

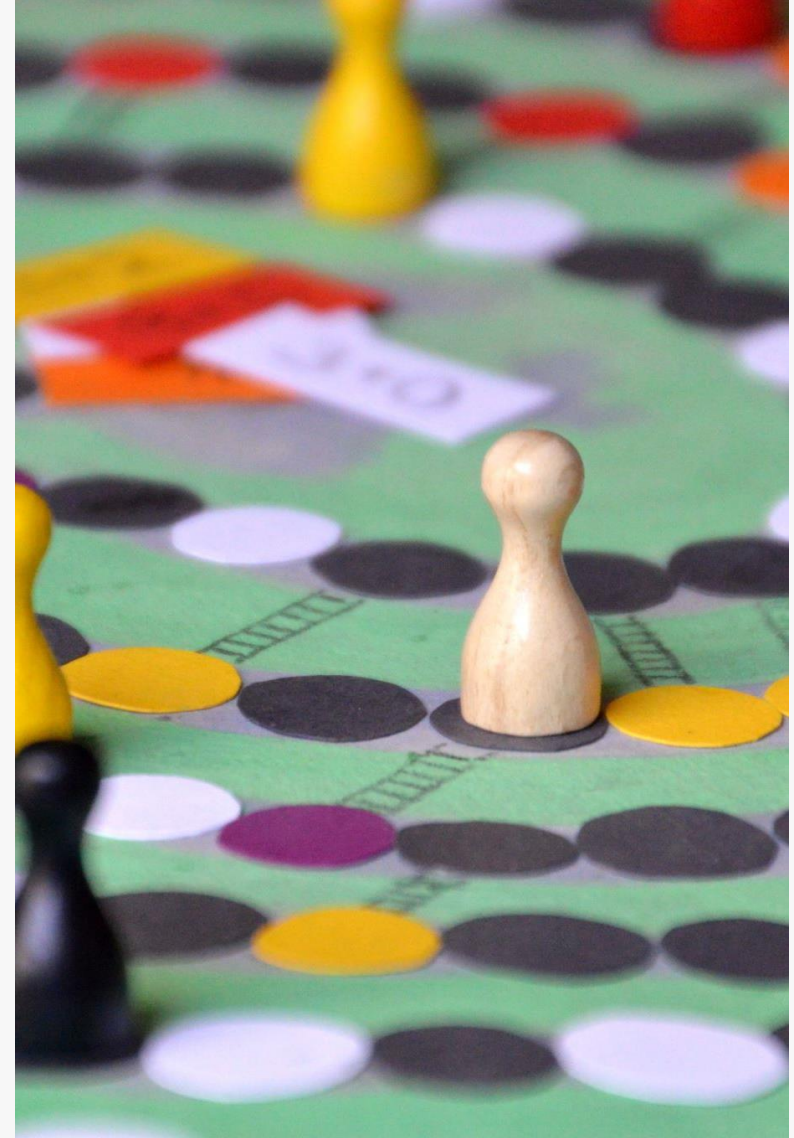
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# TASK-7

# LINUX GAMES

*SATYA SRINIVAS*

*21O39-AI*



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# PASSWORDS I HAVE FOUND

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0) bandit0

---

1)boJ9jbbUNNfktd7800psq0ltutMc3MY1

---

2)CV1DtqXWVFXTvM2F0K09SHz0YwRINYA9

---

3) UmHadQclWmgdLOKQ3YNgJWxGoRMb5luK

---

4)plwrPrtPN36QITSp3EQaw936yaFoFgAB

---

5)koReBOKuIDDepwhWk7jZC0RTdopnAYKh

---

6)DXjZPULLxYr17uwoI01bNLQbtFemEgo7

---

7)HKBPTKQnlay4Fw76bEy8PVxKEDQRKTzs

---

8)cvX2JJJa4CFALtqS87jk27qwqGhBM9plv

---

9)UsvVyFSfZZWbi6wgC7dAFyFuR6jQQUhR

---

10)truKLdjsbJ5g7yyJZXZR0o3a5HQJFuLk

---

11)IFukwKGsFW8MOq3IRFqrxE1hxTNEbUPR

---

12)5Te8Y4drgCRfCx8ugdwuEX8KFC6k2EUu

---

13)8ZjyCRiBWFYkneahHwxCv3wb2ai0RpYL

---

14)ssh -l sshkey.private bandit14@localhost

---

15) BfMYroe26WYalil77FoDi9qh59ek5xNr

---

16) cluFn7wTiGryunymYOu4RcffSxQluehd

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# • Level-0-1

1)boJ9jbbUNNfk  
td7800psq0ltut  
Mc3MY1

```
Activities Terminal
For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!

bandit0@bandit:~$ ls -alps
total 24
4 drwxr-xr-x  2 root   root   4096 May  7  2020 ./
4 drwxr-xr-x 41 root   root   4096 May  7  2020 ../
4 -rw-r--r--  1 root   root    220 May 15  2017 .bash_logout
4 -rw-r--r--  1 root   root   3526 May 15  2017 .bashrc
4 -rw-r--r--  1 root   root    675 May 15  2017 .profile
4 -rw-r----- 1 bandit1 bandit0 33 May  7  2020 readme
bandit0@bandit:~$ cat readme
boJ9jbbUNNfKtd7800psq0ltutMc3MY1
bandit0@bandit:~$ ^C
bandit0@bandit:~$ exit
logout
Connection to bandit.labs.overthewire.org closed.
srnlvas@srnlvas-VirtualBox:~$ 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

  OoM
  www. ver he tre.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!
```

- **Level-1-2**

CV1DtqXWVFXT

vM2F0K09SHz0Y

wRINYA9

```
Activities Terminal ▾
```

\* 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!  
  
bandit1@bandit:~\$ ls -alps  
total 24  
4 -rw-r----- 1 bandit2 bandit1 33 May 7 2020 -  
4 drwxr-xr-x 2 root root 4096 May 7 2020 ./  
4 drwxr-xr-x 41 root root 4096 May 7 2020 ../  
4 -rw-r--r-- 1 root root 220 May 15 2017 .bash\_logout  
4 -rw-r--r-- 1 root root 3526 May 15 2017 .bashrc  
4 -rw-r--r-- 1 root root 675 May 15 2017 .profile  
bandit1@bandit:~\$ cat ~/.ssh/CV1DtqXWVFXTvM2F0k09SHz0YwRINYA9  
bandit1@bandit:~\$ exit  
logout  
Connection to bandit.labs.overthewire.org closed.  
srinivas@srinivas-VirtualBox:~\$ ssh bandit2@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on <http://www.overthewire.org/wargames>  
  
bandit2@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86\_64 GNU/Linux  
  
Welcome to OverTheWire!

```
--[ 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/.  
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```