

```
bandit13@bandit:~$ cd /etc
bandit13@bandit:~$ cd /etc$ cd /bandit_pass/bandit14
-bash: cd: /bandit_pass/bandit14: No such file or directory
bandit13@bandit:~$ cd
bandit13@bandit:~$ cd /etc/bandit_pass/bandit14
-bash: /etc/bandit_pass/bandit14: Permission denied
bandit13@bandit:~$ ls
sshkey.private
bandit13@bandit:~$ ssh bandit14@localhost -p 2220 -i sshkey.private
The authenticity of host '[localhost]:2220 ([127.0.0.1]:2220)' can't be established.
ED25519 key fingerprint is SHA256:c2iHUB77ihv1uXURB4RrciFXC5X/thvMM/uerLY.
This key is not known by any other names
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
Could not create directory '/home/bandit13/.ssh' (Permission denied).
Failed to add the host to the list of known hosts (/home/bandit13/.ssh/known_hosts).
```

bandit

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

!!! You are trying to log into this SSH server with a password on port 2220 from localhost.  
!!! Connecting from localhost is blocked to conserve resources.  
!!! Please log out and log in again.

OverTheWire

Welcome to OverTheWire!

If you find any problems, please report them to the #wargames channel on discord or IRC.

--[ Playing the games ]--

This machine might hold several wargames.  
If you are playing "sonegame", then:

- \* USERNAMES are sonegame0, sonegame1, ...
- \* Most LEVELS are stored in /sonegame/.
- \* PASSWORDS for each level are stored in /etc/sonegame\_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 "nktmp -d" in order to generate a random and hard to guess directory in /tmp/. Read-access to both /tmp/ is disabled and to /proc restricted so that users cannot snoop on eachother. Files and directories with easily guessable or short names will be periodically deleted! The /tmp directory is regularly wiped.  
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

--[ 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 useful tools which you can find in the following locations:

- \* gef (<https://github.com/hugsy/gef>) in /opt/gef/
- \* pwndbg (<https://github.com/pwndbg/pwndbg>) in /opt/pwndbg/
- \* peda (<https://github.com/lun4id/peda.git>) in /opt/peda/
- \* gdbinit (<https://github.com/gdbinit/gdbinit>) in /opt/gdbinit/
- \* pwntools (<https://github.com/Gallopsled/pwntools>)
- \* radare2 (<http://www.radare.org/>)

--[ More information ]--

For more information regarding individual wargames, visit <http://www.overthewire.org/wargames/>

For support, questions or comments, contact us on discord or IRC.

Enjoy your stay!

```
bandit14@bandit:~$ cat /etc/bandit_pass/bandit14
fGhPv402xGCTU7yXKQdXIMfT0LF0ENq
bandit14@bandit:~$
```