

OverTheWire Wargames

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.

Bandit Level 0

Level Goal

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.

Commands you may need to solve this level

```
ssh
```

Helpful Reading Material

- [Secure Shell \(SSH\) on Wikipedia](#)
- [How to use SSH on wikiHow](#)

SSH is an encrypted communication that uses TCP/22.

```
ssh bandit0@bandit.labs.overthewire.org -p2220
```

Level 0 - Level 1:

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.

Bandit Level 0 → Level 1

Level Goal

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.

Commands you may need to solve this level

```
ls , cd , cat , file , du , find
```

NH2SXQwcBdpmTEzi3bvBHMM9H66vVXjL

Use this ASCII text as a password for level 1 - level 2.

```
ssh bandit1@bandit.labs.overthewire.org -p2220
```

Level 1 - Level 2:

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

Bandit Level 1 → Level 2

Level Goal

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

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

<https://www.webservertalk.com/dashed-filename>

The link above briefly explained the dashed in filename.

Use ls command to list out the files in the home directory.

```
cat < <-filename>
```

```
cat < -
```

Or

```
cat ./<-filename>
```

```
cat ./-
```

```
rRGizSaX8Mk1RTb1CNQoXTcYZWU6lgzi
```

Level 2 - Level 3:

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

Bandit Level 2 → Level 3

Level Goal

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

Commands you may need to solve this level

ls, cd, cat, file, du, find

Helpful Reading Material

Google Search for "spaces in filename"

ls command to list the files

spaces in this filename

To concatenate the file use backslash before the spaces

cat spaces\ in\ this\ filename

aBZ0W5EmUfAf7kHTQeOwd8bauFJ2lAiG

```
bandit2@bandit:~$ ls
spaces in this filename
bandit2@bandit:~$ file spaces\ in\ this\ filename
spaces in this filename: ASCII text
bandit2@bandit:~$ cat spaces\ in\ this\ filename
aBZ0W5EmUfAf7kHTQeOwd8bauFJ2lAiG
bandit2@bandit:~$ cat spaces\ in\ this\ filename
aBZ0W5EmUfAf7kHTQeOwd8bauFJ2lAiG
```

Level 3 - Level 4:

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

Bandit Level 3 → Level 4

Level Goal

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

Commands you may need to solve this level

ls, cd, cat, file, du, find

Use the find command to find the hidden files in inhere directory.

```
cd inhere
```

```
find
```

```
.
```

```
./hidden
```

```
cat ./hidden
```

```
2EW7BBsr6aMMoJ2HjW067dm8EgX26xNe
```

```
bandit3@bandit:~$ ls directory
inhere
bandit3@bandit:~$ file inhere/
inhere/: directory
bandit3@bandit:~$ cd inhere/
bandit3@bandit:~/inhere$ ls
bandit3@bandit:~/inhere$ ls
bandit3@bandit:~/inhere$ ls -l
total 0
bandit3@bandit:~/inhere$ find
.
./hidden
bandit3@bandit:~/inhere$ file ./hidden
./hidden: ASCII text
bandit3@bandit:~/inhere$ cat ./hidden
2EW7BBsr6aMMoJ2HjW067dm8EgX26xNe
bandit3@bandit:~/inhere$
```

Level 4 - 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.

Bandit Level 4 → Level 5

Level Goal

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.

Commands you may need to solve this level

ls, cd, cat, file, du, find

Use `file ./*` to get all file types in the current directory or use `loop`, idk how to use `loop` in bash.

```
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
lrIWWI6bB37kxfiCQZqUdOIYfr6eEeqR
```

lrIWWI6bB37kxfiCQZqUdOIYfr6eEeqR

Bandit Level 5 → Level 6

Level Goal

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

- human-readable
- 1033 bytes in size
- not executable

Commands you may need to solve this level

`ls, cd, cat, file, du, find`

use the properties to solve this problem

```
ndit:~/inhere$ find ./ -readable ! -executable -size 1033c
./maybehere07/.file2
bandit5@bandit:~/inhere$ cat maybehere07/.file2
P4L4vucdmLnm8I7Vl7jG1ApGSfjYKqJU
```

-readable = file is readable

! -executable = the file is not executable

-size 1033c = 1033 bytes in size

P4L4vucdmLnm8I7Vl7jG1ApGSfjYKqJU

Level 6 - Level 7 to login

```
ssh bandit1@bandit.labs.overthewire.org -p2220
```

Password: P4L4vucdmLnm8I7VI7jG1ApGSfjYKqJU

z7WtoNQU2XfjmMtWA8u5rN4vzqu4v99S