

Summary

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

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

```
└─(manarat@kali)-[~]
```

```
└─$ 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'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.

--[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!