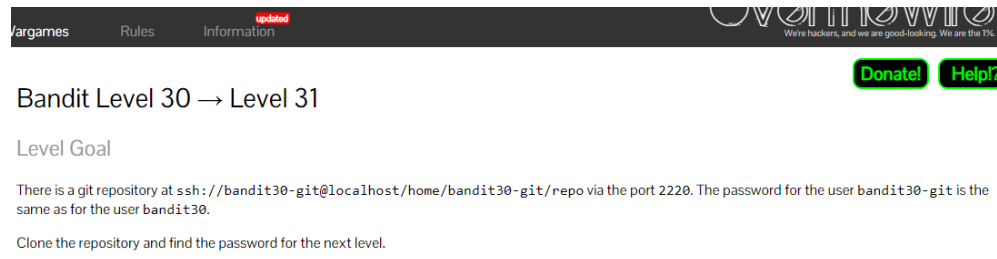# OverTheWire – Bandit:

Level 30-34

Today, I will play a war-game called **Bandit**. It has 34 levels. In this write-up I will play last four levels level 31-34.

The main objective is to access password files which will help us login into the next levels.

Level 30-31:

This level is pretty same to the previous levels.

In this level, we are hinted that there is a git repository and the password for that repository is the same password that was used to login in as user bandit30. We are required to clone the repository. Now we need to have the write permission to clone a repository. So, we create a directory in the tmp directory.

Now we will clone the repository inside this directory.

After cloning the files, lets list the files in the repo directory, Here we got a **README.md** file:

```
bandit30@bandit:/tmp/hrm31$ ls
repo
bandit30@bandit:/tmp/hrm31$ cd repo
bandit30@bandit:/tmp/hrm31/repo$ ls
README.md
bandit30@bandit:/tmp/hrm31/repo$ cat README.md
just an epmty file ... muahaha
bandit30@bandit:/tmp/hrm31/repo$
```

Here it shows empty file, so lets now enumerate the git, One good thing of git is that it tags specific points in the git's history, so lets see:

```
bandit30@bandit:/tmp/hrm31/repo$ git tag
secret
bandit30@bandit:/tmp/hrm31/repo$
```

So here we got a tag **secret**. Lets read that secret:

```
bandit30@bandit:/tmp/hrm31/repo$ git show secret
fb5S2xb7bRyFmAvQYQGEqsbhVyJqhnDy
bandit30@bandit:/tmp/hrm31/repo$
```

Here we got the password for the next level, Lets access bandit31 shell:

```
  Enjoy your stay!

bandit31@bandit:~$
```

Level 31-32:

Bandit Level 31 → Level 32

Level Goal

There is a git repository at ssh://bandit31-git@localhost/home/bandit31-git/repo via the port 2220. The password for the user bandit31-git is the same as for the user bandit31.

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

This level is pretty same to the previous levels.

In this level, we are hinted that there is a git repository and the password for that repository is the same password that was used to login in as user bandit31. We are required to clone the repository. Now we need to have the write permission to clone a repository. So, we create a directory in the tmp directory.

```
bandit31@bandit:~$ mkdir /tmp/hrm32
bandit31@bandit:~$ cd /tmp/hrm32
```

Now we will clone the repository inside this directory.

```
bandit31@bandit:/tmp/hrm32$ git clone ssh://bandit31-git@localhost:2220/home/bandit31-git/repo
Cloning into 'repo'...
The authenticity of host '[localhost]:2220 ([127.0.0.1]:2220)' can't be established.
ED25519 key fingerprint is SHA256:C2ihUBV7ihnV1wUXRb4RrEcLfXC5CXlhmAAM/urerLY.
This key is not known by any other names.
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
Could not create directory '/home/bandit31/.ssh' (Permission denied).
Failed to add the host to the list of known hosts (/home/bandit31/.ssh/known_hosts).
```

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

```
bandit31-git@localhost's password:
remote: Enumerating objects: 4, done.
remote: Counting objects: 100% (4/4), done.
remote: Compressing objects: 100% (3/3), done.
remote: Total 4 (delta 0), reused 0 (delta 0), pack-reused 0
Receiving objects: 100% (4/4), done.
bandit31@bandit:/tmp/hrm32$
```

After cloning the files, lets list the files in the repo directory, Here we got a **README.md** file:

```
bandit31@bandit:/tmp/hrm32$ ls
repo
bandit31@bandit:/tmp/hrm32$ cd repo
bandit31@bandit:/tmp/hrm32/repo$ ls
README.md
bandit31@bandit:/tmp/hrm32/repo$ cat README.md
This time your task is to push a file to the remote repository.

Details:
    File name: key.txt
    Content: 'May I come in?'
    Branch: master

bandit31@bandit:/tmp/hrm32/repo$
```

Here we are told that in order to get the password for the next level, we have to push a file in the remote repository. This file must be named key.txt and should contain the content May I come in?

```
                                        bandit31@bandit: /tmp/hrm32/repo
File  Actions  Edit  View  Help
  GNU nano 7.2                                              key.txt *
May I come in?
```

Now I will add the file to the repository and commit to that entry. And finally, push it into the origin branch.

```
bandit31@bandit:/tmp/hrm32/repo$ git add -f key.txt
bandit31@bandit:/tmp/hrm32/repo$
```

```
bandit31@bandit:/tmp/hrm32/repo$ git commit -m "."
[master 28c04d6] .
 1 file changed, 1 insertion(+)
 create mode 100644 key.txt
bandit31@bandit:/tmp/hrm32/repo$
```

So after pushing to origin I got the password for bandit 32:

Now by using ssh command we can access bandit shell 32:


```
  Enjoy your stay!

WELCOME TO THE UPPERCASE SHELL
>>
>>
```

Level 32-33:

Bandit Level 32 → Level 33

Level Goal

After all this git stuff, it's time for another escape. Good luck!

Here is the hint "escape" so I used an escape character bcz when I ran ls command it gave me an error and that error shows that states ls command not found, After searching on google I found about escape characters so lets use them:

```
>> $0
$ ▮
```

Uhm so yes the research was right, we got a bash shell,

Lets use the ls command now:

```
$ ls -al
total 36
drwxr-xr-x  2 root     root       4096 Jul 17 15:57 .
drwxr-xr-x 70 root     root       4096 Jul 17 15:58 ..
-rw-r--r--  1 root     root        220 Mar 31 08:41 .bash_logout
-rw-r--r--  1 root     root       3771 Mar 31 08:41 .bashrc
-rw-r--r--  1 root     root        807 Mar 31 08:41 .profile
-rwsr-x---  1 bandit33 bandit32  15136 Jul 17 15:57 uppershell
$ cat /etc/bandit_pass/bandit33
tQdtbs5D5i2vJwkO8mEyYEyTL8izoeJ0
$ ▮
```

That was pretty simple ☺ got the password for bandit33, lets access bandit33 shell:

```
    Enjoy your stay!

bandit33@bandit:~$ ▮
```

Level 33-34:

Wargames   Rules   Information^updated   OverTheWire
                                        We're hackers, and we are good-looking. We are the 1%.
                                                        Donate! Help!?

Bandit Level 33 → Level 34

At this moment, level 34 does not exist yet.

So this is the final level, lets use the ls command:

```
bandit33@bandit:~$ ls
README.txt
bandit33@bandit:~$ cat README.txt
Congratulations on solving the last level of this game!

At this moment, there are no more levels to play in this game. However, we are const
antly working
on new levels and will most likely expand this game with more levels soon.
Keep an eye out for an announcement on our usual communication channels!
In the meantime, you could play some of our other wargames.

If you have an idea for an awesome new level, please let us know!
bandit33@bandit:~$ ▮
```

And yess finally done!!!!