

## Summary

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মঙ্গলবার, 6 জুলাই, 2021 3:18 AM

Goal: Use the password from the file readme and use it to log in to ssh bandit1

Procedure: Used ls to list the files > Used cat to read the contents of readme > Using the contents (password) of readme logged into bandit1

Conclusion: Success

# Finding Password

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মঙ্গলবার, 6 জুলাই, 2021 4:17 AM

Found the contents using ls

```
bandit0@bandit:~$ ls
```

readme

Read the contents of readme using cat

```
bandit0@bandit:~$ cat readme
```

boJ9jbbUNNfktd78OOpsqOltutMc3MY1

# Connecting to bandit1

মঙ্গলবার, 6 জুলাই, 2021 4:21 AM

```
└─(manaratkali)-[~]
```

```
└─$ ssh bandit1@bandit.labs.overthewire.org -p 2220
```

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

[bandit1@bandit.labs.overthewire.org](http://bandit1@bandit.labs.overthewire.org)'s password:

Linux bandit.otw.local 5.4.8 x86\_64 GNU/Linux

```

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    / / \      / / \      / / \
   / . :      / . :      / . :
  . / ; \ ; ; / / \ / \ ; |
 . ; / ` ; '___/ '---' \ \
 ; | ; \ ; | | : | /___ \ | ""
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 \ \ ' ; | ' \ \ ;
www. `---` ver `---` he `---` ire.org

```

Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on [irc.overthewire.org](http://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/l0ngld/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!