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
```

Level password:

```
ZjLjTmM6FvvyRnrb2rfNWOZOTa6ip5If
```

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:

```
ZjLjTmM6FvvyRnrb2rfNWOZOTa6ip5If
```

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:

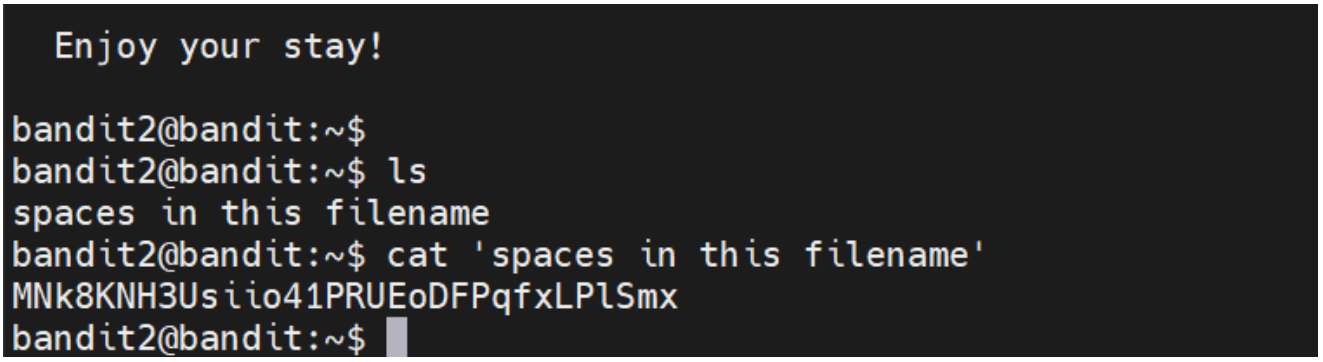
The password for the next level is stored in a file called `spaces in this filename` located in the home directory.

Commands Used:

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

Level Password:

```
MNk8KNH3Usiio41PRUEoDFPqfxLPlSmx
```



Bandit Level 3 → Level 4

**Commands you may need to solve this level

ls , cd , cat , file , du , find

Goal:

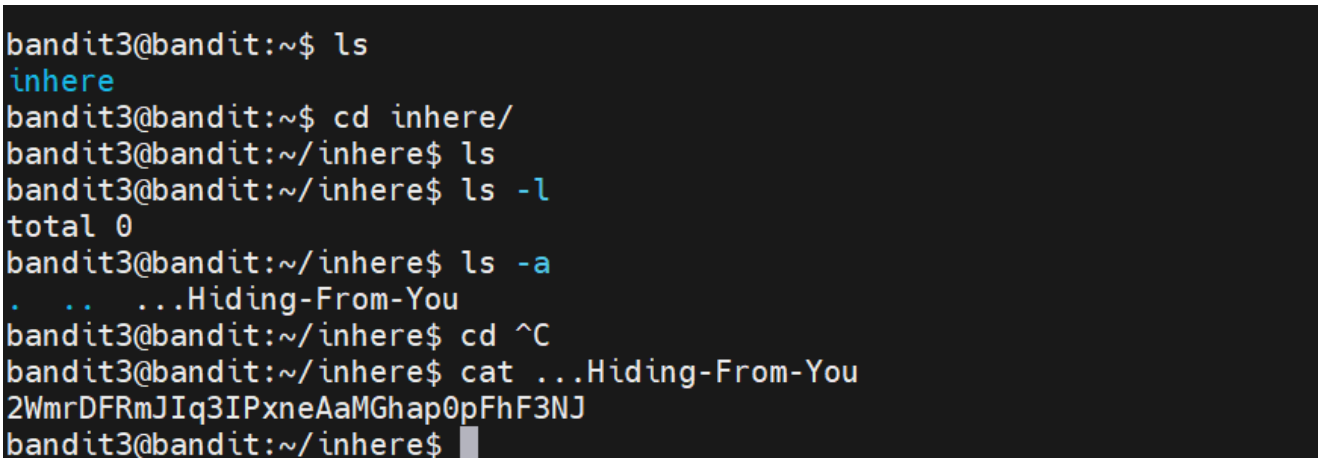
The password for the next level is stored in a **hidden file** in the `inhere` directory.

Commands Used:

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

Level Password:

```
2WmrDFRmJIq3IPxneAaMGhap0pFhF3NJ
```



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:

```
4oQYVPkxZOOEOO5pTW81FB8j8lxXGUQw
```

```
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
4oQYVPkxZOOEOO5pTW81FB8j8lxXGUQw
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:

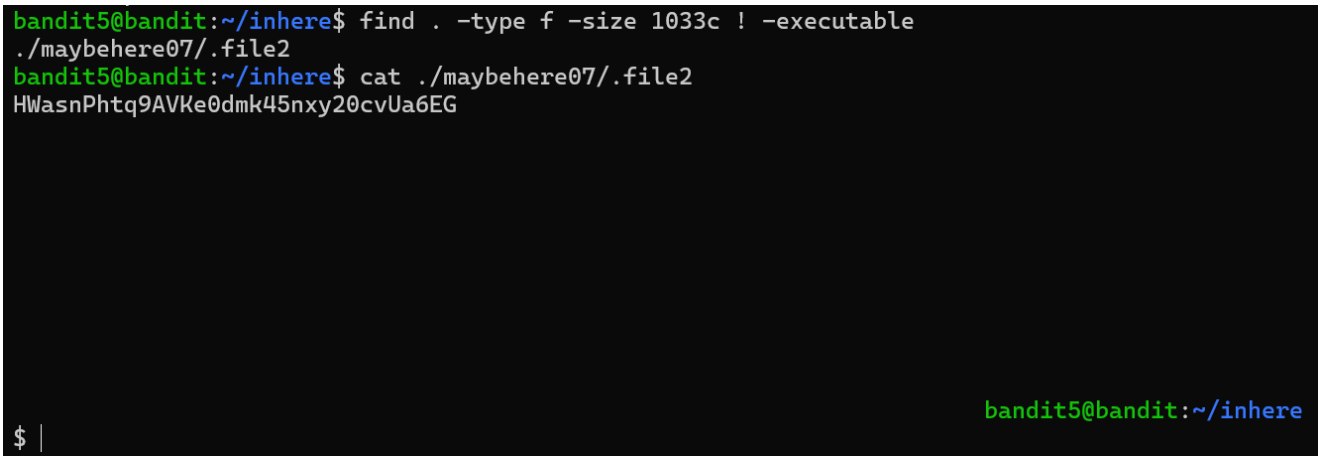
- **Human-readable**
- **1033 bytes in size**
- **Not executable**

Commands Used:

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

Level Password:

```
HWasnPhtq9AVKe0dmk45nxy20cvUa6EG
```



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:

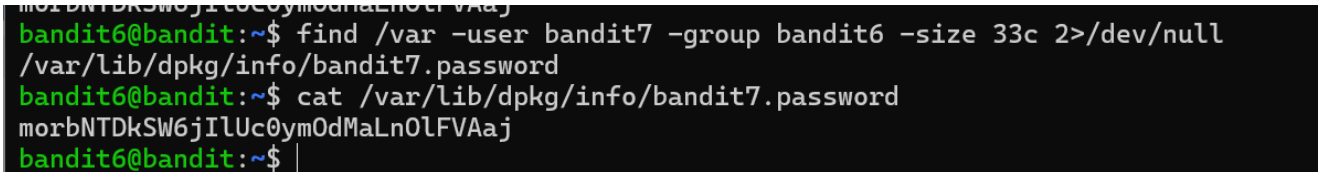
- **Owned by user** `bandit7`
- **Owned by group** `bandit6`
- **33 bytes in size**

Commands Used:

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

Level Password:

```
morbNTDkSW6jIlUc0ymOdMaLnOlFVAaj
```



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:

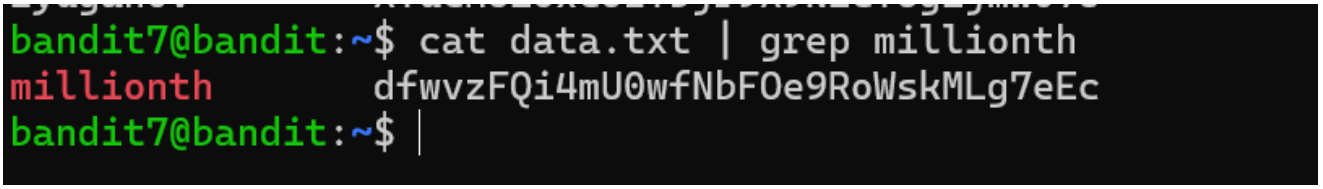
```
bandit7@bandit:~$ du -b data.txt
4184396 data.txt
```

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       cvX2JJa4CFALtqS87jk27qwqGhBM9plV
```

Level Password:

```
dfwvzFQi4mU0wfNbFOe9RoWskMLg7eEc
```



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:

```
4CKMh1JI91bUIZZPXDqGanal4xvAg0JM
```

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.

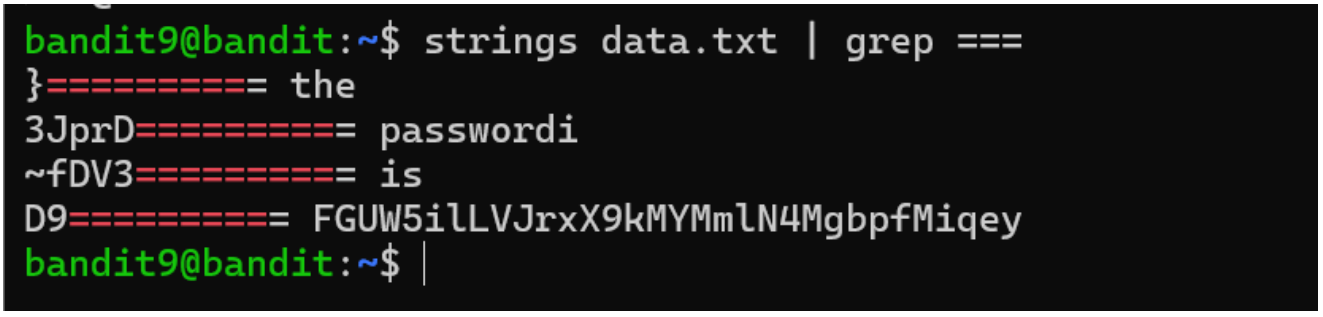
Solution:

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

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

Level Password:

```
FGUW5ilLVJrxX9kMYMmlN4MgbpfMiqey
```



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
```