Summary

Goal: Find password from a file named spaces in this filename
Procedure: used cat "spaces in this filename" to get the contents of the file
Conclusion: Success

Finding Password

মঙ্গলবার, ৬ জুলাই, ২০২১   4:11 PM

bandit2@bandit:~$ ls

spaces in this filename

bandit2@bandit:~$ cat "spaces in this filename"

UmHadQclWmgdLOKQ3YNgjWxGoRMb5luK

Connecting to bandit3

মঙ্গলবার, 6 জুলাই, 2021   4:17 PM

┌──(manarat㉿kali)-[~]

└─$ ssh bandit3@bandit.labs.overthewire.org -p 2220

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

bandit3@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

irc.overthewire.org #wargames.

Enjoy your stay!