Bandit Level 0

Goal is to log into the bandit labs via **bandit.labs.overthewire.org**, on port 2220.

The default port for logging in using SSH is port 22. In this level we are required to use port 2220. This is likely because it will reduce risk or automated attacks or bots. Also it maybe harder for bad actors to detect the SSH service.

We have been given the username and password, which are both 'bandit0'

Open up terminal (via shortcut is ctrl + alt + t)

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

Response

```
bandit0@bandit.labs.overthewire.org's password:
```

Type in: bandit0 (the password wont show up as you type)

Response is shown below. Lets move onto Level 0 to Level 1!

```
                         _                     _ _ _
                        | |__   __ _ _ __   __| (_) |_
                        | '_ \ / _` | '_ \ / _` | | __|
                        | |_) | (_| | | | | (_| | | |_
                        |_.__/ \__,_|_| |_|\__,_|_|\__|


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

bandit0@bandit.labs.overthewire.org's password:

      ,----..            ,----,          .---.
     /   /   \         ,/   .`|         /. ./|
    /   .     :      ,`   .'  :     .--'.  ' ;
   .   /   ;.  \   ;    ;     /    /__./ \ : |
  .   ;   /  ` ; .'___,/    ,' .--'.  '   \' .
```

```
  ;   |  ; \ ; | |    :     | /___/ \ |    ' '
  |   :  | ; | ' ;    |.';  ; ;   \  \;      :
  .   |  ' ' ' : `----'  |  |  \   ;  `      |
  '   ;  \; /  |     '   :  ;   .   \    .\  ;
   \   \  ',  /      |   |  '    \   \   ' \ |
    ;   :    /       '   :  |     :   '  |--"
     \   \ .'        ;   |.'       \   \ ;
  www. `---` ver     '---' he       '---" ire.org
```

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 "mktemp -d" 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:

    * don't leave orphan processes running
    * don't leave exploit-files laying around
    * don't annoy other players
    * don't post passwords or spoilers
    * again, DONT POST SPOILERS!
      This includes writeups of your solution on your blog or website!

```
--[ Tips ]--

  This machine has a 64bit processor and many security-features enabled
  by default, although ASLR has been switched off.  The following
  compiler flags might be interesting:

    -m32                    compile for 32bit
    -fno-stack-protector    disable ProPolice
    -Wl,-z,norelro          disable relro

  In addition, the execstack tool can be used to flag the stack as
  executable on ELF binaries.

  Finally, network-access is limited for most levels by a local
  firewall.

--[ Tools ]--

 For your convenience we have installed a few useful tools which you can
find
 in the following locations:

    * gef (https://github.com/hugsy/gef) in /opt/gef/
    * pwndbg (https://github.com/pwndbg/pwndbg) in /opt/pwndbg/
    * gdbinit (https://github.com/gdbinit/Gdbinit) in /opt/gdbinit/
    * pwntools (https://github.com/Gallopsled/pwntools)
    * radare2 (http://www.radare.org/)

--[ More information ]--

  For more information regarding individual wargames, visit
  http://www.overthewire.org/wargames/

  For support, questions or comments, contact us on discord or IRC.

  Enjoy your stay!
```