

Finding Password

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```
bandit9@bandit:~$ ls
data.txt
bandit9@bandit:~$ whatis strings
strings (1)      - print the strings of printable characters in files.
bandit9@bandit:~$ strings data.txt | grep =
===== the*2i"4
=:G e
===== password
<l=zsGi
Z)===== is
A=|t&E
Zdb=
c^ LAh=3G
*SF=s
&===== truKLdjsbJ5g7yyJ2X2R0o3a5HqJFuLk
S=A.H&^
```

Connecting bandit10

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```
└─(manarat@kali)-[~]
```

```
└─$ ssh bandit10@bandit.labs.overthewire.org -p 2220
```

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

bandit10@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!