



Welcome to the **Snatchr CTF**,

This set of challenges was inspired by [OverTheWire - Bandit](#).

No prior “hacking” knowledge is required to master the challenges, as long as you **read the help/man pages** (even Google, etc. can be used) for the commands you have trouble with.

This CTF was designed to get to know the general Linux-Environment and maybe even learn something along the way.

I hope you'll have fun!

Getting started

Import the docker image:

```
sudo docker load -i <image.tar>
```

Substitute **<image.tar>** with the file that contains the docker image.

Starting the docker container:

```
sudo docker run -td -p <desired_port>:22 --name <container_name> <docker_image>
```

<desired_port> should be a port number that is not used on your system. I recommend **2222**. **<container_name>** can be anything. It is used to refer to the docker container later - if needed. And **<docker_image>** is the name of the image that was installed by the first command. If you don't know the name (usually: **snatchr_ctf:<version_number>**) use the following command:

```
sudo docker image ls .
```

Log into the first level:

```
ssh snatchr_0@localhost -p <desired_port>
```

Here is a short explanation of the ssh-command: `ssh <username>@<address> -p <port>`

<username> is the name of the user that you connect to.

<address> Usually you will see an IP-address here. In our case **"localhost"** is used. Localhost refers to a special IP-address that connects us to the machine we use the command on.

<port> Rarely you need to use `"-p <port>"`, because as long as the port is **22**, it is not needed. In our case we use a special port (e.g. **2222**).

The first time you connect to the container, a message will pop up, asking you for a fingerprint. Accept with **"yes"**. Usually it will only be displayed one time.

The password for the first level is: **snatchr_0**

While playing

If you find the password, I recommend you to **take notes**. In case you close and wanna come back to the level, you will need the password again.

After finishing a level, type **"exit"** to close the connection. Then establish another ssh connection for the next user like this: `ssh <username>@localhost -p 2222`, where **<username>** is the next levels user (like **snatchr_15** for level 15).

When asked, use the password you gathered.

At any time, you can receive the password of the user you have access to by typing the command: `cat /etc/snatchr_pw/<username>`, where **<username>** is the name of the levels user (e.g **snatchr_1**).

After playing

... it is recommended to remove the docker container (save the password!):

```
sudo docker rm -f <container_name>
```

<container_name> is the name you have specified in the **"docker run"** command.
