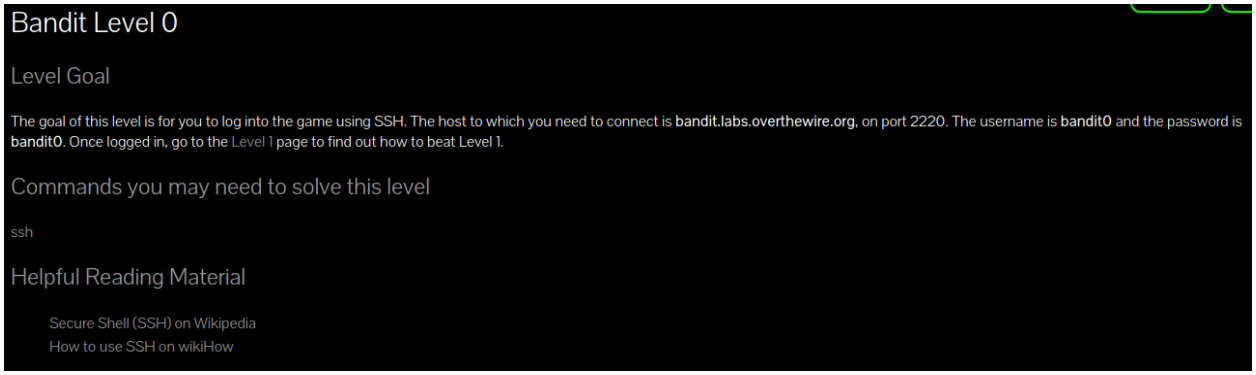
OverTheWire Wargames
Bandit

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.

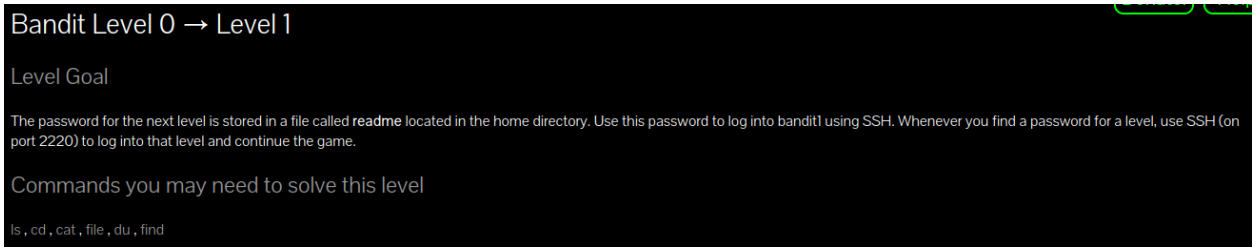


SSH is an encrypted communication that uses TCP/22.

```
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.



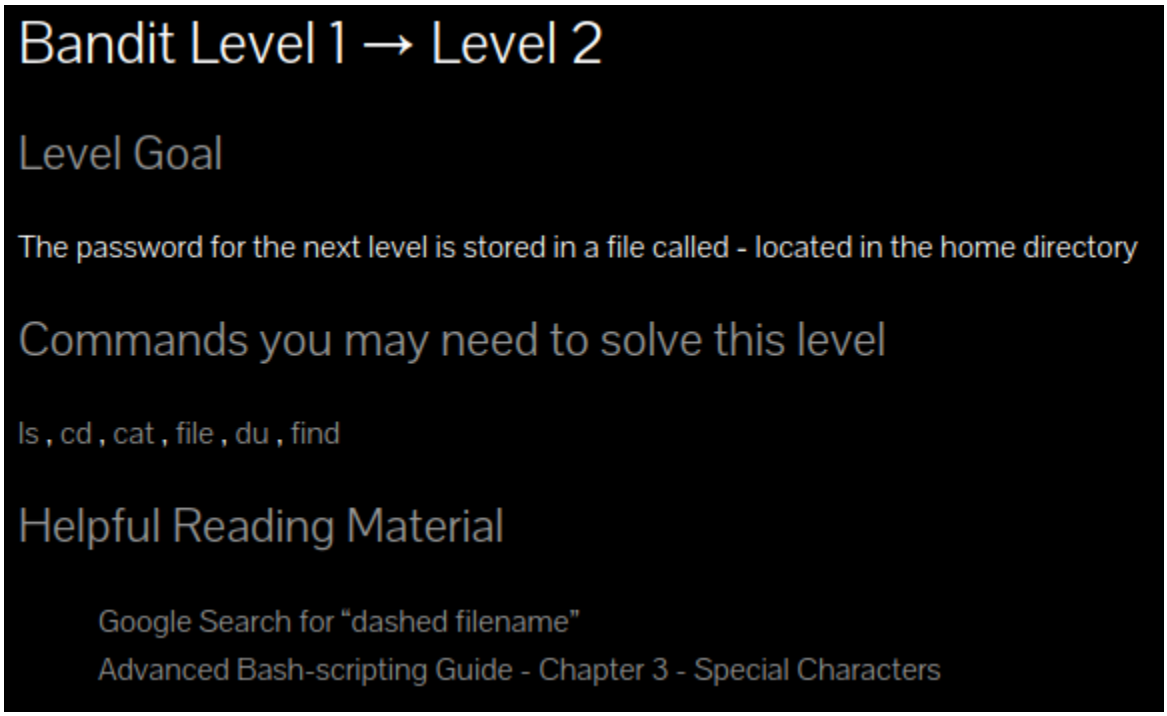
NH2SXQwcBdpmTEzi3bvBHMM9H66vVXjL

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



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

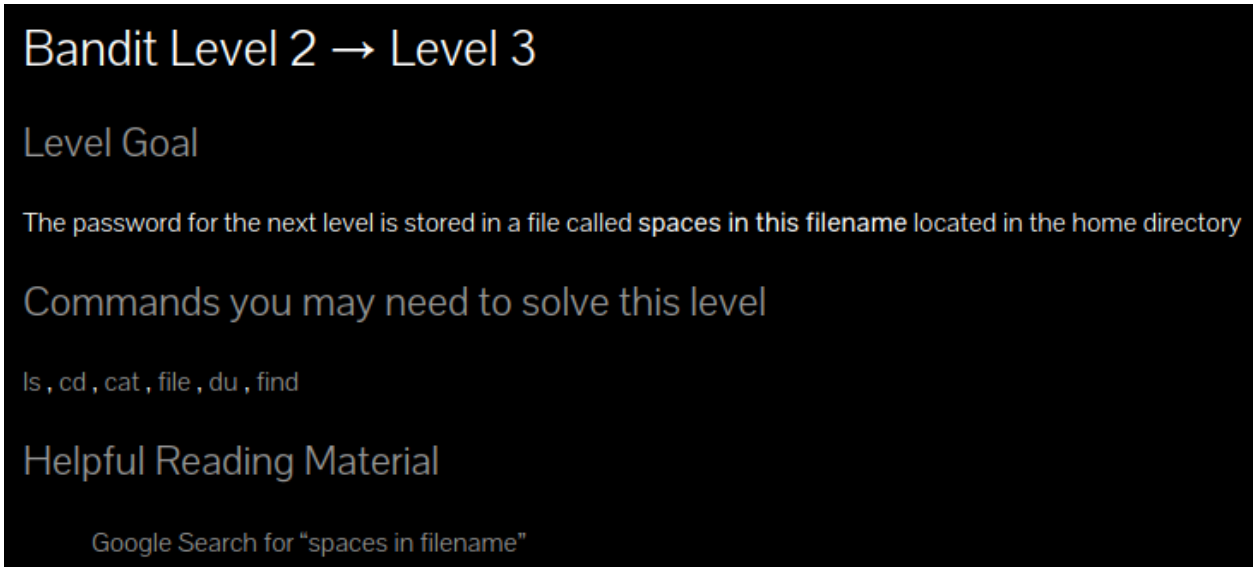
cat ./<-filename>

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



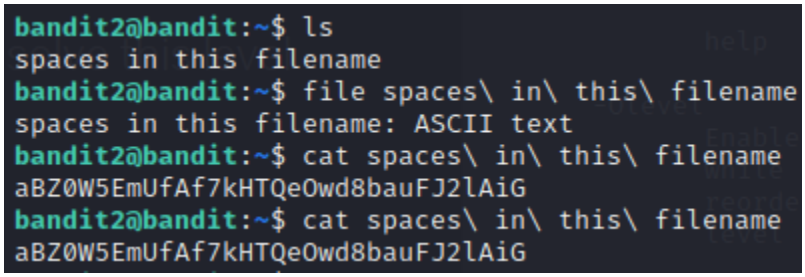
ls command to list the files

spaces in this filename

To concatenate the file use backslash before the spaces

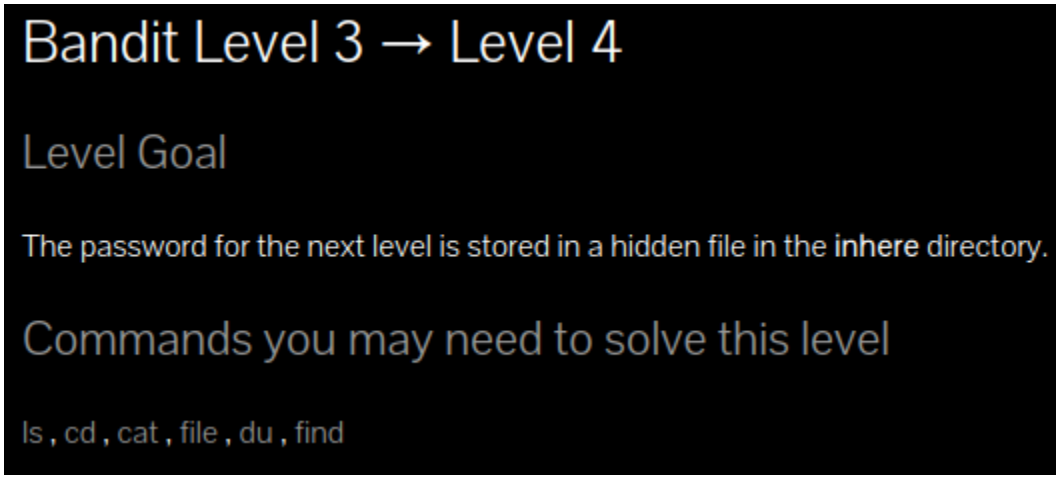
cat spaces\ in\ this\ filename

aBZ0W5EmUfAf7kHTQeOwd8bauFJ2lAiG

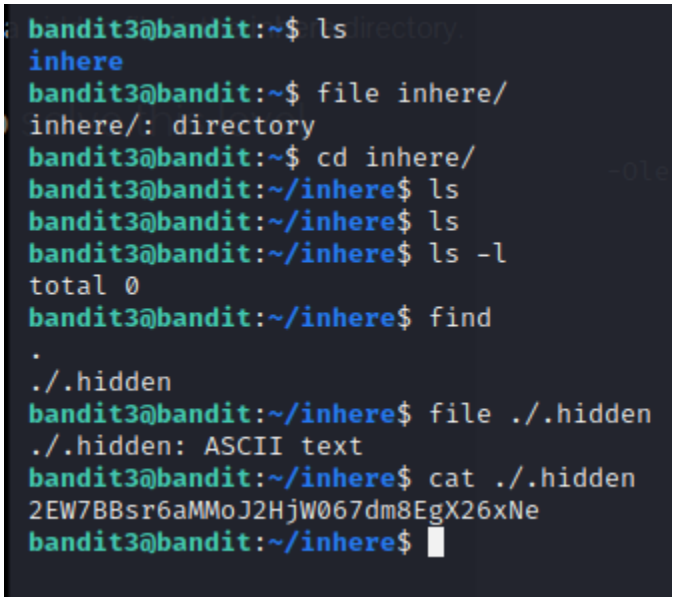


Level 3 - Level 4:

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

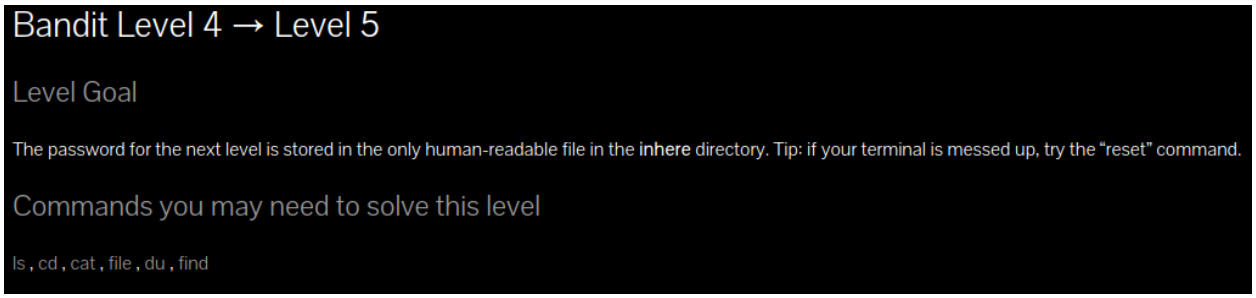


Use the find command to find the hidden files in inhere directory.
cd inhere
find
.
./.hidden
cat ./.hidden
2EW7BBsr6aMMoJ2HjW067dm8EgX26xNe



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.



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: P4L4vucdmLnm8I7Vl7jG1ApGSfjYKqJU
```

z7WtoNQU2XfjmMtWA8u5rN4vzqu4v99S