

Level 0 | Bandit | OverTheWire

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Challenge description.

"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".

Information given by the challenge.

- **hostname:** " `bandit.labs.overthewire.org` ".
- **port:** " 22 " (2220).
- **user:** " `bandit0` ".
- **password:** " `bandit0` ".

Commands you may need to solve this level.

- [ssh](#).

Helpful reading material.

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

1. Use the key details given by the description of the challenge to fill the " SSH " command to log into the corresponding server for the challenge, following the structure of the SSH command:

```
bandit0@bandit:~$ ssh user_name@host_name -p 2220
```

- where the "-p" option, allows us to specify the port for the login, and the number "**2220**" that indicates the default port (22) in the implementation of the SSH network protocol.

```
bandit0@bandit:~$ ssh bandit0@bandit.labs.overthewire.org -p 2220
```

2. After correctly executing the command, you are going to be asked to enter the credentials given to you for the challenge to log into Level 1, being this the user "**bandit0**", and the password "**bandit0**", and that should be it.
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