Bandit Bash



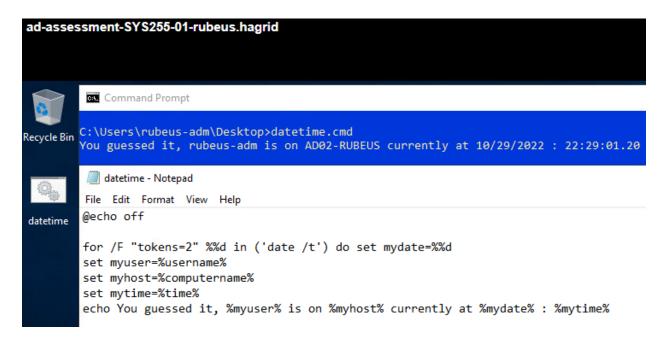
Like any OS's <u>CLI</u>, Linux has so many commands & ways to do tasks, it just takes practice. The basic essence of any CLI is: Command [called 'switch', 'flag', or 'option'] <u>Argument</u>. Or in less tech jargon: "Do This" — "How so" "With what".

With that, here is an online training challenge that you will use for this lab: <u>Bandit</u> (from a popular challenge site, "<u>OverTheWire</u>").

Lab Prep

Running ad02's Windows Command Line, enter "timedate.cpl" and make sure the <u>time</u>, <u>date</u> and Eastern <u>time zone</u> are correct (if not, best resolve this now).

Next, at the beginning of every recording, you will display via command line the current user, hostname, date & time. Since this is a task that is going to be repeated, create the script "datetime.cmd" with the following syntax:



<u>Deliverable 1: Create and run datetime.cmd, including syntax and its successful output with VM name included at the beginning of every recording, as above.</u>

Achtung: At the beginning of <u>every</u> recording, please run "datetime.cmd" with VM name briefly included.

Lab

As with anything technical, <u>READ</u> its pages as they contain relevant info on what to do, tips, and the sequential process on how to level up.

So let's start with Level 0 to get the gist:

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.

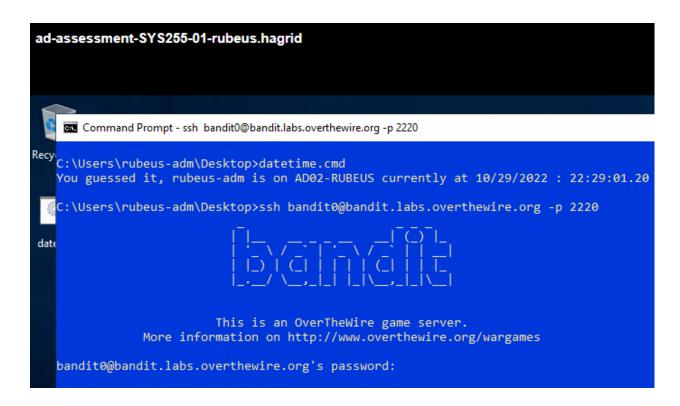
Commands you may need to solve this level

ssh

Helpful Reading Material

Secure Shell (SSH) on Wikipedia How to use SSH on wikiHow

Ok, you have SSH'd plenty of times before across hosts in your infrastructure, so this should be rather doable.



After entering the password, it'll run through some text and stop at the command prompt.

```
Enjoy your stay!
bandit0@bandit:~$ Yeah, I did a thing!
```

And now, progress to Level 0 -> Level 1:

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

So yeah ... by reading the challenge text, you got this one.

Prips: Run through Levels 0-20, and take notes. Then prepare your recording, terminal, and VM placement ... and "Action!". A solid open source recording solution is OBS Studio, though you are free to use another. Each Level should take no longer than 2 minutes.

□

<u>Deliverables 2-5</u>: You create and share <u>4 total recordings</u>, with <u>5 Levels in each recording</u> (so up to Level 20), with you displaying and narrating what the commands are doing as you complete them:

- #2 = Levels 0-5 (highlight + insert shared link for 1st recording)
- #3 = Levels 6-10 (highlight + insert shared link for 2nd recording)
- #4 = Levels 11-15 (highlight + insert shared link for 3rd recording)
- #5 = Levels 16-20 (highlight + insert shared link for 4th recording)