


Bandit Level 30 → Level 31

SSH Parameters	
Server:	bandit.labs.overthewire.org
Port:	2220

Website URLs	
Level 30→31	OverTheWire: Level Goal: Bandit Level 30 → Level 31
Level 31→32	OverTheWire: Level Goal: Bandit Level 31 → Level 32

Passwords		
Level	User Name	Password
Level 30→31	bandit30	xbhV3HpNGITldnjUrdAIPzc2L6y9EOnS
Level 31→32	bandit31	OoffzGDIzhAlerFJ2cAiz1D41JW1Mhmt

WargamesInformation ^{updated}OverTheWireWe're hackers, and we are good-looking. We are the 1%.

SSH Information
Host: bandit.labs.overthewire.org
Port: 2220

Bandit Level 30 → Level 31

Level Goal

There is a git repository at `ssh://bandit30-git@localhost/home/bandit30-git/repo` via the port 2220. The password for the user `bandit30-git` is the same as for the user `bandit30`.

Clone the repository and find the password for the next level.

Commands you may need to solve this level

```
git
```

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```
bandit30@bandit:/tmp/HG_30_31/repo$ #The README.md file states the file is empty and provides no clues as to password location. A location that may contain notes, and the password, is the commit log. We view this log, and the commits that were made, via the command "git log --oneline"
bandit30@bandit:/tmp/HG_30_31/repo$ #Based on the output of the command "git log --oneline" the password is not present in the notes. Further, there is only one commit. We viewed the information that was added during this commit when we viewed contents of the README.md file via the cat command. Another location where comments, and potentially the password, are left is in tags. Tags provide space, for more comprehensive comments, to detail information on commits for major version updates/upgrades and significant milestones. A list of tags is output via the git tag command. To view the contents of a specific command the syntax is git show <tag_name>. In this case there is a single tag, SECRET. As such, we will execute the command git show SECRET to view its contents.
bandit30@bandit:/tmp/HG_30_31/repo$ git tag
secret
bandit30@bandit:/tmp/HG_30_31/repo$ git show secret
OoffzGDlzhAlerFJ2cAiz1D41JW1Mhmt
bandit30@bandit:/tmp/HG_30_31/repo$ #Based on the output of the command above the password to bandit31 is OoffzGDlzhAlerFJ2cAiz1D41JW1Mhmt. To validate this we log into bandit31 with this password via the command: ssh bandit31@bandit.labs.overthewire.org -p 2220
bandit30@bandit:/tmp/HG_30_31/repo$
```

```
C:\Users\Amar Chhabra>ssh bandit31@bandit.labs.overthewire.org -p 2220
[ ASCII art logo ]

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

bandit31@bandit.labs.overthewire.org's password:
[ ASCII art logo ]

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 "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 "mkdir -p" 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.
```

Level 31 —> Level 32 Password

OoffzGDlzhAlerFJ2cAiz1D41JW1Mhmt