

Finding Password

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```
bandit8@bandit:~$ ls
```

```
data.txt
```

```
bandit8@bandit:~$ sort data.txt | uniq -u
```

```
UsvVyFSfZZWbi6wgC7dAFyFuR6jQQUhR
```

Note: `uniq -u` = it allows u to print only the uniq lines

Connecting to bandit9

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—(manarat@kali)-[~]

└─\$ ssh bandit9@bandit.labs.overthewire.org -p 2220

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

bandit9@bandit.labs.overthewire.org's password:

Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

```

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

```

Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on [irc.overthewire.org](irc://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]--

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/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!