OVER THE WIRE :BANDIT

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.

password: bandit0

level 0

The password for the next level is stored in a file called readme located in the home directory. Use this password to log into bandit1 using SSH. Whenever you find a password for a level, use SSH (on port 2220) to log into that level and continue the game.

password: 

level 1

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

Password:



Level 2

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



Level 3

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



Level 4

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



Level 5

The password for the next level is stored in the only human-readable file in the **inhere** directory. Tip: if your terminal is messed up, try the “reset” command.



Level 6

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

* owned by user bandit7
* owned by group bandit6
* 33 bytes in size



Level 7

The password for the next level is stored in the file **data.txt** next to the word **millionth**



Level 8

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



Level 9

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.



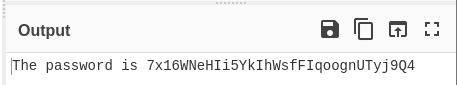
Level 10

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



Level 11

The password for the next level is stored in the file **data.txt**, where all lowercase (a-z) and uppercase (A-Z) letters have been rotated by 13 positions



Level 12

The password for the next level is stored in the file **data.txt**, which is a hexdump of a file that has been repeatedly compressed. For this level it may be useful to create a directory under /tmp in which you can work. Use mkdir with a hard to guess directory name. Or better, use the command “mktemp -d”. Then copy the datafile using cp, and rename it using mv (read the manpages!)

