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

```
┌──(kali㉿kali)-[~]
└─$ ssh bandit.labs.overthewire.org -l bandit0 -p 2220
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                     |_|__ ___ ___ _____  _|_( ) |_
                     | |_) | (_| | |_| | (_| | | |_|
                     |_._/ \__,_|_| |_\__,_|_|\__|

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

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

   .-----.  .------./ .-'    .--.
  / .-.  / /       / .-'|      /. ./|
 / .\  :   :    ,  .' |    .--'.   ;
. / ;. /  .' : .__./  / __-/ \ : |
;   | ;\;|  |   _     |  /__/ \ |   '  '
|   ;  |; |  | '  |    .'  ;   \ \:   :
:   |  ';  |__|  :    |.   |    \  \: ;
'   ;  \; /  |  '    '   '  '    \  \: .|
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  ;   :  / |   |    |   |'  |      \  \: .|
   \   \ /  '   :   |  :   .'       |  :  \
    `---'   ;   |.'  :   .'          \  \ ;
 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!

bandit0@bandit:~$
```

```
bandit0@bandit:~$ ls
readme
bandit0@bandit:~$ cat readme
Congratulations on your first steps into the bandit game !!
Please make sure you have read the rules at https://overthewire.org/rules/
If you are following a course, workshop, walkthrough or other educational activity,
please inform the instructor about the rules as well and encourage them to
contribute to the OverTheWire community so we can keep these games free!

The password you are looking for is: ZjLjTmM6FvvyRnrb2rfNWOZOTa6ip5If
```

Steps :

1. Open terminal in linux.
2. ssh bandit.labs.overthewire.org -l bandit0 -p 2220
   [

This means:

- `ssh`: Secure Shell command
- `bandit0`: The username you're logging in as (level 0)
- `bandit.labs.overthewire.org`: The hostname of the server
- `-p 2220`: Specifies port 2220 (instead of the default SSH port 22)

   ]

3. We log in to the Bandit wargame server using SSH.
4. Use the `ls` command.
5. We find a `readme` file.
6. Read it using the `cat` command to get the password.

Password : `ZjLjTmM6FvvyRnrb2rfNWOZOTa6ip5If`
          [This password will be used to access next level.]