

Bandit

```
ssh bandit0@bandit.labs.overthewire.org -p 2220
```

Bandit Level 0

The goal of this level is for you to log into the game using SSH. The host to which you need to connect is **bandit.labs.overthewire.org**, on port 2220. The username is **bandit0** and the password is **bandit0**. Once logged in, go to the [Level 1](#) page to find out how to beat Level 1.

Goal:

Log into the game using SSH.

Command:

```
ssh bandit0@bandit.labs.overthewire.org -p 2220
```

```
bandit0@bandit:~$ cat readme
Congratulations on your first steps into the bandit game!!
Please make sure you have read the rules at https://overthewire.org/rules/
If you are following a course, workshop, walkthrough or other educational activity,
please inform the instructor about the rules as well and encourage them to
contribute to the OverTheWire community so we can keep these games free!

The password you are looking for is: ZjLjTmM6FvvyRnrb2rfNW0Z0Ta6ip5If

bandit0@bandit:~$
```

Level password:

```
ZjLjTmM6FvvyRnrb2rfNW0Z0Ta6ip5If
```

Bandit Level 1 → Level 2

**Commands you may need to solve this level

[ls](#) , [cd](#) , [cat](#) , [file](#) , [du](#) , [find](#)

****Helpful Reading Material**

- [Google Search for “dashed filename”](#)
- [Advanced Bash-scripting Guide - Chapter 3 - Special Characters](#)

Goal:

The password for the next level is stored in a file called `-` located in the home directory.

Commands Used:

```
ls -la
cat ./-
```

Level Password:

```
ZjLjTmM6FvvyRnrb2rfNW0Z0Ta6ip5If
```

```
Enjoy your stay!
bandit1@bandit:~$ ls
-
bandit1@bandit:~$ cat ./-
263JGJPfgU6LtdEv9fWU1XP5yac29mFx
bandit1@bandit:~$
```

Bandit Level 2 → Level 3

****Commands you may need to solve this level**

[ls](#) , [cd](#) , [cat](#) , [file](#) , [du](#) , [find](#)

****Helpful Reading Material**

- [Google Search for “spaces in filename”](#)

Goal:

The password for the next level is stored in a file called `spaces in this filename` located in the home directory.

Commands Used:

```
ls -la
cat "spaces in this filename"
```

Level Password:

MNk8KNH3Usiio41PRUEoDFPqfxLPLSmx

Enjoy your stay!

```
bandit2@bandit:~$
bandit2@bandit:~$ ls
spaces in this filename
bandit2@bandit:~$ cat 'spaces in this filename'
MNk8KNH3Usiio41PRUEoDFPqfxLPLSmx
bandit2@bandit:~$
```

Bandit Level 3 → Level 4

**Commands you may need to solve this level

[ls](#) , [cd](#) , [cat](#) , [file](#) , [du](#) , [find](#)

Goal:

The password for the next level is stored in a **hidden file** in the `inhere` directory.

Commands Used:

```
ls -la inhere
cat inhere/.hidden
```

Level Password:

2WmrDFRmJIq3IPxneAaMGhap0pFhF3NJ

```
bandit3@bandit:~$ ls
inhere
bandit3@bandit:~$ cd inhere/
bandit3@bandit:~/inhere$ ls
bandit3@bandit:~/inhere$ ls -l
total 0
bandit3@bandit:~/inhere$ ls -a
.  ..  ...Hiding-From-You
bandit3@bandit:~/inhere$ cd ^C
bandit3@bandit:~/inhere$ cat ...Hiding-From-You
2WmrDFRmJIq3IPxneAaMGhap0pFhF3NJ
bandit3@bandit:~/inhere$
```

Bandit Level 4 → Level 5

****Commands you may need to solve this level**

[ls](#) , [cd](#) , [cat](#) , [file](#) , [du](#) , [find](#)

Goal:

The password for the next level is stored in the **only human-readable** file in the `inhere` directory.

Commands Used:

```
cd inhere
ls inhere
file ./*
cat ./-file07
```

Level Password:

```
4oQYVPkxZ00E005pTw81FB8j8LxXGUQw
```

```
bandit4@bandit:~$ ls
inhere
bandit4@bandit:~$ cd inhere/
bandit4@bandit:~/inhere$ ls
-file00 -file01 -file02 -file03 -file04 -file05 -file06 -file07 -file08 -file09
bandit4@bandit:~/inhere$ file ./*
./-file00: data
./-file01: data
./-file02: data
./-file03: data
./-file04: data
./-file05: data
./-file06: data
./-file07: ASCII text
./-file08: data
./-file09: data
bandit4@bandit:~/inhere$ cat ./-file07
4oQYVPkxZ00E005pTW81FB8j8lxXGUQw
bandit4@bandit:~/inhere$ |
```

Bandit Level 5 → Level 6

**Commands you may need to solve this level

[ls](#) , [cd](#) , [cat](#) , [file](#) , [du](#) , [find](#)

Goal:

The password for the next level is stored in a file **somewhere under the** `inhere` **directory** and has the following properties:

- Human-readable
- 1033 bytes in size
- Not executable

Commands Used:

```
find . -type f -size 1033c ! -executable
cat ./maybehere07/.file2
```

Level Password:

```
HWasnPhtq9AVKe0dmk45nxy20cvUa6EG
```

```
bandit5@bandit:~/inhere$ find . -type f -size 1033c ! -executable
./maybehere07/.file2
bandit5@bandit:~/inhere$ cat ./maybehere07/.file2
HWasnPhtq9AVKe0dmk45nxy20cvUa6EG
```

bandit5@bandit:~/inhere

Bandit Level 6 → Level 7

**Commands you may need to solve this level

[ls](#) , [cd](#) , [cat](#) , [file](#) , [du](#) , [find](#) , [grep](#)

Goal:

The password for the next level is stored **somewhere on the server** and has the following properties:

- Owned by user `bandit7`
- Owned by group `bandit6`
- 33 bytes in size

Commands Used:

```
find /var -user bandit7 -group bandit6 -size 33c 2>/dev/null
cat /var/lib/dpkg/info/bandit7.password
```

Level Password:

morbNTDkSW6jILUc0ymOdMaLn0lFVAaj

```
morbNTDkSW6jILUc0ymOdMaLn0lFVAaj
bandit6@bandit:~$ find /var -user bandit7 -group bandit6 -size 33c 2>/dev/null
/var/lib/dpkg/info/bandit7.password
bandit6@bandit:~$ cat /var/lib/dpkg/info/bandit7.password
morbNTDkSW6jILUc0ymOdMaLn0lFVAaj
bandit6@bandit:~$
```

Bandit Level 7 → Level 8

Goal:

The password for the next level is stored in a file called `data.txt`, but the file is very large.

Solution:

Checking the file size of `data.txt`, we can see it is huge:

```
bandit7@bandit:~$ du -b data.txt
4184396 data.txt
```

Since the password is in the same line as the word 'millionth', we use `grep` to find it quickly:

```
bandit7@bandit:~$ cat data.txt | grep millionth
millionth      cvX2JJJa4CFALtqS87jk27qwqGhBM9plV
```

Level Password:

```
dfwvzFQi4mU0wfNbFOe9RoWskMLg7eEc
```

```
bandit7@bandit:~$ cat data.txt | grep millionth
millionth      dfwvzFQi4mU0wfNbFOe9RoWskMLg7eEc
bandit7@bandit:~$ |
```

Bandit Level 8 → Level 9

Goal:

The password for the next level is stored in the file `data.txt` and is the only line of text that occurs **only once**.

Solution:

To find the unique line, we first sort the lines and then filter for the unique one:

```
bandit8@bandit:~$ sort data.txt | uniq -u
UsvVyFSfZZWbi6wgC7dAFyFuR6jQQUhr
```

Level Password:

```
4CKMh1JI91bUIZZPXDqGana14xvAg0JM
```

```
bandit8@bandit:~$ ls
data.txt
bandit8@bandit:~$ sort data.txt | uniq -u
4CKMh1JI91bUIZZPXDqGana14xvAg0JM
bandit8@bandit:~$ |
```

Bandit Level 9 → Level 10

Goal:

The password for the next level is stored in the file `data.txt` in one of the few human-readable strings, preceded by several `=` characters.

Solution:

The `strings` command finds human-readable text in files. We use it here to filter out the password:

```
strings data.txt | grep ==
```

Level Password:

```
FGUW5ilLVJrxX9kMYMm1N4MgbpfMiqey
```

```
bandit9@bandit:~$ strings data.txt | grep ==
}===== the
3JprD===== passwordi
~fDV3===== is
D9===== FGUW5ilLVJrxX9kMYMm1N4MgbpfMiqey
bandit9@bandit:~$ |
```


Bandit Level 10 → Level 11

Goal:

The password for the next level is stored in the file `data.txt`, which contains base64 encoded data.

Solution:

Base64 is a binary-to-text encoding scheme. We can decode the file using the `base64` command:

```
cat data.txt  
base64 -d data.txt
```

Level Password:

```
dtR173fZKb0RRsDFSGsg2RWnpNVj3qRr
```

```
bandit10@bandit:~$ cat data.txt  
VGhlIHBhc3N3b3JkIGlzIGR0UjE3M2ZaS2IwUlJzREZTR3NnMlJXbnBOVmozcVJyCg==  
bandit10@bandit:~$ base64 -d data.txt  
The password is dtR173fZKb0RRsDFSGsg2RWnpNVj3qRr  
bandit10@bandit:~$ |
```