

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

bandit0

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

boJ9jbbUNNfktd78OOpsqOltutMc3MY1

Bandit Level 1 → Level 2

Level Goal

The password for the next level is stored in a file called `-` located in the home directory

Commands you may need to solve this level

ls, cd, cat, file, du, find

CV1DtqXWVFXTvM2F0k09SHz0YwRINYA9

Bandit Level 2 → Level 3

Level Goal

The password for the next level is stored in a file called `spaces` in this filename located in the home directory

Commands you may need to solve this level

ls, cd, cat, file, du, find

UmHadQclWmgdLOKQ3YNgjWxGoRMB5luK

Bandit Level 3 → Level 4

Level Goal

The password for the next level is stored in a hidden file in the inhere directory.

Commands you may need to solve this level

ls, cd, cat, file, du, find

plwrPrtPN36QITSp3EQaw936yaFoFgAB

Bandit Level 4 → Level 5

Level Goal

The password for the next level is stored in the only human-readable file in the inhere directory. Tip: if your terminal is messed up, try the “reset” command.

Commands you may need to solve this level

ls, cd, cat, file, du, find

koReBOKuIDDepwhWk7jZC0RTdopnAYKh

Bandit Level 5 → Level 6

Level Goal

The password for the next level is stored in a file somewhere under the inhere directory and has all of the following properties:

human-readable

1033 bytes in size

not executable

Commands you may need to solve this level

ls, cd, cat, file, du, find

DXjZPULLxYr17uwoI01bNLQbtFemEgo7

Bandit Level 6 → Level 7

Level Goal

The password for the next level is stored somewhere on the server and has all of the following properties:

owned by user bandit7

owned by group bandit6

33 bytes in size

Commands you may need to solve this level

ls, cd, cat, file, du, find, grep

HKBPtKQnlay4Fw76bEy8PVxKEDQRKTzs

Bandit Level 7 → Level 8

Level Goal

The password for the next level is stored in the file data.txt next to the word millionth

Commands you may need to solve this level

grep, sort, uniq, strings, base64, tr, tar, gzip, bzip2, xxd

cvX2JJJa4CFALtqS87jk27qwqGhBM9pIV

Bandit Level 8 → Level 9

Level Goal

The password for the next level is stored in the file data.txt and is the only line of text that occurs only once

Commands you may need to solve this level

grep, sort, uniq, strings, base64, tr, tar, gzip, bzip2, xxd

UsvVyFSfZZWbi6wgC7dAFyFuR6jQQUhR

Bandit Level 9 → Level 10

Level Goal

The password for the next level is stored in the file data.txt in one of the few human-readable strings, preceded by several '=' characters.

Commands you may need to solve this level

grep, sort, uniq, strings, base64, tr, tar, gzip, bzip2, xxd

truKLdjsbJ5g7yyJ2X2R0o3a5HqJFuLk

Bandit Level 10 → Level 11

Level Goal

The password for the next level is stored in the file data.txt, which contains base64 encoded data

Commands you may need to solve this level

grep, sort, uniq, strings, base64, tr, tar, gzip, bzip2, xxd

IFukwKGsFW8MOq3IRFqrxE1hxTNEbUPR

Bandit Level 11 → Level 12

Level Goal

The password for the next level is stored in the file data.txt, where all lowercase (a-z) and uppercase (A-Z) letters have been rotated by 13 positions

Commands you may need to solve this level

grep, sort, uniq, strings, base64, tr, tar, gzip, bzip2, xxd

5Te8Y4drgCRfCx8ugdwuEX8KFC6k2EUu

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, mkdir, cp, mv, file

8ZjyCRiBWFYkneahHwxCv3wb2a1ORpYL

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`, `nmap`

4wcYUJFw0k0XLShIDzztnTBHiqxU3b3e

Bandit Level 14 → Level 15

Level Goal

The password for the next level can be retrieved by submitting the password of the current level to port 30000 on `localhost`.

Commands you may need to solve this level

`ssh`, `telnet`, `nc`, `openssl`, `s_client`, `nmap`

BfMYroe26WYalil77FoDi9qh59eK5xNr

Bandit Level 15 → Level 16

Level Goal

The password for the next level can be retrieved by submitting the password of the current level to port 30001 on `localhost` using SSL encryption.

Helpful note: Getting "HEARTBEATING" and "Read R BLOCK"? Use `-ign_eof` and read the "CONNECTED COMMANDS" section in the manpage. Next to 'R' and 'Q', the 'B' command also works in this version of that command...

Commands you may need to solve this level

`ssh`, `telnet`, `nc`, `openssl`, `s_client`, `nmap`

cluFn7wTiGryunymYOu4RcffSxQluehd

Bandit Level 16 → Level 17

Level Goal

The credentials for the next level can be retrieved by submitting the password of the current level to a port on localhost in the range 31000 to 32000. First find out which of these ports have a server listening on them. Then find out which of those speak SSL and which don't. There is only 1 server that will give the next credentials, the others will simply send back to you whatever you send to it.

Commands you may need to solve this level

ssh, telnet, nc, openssl, s_client, nmap

cluFn7wTiGryunymYOu4RcffSxQluehd

Bandit Level 17 → Level 18

Level Goal

There are 2 files in the homedirectory: passwords.old and passwords.new. The password for the next level is in passwords.new and is the only line that has been changed between passwords.old and passwords.new

NOTE: if you have solved this level and see 'Byebye!' when trying to log into bandit18, this is related to the next level, bandit19

Commands you may need to solve this level

cat, grep, ls, diff

kfBf3eYk5BPBRzwjqutbbfE887SVc5Yd

Bandit Level 18 → Level 19

Level Goal

The password for the next level is stored in a file readme in the homedirectory. Unfortunately, someone has modified .bashrc to log you out when you log in with SSH.

Commands you may need to solve this level

ssh, ls, cat

lueksS7Ubh8G3DCwVzrTd8rAVOwq3M5x

Bandit Level 19 → Level 20

Level Goal

To gain access to the next level, you should use the `setuid` binary in the `homedirectory`. Execute it without arguments to find out how to use it. The password for this level can be found in the usual place (`/etc/bandit_pass`), after you have used the `setuid` binary.

GbKksEFF4yrVs6il55v6gwY5aVje5f0j

Bandit Level 20 → Level 21

Level Goal

There is a `setuid` binary in the `homedirectory` that does the following: it makes a connection to `localhost` on the port you specify as a commandline argument. It then reads a line of text from the connection and compares it to the password in the previous level (`bandit20`). If the password is correct, it will transmit the password for the next level (`bandit21`).

NOTE: Try connecting to your own network daemon to see if it works as you think

gE269g2h3mw3pwgrj0Ha9Uoqen1c9DGr

Bandit Level 21 → Level 22

Level Goal

A program is running automatically at regular intervals from `cron`, the time-based job scheduler. Look in `/etc/cron.d/` for the configuration and see what command is being executed.

Commands you may need to solve this level

`cron`, `crontab`, `crontab(5)` (use “`man 5 crontab`” to access this)

Yk7owGAcWjwMVRwrTesJEwB7WVOiLLI

Bandit Level 22 → Level 23

Level Goal

A program is running automatically at regular intervals from `cron`, the time-based job scheduler. Look in `/etc/cron.d/` for the configuration and see what command is being executed.

NOTE: Looking at shell scripts written by other people is a very useful skill. The script for this level is intentionally made easy to read. If you are having problems understanding what it does, try executing it to see the debug information it prints

jc1udXuA1tiHqjlsL8yaapX5XIAI6i0n

Bandit Level 23 → Level 24

Level Goal

A program is running automatically at regular intervals from cron, the time-based job scheduler. Look in `/etc/cron.d/` for the configuration and see what command is being executed.

NOTE: This level requires you to create your own first shell-script. This is a very big step and you should be proud of yourself when you beat this level!

NOTE 2: Keep in mind that your shell script is removed once executed, so you may want to keep a copy around

UoMYTrfrBFHyQXmg6gzctqAwOmw1lohz

Bandit Level 24 → Level 25

Level Goal

A daemon is listening on port 30002 and will give you the password for bandit25 if given the password for bandit24 and a secret numeric 4-digit pincode. There is no way to retrieve the pincode except by going through all of the 10000 combinations, called brute-forcing.

uNG9O58gUE7snukf3bvZ0rxhtnjzSGzG