

Lesser Mac Williams Romero

Retos Bandit overthewire

```
bandit0@bandit:~$ 
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 in /tmp/ and hard-guess the name of the directory. 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 directory is regularly wiped.
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 ]--
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,noexecro  disable reiro

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 useful tools which you can find in the following locations:
    * gef (https://github.com/hugsy/gef) in /opt/gef/
    * pwndbg (https://github.com/pwndbg/pwndbg) in /opt/pwndbg/
    * peda (https://github.com/dgrijalva/peda.git) in /opt/peda/
    * gdbinit (https://github.com/gdbinit/gdbinit) in /opt/gdbinit/
    * pwnools (https://github.com/Gallopsled/pwnools)
    * radare2 (http://www.radare.org/)

--[ More information ]--
For more information regarding individual wargames, visit http://www.overthewire.org/wargames/
For support, questions or comments, contact us on discord or IRC.
Enjoy your stay!
bandit0@bandit:~$ 
```

The terminal shows the contents of the /etc/somegame_pass/ directory for the bandit0 user. It contains 22 files, each corresponding to a level from 0 to 22. The files are named .level0, .level1, .level2, .level3, .level4, .level5, .level6, .level7, .level8, .level9, .level10, .level11, .level12, .level13, .level14, .level15, .level16, .level17, .level18, .level19, .level20, .level21, and .level22.

```
bandit1@bandit:~$ 
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 in /tmp/ and hard-guess the name of the directory. 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 directory is regularly wiped.
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--[ More information ]--
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Enjoy your stay!
bandit1@bandit:~$ 
```

The terminal shows the contents of the /etc/somegame_pass/ directory for the bandit1 user. It contains 22 files, each corresponding to a level from 0 to 22. The files are named .level0, .level1, .level2, .level3, .level4, .level5, .level6, .level7, .level8, .level9, .level10, .level11, .level12, .level13, .level14, .level15, .level16, .level17, .level18, .level19, .level20, .level21, and .level22.

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 in /tmp/ and have nested /tmp/.../tmp/n to 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 directory is regularly wiped.

Please play nice:

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--[More information]--

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overthewire.org | [Importar marcadores](#) | [Todos los marcadores](#)

SSH Information
Host: bandit1.labs.overthewire.org
Port: 2220

Bandit

Level 0
Level 1 → Level 1
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21

Donate | Help?

Bandit Level 1 → Level 2

Level Goal

The password for the next level is stored in a file called - located in the home directory

Commands you may need to solve this level

ls, cd, cat, file, du, find

Helpful Reading Material

Google Search for "dashed filename"
Advanced Bash-scripting Guide - Chapter 3 - Special Characters

18:44 29/02/2024

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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 directory is regularly wiped.

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--[More information]--

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Enjoy your stay!

bandit3@bandit:~\$ |

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SSH Information
Host: bandit2.labs.overthewire.org
Port: 2220

Bandit

Level 0
Level 1 → Level 1
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

Donate | Help?

Bandit Level 2 → Level 3

Level Goal

The password for the next level is stored in a file called **spaces** in this **filename** located in the home directory

Commands you may need to solve this level

ls, cd, cat, file, du, find

Helpful Reading Material

Google Search for "spaces in filename"

bandit4@bandit: ~

```
./overtherelay.py listen -p 2220
[+] Listening on 0.0.0.0:2220
[+] OverTheWire BASH Telnet Server version 0.6.2
[+] Author: Dang Tran
[+] Home: https://overthewire.org/wargames/bandit/
[+] Usage: ./overtherelay.py [options]
[+] Example: ./overtherelay.py -l host:port
```

This is an overtherelay game server.
More information at <http://www.overthewire.org/wargames>

bandit4@bandit: ~\$./overtherelay.py -l 0.0.0.0:2220

BANDIT

Welcome to overtherelay!

If you find any problems, please report them to the #wargames channel on [#freenode](irc://irc.freenode.net:6667).

-|- Playing the games ...-

This machine might hold several wargames.
If you're playing one, you can report bugs to the channel.

- + [bandit1](#): [bandit1](#) (overthewire.org:2220)
- + [bandit2](#): [bandit2](#) (overthewire.org:2220)
- + [bandit3](#): [bandit3](#) (overthewire.org:2220)
- + [bandit4](#): [bandit4](#) (overthewire.org:2220)

writedirectory to homedirectories is disabled. It is advised to create a working directory with a hard-unicode name in /tmp/. You can use the command "mktemp -d" in order to generate a random and hard-to-guess directory. By default, read-access to both /tmp/ is allowed and other directories restricted so users cannot snap up /writable/ files and directories. This includes限制 the contents of your selection on your blog or website! The /tmp directory is regularly wiped.

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

-|- Tools ...-

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

- + [get](#) (<https://github.com/happy7/get>) in /opt/get/
- + [nc](#) (<https://github.com/rodrigoalves/nc>) in /opt/nc/
- + [pwn3d](#) (<https://github.com/longld/pwn3d>) in /opt/pwn3d/
- + [radare2](#) (<https://github.com/radare/radare2>) in /opt/radare2/

-|- More information ...-

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

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Enjoy your stay!

bandit4@bandit: ~\$

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire
Wargames Rules

SSH Information Host: bandit4.labs.overthewire.org Port: 2220

Bandit

Level 0
Level 1 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

bandit5@bandit: ~

```
./overtherelay.py listen -p 2220
[+] Listening on 0.0.0.0:2220
[+] OverTheWire BASH Telnet Server version 0.6.2
[+] Author: Dang Tran
[+] Home: https://overthewire.org/wargames/bandit/
[+] Usage: ./overtherelay.py [options]
[+] Example: ./overtherelay.py -l host:port
```

This is an overtherelay game server.
More information at <http://www.overthewire.org/wargames>

bandit5@bandit: ~\$./overtherelay.py -l 0.0.0.0:2220

BANDIT

Welcome to overtherelay!

If you find any problems, please report them to the #wargames channel on [#freenode](irc://irc.freenode.net:6667).

-|- Playing the games ...-

This machine might hold several wargames.
If you're playing one, you can report bugs to the channel.

- + [bandit1](#): [bandit1](#) (overthewire.org:2220)
- + [bandit2](#): [bandit2](#) (overthewire.org:2220)
- + [bandit3](#): [bandit3](#) (overthewire.org:2220)
- + [bandit4](#): [bandit4](#) (overthewire.org:2220)
- + [bandit5](#): [bandit5](#) (overthewire.org:2220)

writedirectory to homedirectories is disabled. It is advised to create a working directory with a hard-unicode name in /tmp/. You can use the command "mktemp -d" in order to generate a random and hard-to-guess directory. By default, read-access to both /tmp/ is allowed and other directories restricted so users cannot snap up /writable/ files and directories. This includes限制 the contents of your selection on your blog or website! The /tmp directory is regularly wiped.

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

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

- + [get](#) (<https://github.com/happy7/get>) in /opt/get/
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- + [radare2](#) (<https://github.com/radare/radare2>) in /opt/radare2/

-|- More information ...-

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

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

bandit5@bandit: ~\$

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire
Wargames Rules

SSH Information Host: bandit5.labs.overthewire.org Port: 2220

Bandit

Level 0
Level 1 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
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Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

bandit6@bandit: ~

```
logged in to bandit6@bandit.OverTheWire.org closed.
[+] /bin/bash
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire
Wargames Rules

SSH Information
Host: bandit6.labs.overthewire.org
Port: 2220

Bandit

Level 0
Level 1 → Level 1
Level 2 → Level 2
Level 3 → Level 3
Level 4 → Level 4
Level 5 → Level 5
Level 6 → Level 6
Level 7 → Level 7
Level 8 → Level 8
Level 9 → Level 9
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Level 15 → Level 15
Level 16 → Level 16
Level 17 → Level 17
Level 18 → Level 18
Level 19 → Level 19
Level 20 → Level 20
Level 21 → Level 21
Level 22 → Level 22
Level 23 → Level 23

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

Commands you may need to solve this level
ls, cd, cat, file, du, find

bandit7@bandit: ~

```
logged in to bandit7@bandit.OverTheWire.org closed.
[+] /bin/bash
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire
Wargames Rules

SSH Information
Host: bandit7.labs.overthewire.org
Port: 2220

Bandit

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23
Level 23 → Level 24

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

Commands you may need to solve this level
ls, cd, cat, file, du, find, grep

bandit8@bandit: ~

```
[root@overthewire.org ~]# ./gen_welcome.py > /etc/wheezy/wheezy/wheezy.html
[root@overthewire.org ~]# curl -s http://bandit.labs.overthewire.org/wheezy/
[bandit8@bandit: ~]$ curl -s http://bandit.labs.overthewire.org:2220
  % Total    % Received % Xferd  Average Speed   Time    Time     Spent
                                     Dload  Total   Current   Left  Elapsed  Progress
-----  -----  -----  -----  -----  -----  -----
[bandit8@bandit: ~]$
```

This is an overthewire game server.
More information at <http://www.overthewire.org/wheezy>

welcome to wheezy!

If you find any problems, please report them to the #wheezy channel on
irc://irc.undertrackers.net:6667

--> Playing the games -->

This machine might hold several wargames:
1) You are playing "wheezy",
2) More levels are stored in "/wheezy/",
3) More levels are stored in "/wheezy/_levels/",
4) More levels are stored in "/wheezy/_levels/_levels/".

wheezy access to home directories is disabled. It is advised to create a working directory with a hard-to-guess name in "/home". You can use the command "newuser" in order to generate a random prefix and directory.
Remember that users can snap up wheezy's files and directores, so it's recommended that you use a random prefix and don't leave any files or directores lying around.

Finally, remember-access is limited for most levels by a local Firewall.

--> Tools -->

You convenience we have installed a few useful tools which you can find in the following location:

- > curl (<https://github.com/moppy/curl>)
- > netcat (<https://github.com/robbertdeboer/netcat>)
- > pwnkit (<https://github.com/gt3/pwnkit>)
- > radare2 (<http://www.radare.org>)

--> More information -->

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

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

[bandit8@bandit: ~]\$

bandit8@bandit: ~

```
[root@overthewire.org ~]# cat data.txt | sort | uniq -w 10 | sort -n
[bandit8@bandit: ~]$ curl -s http://bandit.labs.overthewire.org:2220
  % Total    % Received % Xferd  Average Speed   Time    Time     Spent
                                     Dload  Total   Current   Left  Elapsed  Progress
-----  -----  -----  -----  -----  -----  -----
[bandit8@bandit: ~]$
```

This is an overthewire game server.
More information at <http://www.overthewire.org/wheezy>

welcome to wheezy!

If you find any problems, please report them to the #wheezy channel on
irc://irc.undertrackers.net:6667

--> Playing the games -->

This machine might hold several wargames:
1) You are playing "wheezy",
2) More levels are stored in "/wheezy/",
3) More levels are stored in "/wheezy/_levels/",
4) More levels are stored in "/wheezy/_levels/_levels/".

wheezy access to home directories is disabled. It is advised to create a working directory with a hard-to-guess name in "/home". You can use the command "newuser" in order to generate a random prefix and directory.
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[bandit8@bandit: ~]\$

bandit10@bandit: ~

```
bandit10$ bandit10$ exit
Logout
Connection to bandit.labs.overthewire.org closed.

overthewire@bandit: /root
[+] ssh bandit10@bandit.labs.overthewire.org -p 2220
[+] Bandit Level 9 → Level 10
```

This is an overthewire game server.
More information can be found at www.overthewire.org/wargames

Welcome to overthewire!

If you find any problems, please report them to the #wargames channel on Freenode.

- - - Playing the games - - -

This machine might hold several wargames.
If you are playing a wargame, ...

- + users are compmed, ...
- + more levels are stored in /wargame/, ...
- + most levels are stored in /wargame/, ...

writedirectories 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 "rm -rf /tmp/*" in order to generate a random and hard-to-guess directory name. By default, read-access to both /tmp/ is disabled and directory restrictions are in place that prevent users from reading files and directories outside their home directory. Note that temporary files will be periodically deleted! The /tmp directory is regularly wiped.

Please note:

- * don't leave orphan processes running
- * don't leave exploit/files laying around
- * don't post answers online
- * don't post passwords or keys
- * DON'T INCLUDE ATTACHMENTS 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:

- fPIE
- fstack-protector
- fPIE

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

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- - - More information - - -

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bandit10@bandit: ~

bandit10@bandit: ~

```
bandit10$ bandit10$ ls -la
total 0
drwxr-xr-x 2 bandit bandit 4096 May 10 14:45 .
drwxr-xr-x 2 bandit bandit 4096 May 10 14:45 ..
bandit10$ bandit10$ rm -rf .
```

This is an overthewire game server.
More information can be found at www.overthewire.org/wargames

Welcome to overthewire!

If you find any problems, please report them to the #wargames channel on Freenode.

- - - Playing the games - - -

This machine might hold several wargames.
If you are playing a wargame, ...

- + users are compmed, ...
- + more levels are stored in /wargame/, ...
- + most levels are stored in /wargame/, ...

writedirectories 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 "rm -rf /tmp/*" in order to generate a random and hard-to-guess directory name. By default, read-access to both /tmp/ is disabled and directory restrictions are in place that prevent users from reading files and directories outside their home directory. Note that temporary files will be periodically deleted! The /tmp directory is regularly wiped.

Please note:

- * don't leave orphan processes running
- * don't leave exploit/files laying around
- * don't post answers online
- * don't post passwords or keys
- * DON'T POST SPOLIERS!
- * DON'T INCLUDE ATTACHMENTS 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:

- fPIE
- fstack-protector
- fPIE

In addition, the rrorstack 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 useful tools which you can find in the following location:

- + get (<https://github.com/happy7/get>) in /opt/get/
- + netcat (<https://github.com/robbtik/netcat>) in /opt/netcat/
- + pwnkit (<https://github.com/latentvoid/pwnkit>) in /opt/pwnkit/
- + radare2 (<http://www.radare.org/>)

- - - More information - - -

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

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

bandit11@bandit: ~

bandit12@bandit: ~

```
apt install python
# This machine is not an OverTheWire administrator.
# Please ask your administrator.
# bandit12@bandit: ~
```

bandit12@bandit: ~\$ curl bandit12@bandit.labs.overthewire.org:2220

BANDIT

This is an overthewire game server.
More information can be found at <http://www.overthewire.org/wargames>

welcome to overthewire!

If you find any problems, please report them to the #wargames channel on Freenode.

-- Playing the games --

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

- + users are compmed, compmed...
- + user levels are stored in /wargame/...
- + user levels which are stored in /etc/wargame/pass/.

writes access to home directories is disabled. It is advised to create a working directory with a hard-username name in /tmp/. You can use the command "rm -rf /tmp/*" in order to generate a random hard-username. Directories in /tmp/ have read-access to both /tmp/ & /tmp/. It is advised to always use /tmp/ for temporary files. If you are playing "compmed", then:

- + user levels which are stored in /etc/wargame/pass/.
- + user levels which are stored in /etc/wargame/...

userlevels are periodically deleted! The /tmp directory is regularly wiped.

-- Tips --

- don't leave orphan processes running
- don't leave exploit/files laying around
- don't post passwords or spasters
- TELL ME! Includes a link to the tellme website of your solution on your blog or website!

-- Tools --

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:

- fPIE
- fstack-protector
- fPIE
- fstack-protector
- fPIE
- fstack-protector
- fPIE

In addition, the rrorstack tool can be used to flag the stack as executable on Exp. Shattered.

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

-- Tools --

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

- + get (<https://github.com/happy7/get>) in /opt/get/
- + pwn (<https://github.com/kuangli/pwn>) in /opt/pwn/
- + pwnkit (<https://github.com/kuangli/pwnkit>) in /opt/pwnkit/
- + radare2 (<https://github.com/radare/radare2>) in /opt/radare2/

-- More information --

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

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

bandit12@bandit: ~\$

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores [Importar marcador...](#) [Todos los marcadores](#)

rot13.com

About ROT13

Gur cnffibeg vf WIA00SFzMjXXBC0KoSKBbJ8puQn51IEI

↓

ROT13 ▾

↓

The password is TVNjBFSmZwKKOP0XoFXOoi8ch0z5yVRv

bandit12@bandit: ~

```
apt install python
# This machine is not an OverTheWire administrator.
# Please ask your administrator.
# bandit12@bandit: ~
```

bandit12@bandit: ~\$ curl bandit12@bandit.labs.overthewire.org:2220

BANDIT

This is an overthewire game server.
More information can be found at <http://www.overthewire.org/wargames>

welcome to overthewire!

If you find any problems, please report them to the #wargames channel on Freenode.

-- Playing the games --

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

- + users are compmed, compmed...
- + user levels are stored in /wargame/...
- + user levels which are stored in /etc/wargame/pass/.

writes access to home directories is disabled. It is advised to create a working directory with a hard-username name in /tmp/. You can use the command "rm -rf /tmp/*" in order to generate a random hard-username. Directories in /tmp/ have read-access to both /tmp/ & /tmp/. It is advised to always use /tmp/ for temporary files. If you are playing "compmed", then:

- + user levels which are stored in /etc/wargame/pass/.
- + user levels which are stored in /etc/wargame/...

userlevels are periodically deleted! The /tmp directory is regularly wiped.

-- Tips --

- don't leave orphan processes running
- don't leave exploit/files laying around
- don't post passwords or spasters
- TELL ME! Includes a link to the tellme website of your solution on your blog or website!

-- Tools --

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:

- fPIE
- fstack-protector
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-- More information --

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

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

bandit12@bandit: ~\$

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores [Importar marcador...](#) [Todos los marcadores](#)

OverTheWire

Rules

Wargames

SSH Information

Host: bandit12.labs.overthewire.org
Port: 2220

Bandit

Level 0

Level 0 → Level 1

Level 1 → Level 2

Level 2 → Level 3

Level 3 → Level 4

Level 4 → Level 5

Level 5 → Level 6

Level 6 → Level 7

Level 7 → Level 8

Level 8 → Level 9

Level 9 → Level 10

Level 10 → Level 11

Level 11 → Level 12

Level 12 → Level 13

Level 13 → Level 14

Level 14 → Level 15

Level 15 → Level 16

Level 16 → Level 17

Level 17 → Level 18

Level 18 → Level 19

Level 19 → Level 20

Level 20 → Level 21

Level 21 → Level 22

Level 22 → Level 23

Bandit Level 11 → Level 12

Level Goal

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

Commands you may need to solve this level

grep, sort, uniq, strings, base64, tr, tar, gzip, bzip2, xxd

Helpful Reading Material

Rot13 on Wikipedia

bandit13@bandit: ~

```
#!/bin/sh
# This script is run every 5 minutes.
# The password is $bandit13password
# bandit13 password: 
# bandit13@bandit:~$ logout
# bandit13@bandit:~$ bandit13@bandit:~$ overthewire.org closed.

overthewire@overthewire:~/bandit$ ssh bandit13@bandit.OverTheWire.org -p 2220
[bandit13@bandit:~]$ cat /etc/wheezy/wheezy.wheezy
-----[REDACTED]-----
-----[REDACTED]-----
-----[REDACTED]-----
```

This is an overthewire game server.
More information on <http://www.overthewire.org/wargames>

Welcome to overthewire!

If you find any problems, please report them to the #wargames channel on Freenode.

--> Playing the games -->

This machine might hold several wargames.
If you are playing a wargame, ...

- + users are <username>, ...
- + user levels are <username>_level<n>, ...
- + user levels are stored in /etc/somegame/pass/.

writes access to home directories is disabled. It is advised to create a working directory with a hard-link name in /tmp. You can use the command "ln -s" to make a hard-link. If you want to have a working directory in /tmp, read-access to both /tmp/ & /tmp/.../tmp/ must be restricted so that users cannot snap up /wheee/. files and directories in /tmp. Note: temporary files and directories will be periodically deleted! The /tmp directory is regularly wiped.

Please note:

- * don't leave orphan processes running
- * don't leave exploit/files laying around
- * don't leave log files
- * don't post passwords or spuers
- * TELL ME! Includes a link to the latest release of your selection 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:

- fPIE
- fstack-protector
- fPIE
- fstack-protector
- fPIE

In addition, the nmapstack tool can be used to flag the stack as executable on Exploit-Shell.

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

--> Tools -->

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

- + get (<https://github.com/happy7/get>) in /opt/get/
- + netcat (<https://github.com/robbertk/nmapstack>) in /opt/netcat/
- + pwnkit (<https://github.com/ctfjester/pwnkit>) in /opt/pwnkit/
- + radare2 (<http://www.radare.org>) in /opt/radare2/

--> More information -->

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

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

[bandit13@bandit:~]

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire

Wargames Rules

[Donate!](#) [Help?](#)

SSH Information

Host: bandit13.OverTheWire.org
Port: 2220

Bandit

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

bandit14@bandit: ~

```
#!/bin/sh
# This script is run every 5 minutes.
# The password is $bandit14password
# bandit14 password: 
# bandit14@bandit:~$ logout
# bandit14@bandit:~$ bandit14@bandit:~$ overthewire.org closed.

overthewire@overthewire:~/bandit$ ssh bandit14@bandit.OverTheWire.org -p 2220
[bandit14@bandit:~]$ cat /etc/wheezy/wheezy.wheezy
-----[REDACTED]-----
-----[REDACTED]-----
-----[REDACTED]-----
```

This is an overthewire game server.
More information on <http://www.overthewire.org/wargames>

You are trying to log into this server with a password on port 2220 from localhost.

Connection refused. Please check your connection to continue reading.

Please log out and log in again.

Welcome to overthewire!

If you find any problems, please report them to the #wargames channel on Freenode.

--> Playing the games -->

This machine might hold several wargames.
If you are playing a wargame, ...

- + usernames are <username>, ...
- + user levels are <username>_level<n>, ...
- + user levels are stored in /etc/somegame/pass/.

writes access to home directories is disabled. It is advised to create a working directory with a hard-link name in /tmp. You can use the command "ln -s" to make a hard-link. If you want to have a working directory in /tmp, read-access to both /tmp/ & /tmp/.../tmp/ must be restricted so that users cannot snap up /wheee/. files and directories in /tmp. Note: temporary files and directories will be periodically deleted! The /tmp directory is regularly wiped.

Please note:

- * don't leave orphan processes running
- * don't leave exploit/files laying around
- * don't leave log files
- * don't post passwords or spuers
- * TELL ME! Includes a link to the latest release of your selection 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:

- fPIE
- fstack-protector
- fPIE
- fstack-protector
- fPIE

In addition, the nmapstack tool can be used to flag the stack as executable on Exploit-Shell.

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

--> Tools -->

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

- + get (<https://github.com/happy7/get>) in /opt/get/
- + netcat (<https://github.com/robbertk/nmapstack>) in /opt/netcat/
- + pwnkit (<https://github.com/ctfjester/pwnkit>) in /opt/pwnkit/
- + radare2 (<http://www.radare.org>) in /opt/radare2/

--> More information -->

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

For support, questions or comments, contact us on discord or IRC.

21:24 29/02/2024

bandit15@bandit: ~

```
connect to host: fail overthewire.org closed
I am bandit15, fail overthewire.org 220
bandit: ~
```

This is an overthewire game server.
More information on <http://www.overthewire.org/wargames>

bandit15@bandit: ~ fail overthewire.org's password:

welcome to overthewire!

If you create any problems, please report them to the forums, chat rooms or IRC.

[I start the game.]

You have created several accounts:
- [redacted] (disabled)
- [redacted] (disabled)
- [redacted] (disabled)

- [redacted] are disabled; disabled;
- [redacted] are disabled; disabled;

passwords for each level are stored in /etc/bandit/passwd.

Please note that bandit15 has been disabled to prevent it from being used to bypass security measures in place. You can see a file named "locked" in order to generate a random and hard to guess password.

direction to /etc/passwd - Read access to both /etc/passwd and /etc/shadow or /etc/group or /etc/nologin will be automatically denied if the root is hacked.

Please play safe!

Bandit's security features:
- don't leave executable files around
- don't leave passwords or certificates
- make sure to use https
- tell friends or relatives of your location on your blog or addrs

[I type:]

After running a quick pentest, I find:
- [redacted] has been disabled
- [redacted] has been disabled off - The following user file flags might be interesting:
- [redacted]
- [redacted]
- [redacted]
- [redacted]

In addition, the execution tool can be used to find the stack as executable on all programs.

Finally, remote access is limited for now. Tools by a local friend!

[I talk:]

After some research we have installed a few useful tools which are available for download:

- [redacted] (https://github.com/overthewire/overthewire)

[I move to another terminal]

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

For answers, questions or comments, contact us on discord or IRC.

good luck!

bandit15@bandit: ~

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores [Importar marcador...](#) [Todos los marcadores](#)

SSH Information
Host: bandit15.labs.overthewire.org
Port: 2220

bandit

Level Goal

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

Commands you may need to solve this level

`ssh, telnet, nc, openssl, s_client, nmap`

Helpful Reading Material

- How the Internet works in 5 minutes (YouTube) (**Not completely accurate, but good enough for beginners**)
- IP Addresses
- IP Address on Wikipedia
- Localhost on Wikipedia
- Ports
- Port (computer networking) on Wikipedia

bandit16@bandit: ~

```
bandit16@bandit: ~
Connection to bandit.labs.overthewire.org closed.
Last login: Sun Jun 10 14:45:10 UTC 2018
[!] $ cat /etc/bandit/bandit16's password:
bandit16:password
[!] $
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire
Wargames Rules

SSH Information
Host: bandit.labs.overthewire.org
Port: 2220

Bandit

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

Level Goal

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.

Helpful note: Getting "HEARTBEATING" and "Read R BLOCK"? Use -lgn_eof and read the "CONNECTED COMMANDS" section in the manpage. Next to 'R' and 'Q', the 'B' command also works in this version of that command...

Commands you may need to solve this level

ssh, telnet, nc, openssl, s_client, nmap

Helpful Reading Material

Secure Socket Layer/Transport Layer Security on Wikipedia
OpenSSL Cookbook - Testing with OpenSSL

bandit17@bandit: ~

```
bandit17@bandit: ~
Connection to bandit.labs.overthewire.org closed.
[!] $ cat /etc/bandit/bandit17's password:
bandit17:password
[!] $
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire
Wargames Rules

SSH Information
Host: bandit.labs.overthewire.org
Port: 2220

Bandit

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

Level Goal

The credentials for the next level can be retrieved by submitting the password of the current level to a **port on localhost in the range 31000 to 32000**. First find out which of these ports have a server listening on them. Then find out which of those speak SSL and which don't. There is only 1 server that will give the next credentials, the others will simply send back to you whatever you send to it.

Commands you may need to solve this level

ssh, telnet, nc, openssl, s_client, nmap

Helpful Reading Material

Port scanner on Wikipedia

MINGW64/c/Users/lest/Bandit

```

Host: bandit17.labs.overthewire.org:2220
3 ssh bandit17@bandit.labs.overthewire.org password:
bandit17@bandit.labs.overthewire.org's password:

Welcome to OverTheWire!
This is an overthewire game server.
More information on http://www.overthewire.org/wargames

bandit17@bandit.labs.overthewire.org's password:

[Playing the games]
This machine might hold several wargames.
If you are playing "wargame", then:
  * Usernames are somename, somegname, ...
  * Most LEVELS are stored in /wargame/
  * Some files are stored in /etc/wargame/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' to do this. Redirections to both /tmp/ is disabled and to /proc
processes is disabled. Redirections to both /tmp/ and /proc/ is disabled.
With easily guessable or short names will be periodically deleted! The /tmp
processes will be periodically wiped.

Please play nice!

[Don't leave orphan processes running
  * don't leave exploitfiles laying around
  * don't post passwords or spoilers
  * etc.

This includes writeups of your solution on your blog or website!
]

[Tip]
This machine has a obit processor and many security-features enabled
by default, although Avisi has been switched off. The following
compiler flags might be interesting:
  -O2           compile for 32bit
  -fstack-protector          disable Protection
  -fno-PIE        disable PIE
  -fno-PIE                      available for 32bit

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 useful tools which you can find
in the following locations:
  * wget (https://github.com/hugsy/get) in /opt/get/
  * pwndbg (https://github.com/pwndbg/pwndbg) in /opt/pwndbg/
  * radare2 (https://github.com/radare/radare2) in /opt/radare2/
  * gdbinit (https://github.com/gdbinit/gdbinit) in /opt/gdbinit/
  * radare2 (http://www.radare.org)
  * radare2 (http://www.radare.org)

[More information]
For more information regarding individual wargames, visit
http://www.overthewire.org/wargame/
For support, questions or comments, contact us on discord or IRC.
Enjoy your stay!
bandit17@bandit:~[1]
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

 Wargames Rules

SSH Information

Host: bandit17.labs.overthewire.org
Port: 2220

Bandit

- Level 0 → Level 1
- Level 1 → Level 2
- Level 2 → Level 3
- Level 3 → Level 4
- Level 4 → Level 5
- Level 5 → Level 6
- Level 6 → Level 7
- Level 7 → Level 8
- Level 8 → Level 9
- Level 9 → Level 10
- Level 10 → Level 11
- Level 11 → Level 12
- Level 12 → Level 13
- Level 13 → Level 14
- Level 14 → Level 15
- Level 15 → Level 16
- Level 16 → Level 17
- Level 17 → Level 18
- Level 18 → Level 19
- Level 19 → Level 20
- Level 20 → Level 21
- Level 21 → Level 22
- Level 22 → Level 23

bandit18@bandit:~

```

bandit18@bandit.labs.overthewire.org's password:
bandit18@bandit.labs.overthewire.org's password:

Welcome to OverTheWire!
This is an overthewire game server.
More information on http://www.overthewire.org/wargames

bandit18@bandit.labs.overthewire.org's password:

[Playing the games]
This machine might hold several wargames.
If you are playing "wargame", then:
  * Usernames are somename, somegname, ...
  * Most LEVELS are stored in /wargame/
  * Some files are stored in /etc/wargame/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' to do this. Redirections to both /tmp/ is disabled and to /proc
processes is disabled. Redirections to both /tmp/ and /proc/ is disabled.
With easily guessable or short names will be periodically deleted! The /tmp
processes will be periodically wiped.

Please play nice!

[Don't leave orphan processes running
  * don't leave exploitfiles laying around
  * don't post passwords or spoilers
  * etc.

This includes writeups of your solution on your blog or website!
]

[Tip]
This machine has a obit processor and many security-features enabled
by default, although Avisi has been switched off. The following
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  -O2           compile for 32bit
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  -fno-PIE        disable PIE
  -fno-PIE                      available for 32bit

In addition, the execstack tool can be used to flag the stack as
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Finally, network-access is limited for most levels by a local
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  * pwndbg (https://github.com/pwndbg/pwndbg) in /opt/pwndbg/
  * radare2 (https://github.com/radare/radare2) in /opt/radare2/
  * gdbinit (https://github.com/gdbinit/gdbinit) in /opt/gdbinit/
  * radare2 (http://www.radare.org)
  * radare2 (http://www.radare.org)

[More information]
For more information regarding individual wargames, visit
http://www.overthewire.org/wargame/
For support, questions or comments, contact us on discord or IRC.
Enjoy your stay!
bandit18@bandit:~[1]
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

 Wargames Rules

SSH Information

Host: bandit18.labs.overthewire.org
Port: 2220

Bandit

- Level 0 → Level 1
- Level 1 → Level 2
- Level 2 → Level 3
- Level 3 → Level 4
- Level 4 → Level 5
- Level 5 → Level 6
- Level 6 → Level 7
- Level 7 → Level 8
- Level 8 → Level 9
- Level 9 → Level 10
- Level 10 → Level 11
- Level 11 → Level 12
- Level 12 → Level 13
- Level 13 → Level 14
- Level 14 → Level 15
- Level 15 → Level 16
- Level 16 → Level 17
- Level 17 → Level 18
- Level 18 → Level 19
- Level 19 → Level 20
- Level 20 → Level 21
- Level 21 → Level 22
- Level 22 → Level 23

bandit20@bandit: ~

```
bandit20$bandit exit
Connection to bandit.labs.overthewire.org closed.

$ ssh bandit20@bandit.labs.overthewire.org -p 2220
bandit20@bandit.labs.overthewire.org's password:
bandit
```

Welcome to overthewire!

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

This machine might hold several wargames.
It's up to you to figure out which ones.

- + USERS ARE COMPROMISED, COMPROMISE...
- + MACHINES FOR EACH LEVEL ARE STORED IN /etc/wargame_pass/.

writedacces to homedirectories is disabled. It is advised to create a subdirectory named "wtmp" in order to generate a random and hard to guess restricted password. If you do not do this, your password will be leaked to the root user. This is a security feature. If you do not want to do this, restrict access to your home directory with a .dotfile or similar. Files and directories with such a possibility of short names will be periodically renamed. The flag will be available in the next level.

Please play nice!

- don't leave orphan processes running
- don't leave open ports on your machine
- don't annoy other players
- don't be a jerk to other players
- again, DON'T POST SPOLIER!

Don't忘記將你的解決方案放在你的blog或網站上。

[+ tips]

This machine has a sedüt processor and many security-features enabled by default. If you want to turn them off, the following compiler flags might be interesting:

- O2
- fstack-protector
- fno-stack-protector
- fno-pie
- fstack-realloc

Stack overflow bugs 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 useful tools which you can find in the following locations:

- g++ (https://github.com/happygit/repo/g++)
- pedbg (https://github.com/happygit/pedbg) in /opt/pedbg/
- radare2 (https://github.com/radare/radare2) in /opt/radare2/
- gitard (http://www.gitard.org/)

[+ more information]

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

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

bandit20@bandit: ~

bandit20@bandit: ~

bandit21@bandit: ~

```
bandit21$bandit exit
Connection to bandit.labs.overthewire.org closed.

$ ssh bandit21@bandit.labs.overthewire.org -p 2220
bandit21@bandit.labs.overthewire.org's password:
bandit
```

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It's up to you to figure out which ones.

Please play nice!

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- don't annoy other players
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[+ tools]

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- pedbg (https://github.com/happygit/pedbg) in /opt/pedbg/
- radare2 (https://github.com/radare/radare2) in /opt/radare2/
- gitard (http://www.gitard.org/)

[+ more information]

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

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

bandit21@bandit: ~

bandit21@bandit: ~

bandit22@bandit: ~

```

Permission denied, please try again.
bandit22@bandit:~$ !ls; overthewire.org's password:
overthewire.org's password: password
bandit22@bandit:~$ !ls; overthewire.org's password:
overthewire.org's password: password
bandit22@bandit:~$ ls; overthewire.org -> 2220
x ssh bandit22@bandit.labs.overthewire.org -> 2220
BARBARE

This is an OverTheWire game server.
More information can be found at http://www.overthewire.org/wargames

  

  welcome to overthewire!
  If you find any problems, please report them to the #wargames channel on
  irc.OverTheWire.org
  --> Playing the games ...
  This machine might hold several wargames.
  You are playing: *wargame*
  - users: 1 - logins: 1 - shells: 1
  - More levels are stored in /wargame/
  - More scripts are stored in /wargame/
  - More levels are stored in /wargame/
  writes access to home directories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/. You can use the
  command "rm -rf /tmp/*" in order to generate a fresh and hard to guess
  directory. By default, Read-access to both /tmp/ is enabled and /tmp/ is
  restricted so that users cannot snap up wargame, files and directories
  on their own. All temporary files and shell scripts will be periodically deleted! The /tmp
  directory is regularly wiped.
  Finally, remember to use cron!
  - don't leave orphan processes running
  - don't leave exploit/files laying around
  - don't post screenshots or spoilers
  - don't post answers or answers
  - TELL US INCLUDE MUSICAL INSTRUMENTS OF YOUR CHOICE ON YOUR BLOG OR WEBSITE!
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  - TELL US INCLUDE MUSICAL INSTRUMENTS OF YOUR CHOICE ON YOUR BLOG OR WEBSITE!
  - TELL US INCLUDE MUSICAL INSTRUMENTS OF YOUR CHOICE ON YOUR BLOG OR WEBSITE!
```

Bandit Level 21 → Level 22

Level Goal

[Donate!](#) [Help?](#)

A program is running automatically at regular intervals from `cron`, the time-based job scheduler. Look in `/etc/cron.d/` for the configuration and see what command is being executed.

Commands you may need to solve this level

`cron`, `crontab`, `crontab(5)` (use "man 5 crontab" to access this)

Bandit

- Level 0
- Level 0 → Level 1
- Level 1 → Level 2
- Level 2 → Level 3
- Level 3 → Level 4
- Level 4 → Level 5
- Level 5 → Level 6
- Level 6 → Level 7
- Level 7 → Level 8
- Level 8 → Level 9
- Level 9 → Level 10
- Level 10 → Level 11
- Level 11 → Level 12
- Level 12 → Level 13
- Level 13 → Level 14
- Level 14 → Level 15
- Level 15 → Level 16
- Level 16 → Level 17
- Level 17 → Level 18
- Level 18 → Level 19
- Level 19 → Level 20
- Level 20 → Level 21
- Level 21 → Level 22
- Level 22 → Level 23
- Level 23 → Level 24
- Level 24 → Level 25
- Level 25 → Level 26
- Level 26 → Level 27

bandit22@bandit: ~

```

bandit22@bandit:~$ !ls; overthewire.org's password:
overthewire.org's password: password
bandit22@bandit:~$ ls; overthewire.org -> 2220
x ssh bandit22@bandit.labs.overthewire.org -> 2220
bandit22

This is an OverTheWire game server.
More information can be found at http://www.overthewire.org/wargames

  

  welcome to overthewire!
  If you find any problems, please report them to the #wargames channel on
  irc.OverTheWire.org
  --> Playing the games ...
  This machine might hold several wargames.
  You are playing: *wargame*
  - users: 1 - logins: 1 - shells: 1
  - More levels are stored in /wargame/
  - More scripts are stored in /wargame/
  writes access to home directories is disabled. It is advised to create a
  working directory with a hard-to-guess name in /tmp/. You can use the
  command "rm -rf /tmp/*" in order to generate a fresh and hard to guess
  directory. By default, Read-access to both /tmp/ is enabled and /tmp/ is
  restricted so that users cannot snap up wargame, files and directories
  on their own. All temporary files and shell scripts will be periodically deleted! The /tmp
  directory is regularly wiped.
  Finally, remember to use cron!
  - don't leave orphan processes running
  - don't leave exploit/files laying around
  - don't post screenshots or spoilers
  - don't post answers or answers
  - TELL US INCLUDE MUSICAL INSTRUMENTS OF YOUR CHOICE ON YOUR BLOG OR WEBSITE!
  - TELL US INCLUDE MUSICAL INSTRUMENTS OF YOUR CHOICE ON YOUR BLOG OR WEBSITE!
  - TELL US INCLUDE MUSICAL INSTRUMENTS OF YOUR CHOICE ON YOUR BLOG OR WEBSITE!
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```

Bandit Level 22 → Level 23

Level Goal

[Donate!](#) [Help?](#)

A program is running automatically at regular intervals from `cron`, the time-based job scheduler. Look in `/etc/cron.d/` for the configuration and see what command is being executed.

NOTE: Looking at shell scripts written by other people is a very useful skill. The script for this level is intentionally made easy to read. If you are having problems understanding what it does, try executing it to see the debug information it prints.

Commands you may need to solve this level

`cron`, `crontab`, `crontab(5)` (use "man 5 crontab" to access this)

Bandit

- Level 0
- Level 1 → Level 2
- Level 2 → Level 3
- Level 3 → Level 4
- Level 4 → Level 5
- Level 5 → Level 6
- Level 6 → Level 7
- Level 7 → Level 8
- Level 8 → Level 9
- Level 9 → Level 10
- Level 10 → Level 11
- Level 11 → Level 12
- Level 12 → Level 13
- Level 13 → Level 14
- Level 14 → Level 15
- Level 15 → Level 16
- Level 16 → Level 17
- Level 17 → Level 18
- Level 18 → Level 19
- Level 19 → Level 20
- Level 20 → Level 21
- Level 21 → Level 22
- Level 22 → Level 23

bandit24@bandit: ~

```
LESSON user start!
bandit24@bandit:~$ exit
Logout
Session "bandit24" has been closed.

Last login: Sun Jul 10 13:45:14 UTC 2022 from 127.0.0.1
[bandit24@bandit:~]$ curl bandit24@bandit:~$ curl overthewire.org -v 2220
  % Total    % Received =========
```

BANDIT

This is an overthewire game server.
More information at <http://www.overthewire.org/wargames>

bandit24@bandit:~\$ curl overthewire.org -v 2220

Wargames

OverTheWire
We're better, and we're good-looking. We are the 1%.

SSH Information
Host: bandit24.OverTheWire.org
Port: 2220

Bandit

Level 0
Level 1 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

Level Goal

A program is running automatically at regular intervals from `cron`, the time-based job scheduler. Look in `/etc/cron.d` for the configuration and see what command is being executed.

NOTE: This level requires you to create your own first shell-script. This is a very big step and you should be proud of yourself when you beat this level!

NOTE 2: Keep in mind that your shell script is removed once executed, so you may want to keep a copy around...

Commands you may need to solve this level

cron, crontab, crontab(5) (use "man 5 crontab" to access this)

bandit25@bandit: ~

```
More information at http://www.overthewire.org/wargames
bandit25@bandit:~$ curl overthewire.org -v 2220
  % Total    % Received =========
```

bandit

This is an overthewire game server.
More information at <http://www.overthewire.org/wargames>

bandit25@bandit:~\$ curl overthewire.org -v 2220

Wargames

OverTheWire
We're better, and we're good-looking. We are the 1%.

SSH Information
Host: bandit25.OverTheWire.org
Port: 2220

Bandit

Level 0
Level 1 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

Level Goal

A daemon is listening on port 30002 and will give you the password for bandit25 if given the password for bandit24 and a secret numeric 4-digit pincode. There is no way to retrieve the pincode except by going through all of the 10000 combinations, called brute-forcing.

You do not need to create new connections each time

MINGW64/c/Users/test

```
overthewire@bandit:~$ ls /etc/overthewire/wargames
bandit26
overthewire@bandit:~$ cat /etc/overthewire/wargames/bandit26
This is an overthewire game server.
More information can be found at https://overthewire.org/wargames
bandit26@bandit:~$ whoami
bandit26
overthewire@bandit:~$ password
bandit26
overthewire@bandit:~$ cat /etc/overthewire/wargames/bandit26
Welcome to overthewire!
If you find any problems, please report them to the #wargames channel on
irc://irc.libera.chat
|- Playing the games ...
This machine might hold several wargames.
+-----+
* usernames are compromised, compromised...
+-----+
* user levels are generated by ./gen_level.sh
+-----+
* password hashes are stored in /etc/somegame_pass/
written access to home directories is disabled. It is advised to create
writing directory with a hard link name in /tmp/. You can do this
with the command "ln -s /path/to/directory /tmp/.name". Then change
permissions to "777", read access to both files is controlled and no other
restriction so that users cannot snap up warchef, files and directives
in /tmp/. If you have a problem with permissions, then just periodically
refresh the contents of /tmp/. Files will be periodically deleted! The
tmp directory is regularly wiped.
+-----+
* Don't leave orphan processes running
* Don't leave temporary files lying around
* Don't annoy other players
* Don't post answers
* Agree, DON'T POST SPOLIERS!
The complete outline of your solution on your blog or website!
|- Tips ...
This machine has a SSH processor and many security-features enabled
written access to home directories is disabled. The following
compiler flags might be interesting:
+-----+
* -Wl,-Bsymbolic -fPIC
* -fstack-protector
* -fno-explicit-linkref
+-----+
* chmod(2) command 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 useful tools which you can find
in the following location:
+-----+
* getdeb (https://github.com/overthewire/getdeb) in /opt/getdeb/
* gnuzip (https://github.com/overthewire/gnuzip) in /opt/gnuzip/
* perlzip (https://github.com/overthewire/perlzip) in /opt/perlzip/
* radare2 (http://www.radare.org/)
|- More information ...
For more information regarding individual wargames, visit
http://overthewire.org/wargame/
For support, questions or comments, contact us on discord or IRC.
Enjoy your stay!
bandit26@bandit:~$
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores



Wargames Rules

OverTheWire We're better, and we're good-looking. We are the 1%.

SSH Information Host: bandit26.OverTheWire.org Port: 2220

Bandit Level 25 → Level 26

Level Goal

Logging in to bandit26 from bandit25 should be fairly easy... The shell for user bandit26 is not **bin/bash**, but something else. Find out what it is, how it works and how to break out of it.

Commands you may need to solve this level

ssh, cat, more, vi, ls, id, pwd

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
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Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

bandit2@bandit:~

```
overthewire@bandit:~$ ls /etc/overthewire/wargames
bandit26
overthewire@bandit:~$ cat /etc/overthewire/wargames/bandit26
This is an OverTheWire game server.
More information can be found at https://overthewire.org/wargames
bandit26@bandit:~$ whoami
bandit26
overthewire@bandit:~$ password
bandit26
overthewire@bandit:~$ cat /etc/overthewire/wargames/bandit26
Welcome to overthewire!
If you find any problems, please report them to the #wargames channel on
irc://irc.libera.chat
|- Playing the games ...
This machine might hold several wargames.
+-----+
* usernames are compromised, compromised...
+-----+
* user levels are generated by ./gen_level.sh
+-----+
* password hashes are stored in /etc/somegame_pass/
written access to home directories is disabled. It is advised to create
writing directory with a hard link name in /tmp/. You can do this
with the command "ln -s /path/to/directory /tmp/.name". Then change
permissions to "777", read access to both files is controlled and no other
restriction so that users cannot snap up warchef, files and directives
in /tmp/. If you have a problem with permissions, then just periodically
refresh the contents of /tmp/. Files will be periodically deleted! The
tmp directory is regularly wiped.
+-----+
* Don't leave orphan processes running
* Don't leave temporary files lying around
* Don't annoy other players
* Don't post answers
* Agree, DON'T POST SPOLIERS!
The complete outline of your solution on your blog or website!
|- Tips ...
This machine has a SSH processor and many security-features enabled
written access to home directories is disabled. The following
compiler flags might be interesting:
+-----+
* -Wl,-Bsymbolic -fPIC
* -fstack-protector
* -fno-explicit-linkref
+-----+
* chmod(2) command 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 ...
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in the following location:
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* gnuzip (https://github.com/overthewire/gnuzip) in /opt/gnuzip/
* perlzip (https://github.com/overthewire/perlzip) in /opt/perlzip/
* radare2 (http://www.radare.org/)
|- More information ...
For more information regarding individual wargames, visit
http://overthewire.org/wargame/
For support, questions or comments, contact us on discord or IRC.
Enjoy your stay!
bandit2@bandit:~$
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores



Wargames Rules

OverTheWire We're better, and we're good-looking. We are the 1%.

SSH Information Host: bandit26.OverTheWire.org Port: 2220

Bandit Level 26 → Level 27

Level Goal

Good job getting a shell! Now hurry and grab the password for bandit27!

Commands you may need to solve this level

ls

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

bandit29@bandit: ~

```
[+] /bin/sh
[+] bandit29@bandit:~$ ls -l /etc/warnqueue
total 0
[+] bandit29@bandit:~$ cat /etc/warnqueue.passwd
[+] bandit29@bandit:~$
```

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.

- * userscripts are compressed, compressed...
- + most LEVELS are stored in /wargame/, /etc/warnqueue.passwd/.

warnqueue to home directories is disabled. It is advised to create working directory with a hard-to-guess name in /tmp/. You can use the command "stemp up" in order to generate a random and hard to guess working directory. This is useful for people who like to keep their files restricted so that users cannot snap on warcher. Files and directories with easily guessable or short names will be periodically deleted in /tmp directory to regularly tidy.

Please note:

- * don't leave orphan processes running
- * don't leave exploit/files laying around
- * don't post passwords or spuers
- * TELL us/include atleast one of your solution on your blog or website!

-|- Tips :-)

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

- Wl,-z,noexecstack
- fno-stack-protector
- fno-explicit-linker

In addition, the nosetack 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 useful tools which you can find in the following location:

- * git (https://github.com/torvalds/git) in /opt/git/
- * pwnlib (https://github.com/guysoft/pwnlib) in /opt/pwnlib/
- * glibc (https://github.com/guysoft/glibc) in /opt/glibc/
- * pwntools (https://github.com/guysoft/pwntools)
- * radare2 (http://www.radare.org/)

-|- More information :-)

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

For support, questions or comments, contact us on discord or IRC.

enjoy your stay!

bandit29@bandit:~\$

bandit29@bandit: ~

```
[+] /bin/sh
[+] bandit29@bandit:~$ exit
[+] bandit29@bandit:~$
```

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.

- * userscripts are compressed, compressed...
- + most LEVELS are stored in /wargame/, /etc/warnqueue.passwd/.

warnqueue to home directories is disabled. It is advised to create working directory with a hard-to-guess name in /tmp/. You can use the command "stemp up" in order to generate a random and hard to guess working directory. This is useful for people who like to keep their files restricted so that users cannot snap on warcher. Files and directories with easily guessable or short names will be periodically deleted in /tmp directory to regularly tidy.

Please note:

- * don't leave orphan processes running
- * don't leave exploit/files laying around
- * don't post passwords or spuers
- * again, DON'T POST SPUES!
- * TELL us/include atleast one of your solution on your blog or website!

-|- Tips :-)

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

- Wl,-z,noexecstack
- fno-stack-protector
- fno-explicit-linker

In addition, the nosetack 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 useful tools which you can find in the following location:

- * git (https://github.com/torvalds/git) in /opt/git/
- * pwnlib (https://github.com/guysoft/pwnlib) in /opt/pwnlib/
- * glibc (https://github.com/guysoft/glibc) in /opt/glibc/
- * pwntools (https://github.com/guysoft/pwntools)
- * radare2 (http://www.radare.org/)

-|- More information :-)

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

For support, questions or comments, contact us on discord or IRC.

enjoy your stay!

bandit29@bandit:~\$

```
bandit30@bandit: ~
SSH user start!
bandit30@bandit:~$ exit
logout
connection to bandit30.talk.overthewire.org closed.
[+] http://bandit30.talk.overthewire.org:2220
  BANDEIT
  This is an overthewire game server.
  More information at http://www.overthewire.org/wargames
  Welcome to overthewire!
  If you find any problems, please report them to the #wargames channel on
  Freenode.
  -|- Playing the games ...
  This machine might hold several wargames.
  12 users are playing "wargame", then:
  - 1 users are connected, ...
  - 10 users are started in "/wargame/...", ...
  - 2 users are started in "/wargame/...", ...
  - 1 user is currently playing.
  Writable access to home directories is disabled. It is advised to create a
  working directory with a hard-to-guess name in "/tmp". You can use the
  command "rm -rf /tmp/*" in order to generate a random and hard-to-guess
  name. By default, Read-access to both "/tmp/*" is disabled and other
  directories in "/tmp/*" are restricted to root. Files and directries
  created by users in "/tmp/*" will be periodically deleted. The "/tmp"
  directory is regularly wiped.
  Finally, network-access is limited for most levels by a local
  Firewall.
  -|- Tools ...
  For your convenience we have installed a few useful tools which you can find
  in the following location:
  - get (https://github.com/happygit/repo.git) in /opt/getrepo/
  - gpg (https://github.com/torvalds/gpg.git) in /opt/getrepo/
  - pwnkit (https://github.com/ctfjester/pwnkit.git) in /opt/getrepo/
  - pentestkit (https://github.com/ctfjester/pentestkit)
  - radare2 (http://www.radare.org/)

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

  For support, questions or comments, contact us on discord or IRC.

  8:08 ESP LAA 01/03/2024
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire

Wargames Rules

SSH Information Host: bandit30.talk.overthewire.org Port: 2220

Bandit

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22

Clone the repository and find the password for the next level.

Commands you may need to solve this level

git

```
bandit31@bandit: ~
SSH user start!
bandit31@bandit:~$ exit
logout
connection to bandit31.talk.overthewire.org closed.
[+] http://bandit31.talk.overthewire.org:2220
  BANDEIT
  This is an overthewire game server.
  More information at http://www.overthewire.org/wargames
  Welcome to overthewire!
  If you find any problems, please report them to the #wargames channel on
  Freenode.
  -|- Playing the games ...
  This machine might hold several wargames.
  12 users are connected, ...
  - 1 users are connected, ...
  - 10 users are started in "/wargame/...", ...
  - 2 users are started in "/wargame/...", ...
  - 1 user is currently playing.
  Writable access to home directories is disabled. It is advised to create a
  working directory with a hard-to-guess name in "/tmp". You can use the
  command "rm -rf /tmp/*" in order to generate a random and hard-to-guess
  name. By default, Read-access to both "/tmp/*" is disabled and other
  directories in "/tmp/*" are restricted to root. Files and directries
  created by users in "/tmp/*" will be periodically deleted. The "/tmp"
  directory is regularly wiped.
  Finally, network-access is limited for most levels by a local
  Firewall.
  -|- Tools ...
  For your convenience we have installed a few useful tools which you can find
  in the following location:
  - get (https://github.com/happygit/repo.git) in /opt/getrepo/
  - gpg (https://github.com/torvalds/gpg.git) in /opt/getrepo/
  - pwnkit (https://github.com/ctfjester/pwnkit.git) in /opt/getrepo/
  - pentestkit (https://github.com/ctfjester/pentestkit)
  - radare2 (http://www.radare.org/)

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

  For support, questions or comments, contact us on discord or IRC.

  8:08 ESP LAA 01/03/2024
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire

Wargames Rules

SSH Information Host: bandit31.talk.overthewire.org Port: 2220

Bandit

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

Clone the repository and find the password for the next level.

Commands you may need to solve this level

git

MINGW64/c/Users/test\$

```
bandit12$ls /etc/suusername.org's password
Permission denied, please try again.
bandit12$ls /etc/suusername.org's password

ls: /etc/suusername.org's password: Permission denied

$ ssh bandit12@bandit.labs.overthewire.org -p 2220
bandit
  This is an OverTheWire game server.
  More information on http://www.overthewire.org/wargames

bandit12$bandit12@bandit.labs.overthewire.org:~$ password:
bandit
  Welcome to OverTheWire!
  If you have any problems, please report them to the wargames channel on
  discord or IRC.

  -> Playing the games ...
  This machine might hold several wargames.
  If you have any problems, please report them to the wargames channel on
  discord or IRC.

  + USERSMNS are composed, composed, ...
  + MAILBOXES are composed, composed, ...
  + MAILBOXES for each level are stored in /etc/suusername_pass/.

  writeaccess to home directories is disabled. It is advised to create a
  subdirectory named ".writable" in your home directory and run the command
  "chmod -Rw .writable" in order to generate a random and hard to guess
  correct password. This will prevent users from being able to guess
  correct passwords. Note that this command must be run as root. Files and
  directries with random or short names will be periodically deleted. The rm
  directory is regularly wiped.

  Please play nice!

  * don't leave orphan processes running
  * don't leave any files lying around
  * don't annoy other players
  * don't post answers online
  * agree, DON'T POST SPOLIERS!
  * Don't link offsite of your solution on your blog or website!

  -> Tips ...
  This machine has a gitosis processor and many security-features enabled
  by default. If you want to disable them, turn them off. The following
  compiler flags might be interesting:
  -Wl,-fstack-protector -fstack-protector-all
  -fno-stack-protector
  -fno-stack-protector-all
  disable retn
  xbin溢出 attack 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 useful tools which you can find
  in the following location:
  + gcore (http://github.com/ctfpendbg/gcore) in /opt/gcore/
  + mdb (https://github.com/ctfpendbg/mdb) in /opt/mdb/
  + radare2 (http://github.com/radare/radare2) in /opt/radare2/
  + gitard (http://www.radar.org/)

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

  For support, questions or comments, contact us on discord or IRC.
  Enjoy your stay!
```

wELCOME TO THE UPPERCASE SHELL

bandit12\$

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire
We're back! And we're good-looking. We are the 1%.

SSH Information
Host: bandit12.labs.overthewire.org
Port: 2220

Bandit

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

Bandit Level 31 → Level 32

Level Goal

There is a git repository at `ssh://bandit31-git@localhost/home/bandit31-git/repo` via the port 2220.
The password for the user `bandit31-git` is the same as for the user `bandit31`.

Clone the repository and find the password for the next level.

Commands you may need to solve this level

git

bandit32@bandit:~\$

```
WELCOME TO THE UPPERCASE SHELL
+ WRITE: permission denied
+ READ: permission denied
+ EXECUTE: permission denied
bandit32$bandit12@bandit.labs.overthewire.org:~$ closed,
bandit
  This is an OverTheWire game server.
  More information on http://www.overthewire.org/wargames

bandit32$bandit12@bandit.labs.overthewire.org:~$ password:
bandit
  Welcome to OverTheWire!
  If you have any problems, please report them to the wargames channel on
  discord or IRC.

  -> Playing the games ...
  This machine might hold several wargames.
  If you have any problems, please report them to the wargames channel on
  discord or IRC.

  + USERSMNS are composed, composed, ...
  + MAILBOXES are composed, composed, ...
  + MAILBOXES for each level are stored in /etc/suusername_pass/.

  writeaccess to home directories is disabled. It is advised to create a
  subdirectory named ".writable" in your home directory and run the command
  "chmod -Rw .writable" in order to generate a random and hard to guess
  correct password. This will prevent users from being able to guess
  correct passwords. Note that this command must be run as root. Files and
  directries with random or short names will be periodically deleted. The rm
  directory is regularly wiped.

  Please play nice!

  * don't leave orphan processes running
  * don't leave any files lying around
  * don't annoy other players
  * don't post answers online
  * agree, DON'T POST SPOLIERS!
  * Don't link offsite of your solution on your blog or website!

  -> Tips ...
  This machine has a gitosis processor and many security-features enabled
  by default. If you want to disable them, turn them off. The following
  compiler flags might be interesting:
  -Wl,-fstack-protector -fstack-protector-all
  -fno-stack-protector
  -fno-stack-protector-all
  disable retn
  xbin溢出 attack 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 useful tools which you can find
  in the following location:
  + gcore (http://github.com/ctfpendbg/gcore) in /opt/gcore/
  + mdb (https://github.com/ctfpendbg/mdb) in /opt/mdb/
  + radare2 (http://github.com/radare/radare2) in /opt/radare2/
  + gitard (http://www.radar.org/)

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

  For support, questions or comments, contact us on discord or IRC.
  Enjoy your stay!
```

bandit32\$bandit12\$

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores Importar marcador... Todos los marcadores

OverTheWire
We're back! And we're good-looking. We are the 1%.

SSH Information
Host: bandit12.labs.overthewire.org
Port: 2220

Bandit

Level 0 → Level 1
Level 1 → Level 2
Level 2 → Level 3
Level 3 → Level 4
Level 4 → Level 5
Level 5 → Level 6
Level 6 → Level 7
Level 7 → Level 8
Level 8 → Level 9
Level 9 → Level 10
Level 10 → Level 11
Level 11 → Level 12
Level 12 → Level 13
Level 13 → Level 14
Level 14 → Level 15
Level 15 → Level 16
Level 16 → Level 17
Level 17 → Level 18
Level 18 → Level 19
Level 19 → Level 20
Level 20 → Level 21
Level 21 → Level 22
Level 22 → Level 23

Bandit Level 32 → Level 33

After all this `git` stuff it's time for another escape. Good luck!

Commands you may need to solve this level

sh, man

```

bandit33@bandit:~
restricted so that users cannot snoop on eachother. Files and directories
with easily guessable or short names will be periodically deleted! The /tmp
directory is regularly wiped.
Please play nice:
    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
    * don't leave answers to spoilers
    * 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,noexecro  disable reiro

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 useful tools which you can find
in the following locations:
    * gef (https://github.com/hugsy/gef) in /opt/gef/
    * pwndbg (https://github.com/pwndbg/pwndbg) in /opt/pwndbg/
    * peda (https://github.com/tongld/peda.git) in /opt/peda/
    * gdbinit (https://github.com/gdbinit/gdbinit) in /opt/gdbinit/
    * pwntools (https://github.com/Gallopsled/pwntools)
    * radare2 (http://www.radare.org/)

--[ More information ]--
For more information regarding individual wargames, visit
http://www.overthewire.org/wargames/
For support, questions or comments, contact us on discord or IRC.
Enjoy your stay!

bandit33@bandit:~$ ls
README.txt
bandit33@bandit:~$ cat README.txt
Congratulations on solving the last level of this game!

At this moment, there are no more levels to play in this game. However, we are constantly working
on new levels and will most likely expand this game with more levels soon.
Keep an eye out for an announcement on our usual communication channels!
In the meantime, you could play some of our other wargames.

If you have an idea for an awesome new level, please let us know!
bandit33@bandit:~$ |
```

Para acceder de forma rápida, coloca los marcadores aquí en la barra de marcadores [Importar marcador...](#) [Todos los marcadores](#)

The terminal window shows a bandit shell session with various commands run, including `cat README.txt` which contains congratulatory messages about solving the last level. The browser window shows the OverTheWire Wargames Bandit Level 33 page, which includes SSH information (Host: bandit33.labs.overthewire.org, Port: 2220), a sidebar with links to levels 0 through 23, and a message stating "At this moment, level 34 does not exist yet."