

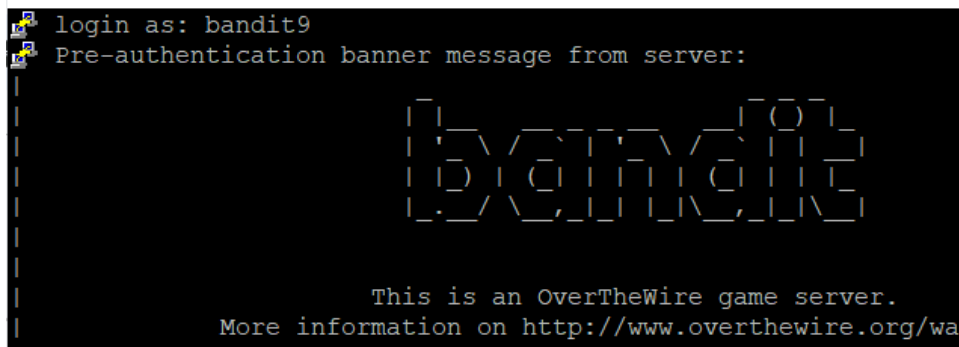
## Bandit OTW Walkthrough Write-Up

### Level : 9 → 10

**Challenge:** 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.

**Step 1:** Make sure you used the password from the previous level ( Level 8 → 9 ) to login to bandit9.

```
bandit9@bandit: ~  
login as: bandit9  
Pre-authentication banner message from server:  
  
      _-_-_  
    /_/_\ /_/_\ /_/_\  
   |  ) | (  ) | (  ) |  
   |_/ \_/ \_/ \_/ \_/ \  
     ._/ \_/ \_/ \_/ \_/ \  
  
This is an OverTheWire game server.  
More information on http://www.overthewire.org/wargames  
  
End of banner message from server  
bandit9@bandit.labs.overthewire.org's password:
```



### Step 2:

I used the “**pwd**” command to see which current directory I was in, I was in the home directory of bandit9. Then I used the “**ls**” command to list all the files in the current directory, there was only 1 file called “**data.txt**”

```
bandit9@bandit: ~  
bandit9@bandit:~$ pwd  
/home/bandit9  
bandit9@bandit:~$ ls  
data.txt  
bandit9@bandit:~$ cat data.txt  
, aIx z 4Eh 5 c k @ [ c j 5 o ) 10 " % S 5 5 y # B4Qle < 0N; j X  
qY 'Z F0 / yLR w k ) bx<9s  
n o4 b x! 0a u j m w S ] O  
( < [ Z 7 9 { EbX SM= O 3 h { J Q? cX ( z \ 25 o l f ` w0 n t  
h ~ ] o t8 r MmH ` vOs* [ p HA- ~g ? `YOd45 e+8 & b \ * ; > | .  
%= z q ? lzo \ l / g WY  
dv b \ ) 2 * M v j @  
Iiuv; 8g | S5j m dn JF 0 h & M 3 o i yA | x nL IF C ^ w W  
hZOh |  
v H Q~4 py R } ^ [ U j # s _ gO 8 i oe! q hU r z \ C - aEM {  
z + # ^ \ fD % O 9 C  
Ej l ( w " H { | + FQ $ $ \ P j q j * Z h r z E ^ H : Wa h  
/ sFL &  
ep f x PJ e ] s 42 , h GT \ A P & hI! lD L x K) v Jj P q V { z 7wzP  
9U % CIyb q i & & / C q ( R R S Q ~ AD 7 F5D ! G8K u 0 & OT MK @ 4 =====  
C ; aG | B s = ~ u # Cudf  
vke YWZ 胸 b / < F , #  
; G
```

### Step 3:

Next I used the “**strings**” command followed by the file to return only strings. Then I used a **pipe** to take the output from the previous command, and feed it as the input for the next command. In this case it was “**grep ‘===’**” since I was only looking for strings that had ‘===’ characters beside them.

```
bandit9@bandit: ~  
bandit9@bandit:~$ strings data.txt | grep '='  
4===== the#  
5P=GnFE  
===== password  
'DN9=5  
===== is  
$Z=  
=TU%  
=^,T,?  
W=Y  
q=W  
X=K,  
===== G7w8LIi6J3kTb8A7j9LgrywtEUlyyp6s  
&S=(  
nd?=  
bandit9@bandit:~$ strings data.txt | grep '===='  
4===== the#  
===== password  
===== is  
===== G7w8LIi6J3kTb8A7j9LgrywtEUlyyp6s  
bandit9@bandit:~$
```

**Step 4:** Lastly, I copied the password above to use it to login to the next level.