find: /tmp: Permission denied  
Find: /run/lm: Permission denied  
Find: /run/screen/S-bandit1: Permission denied  
Find: /run/screen/S-bandit10: Permission denied  
Find: /run/screen/S-bandit20: Permission denied  
Find: /run/screen/S-bandit26: 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-bandit15: 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-bandit4: 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/lm: 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  
HKBPT92logF070865BPVxIEDQRK7cs  
bandit6@bandit:~$
```

7 Level - 8 Level :

The password for the next level is stored in the file **data.txt** next to the word **millionth**
Password : cvX2JJa4CFALtqS87jk27qwqGhBM9pIV

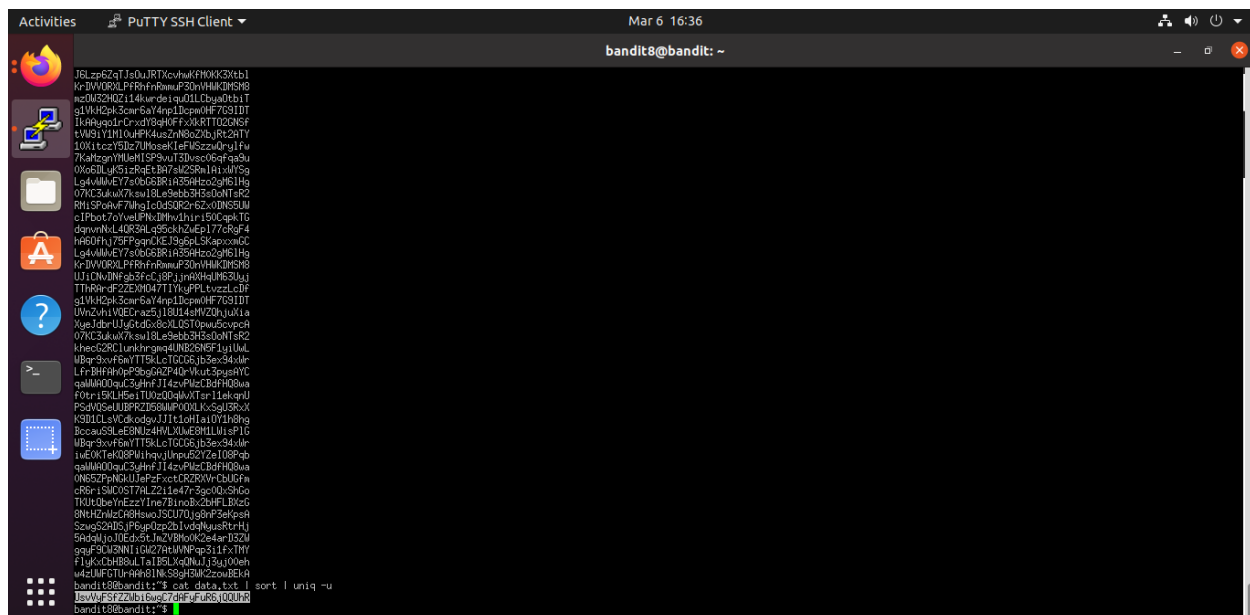


```
bandit7@bandit:~$ cat data.txt
Anoulin M0000i6coFczBxHEsefM400MJuC
overabundance ES9eguhh8uB03qT04R7E2ggC011fk
complement's M0u3MxEdmqKZ5G4Se950V36J2F5fJ
grape g0QpwT20i0i026s53pij0z709LAHPvu
Blaine K6Lr014u02PHELDcRD0X00IE9tHdyet
canonization's z1T2zF2z3uB8V1v4gfhB1gMQuN
reserve #A03PegJUR06a0aWGV0F0gY20R1SBYh
Zanuck 30KR100jncq0DugK2ePH40d+C2bVjTf4
baritone K0odKcCZaV0cKkLqF4uWvrgj1VaCz0cpq
lineins's G98T1mKwKX2F740huuRg8xuj69u
aquad Rk14EWAJHPHwRFTY9Rq7V0tJh1K9Zu
swaddled onDp6v67nuPsJBoTDLmg0YowdVzRH
garthness's J0K1q20c02Ejhr1HSLW0tBJg0p9rx
Benny's 00ZndfF47K0AL161f5FadL0RqV2
regulated sXJ8H73Fv2HM1cL50nhwacrsTGUjWP
knotting vK268MJw105nnezad9W4H4rTP591Zr
humans 7W6N8211EPlg486cF4M2cF4M48e
Fremont tDy0u0C8cdpFqj123cd0VHFZPhk71s
punter's zHfz4k110uB5anCR6eMwRoc3oNWPQ16a
junking 6T1r5K8Y21d2xskustTFYMB80UMgT
Rivers c248Uj0006d6FwC1R3u1J8uFEEz
wared sL59d0vsestg9Uwg1NRH0UMG561d
conceded TMLUpx3Hbw14sqY008sD0N0iNj793c
killed KLJrgoJvFt1Uj0utu014ccFcx0b6C6a5
Santayana K0u114u4dz0vFpL4vR3B2da3Tr3Pk
Antigua dRyH1eqg00LcgrYV0FVMS06vFarL55
heyday U6GwHfZyJG4dH4p02E1U0E25J1Upk
praiseworthiness s bJR0uGm4d47ip9H4B3abFBW1N0Nq
separation c2L67TcJewwVNL2b25f3Jiv1DLUM
plan PL42W0W02FE4cdHd1178u0k14H1HrTf
confrontation K1H5cgMz0B0Y8BkxJk02H5erD1JL
briquet's aHc5LrU113ANF7JH5dd7WMB8d9W2
encapsulate ST0Y02MwF4s4LjRrH02g2cFw015
wildfowls Pqch0fjKk18NBv09exdu7FYNG6UMtb
Finland xgk1YggJChrt0t7A2dsW1GdCv8vU
bandit7@bandit:~$ ^C
bandit7@bandit:~$ grep "millionth"
bandit7@bandit:~$ grep "millionth" | cat data.txt
bandit7@bandit:~$ ^C
bandit7@bandit:~$ ^C
bandit7@bandit:~$ man grep
bandit7@bandit:~$ grep -i "millionth" data.txt
millionth cvX2JJa4CFALtqS87jk27qwqGhBM9pIV
bandit7@bandit:~$
```

8 Level - 9 Level :

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

Password : UsvVyFSfZZWbi6wgC7dAFyFuR6jQQUhr

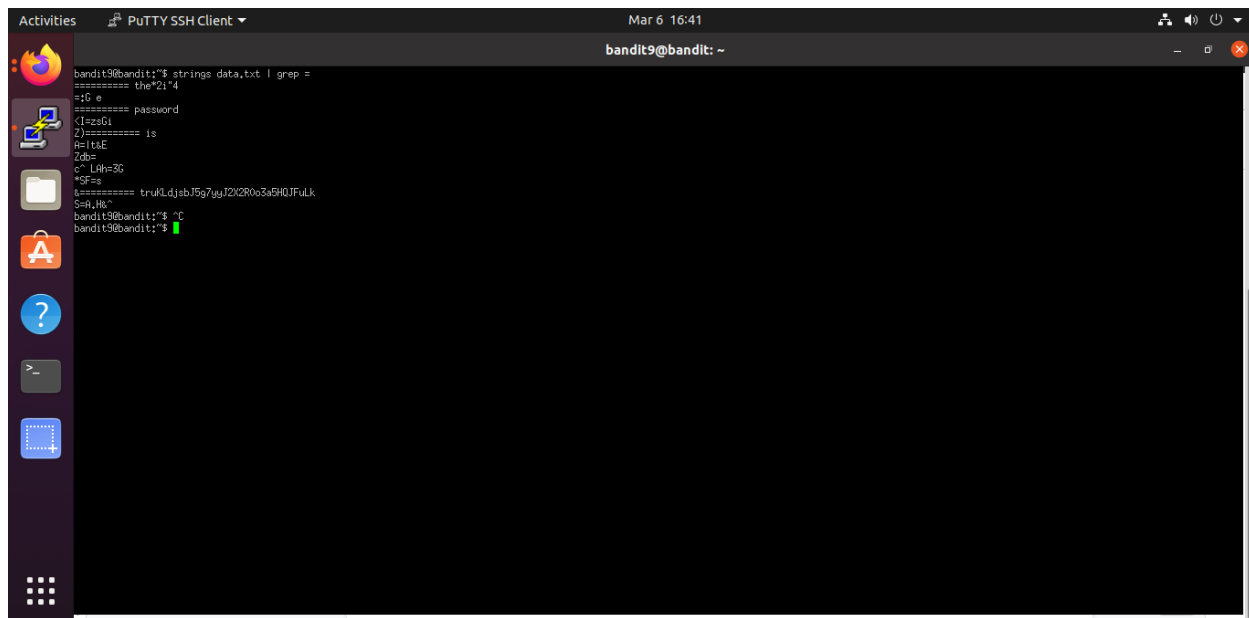


```
bandit8@bandit:~$ cat data.txt
JBLzpeZqTJaduRTYvuwKFN0K3Ktb1
Kr3V40P1P8rH8wuf30nHMK3G8G6
nc0M29K0Z144urdesiq01L1Cbua0bb1T
gLVH2ek3cwr6aV4ep1Dcpw0HF7G31DT
lK8q9pZrCmrd78qH0Ffx0KRT02DN5F
tAS91T1H01u0F44e2n822bR62nTY
10W1tccZV327U0seK1eF4K5z2u0uJFw
7kaKcgnYU6H1SP9vu13Dvsc06qf9a9u
0w6DLy51zRqE847s239w1h1u1Sg
Lg4VMM677s0638R1A59Ht02g91Hq
07XC3ukw7ksu18Le9abb3H5d0NtS2
RH1SP0wF7Wng1c0d50R2-6Zx0DN5UM
cIPbc701vePfk0Bhw1b1r15Uqpk1G
d9wvN40839Lq9c1K2cp1772RgF4
H460Hj75FPgqCKE13g9pL5KpoxoGC
Lg4VMM677s0638R1A59Ht02g91Hq
Kr3V40P1P8rH8wuf30nHMK3G8G6
U110Nw0Mf83fct0P1j0d8qH1N50uJ
TTh8v-d22DN047T1YkqPLtvezLcDf
gLVH2ek3cwr6aV4ep1Dcpw0HF7G31DT
UWz4hV0E0x5110U4eW20uJ0X1a
Xye1dtr1UgCtdp9d0L0510pw0p0p4
07XC3ukw7ksu18Le9abb3H5d0NtS2
khecC28Clunkhrgq4U825N5F1UuL
M8p3v0F6vT1T8L0L0G05j35x3d4uR
LFrBfH8qP82g0ZP4D-Vuut3eysAYC
qAMM00aC3yHnfJ14zvPlKzC8dFH08wa
F0tr19LJH5e1T0200qW0Tar11eqnU
P55v6c4U8PZ268H4P0X1Kc4gJ8R0X
K3B1DL3VCd0dvJ1T1c0H1a10Y1H8g
Bccw5SLse8Nuz4VLWuE8HMLU1sP1G
M8p3v0F6vT1T8L0L0G05j35x3d4uR
u65Vt0t0P8Hwuf30nHMK3G8G6
qAMM00aC3yHnfJ14zvPlKzC8dFH08wa
0N652PvNGU1aPefcctCR2RvRc0UGFw
cR5r15U0S17AL2211e47r59c0U3N0
TKU3e0vEez71ne7B1nc2bW1Dx66
8NH2Wz2C8Hw015CU70j8hNf3Kp8H
Scw524B51P8p02p2b1vdqNusRtrHj
5h9d9jo1UE4551Jv2Vh0c24ar1J2M
gpf3U3NN110427n0dNp351f5T0V
F1yK0C4H80L1a15LWq0WuJ13y100eh
w4zUAFGTUv8H81N58gH3MK2zowBEK
bandit8@bandit:~$ cat data.txt | sort | uniq -u
UsvVyFSfZZWbi6wgC7dAFyFuR6jQQUhr
bandit8@bandit:~$
```


9 Level - 10 Level :

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.

Password : truKLdjsbJ5g7yyJ2X2R0o3a5HQJFuLk

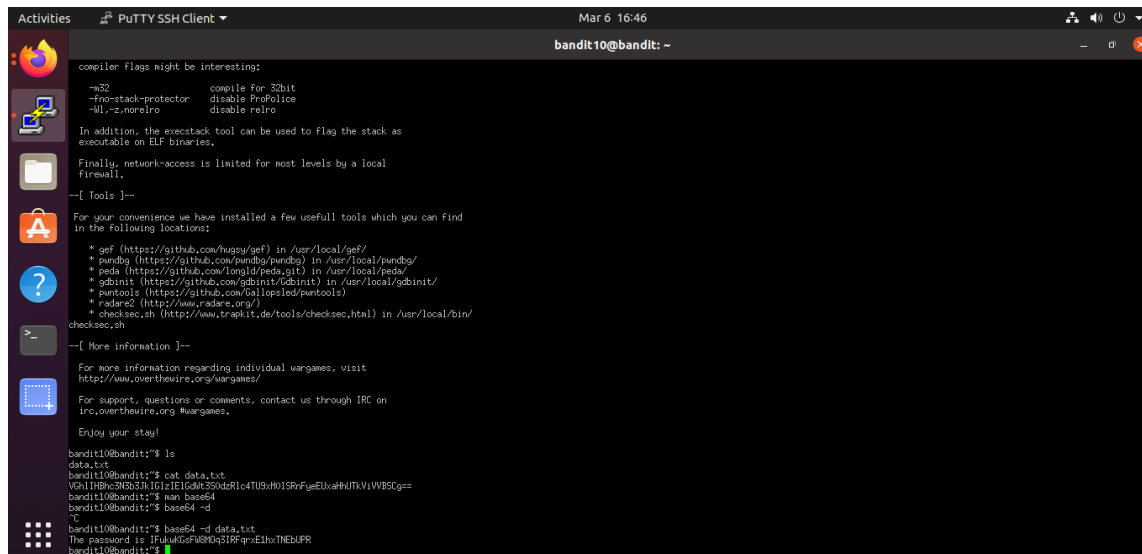


```
bandit9@bandit:~$ strings data.txt | grep =
===== the*2!*4
===== password
(1==61
2)===== is
A=lt&E
Zdpc
c" L&=3G
*SF=s
&===== truKLdjsbJ5g7yyJ2X2R0o3a5HQJFuLk
S=a,He"
bandit9@bandit:~$ ^C
bandit9@bandit:~$
```

10 Level - 11 Level :

The password for the next level is stored in the file **data.txt**, which contains base64 encoded data.

Password : IFukwKGsFW8MOq3IRFqrxE1hxTNEbUPR



```
compiler flags might be interesting:
-m32          compile for 32bit
-fno-stack-protector  disable ProPolice
-ffat-lto-opts-only-if-gcc-4.9-or-later  disable relro

In addition, the execstack tool can be used to flag the stack as
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* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* pwntools (https://github.com/Gallopsled/pwntools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/

checksec.sh

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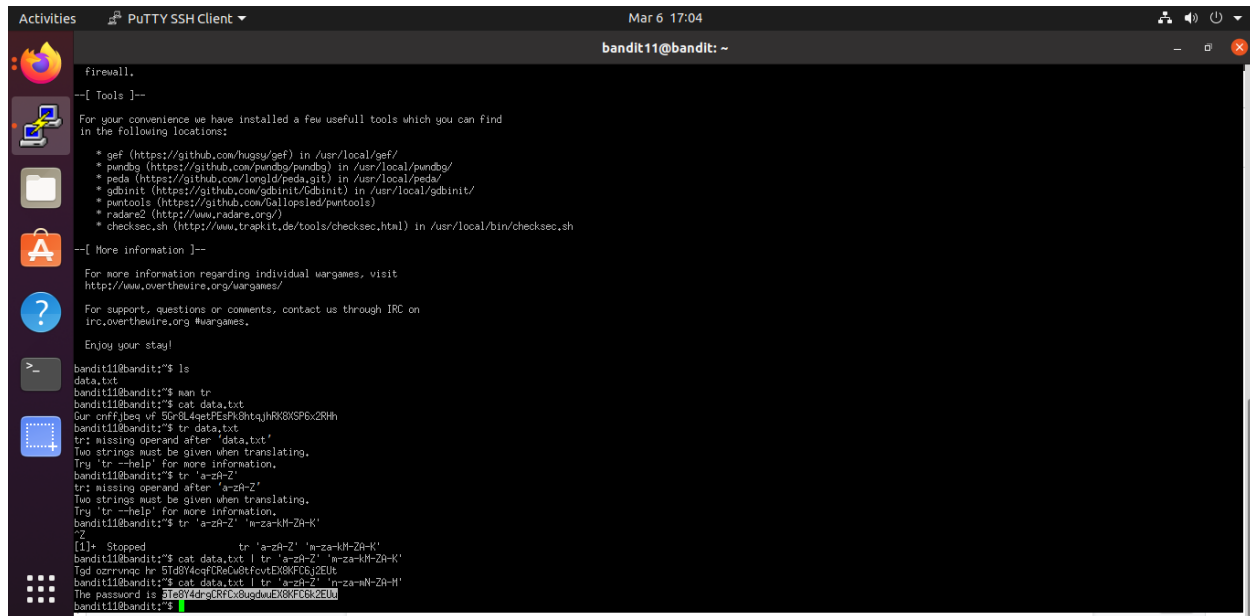
Enjoy your stay!

bandit10@bandit:~$ ls
data.txt
bandit10@bandit:~$ cat data.txt
VQpl1H9v3N6s3h1G1z1E1GdW3S4dR1c4T09+h01SRvFgeElxah#Utkv1VWBSGg==
bandit10@bandit:~$ man base64
bandit10@bandit:~$ base64 -d
^C
bandit10@bandit:~$ base64 -d data.txt
The password is IFukwKGsFW8MOq3IRFqrxE1hxTNEbUPR
bandit10@bandit:~$
```

11 Level - 12 Level :

The password for the next level is stored in the file **data.txt**, where all lowercase (a-z) and uppercase (A-Z) letters have been rotated by 13 positions.

Password : 5Te8Y4drgCRfCx8ugdWuEX8KFC6k2EUu

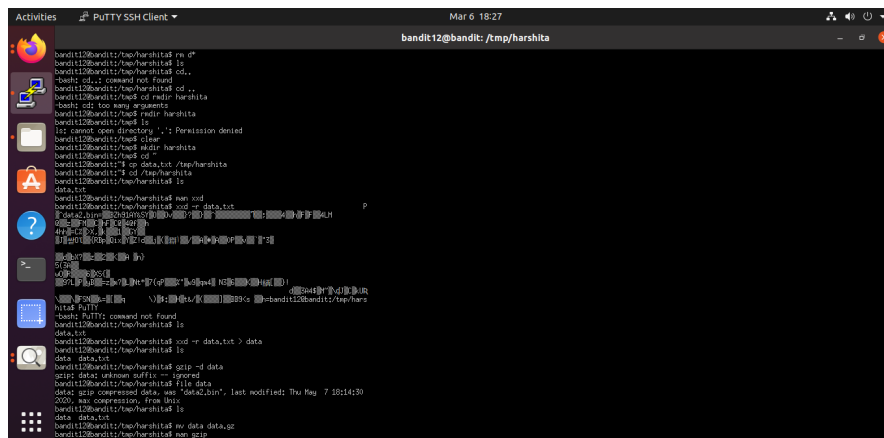


```
bandit11@bandit:~$ ls
data.txt
bandit11@bandit:~$ cat data.txt
Gur cnffjbeq vf 5GrBL4qetPEkXhtqJHk8vSPx2Rh
bandit11@bandit:~$ tr 'a-zA-Z' 'n-zA-K-Z'
tr: missing operand after 'data.txt'
Two strings must be given when translating.
Try 'tr --help' for more information.
bandit11@bandit:~$ tr 'a-zA-Z' 'n-zA-K-Z'
tr: missing operand after 'a-zA-Z'
Two strings must be given when translating.
Try 'tr --help' for more information.
bandit11@bandit:~$ tr 'a-zA-Z' 'n-zA-K-Z'
2
[1]: Stopped tr 'a-zA-Z' 'n-zA-K-Z'
bandit11@bandit:~$ cat data.txt | tr 'a-zA-Z' 'n-zA-K-Z'
5Te8Y4drgCRfCx8ugdWuEX8KFC6k2EUu
bandit11@bandit:~$ cat data.txt | tr 'a-zA-Z' 'n-zA-K-Z'
The password is 5Te8Y4drgCRfCx8ugdWuEX8KFC6k2EUu
bandit11@bandit:~$
```

12 Level - 13 Level :

The password for the next level is stored in the file **data.txt**, which is a hexdump of a file that has been repeatedly compressed. For this level it may be useful to create a directory under /tmp in which you can work using mkdir. For example: mkdir /tmp/myname123. Then copy the datafile using cp, and rename it using mv (read the manpages!)

Password : 8ZjyCRiBWFYkneahHwxCv3wb2a1ORpYL



```
bandit12@bandit:/tmp/harshita$ mkdir /tmp/harshita
bandit12@bandit:/tmp/harshita$ cp /tmp/data.txt /tmp/harshita
bandit12@bandit:/tmp/harshita$ mv /tmp/harshita/data.txt /tmp/harshita/data.gz
bandit12@bandit:/tmp/harshita$ gunzip /tmp/harshita/data.gz
bandit12@bandit:/tmp/harshita$ cat data.txt
5Te8Y4drgCRfCx8ugdWuEX8KFC6k2EUu
bandit12@bandit:/tmp/harshita$
```

```
Activities PutTY SSH Client Mar 6 18:27 bandit12@bandit: /tmp/harshita
bandit12@bandit: /tmp/harshita$ ls
data.txt
bandit12@bandit: /tmp/harshita$ od -r data.txt > data
bandit12@bandit: /tmp/harshita$ ls
data data.txt
bandit12@bandit: /tmp/harshita$ gzip -d data
gzip: data: unknown suffix -- ignored
bandit12@bandit: /tmp/harshita$ 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/harshita$ ls
data data.txt
bandit12@bandit: /tmp/harshita$ mv data data.gz
bandit12@bandit: /tmp/harshita$ man gzip
bandit12@bandit: /tmp/harshita$ gzip -d data.gz
bandit12@bandit: /tmp/harshita$ ls
data data.txt
bandit12@bandit: /tmp/harshita$ file data
data: bzip2 compressed data, block size = 900k
bandit12@bandit: /tmp/harshita$ man bzip2
No manual entry for bzip2
bandit12@bandit: /tmp/harshita$ man bzip2
bandit12@bandit: /tmp/harshita$ bunzip2 data
-bash: bunzip2: command not found
bandit12@bandit: /tmp/harshita$ bzip2 -d data
bzip2: Can't guess original name for data -- using data.out
bandit12@bandit: /tmp/harshita$ ls
data data.out data.txt
bandit12@bandit: /tmp/harshita$ gzip -d data.out
gzip: data.out: unknown suffix -- ignored
bandit12@bandit: /tmp/harshita$ file data.out
data.out: gzip compressed data, was "data4.bin", last modified: Thu May 7 18:14:30 2020, max compression, from Unix
bandit12@bandit: /tmp/harshita$ mv data.out data.gz
bandit12@bandit: /tmp/harshita$ gzip -d data.gz
bandit12@bandit: /tmp/harshita$ ls
data data.txt
bandit12@bandit: /tmp/harshita$ file data
data: POSIX tar archive (GNU)
bandit12@bandit: /tmp/harshita$ ls
data data.txt
bandit12@bandit: /tmp/harshita$
```

So the given file was a hexdump. I used `xxd -r <filename>` to reverse it

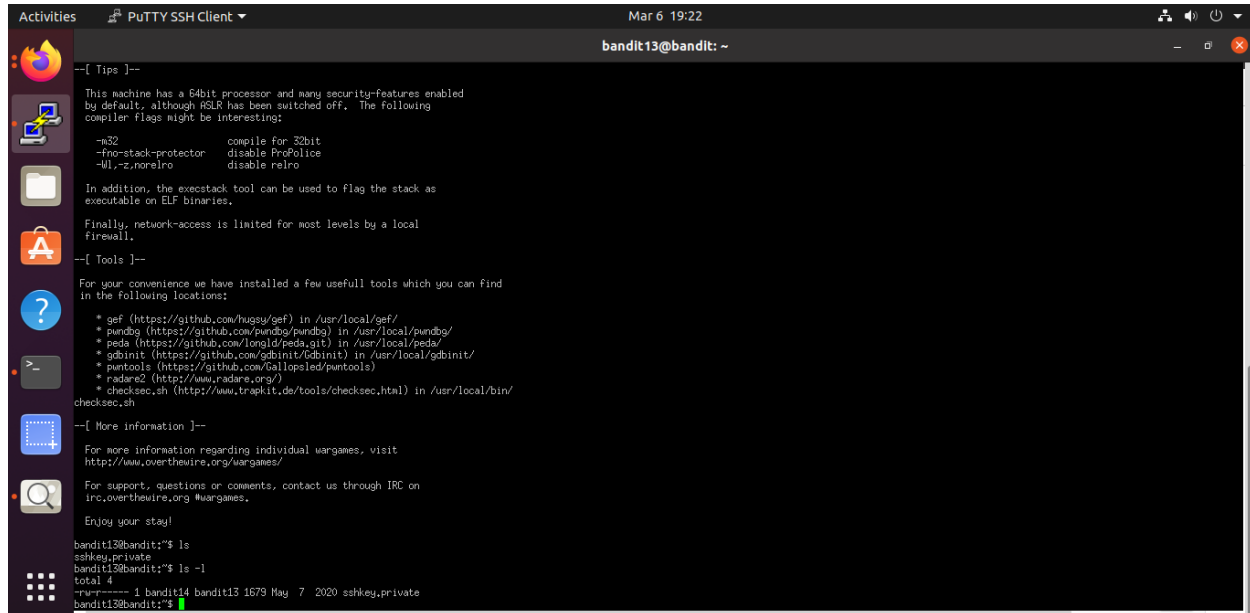
```
Activities PutTY SSH Client Mar 6 18:44 bandit12@bandit: /tmp/harshita
bandit12@bandit: /tmp/harshita$ file data.bin
data.bin: cannot open 'data.bin' (No such file or directory)
bandit12@bandit: /tmp/harshita$ clear
bandit12@bandit: /tmp/harshita$ file data
data: POSIX tar archive (GNU)
bandit12@bandit: /tmp/harshita$ file data
data: POSIX tar archive (GNU)
bandit12@bandit: /tmp/harshita$ man tar
bandit12@bandit: /tmp/harshita$ tar --extract data
tar: Refusing to read archive contents from terminal (missing -f option?)
tar: Error is not recoverable: exiting now
bandit12@bandit: /tmp/harshita$ tar --extract -f data
bandit12@bandit: /tmp/harshita$ ls
data data5.bin data.txt
bandit12@bandit: /tmp/harshita$ file data5.bin
data5.bin: POSIX tar archive (GNU)
bandit12@bandit: /tmp/harshita$ tar --extract -f data5.bin
bandit12@bandit: /tmp/harshita$ ls
data data5.bin data6.bin data.txt
bandit12@bandit: /tmp/harshita$ tar --extract -f data6.bin
bandit12@bandit: /tmp/harshita$ ls
data data5.bin data6.bin data8.bin data.txt
bandit12@bandit: /tmp/harshita$ file data8.bin
data8.bin: gzip compressed data, was "data8.bin", last modified: Thu May 7 18:14:30 2020, max compression, from Unix
bandit12@bandit: /tmp/harshita$ mv data8.bin data8.gz
bandit12@bandit: /tmp/harshita$ ls
data data5.bin data6.bin data8 data.txt
bandit12@bandit: /tmp/harshita$ file data8
data8: ASCII text
bandit12@bandit: /tmp/harshita$ cat data8
The password is B2jCRLB4FYneahHuxCv3ub2a10Rp1L
bandit12@bandit: /tmp/harshita$
```

So the given file was a hexdump. I used `xxd -r <filename>` to reverse it

13 Level - 14 Level :

The password for the next level is stored in `/etc/bandit_pass/bandit14` and can only be read by user `bandit14`. For this level, you don't get the next password, but you get a private SSH key that can be used to log into the next level. **Note:** `localhost` is a hostname that refers to the machine you are working on.

Password : 4wcYUJFw0k0XLShIDzztnTBHiqxU3b3e



```
--[ Tips ]--
This machine has a 64bit processor and many security-features enabled
by default, although ASLR has been switched off. The following
compiler flags might be interesting:

-m32                compile for 32bit
-fno-stack-protector  disable ProPolice
-Wl,-z,norelro       disable relro

In addition, the execstack tool can be used to flag the stack as
executable on ELF binaries.

Finally, network-access is limited for most levels by a local
firewall.

--[ Tools ]--

For your convenience we have installed a few usefull tools which you can find
in the following locations:

* gef (https://github.com/hugsy/gef) in /usr/local/gef/
* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/
* peda (https://github.com/l0ngd/peda.git) in /usr/local/peda/
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* pentools (https://github.com/Gallaps1ed/pentools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/

checksec.sh

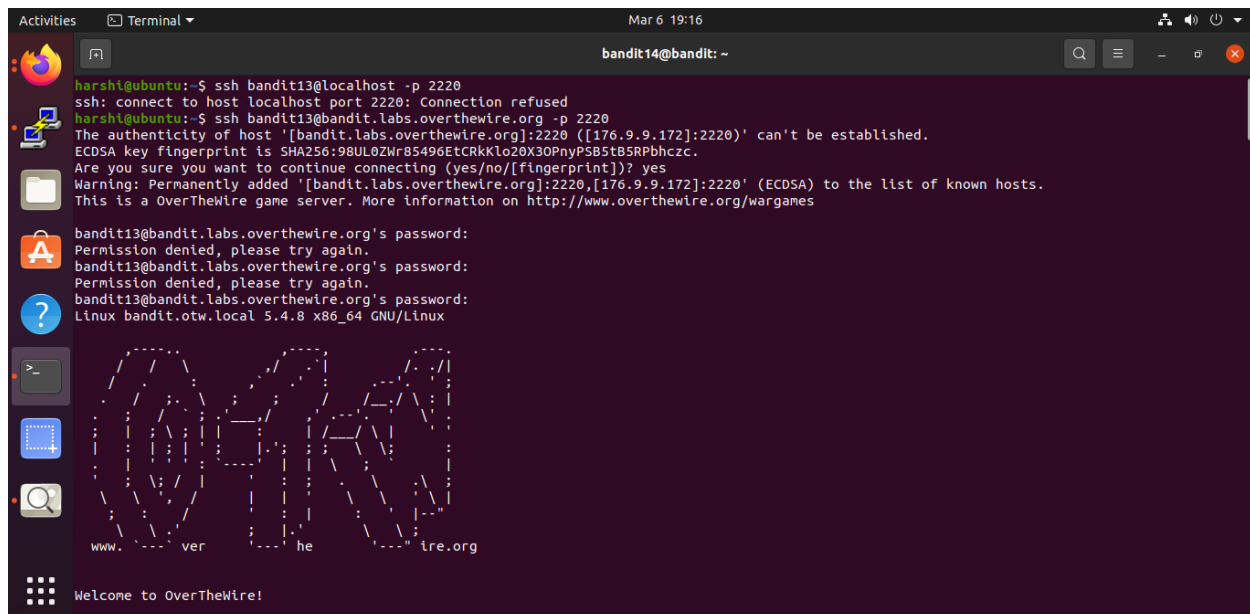
--[ More information ]--

For more information regarding individual wargames, visit
http://www.overthewire.org/wargames/

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!

bandit13@bandit:~$ ls
sshkey.private
bandit13@bandit:~$ ls -l
total 4
-rw-r--r-- 1 bandit13 bandit13 1679 May  7  2020 sshkey.private
bandit13@bandit:~$
```



```
bandit14@bandit:~$ ssh bandit13@localhost -p 2220
ssh: connect to host localhost port 2220: Connection refused
bandit14@bandit:~$ ssh bandit13@bandit.labs.overthewire.org -p 2220
The authenticity of host 'bandit.labs.overthewire.org:2220 ([176.9.9.172]:2220)' can't be established.
ECDSA key fingerprint is SHA256:98UL0ZW85496EtCRkK1o20X30PhyPSB5tB5RPbhczc.
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
Warning: Permanently added 'bandit.labs.overthewire.org:2220,[176.9.9.172]:2220' (ECDSA) to the list of known hosts.
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit13@bandit.labs.overthewire.org's password:
Permission denied, please try again.
bandit13@bandit.labs.overthewire.org's password:
Permission denied, please try again.
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!
```

```
Activities Terminal Mar 6 19:17 bandit14@bandit: ~

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!

--[ Tips ]--
```

```
Activities Terminal Mar 6 19:17 bandit14@bandit: ~

In addition, the execstack tool can be used to flag the stack as
executable on ELF binaries.

Finally, network-access is limited for most levels by a local
firewall.

--[ Tools ]--

For your convenience we have installed a few usefull tools which you can find
in the following locations:

* gef (https://github.com/hugsy/gef) in /usr/local/gef/
* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/
* peda (https://github.com/longld/peda.git) in /usr/local/peda/
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* pwntools (https://github.com/Gallopsled/pwntools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/checksec.sh

--[ More information ]--

For more information regarding individual wargames, visit
http://www.overthewire.org/wargames/

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

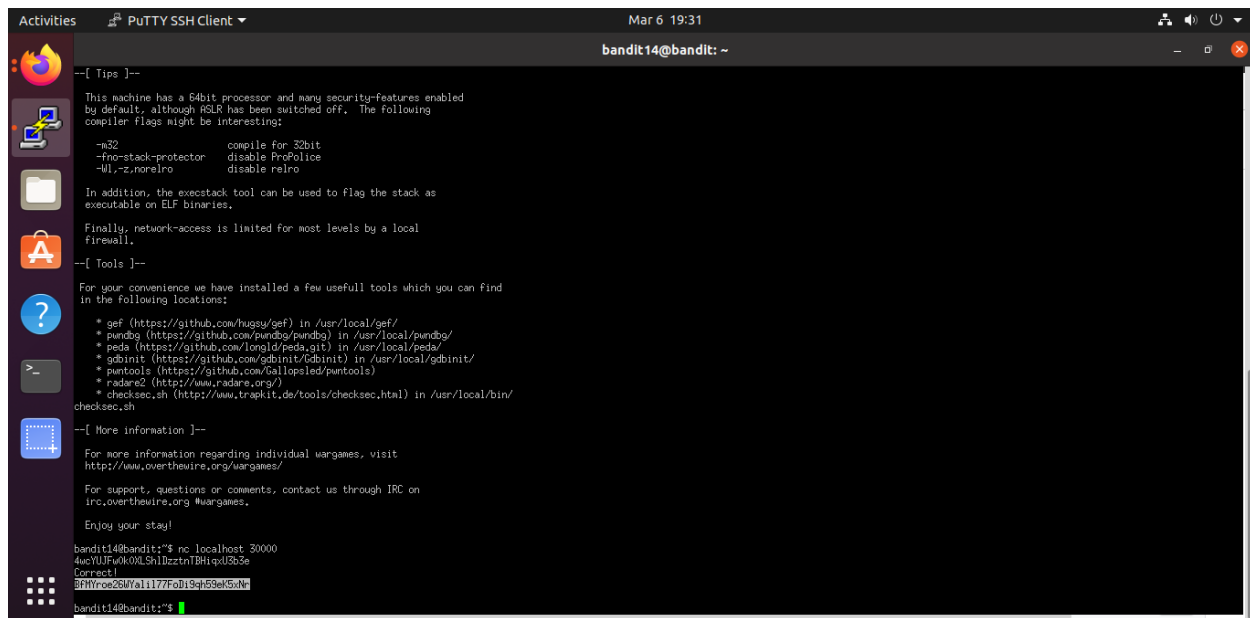
Enjoy your stay!

bandit14@bandit:~$ ls
bandit14@bandit:~$ cat /etc/bandit_pass/bandit14
4wcYUJFw0k0XLSHlDzztnTBHqXU3b3e
bandit14@bandit:~$
```

14 Level - 15 Level :

The password for the next level can be retrieved by submitting the password of the current level to **port 30000 on localhost**.

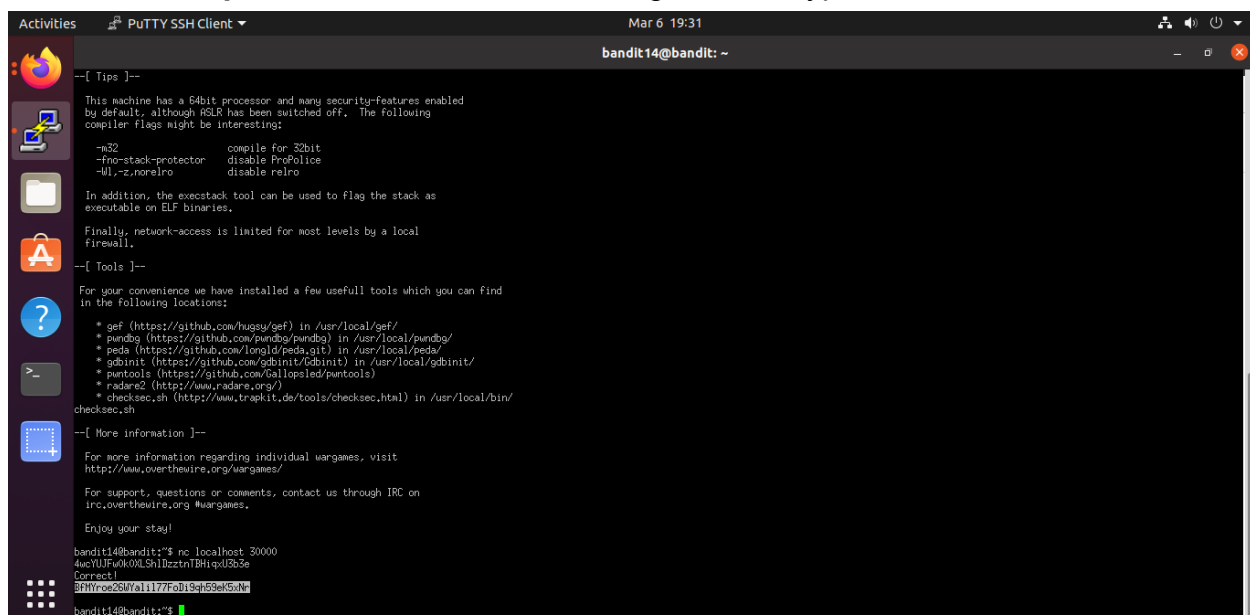
Password : BfMYroe26WYalil77FoDi9qh59eK5xNr



```
bandit14@bandit: ~  
--[ Tips ]--  
This machine has a 64bit processor and many security-features enabled  
by default, although ASLR has been switched off. The following  
compiler flags might be interesting:  
  
-m32          compile for 32bit  
-fno-stack-protector  disable ProPolice  
-Uf,-z,norelro  disable relro  
  
In addition, the execstack tool can be used to flag the stack as  
executable on ELF binaries.  
  
Finally, network-access is limited for most levels by a local  
firewall.  
  
--[ Tools ]--  
For your convenience we have installed a few usefull tools which you can find  
in the following locations:  
  
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* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/  
* peda (https://github.com/l0ngl0/peda.git) in /usr/local/peda/  
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/  
* pentools (https://github.com/Gallopsled/pentools)  
* radare2 (http://www.radare.org/)   
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/  
checksec.sh  
  
--[ More information ]--  
For more information regarding individual wargames, visit  
http://www.overthewire.org/wargames/  
  
For support, questions or comments, contact us through IRC on  
irc.overthewire.org #wargames.  
  
Enjoy your stay!  
  
bandit14@bandit:~$ nc localhost 30000  
4wcYUJFwK0XLShlDzztnTBHqxU3b3e  
Correct!  
BfMYroe26WYalil77FoDi9qh59eK5xNr  
bandit14@bandit:~$
```

15 Level - 16 Level :

The password for the next level can be retrieved by submitting the password of the current level to **port 30001 on localhost** using SSL encryption.



```
bandit14@bandit: ~  
--[ Tips ]--  
This machine has a 64bit processor and many security-features enabled  
by default, although ASLR has been switched off. The following  
compiler flags might be interesting:  
  
-m32          compile for 32bit  
-fno-stack-protector  disable ProPolice  
-Uf,-z,norelro  disable relro  
  
In addition, the execstack tool can be used to flag the stack as  
executable on ELF binaries.  
  
Finally, network-access is limited for most levels by a local  
firewall.  
  
--[ Tools ]--  
For your convenience we have installed a few usefull tools which you can find  
in the following locations:  
  
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* radare2 (http://www.radare.org/)   
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/  
checksec.sh  
  
--[ More information ]--  
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http://www.overthewire.org/wargames/  
  
For support, questions or comments, contact us through IRC on  
irc.overthewire.org #wargames.  
  
Enjoy your stay!  
  
bandit14@bandit:~$ nc localhost 30000  
4wcYUJFwK0XLShlDzztnTBHqxU3b3e  
Correct!  
BfMYroe26WYalil77FoDi9qh59eK5xNr  
bandit14@bandit:~$
```

```
Activities  PuTTY SSH Client  Mar 6 19:34
bandit15@bandit: ~

login as: bandit15
# Pre-authentication banner message from server:
! This is a OverTheWire game server. More information on http://www.overthewire
> .org/wargames

# End of banner message from server
bandit15@bandit.labs.overthewire.org's password:
Linux bandit.0tw.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 "mkdir -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!
```

```
bandit15@bandit: ~

* again, DONT POST SPOILERS!
This includes writeups of your solution on your blog or website!

--[ Tips ]--

This machine has a 64bit processor and many security-features enabled
by default, although ASLR has been switched off. The following
compiler flags might be interesting:

-m32                compile for 32bit
-fno-stack-protector disable ProPolice
-Wl,-z,norelro       disable relro

In addition, the execstack tool can be used to flag the stack as
executable on ELF binaries.

Finally, network-access is limited for most levels by a local
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* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/
* peda (https://github.com/longld/peda.git) in /usr/local/peda/
* gdbinit (https://github.com/gdbinit/Gdbinit) in /usr/local/gdbinit/
* pwntools (https://github.com/Gallopsled/pwntools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/
checksec.sh

--[ More information ]--

For more information regarding individual wargames, visit
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For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!
```