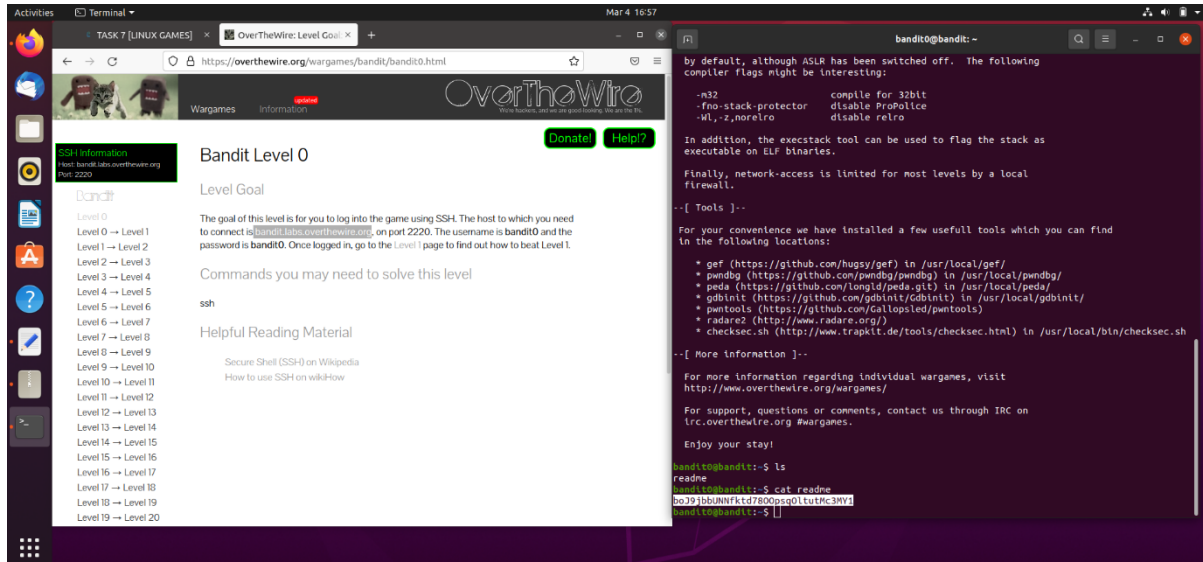
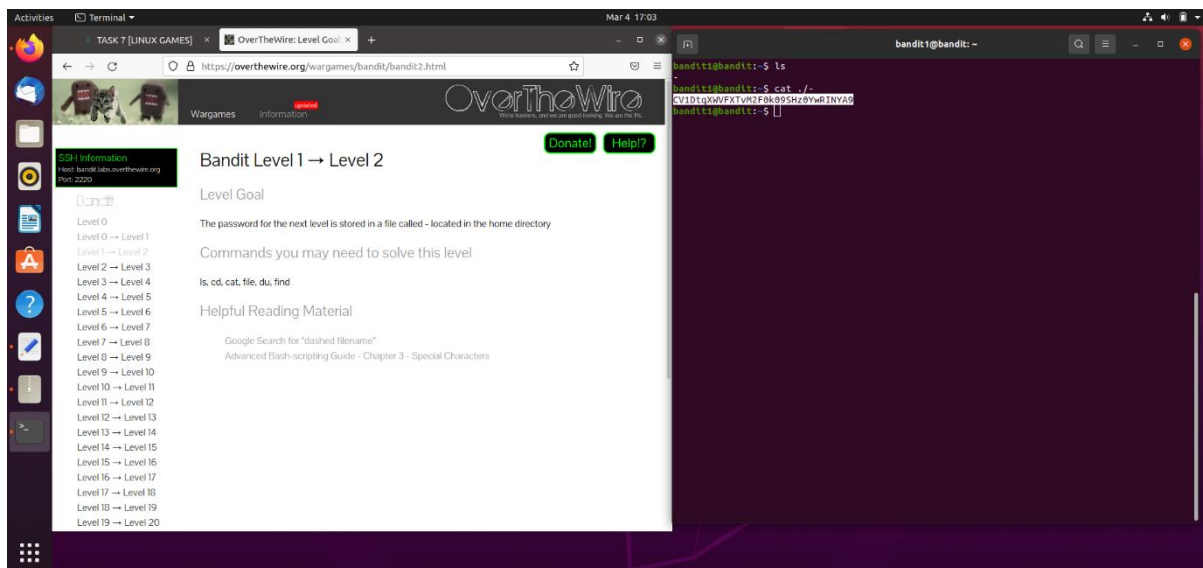


Cognizance

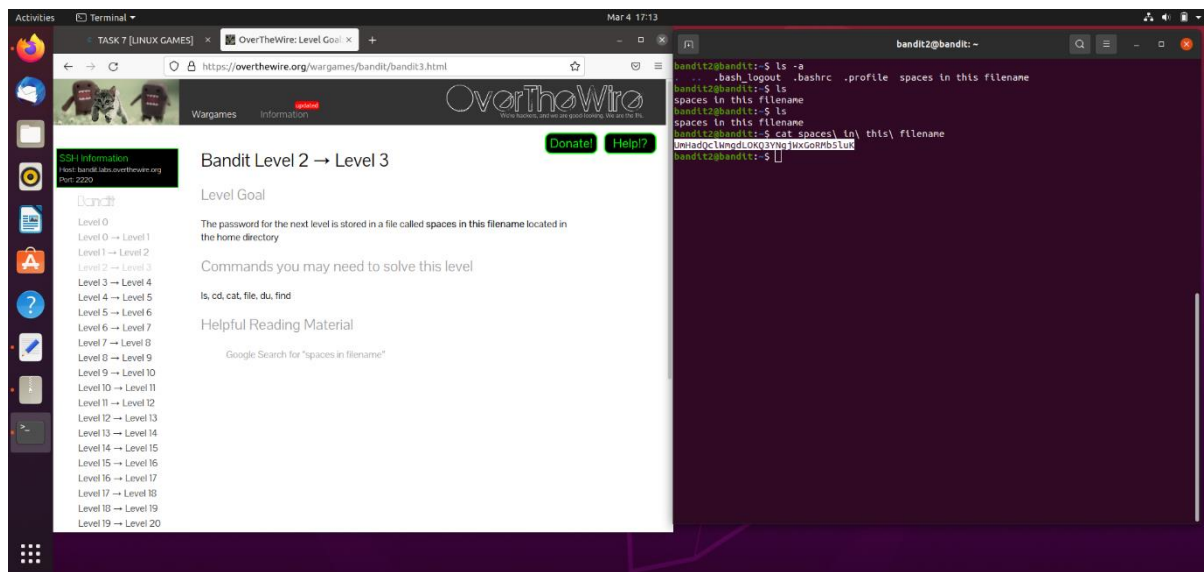
Level – 0 :-



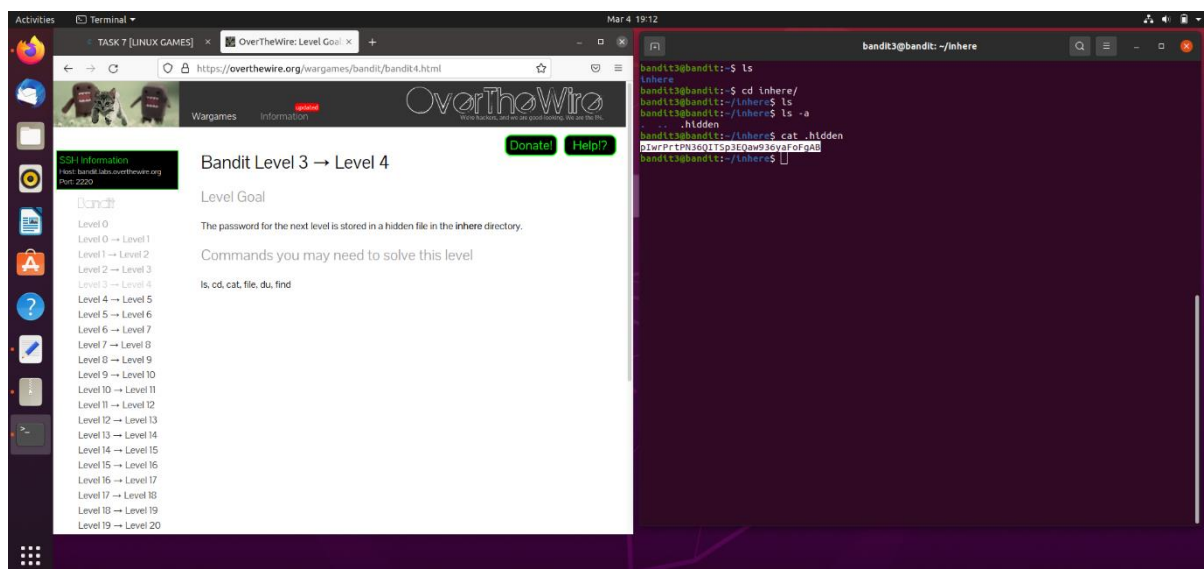
Level-1 :-



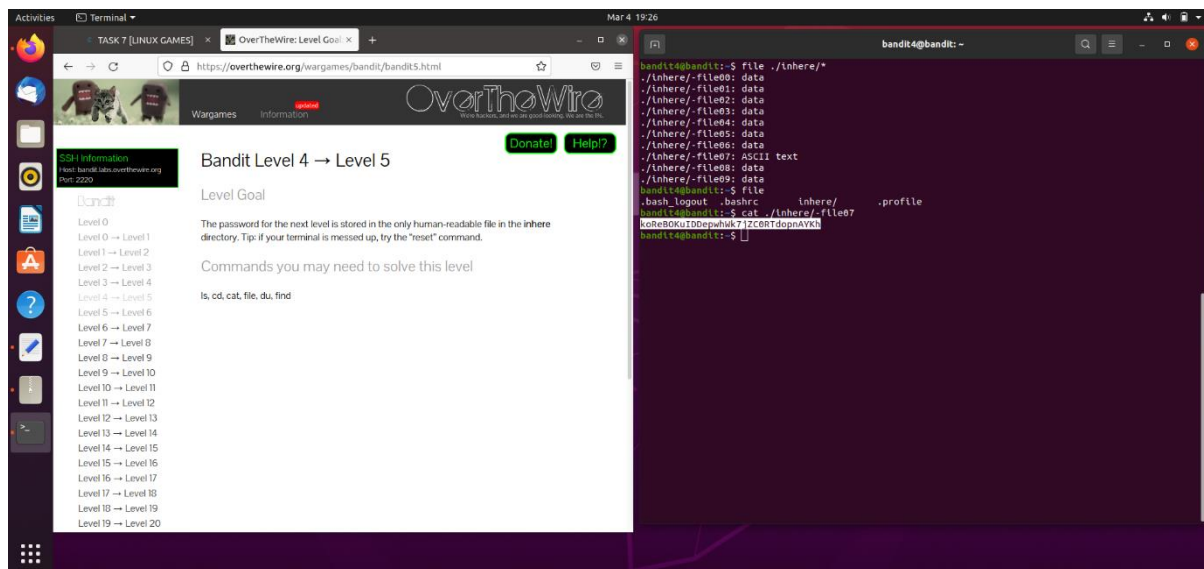
Level-2 :-



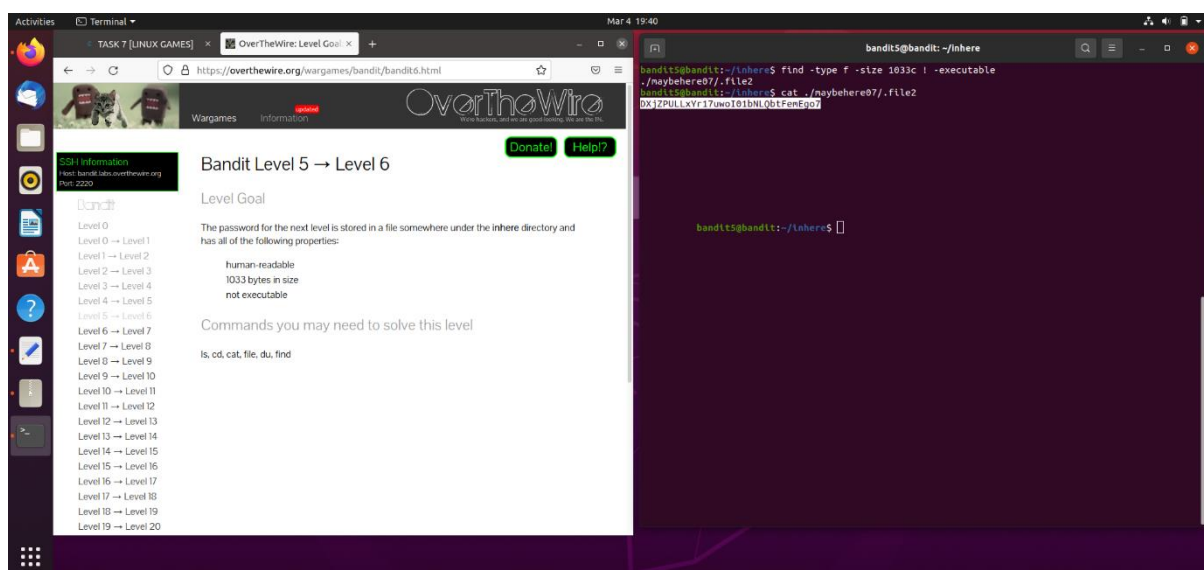
Level-3 :-



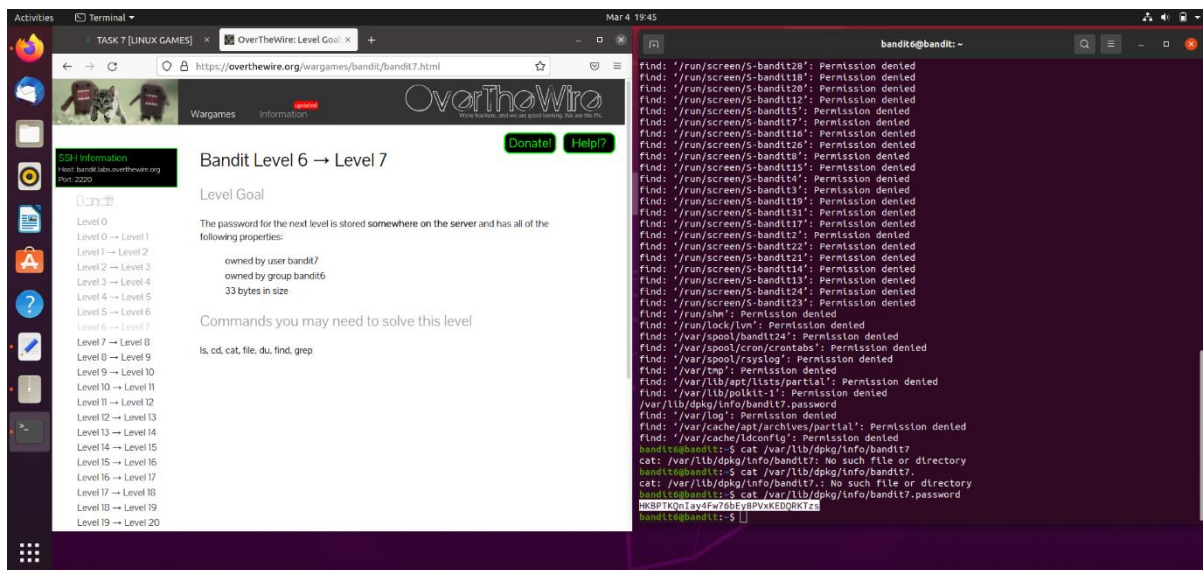
Level-4 :-



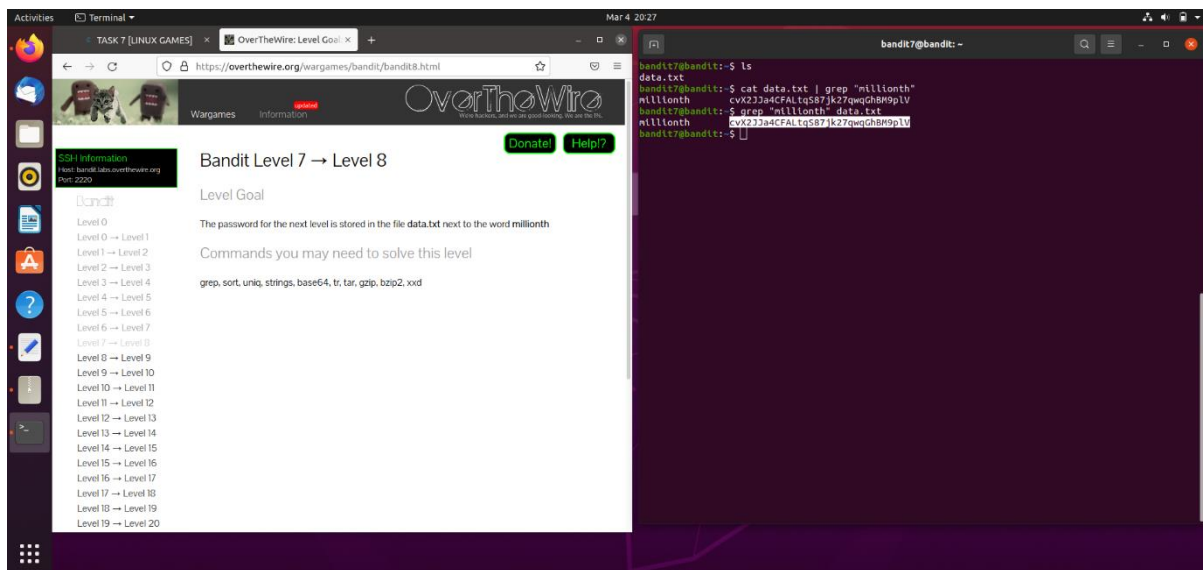
Level-5 :-



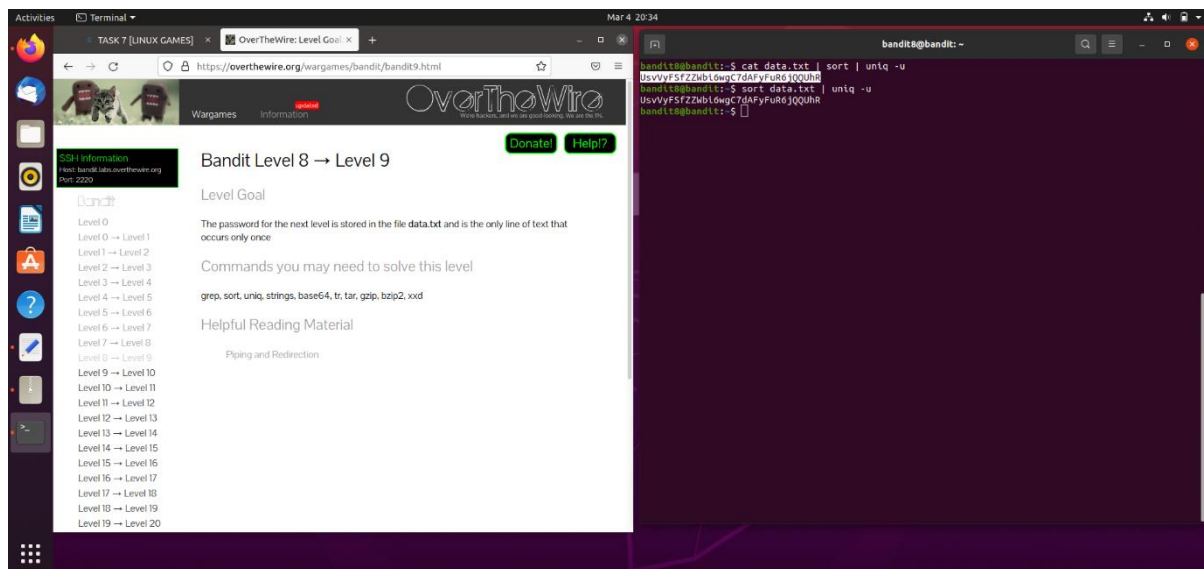
Level-6 :-



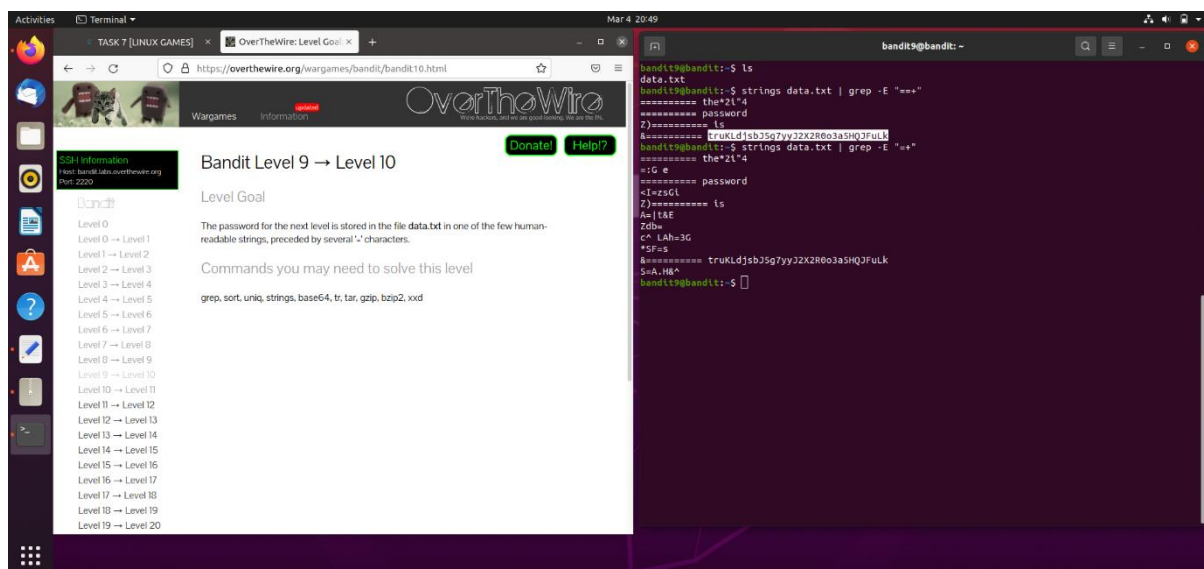
Level-7 :-



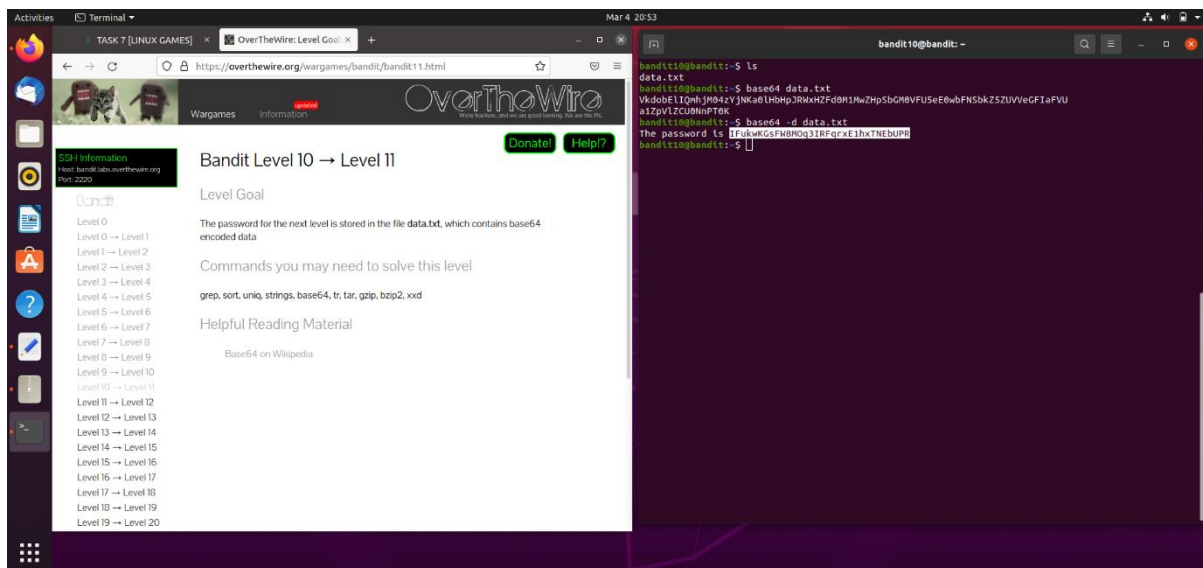
Level-8 :-



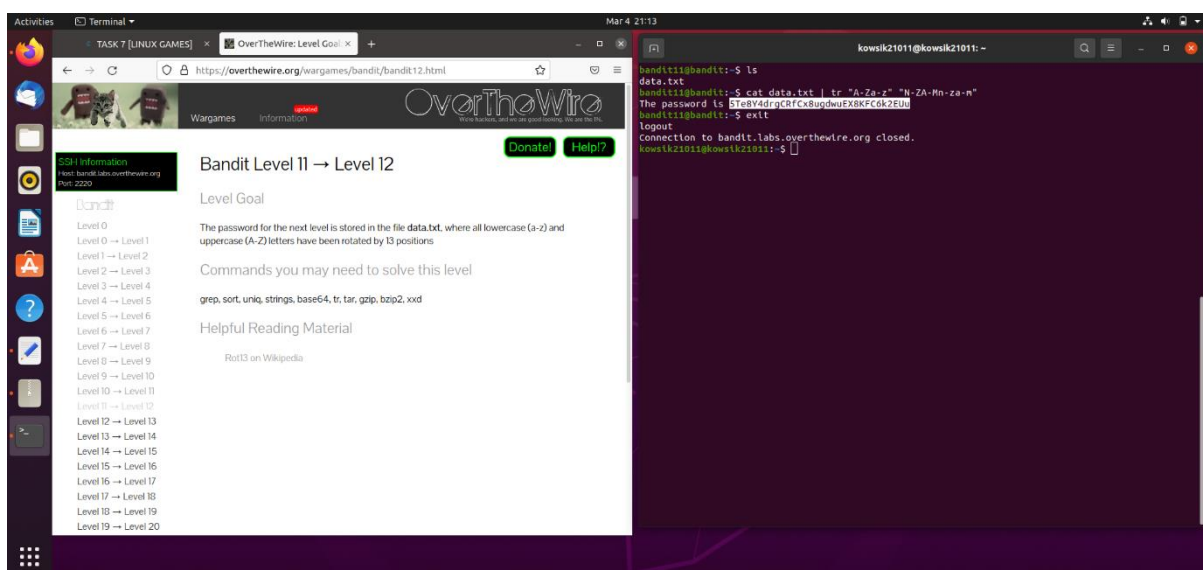
Level-9 :-



Level-10 :-



Level-11 :-



Level-12 :-

Bandit Level 12 → Level 13

Level Goal

The password for the next level is stored in the file `data.txt`, which is a hexdump of a file that has been repeatedly compressed. For this level it may be useful to create a directory under `/tmp` in which you can work using `mkdir`. For example: `mkdir /tmp/myname123`. Then copy the datafile using `cp`, and rename it using `mv` (read the manpages!)

Commands you may need to solve this level

`grep`, `sort`, `uniq`, `strings`, `base64`, `tr`, `tar`, `gzip`, `bzip2`, `xxd`, `mkidr`, `cp`, `mv`, `file`

Helpful Reading Material

Hex dump on Wikipedia

```
bandit12@bandit:~/book$ mv data.data.gz
bandit12@bandit:~/book$ gzip -d data.gz
data: bzip2 compressed data, block size = 900k
bandit12@bandit:~/book$ mv data.data.bz2
bandit12@bandit:~/book$ bzip2 -d data.bz2
bandit12@bandit:~/book$ file data
data: gzip compressed data, was "data4.bin", last modified: Thu May  7 18:14:38 2020, max compressi
on, from Unix
bandit12@bandit:~/book$ mv data.data.gz
bandit12@bandit:~/book$ gzip -d data.gz
bandit12@bandit:~/book$ file data
data: POSIX tar archive (GNU)
bandit12@bandit:~/book$ mv data.data.tar
bandit12@bandit:~/book$ tar xvf data.tar
data5.bin
bandit12@bandit:~/book$ file data5.bin
data5.bin: POSIX tar archive (GNU)
bandit12@bandit:~/book$ mv data5.bin data5.tar
bandit12@bandit:~/book$ tar xvf data5.tar
data6.bin
bandit12@bandit:~/book$ file data6.bin
data6.bin: bzip2 compressed data, block size = 900k
bandit12@bandit:~/book$ mv data6.bin data6.tar
bandit12@bandit:~/book$ tar xvf data6.tar
tar: data5.tar: Cannot open: No such file or directory
tar: Error is not recoverable: exiting now
bandit12@bandit:~/book$ ls
data5.tar  data6.tar  data.txt
bandit12@bandit:~/book$ tar xvf data6.tar
tar: data6.tar: Cannot open: No such file or directory
tar: Error is not recoverable: exiting now
bandit12@bandit:~/book$ file data6.bin
data6.bin: Cannot open 'data6.bin' (No such file or directory)
bandit12@bandit:~/book$ exit
logout
Connection to bandit.labs.overthewire.org closed.
kowsik21011@kowsik21011: ~
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames
bandit13@bandit.labs.overthewire.org's password: [REDACTED]
```

Level-13 :-

Bandit Level 13 → Level 14

Level Goal

The password for the next level is stored in `/etc/bandit_pass/bandit14` and can only be read by user `bandit14`. For this level, you don't get the next password, but you get a private SSH key that can be used to log into the next level. Note: `localhost` is a hostname that refers to the machine you are working on

Commands you may need to solve this level

`ssh`, `telnet`, `nc`, `openssl`, `s_client`, `rmmap`

Helpful Reading Material

SSH/OpenSSHKeys

```
bandit13@bandit:~$ ls
sshkey.private
bandit13@bandit:~$ ssh -i sshkey.private bandit14@localhost
Could not create directory '/home/bandit13/.ssh'.
The authenticity of host 'localhost (127.0.0.1)' can't be established.
ECDSA key fingerprint is SHA256:98UL6ZWR85496tCRkKlo2eX30PhyPS85tBSRPbhczz.
Are you sure you want to continue connecting (yes/no)? yes
Failed to add the host to the list of known hosts (/home/bandit13/.ssh/known_hosts).
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

Linux bandit.0tw.local 5.4.8 x86_64 GNU/Linux

www.OverTheWire.org

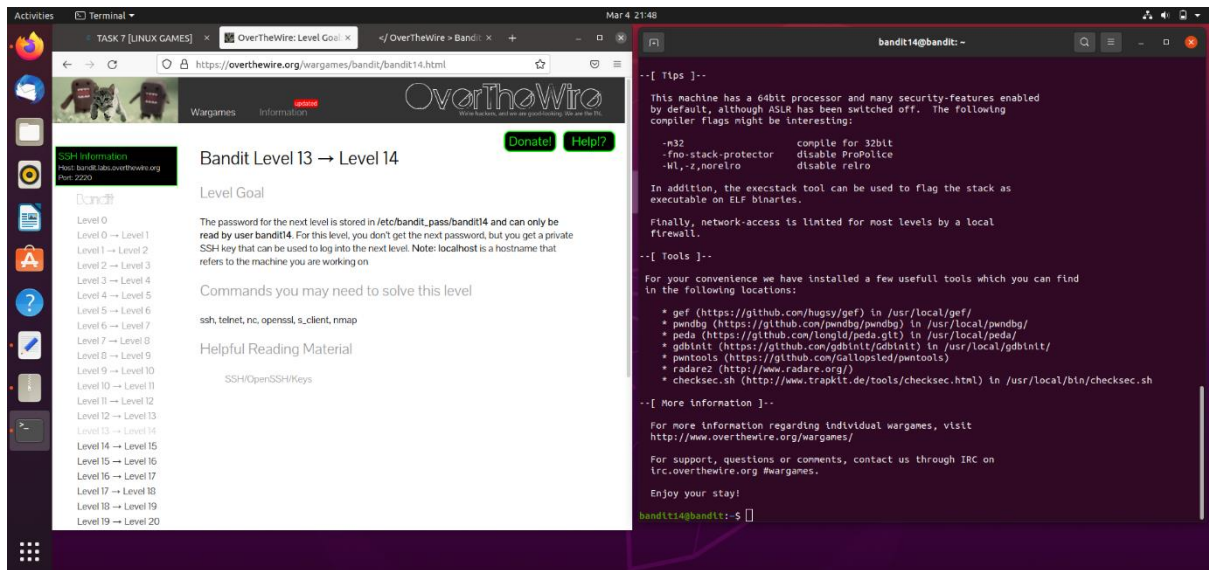
Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on
irc.overthewire.org.

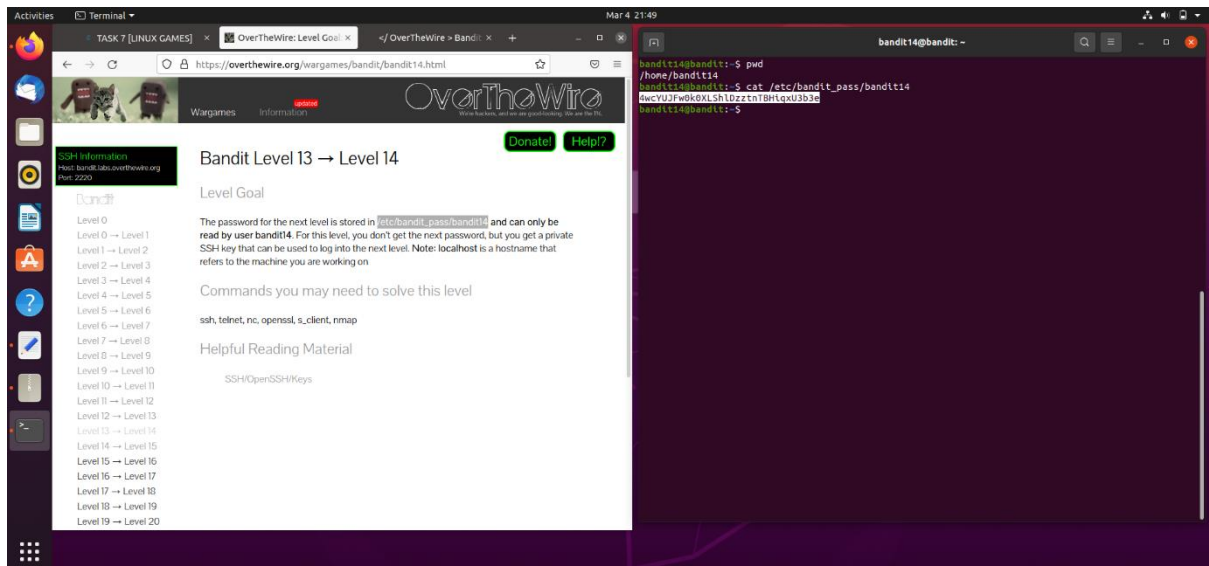
--[ Playing the games ]--

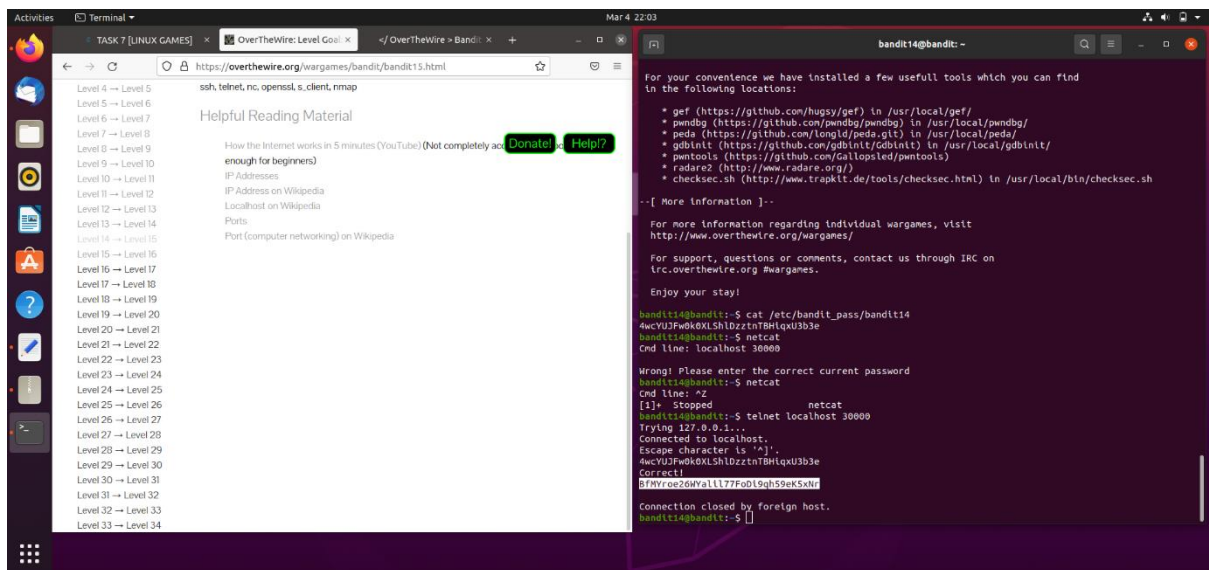
This machine might hold several wargames.
If you are playing "sonegame", then:

* USERNAMES are sonegame0, sonegame1, ...
* Most LEVELS are stored in /sonegame/.
* PASSWORDS for each level are stored in /etc/sonegame_pass/.
```



Level-14 :-





Level-15 :-

