

Levels

Bandit Level 0

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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.

Commands you may need to solve this level

ssh

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

The username is **bandit0** and the password is **bandit0**.

```
bandit0@bandit.labs.overthewire.org's password:
```



```
Welcome to OverTheWire!
```

```
If you find any problems, please report them to the #wargames channel on discord or IRC.
```

```
--[ 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/ is disabled and to /proc restricted so that users cannot snoop on eachother. Files and directories with easily guessable or short names will be periodically deleted! The /tmp
```

