## 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.

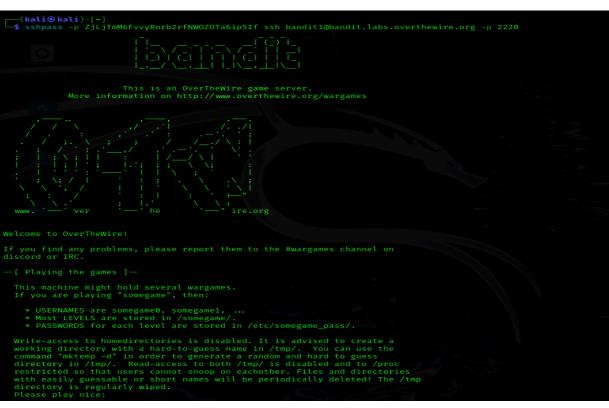
Commands you may need to solve this level

Is, cd, cat, file, du, find

TIP: Create a file for notes and passwords on your local machine!

Passwords for levels are not saved automatically. If you do not save them yourself, you will need to start over from bandit0.

Passwords also occasionally change. It is recommended to take notes on how to solve each challenge. As levels get more challenging, detailed notes are useful to return to where you left off, reference for later problems, or help others after you've completed the challenge.



```
* don't leave orphan processes running
don't annoy orborialists
adon'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 ASIR has been switched off. The following compiler flags might be interesting:

-m2
-w2
-w1-z.norelro disable propolice
-W1-z.norelro disable propolice
-W1-z.norelro disable propolice
-W1-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:

* sef (https://github.com/hugsy/gef) in /opt/gef/
pwndbg (https://github.com/pwndbg/pwndbg) in /opt/pwndbg/
* gdbinit (https://github.com/gdbinit/ddbinit) in /opt/gdbinit/
* pwntools (https://github.com/gdbinit/ddbinit) in /opt/gdbinit/
* pwntools (https://github.com/gdblopsled/pwntools)

* radare2 (http://www.radare.org/)

- [ 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!
```

```
bandit1@bandit:~$ ls
-
bandit1@bandit:~$ cat ./_
cat: ./_: No such file or directory
bandit1@bandit:~$ cat ./-
263JGJPfgU6LtdEvgfWU1XP5yac29mFx
bandit1@bandit:~$
```

Steps:

## 1. Log in to Bandit Level 1

```
sshpass -p "ZjLjTmM6FvvyRnrb2rfNW0Z0Ta6ip5If" ssh
bandit1@bandit.labs.overthewire.org -p 2220
```

- Explanation:
  - o sshpass -p "..."  $\rightarrow$  Automatically supplies the password (ZjLjTmM6FvvyRnrb2rfNW0Z0Ta6ip5If for Level 1).
  - $\circ$  ssh bandit1@...  $\rightarrow$  Connects as user bandit1 on port 2220.

## 2. List Files (1s)

Once logged in, run:

ls

- Expected Output:
  - [File is named as -]

## 3. Read the File (cat)

• Since the filename is - (which usually refers to stdin in Linux), use:

```
cat ./-
```

Final Password : rRGizSaX8Mk1RTb1CNQoXTcYZWU6lgzi