

Finding Password

মঙ্গলবার, 6 জুলাই, 2021 4:38 PM

```
bandit4@bandit:~/inhere$ ls
```

```
-file00 -file02 -file04 -file06 -file08
```

```
-file01 -file03 -file05 -file07 -file09
```

```
bandit4@bandit:~/inhere$ cat < -file02
```

```
e)##5
```

```
ppV_?mmbandit4@bandit:~/inhere$ cat < -file03
```

```
?bandit4@bandit:~/inhere$ cat < -file05
```

```
r!$?h9('??lye#xO=?bandit4@bandit:~/inhere$ cat < -file06
```

```
ly??~??A?f???-E{???m???Mbandit4@bandit:~/inhere$ cat < -file07
```

```
koReBOKulDDepwhWk7jZCORTdopnAYKh
```

```
bandit4@bandit:~/inhere$ cat < -file07
```

```
koReBOKulDDepwhWk7jZCORTdopnAYKh
```

Connecting to bandit5

মঙ্গলবার, 6 জুলাই, 2021 4:50 PM

```
└─(manarat@kali)-[~]
```

```
└─$ ssh bandit5@bandit.labs.overthewire.org -p 2220
```

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

bandit5@bandit.labs.overthewire.org's password:

Permission denied, please try again.

bandit5@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.

--[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
[#wargames](https://irc.overthewire.org).

Enjoy your stay!