

Overwire Linux games

Level 0

```
ADMIN@DESKTOP-NIPDO04 ~  
$ ssh bandit0@bandit.labs.overthewire.org -p 2220  
The authenticity of host '[bandit.labs.overthewire.org]:2220 ([176.9.9.172]:2220)' can't be established.  
Warning: Permanently added '[bandit.labs.overthewire.org]:2220,[176.9.9.172]:2220' (ECDSA) to the list of known hosts.  
This is a OverTheWire game server. More information on http://www.overthewire.org (ECDSA) to the list of known hosts.  
g/wargames  
  
bandit0@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```



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 "somegame", then:

- * USERNAMES are somegame0, somegame1, ...
- * Most LEVELS are stored in /somegame/.
- * PASSWORDS for each level are stored in /etc/somegame_pass/.

For your convenience we have installed a few usefull tools which you can find
in the following locations:

- * gef (<https://github.com/hugsy/gef>) in /usr/local/gef/
- * pwndbg (<https://github.com/pwndbg/pwndbg>) in /usr/local/pwndbg/
- * peda (<https://github.com/longld/peda.git>) in /usr/local/peda/
- * gdbinit (<https://github.com/gdbinit/Gdbinit>) in /usr/local/gdbinit/
- * pwntools (<https://github.com/Gallopsled/pwntools>)
- * radare2 (<http://www.radare.org/>)
- * checksec.sh (<http://www.trapkit.de/tools/checksec.html>) in /usr/local/bin/checksec.sh

--[More information]--

For more information regarding individual wargames, visit
<http://www.overthewire.org/wargames/>

For support, questions or comments, contact us through IRC on
[#wargames](http://irc.overthewire.org).

Enjoy your stay!

Level 1

```
ADMIN@DESKTOP-NIPD004 ~  
$ ssh bandit1@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
  
bandit1@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
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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/ and /proc/ is disabled so that users can not snoop on eachother. Files and directories with easily guessable or short names will be periodically deleted!

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:

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-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.

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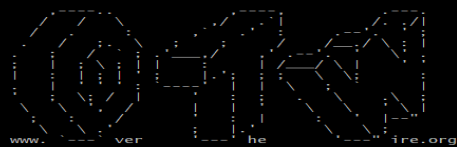
For support, questions or comments, contact us through IRC on [#wargames](http://irc.overthewire.org).

Enjoy your stay!

```
bandit1@bandit:~$ ls  
-  
bandit1@bandit:~$ cat ./"-"  
CV1DtqXWVFXTvM2F0k09SHz0YwRINYA9  
bandit1@bandit:~$ |
```

Level 2

```
ADMIN@DESKTOP-NIPD004 ~  
$ ssh bandit2@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
bandit2@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```



```
Welcome to OverTheWire!  
If you find any problems, please report them to Steven or morla on  
irc.overthewire.org.  
--[ Playing the games ]--  
  
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* USERNAMES are somegame0, somegame1, ...  
* Most LEVELS are stored in /somegame/.  
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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/ and /proc/ is disabled  
so that users can not snoop on eachother. Files and directories with  
easily guessable or short names will be periodically deleted!  
  
Please play nice:  
* don't leave orphan processes running  
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irc.overthewire.org #wargames.  
  
Enjoy your stay!
```

```
bandit2@bandit:~$ ls  
spaces in this filename  
bandit2@bandit:~$ cat "spaces in this filename"  
UmHadQclWmgdLOKQ3YNgjWxGoRmb5luK  
bandit2@bandit:~$ |
```

Level 3

```
ADMIN@DESKTOP-NIPD004 ~  
$ ssh bandit3@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
bandit3@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux  
  
      OoM  
www.   ver   he   ire.org  
  
Welcome to OverTheWire!  
  
If you find any problems, please report them to Steven or morla on  
irc.overthewire.org.  
  
--[ Playing the games ]--  
  
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--[ More information ]--  
  
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For support, questions or comments, contact us through IRC on  
irc.overthewire.org #wargames.  
  
Enjoy your stay!
```

```
bandit3@bandit:~$ ls  
inhere  
bandit3@bandit:~$ cd inhere  
bandit3@bandit:~/inhere$ ls  
bandit3@bandit:~/inhere$ ls -a  
. .. .hidden  
bandit3@bandit:~/inhere$ cat .hidden  
pIwrPrtpN36QITSp3EQaw936yaFoFgAB  
bandit3@bandit:~/inhere$ |
```

Level 4

```
ADMIN@DESKTOP-NIP0004 ~  
$ ssh bandit4@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
  
bandit4@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux  
  
www. ver he ire.org  
  
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```

```
bandit4@bandit:~$ ls  
inhere  
bandit4@bandit:~$ cd inhere  
bandit4@bandit:~/inhere$ ls  
-file00 -file01 -file02 -file03 -file04 -file05 -file06 -file07 -file08 -file09  
bandit4@bandit:~/inhere$ file ./-file07  
./-file00: data  
./-file01: data  
./-file02: data  
./-file03: data  
./-file04: data  
./-file05: data  
./-file06: data  
./-file07: ASCII text  
./-file08: data  
./-file09: data  
bandit4@bandit:~/inhere$ cat "./-file07"  
koReBOKuIDDepwhWk7jZC0RTdopnAYKh  
bandit4@bandit:~/inhere$ |
```

Level 5

```
ADMIN@DESKTOP-NIPD004 ~  
$ ssh bandit5@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
  
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Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
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```
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bandit5@bandit:~/inhere$ ls  
maybehere00 maybehere02 maybehere04 maybehere06 maybehere08 maybehere10 maybehere12 maybehere14 maybehere16 maybehere18  
maybehere01 maybehere03 maybehere05 maybehere07 maybehere09 maybehere11 maybehere13 maybehere15 maybehere17 maybehere19  
bandit5@bandit:~/inhere$ find -type f -size 1033c  
./maybehere07/.file2  
bandit5@bandit:~/inhere$ cat ./maybehere07/.file2  
DXJZPULLxYr17uwoI01bNLQbtFemEgo/
```

Level 6

```
ADMIN@DESKTOP-NIPDOO4 ~  
$ ssh bandit6@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
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|----------------------|-------------------|
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Enjoy your stay!

```
bandit6@bandit:~$ find / -user bandit7 -group bandit6 -size 33c
find: '/root': Permission denied
find: '/home/bandit28-git': Permission denied
find: '/home/bandit30-git': Permission denied
find: '/home/bandit5/inhere': Permission denied
find: '/home/bandit27-git': Permission denied
find: '/home/bandit29-git': Permission denied
find: '/home/bandit31-git': Permission denied
find: '/lost+found': Permission denied
find: '/etc/ssl/private': Permission denied
find: '/etc/polkit-1/localauthority': Permission denied
find: '/etc/lvm/archive': Permission denied
find: '/etc/lvm/backup': Permission denied
find: '/sys/fs/pstore': Permission denied
find: '/proc/tty/driver': Permission denied
find: '/proc/9828/task/9828/fd/6': No such file or directory
find: '/proc/9828/task/9828/fdinfo/6': No such file or directory
find: '/proc/9828/fd/5': No such file or directory
find: '/proc/9828/fdinfo/5': No such file or directory
find: '/cgroup2/csessions': Permission denied
find: '/boot/lost+found': Permission denied
find: '/tmp': Permission denied
find: '/run/lvm': Permission denied
find: '/run/screen/S-bandit1': Permission denied
find: '/run/screen/S-bandit10': Permission denied
find: '/run/screen/S-bandit29': Permission denied
find: '/run/screen/S-bandit25': Permission denied
find: '/run/screen/S-bandit30': Permission denied
find: '/run/screen/S-bandit9': Permission denied
find: '/run/screen/S-bandit28': Permission denied
find: '/run/screen/S-bandit18': Permission denied
find: '/run/screen/S-bandit20': Permission denied
find: '/run/screen/S-bandit12': Permission denied
find: '/run/screen/S-bandit5': Permission denied
find: '/run/screen/S-bandit7': Permission denied
find: '/run/screen/S-bandit16': Permission denied
find: '/run/screen/S-bandit26': Permission denied
find: '/run/screen/S-bandit8': Permission denied
find: '/run/screen/S-bandit15': Permission denied
find: '/run/screen/S-bandit4': Permission denied
find: '/run/screen/S-bandit3': Permission denied
find: '/run/screen/S-bandit19': Permission denied
find: '/run/screen/S-bandit31': Permission denied
```

```
find: '/run/screen/S-bandit17': Permission denied
find: '/run/screen/S-bandit2': Permission denied
find: '/run/screen/S-bandit22': Permission denied
find: '/run/screen/S-bandit21': Permission denied
find: '/run/screen/S-bandit14': Permission denied
find: '/run/screen/S-bandit13': Permission denied
find: '/run/screen/S-bandit24': Permission denied
find: '/run/screen/S-bandit23': Permission denied
find: '/run/shm': Permission denied
find: '/run/lock/lvm': Permission denied
find: '/var/spool/bandit24': Permission denied
find: '/var/spool/cron/crontabs': Permission denied
find: '/var/spool/rsyslog': Permission denied
find: '/var/tmp': Permission denied
find: '/var/lib/apt/lists/partial': Permission denied
find: '/var/lib/polkit-1': Permission denied
/var/lib/dpkg/info/bandit7.password
find: '/var/log': Permission denied
find: '/var/cache/apt/archives/partial': Permission denied
find: '/var/cache/ldconfig': Permission denied
```


```
find: '/run/screen/S-bandit17': Permission denied
find: '/run/screen/S-bandit2': Permission denied
find: '/run/screen/S-bandit22': Permission denied
find: '/run/screen/S-bandit21': Permission denied
find: '/run/screen/S-bandit14': Permission denied
find: '/run/screen/S-bandit13': Permission denied
find: '/run/screen/S-bandit24': Permission denied
find: '/run/screen/S-bandit23': Permission denied
find: '/run/shm': Permission denied
find: '/run/lock/lvm': Permission denied
find: '/var/spool/bandit24': Permission denied
find: '/var/spool/cron/crontabs': Permission denied
find: '/var/spool/rsyslog': Permission denied
find: '/var/tmp': Permission denied
find: '/var/lib/apt/lists/partial': Permission denied
find: '/var/lib/polkit-1': Permission denied
/var/lib/dpkg/info/bandit7.password
find: '/var/log': Permission denied
find: '/var/cache/apt/archives/partial': Permission denied
find: '/var/cache/ldconfig': Permission denied
```

```
bandit6@bandit:~$ cat /var/lib/dpkg/info/bandit7.password
HKBPTKQnIay4Fw76bEy8PVxKEDQRKTzs
bandit6@bandit:~$ |
```


Level 7

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

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www. ver he ire.org

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- * again, DONT POST SPOILERS!

--[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 usefull tools which you can find
in the following locations:

- * gef (<https://github.com/hugsy/gef>) in /usr/local/gef/
- * pwndbg (<https://github.com/pwndbg/pwndbg>) in /usr/local/pwndbg/
- * peda (<https://github.com/l0ngl0/peda.git>) in /usr/local/peda/
- * gdbinit (<https://github.com/gdbinit/gdbinit>) in /usr/local/gdbinit/
- * pwntools (<https://github.com/gallopsled/pwntools>)
- * radare2 (<http://www.radare.org/>)
- * checksec.sh (<http://www.trapkit.de/tools/checksec.html>) in /usr/local/bin/checksec.sh

--[More information]--

For more information regarding individual wargames, visit
<http://www.overthewire.org/wargames/>

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!

```
bandit7@bandit:~$ ls
data.txt
bandit7@bandit:~$ cat data.txt|grep millionth
millionth      cvX2JJJa4CFALTqS87jk27qwqGhBM9p1v
bandit7@bandit:~$ |
```

Level 8

```
ADMIN@DESKTOP-NIPD004 ~
$ ssh bandit8@bandit.labs.overthewire.org -p 2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit8@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux

  O   T   W   I   R   E
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 \   \   \   \   \   \
  www.   ver   he   ire.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 "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/ and /proc/ is disabled
so that users can not snoop on eachother. Files and directories with
easily guessable or short names will be periodically deleted!

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 usefull tools which you can find
in the following locations:

* gef (https://github.com/hugsy/gef) in /usr/local/gef/
* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/
* peda (https://github.com/longld/peda.git) in /usr/local/peda/
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* pwntools (https://github.com/Gallopsled/pwntools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/checksec.sh

--[ More information ]--

For more information regarding individual wargames, visit
http://www.overthewire.org/wargames/

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!
```

```
bandit8@bandit:~$ ls
data.txt
bandit8@bandit:~$ cat data.txt |sort | uniq -u
UsvVyFSfZZWbi6wgC7dAFyFuR6jQQUHR
bandit8@bandit:~$ |
```

Level 9

```
ADMIN@DESKTOP-NIPD004 ~  
$ ssh bandit9@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
  
bandit9@bandit.labs.overthewire.org's password:  
Permission denied, please try again.  
bandit9@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```



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 "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 "mktmp -d" in order to generate a random and hard to guess directory in /tmp/. Read-access to both /tmp/ and /proc/ is disabled so that users can not snoop on eachother. Files and directories with easily guessable or short names will be periodically deleted!

Please play nice:

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 - * 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,moveln  disable retpoline  
  
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 usefull tools which you can find  
in the following locations:  
  
* gef (https://github.com/hugsy/gef) in /usr/local/gef/  
* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/  
* pnda (https://github.com/longd/pnda.git) in /usr/local/pnda/  
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/  
* pmtools (https://github.com/calliope/pmtools)  
* radare2 (http://www.radare.org/)  
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/checksec.sh  
  
--[ More Information ]--  
  
For more information regarding individual wargames, visit  
http://www.overthewire.org/wargames/  
  
For support, questions or comments, contact us through IRC on  
#wargames.  
  
Enjoy your stay!
```

```
bandit9@bandit:~$ ls  
data.txt  
bandit9@bandit:~$ strings data.txt | grep '='  
===== the*2i"4  
=:G e  
===== password  
<I=zsGi  
Z)===== is  
A=|t&E  
Zdb=  
c^ LAh=3G  
*SF=s  
&===== truKldjsbJ5g7yyJ2X2R0o3a5HQJFuLk  
S=A.H&A  
bandit9@bandit:~$ |
```

Level 10

```
ADMIN@DESKTOP-NIPD004 ~  
$ ssh bandit10@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
bandit10@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux  
  
www. ver he ire.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 "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/ and /proc/ is disabled  
so that users can not snoop on eachother. Files and directories with  
easily guessable or short names will be periodically deleted!  
  
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:
$?
-fno-stack-protector      disable PreProfil
-m32,-mreilo              compile for i386
                        disable reiro

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 /usr/local/gef/
* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/
* pexa (https://github.com/f0rm1d4t1k/pexa) in /usr/local/pexa/
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* tools (https://github.com/0xazathoth/tools) in /usr/local/tools/
* radare2 (http://www.radare.org/)
* checksec (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/checksec.sh

[More information ]--
For more information regarding individual wargames, visit
http://www.overthewire.org/wargames/.

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames

enjoy your stay!
```

```
bandit10@bandit:~$ ls
data.txt
bandit10@bandit:~$ cat data.txt
VGh1IHh3c3N3b3JkZGlzIE1gdWt3S0d0ZlRlc4TU9xM0lSRnFyeEUxaHUtKviVVBSCg==
bandit10@bandit:~$ cat data.txt | base64 -d
The password is IFukwKGsFW8M0q3IRFqrxE1hxTNEbUPR
bandit10@bandit:~$
```

Level 11

```
ADMIN@DESKTOP-NIPD004 ~  
$ ssh bandit11@bandit.labs.overthewire.org -p 2220  
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames  
  
bandit11@bandit.labs.overthewire.org's password:  
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```

```
  Oo  Aa  Nn  
www.  ver  he  ire.org
```

Welcome to OverTheWire!

If you find any problems, please report them to Steven or morla on [irc.overthewire.org](irc://irc.overthewire.org).

--[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/ and /proc/ is disabled so that users can not snoop on eachother. Files and directories with easily guessable or short names will be periodically deleted!

Please play nice:

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- * don't leave exploit-files laying around
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- * don't post passwords or spoilers
- * again, DONT POST SPOILERS!

--[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]--

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- * gef (<https://github.com/hugsy/gef>) in /usr/local/gef/
- * pwndbg (<https://github.com/pwndbg/pwndbg>) in /usr/local/pwndbg/
- * peda (<https://github.com/lionel0/peda.git>) in /usr/local/peda/
- * gdbinit (<https://github.com/gdbinit/gdbinit>) in /usr/local/gdbinit/
- * pwntools (<https://github.com/Gallopsled/pwntools>)
- * radare2 (<http://www.radare.org/>)
- * checksec.sh (<http://www.trapkit.de/tools/checksec.html>) in /usr/local/bin/checksec.sh

--[More information]--

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For support, questions or comments, contact us through IRC on [#wargames](irc://irc.overthewire.org).

Enjoy your stay!

```
bandit11@bandit:~$ cat data.txt  
Gur cnffjbeq vf 5Gr8L4qetPEsPk8htqjhRK8XSP6x2RHh  
bandit11@bandit:~$ cat data.txt | tr a-zA-Z n-za-mN-ZA-M  
The password is 5Te8Y4drGCRfCx8ugdwuEX8KFC6k2EUu  
bandit11@bandit:~$ |
```

Level 12

```
bandit12@bandit:~$ ls
data.txt
bandit12@bandit:~$ cat data.txt
00000000: 1f8b 0808 0650 b45e 0203 6461 7461 322e ....P.A..data2.
00000010: 6269 6e00 013d 02c2 fd42 5a68 3931 4159 bin...BZh91AY
00000020: 2653 598e 4f1c c800 001e 7fff fbf9 7fda &SY.O.....
00000030: 9e7f 4f76 9fcf fe7d 3fff f67d abde 5e9f ..Ov...}?...}.A.
00000040: f3fe 9fbf f6f1 feee bfdf a3ff b001 3b1b .....;
00000050: 5481 a1a0 1ea0 1a34 d0d0 001a 68d3 4683 T.....4....h.F.
00000060: 4680 0680 0034 1918 4c4d 190c 4000 0001 F...4...LM..@...
00000070: a000 c87a 81a3 464d a8d3 43c5 1068 0346 ...Z...FM...C..h.F
00000080: 8343 40d0 3400 0340 66a6 8068 0cd4 f500 .C@.4...@f...h...
00000090: 69ea 6800 0f50 68f2 4d00 680d 06ca 0190 i.h..Ph.M.h.....
000000a0: 0000 69a1 a1a0 1ea0 194d 340d 1ea1 b280 ..i.....M4.....
000000b0: f500 3406 2340 034d 3400 0000 3403 d400 ..4.#@.M4....4...
000000c0: 1a07 a832 3400 f51a 0003 43d4 0068 0d34 ...24.....C..h.4
000000d0: 6868 f51a 3d43 2580 3e58 061a 2c89 6bf3 hh...=%.>X...k.
000000e0: 0163 08ab dc31 91cd 1747 599b e401 0b06 .c...1....GY.....
000000f0: a8b1 7255 a3b2 9cf9 75cc f106 941b 347a ..rU...u....4z
00000100: d616 55cc 2ef2 9d46 e7d1 3050 b5fb 76eb ..U...F..OP..v.
00000110: 01f8 60c1 2201 33f0 0de0 4aa6 ec8c 914f ...`".3...J....0
00000120: cf8a aed5 7b52 4270 8d51 6978 c159 8b5a ....{RBp.Qix.Y.Z
00000130: 2164 fb1f c26a 8d28 b414 e690 bfdd b3e1 ld...j.(.....
00000140: f414 2f9e d041 c523 b641 ac08 0c0b 06f5 ../.A.#.A.....
00000150: dd64 b862 1158 3f9e 897a 8cae 32b0 1fb7 .d.b.X?...z...2..
00000160: 3c82 af41 20fd 6e7d 0a35 2833 41bd de0c <..A..n}.5(3A...
00000170: 774f ae52 a1ac 0fb2 8c36 ef58 537b f30a wO.R.....6.XS{..
00000180: 1510 cab5 cb51 4231 95a4 d045 b95c ea09 .....QB1...E.\..
00000190: 9fa0 4d33 ba43 22c9 b5be d0ea eeb7 ec85 ..M3.C".....
000001a0: 59fc 8bf1 97a0 87a5 0df0 7acd d555 fc11 Y.....z...U...
000001b0: 223f fdc6 2be3 e809 c974 271a 920e acbc "?...+....t'.....
000001c0: 0de1 f1a6 393f 4cf5 50eb 7942 86c3 3d7a ....9?L.P.yB...=z
000001d0: fe6d 173f a84c bb4e 742a fc37 7b71 508a .m.?..L.Nt*.7{qP.
000001e0: a2cc 9cf1 2522 8a77 39f2 716d 34f9 8620 ....%"..w9.qm4...
000001f0: 4e33 ca36 eec0 cd4b b3e8 48e4 8b91 5bea N3.6...K...H...[.
00000200: 01bf 7d21 0b64 82c0 3341 3424 e98b 4d7e .}!.d..3A4$..M~
00000210: c95c 1b1f cac9 a04a 1988 43b2 6b55 c6a6 .\.....J...C.kU..
00000220: 075c 1eb4 8ecf 5cdf 4653 064e 84da 263d .\.....\FS.N..&=
00000230: b15b bcea 7109 5c29 c524 3afc d715 4894 .[.q.\).$....H.
00000240: 7426 072f fc28 ab05 9603 b3fc 5dc9 14e1 t&./.(.....)...
00000250: 4242 393c 7320 98f7 681d 3d02 0000 BB9<s ..h.=...
00000260: 4242 393c 7320 98f7 681d 3d02 0000 BB9<s ..h.=...

bandit12@bandit:~$ mkdir /tmp/crack
bandit12@bandit:~$ cp data.txt /tmp/crack
bandit12@bandit:~$ cd /tmp/crack
bandit12@bandit:/tmp/crack$ ls
data.txt
bandit12@bandit:/tmp/crack$ xxd -r data.txt > data
bandit12@bandit:/tmp/crack$ ls
data  data.txt
bandit12@bandit:/tmp/crack$ file data
data: gzip compressed data, was "data2.bin", last modified: Thu May 7 18:14:30
2020, max compression, from Unix
bandit12@bandit:/tmp/crack$ mv data file.gz
bandit12@bandit:/tmp/crack$ gzip -d file.gz
bandit12@bandit:/tmp/crack$ ls
data.txt file
bandit12@bandit:/tmp/crack$ file file
file: bzip2 compressed data, block size = 900k
bandit12@bandit:/tmp/crack$ mv file file.bz2
bandit12@bandit:/tmp/crack$ man bzip2
bandit12@bandit:/tmp/crack$ bandit12@bandit:/tmp/crack$ bzip2 -d file.bz2
bandit12@bandit:/tmp/crack$ ls
data.txt file
bandit12@bandit:/tmp/crack$ file file
file: bzip2 compressed data, block size = 900k
bandit12@bandit:/tmp/crack$ mv file file.bz2
bandit12@bandit:/tmp/crack$ bzip2 -d data.bz2
bandit12@bandit:/tmp/crack$ ls
data  data.tar
bandit12@bandit:/tmp/crack$ file data
data: POSIX tar archive (GNU)
bandit12@bandit:/tmp/crack$ mv data data.tar
bandit12@bandit:/tmp/crack$ ls
data.tar
bandit12@bandit:/tmp/crack$ tar xf data.tar
bandit12@bandit:/tmp/crack$ ls
data8.bin  data.tar
bandit12@bandit:/tmp/crack$ file data8.bin
data8.bin: gzip compressed data, was "data9.bin", last modified: Thu May 7 18:14:30 2020, max compression, from Unix
bandit12@bandit:/tmp/crack$ mv data8.bin data.gz
bandit12@bandit:/tmp/crack$ gzip -d data.gz
bandit12@bandit:/tmp/crack$ ls
data  data.tar
bandit12@bandit:/tmp/crack$ file data
data: ASCII text
bandit12@bandit:/tmp/crack$ cat data
The password is 8ZjyCRi8WfYkneahHwxv3wb2a10RpYL
bandit12@bandit:/tmp/crack$
```

Level 13

```
bandit13@bandit:~$ ssh bandit13@bandit.labs.overthewire.org -p 2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit13@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```



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 "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 "mktmp -d" in order to generate a random and hard to guess
directory in /tmp/. Read-access to both /tmp/ and /proc/ is disabled
so that users can not snoop on eachother. Files and directories with
easily guessable or short names will be periodically deleted!

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 reldro

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 usefull tools which you can find
in the following locations:

- * gef (<https://github.com/hugsy/gef>) in /usr/local/gef/
- * pwndbg (<https://github.com/pwndbg/pwndbg>) in /usr/local/pwndbg/
- * peda (<https://github.com/l0ng1d/peda.git>) in /usr/local/peda/
- * gdbinit (<https://github.com/gdbinit/gdbinit>) in /usr/local/gdbinit/
- * pwntools (<https://github.com/Gallopsled/pwntools>)
- * radare2 (<http://www.radare.org/>)
- * checksec.sh (<http://www.trapkit.de/tools/checksec.html>) in /usr/local/bin/checksec.sh

--[More information]--

For more information regarding individual wargames, visit
<http://www.overthewire.org/wargames/>

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!

```
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 SHA256:98UL0ZWR85496ETCRkK1o20X30PnyPSB5TB5RPbhczc.
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_hos
ts).
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```



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 "somegame", then:

- * USERNAMES are somegame0, somegame1, ...
- * Most LEVELS are stored in /somegame/.
- * PASSWORDS for each level are stored in /etc/somegame_pass/.

For your convenience we have installed a few usefull tools which you can find
in the following locations:

- * gef (<https://github.com/hugsy/gef>) in /usr/local/gef/
- * pwndbg (<https://github.com/pwndbg/pwndbg>) in /usr/local/pwndbg/
- * peda (<https://github.com/l0ng1d/peda.git>) in /usr/local/peda/
- * gdbinit (<https://github.com/gdbinit/gdbinit>) in /usr/local/gdbinit/
- * pwntools (<https://github.com/Gallopsled/pwntools>)
- * radare2 (<http://www.radare.org/>)
- * checksec.sh (<http://www.trapkit.de/tools/checksec.html>) in /usr/local/bin/checksec.sh

```
bandit14@bandit:~$ cat /etc/bandit_pass/bandit14
4wcYUJFW0k0XLSh1DzztntTBH1qXU3b3e
bandit14@bandit:~$ |
```

Level 14


```
bandit14@bandit:~$ telnet localhost 30000
Trying 127.0.0.1...
Connected to localhost.
Escape character is '^]'.
4wcYUJFw0k0XLShlDzztnTBHixU3b3e
Correct!
BfMYroe26WYalil77FoDi9qh59eK5xNr

Connection closed by foreign host.
bandit14@bandit:~$ |
```

Level 15

```
ADMIN@DESKTOP-NIPD004 ~
$ ssh bandit15@bandit.labs.overthewire.org -p 2220
This is a OverTheWire game server. More information on http://www.overthewire.org/wargames

bandit15@bandit.labs.overthewire.org's password:
Linux bandit.otw.local 5.4.8 x86_64 GNU/Linux
```



www. ver he ire.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 "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/ and /proc/ is disabled so that users can not snoop on eachother. Files and directories with easily guessable or short names will be periodically deleted!

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 usefull tools which you can find
in the following locations:

* gef (https://github.com/hugsy/gef) in /usr/local/gef/
* pwndbg (https://github.com/pwndbg/pwndbg) in /usr/local/pwndbg/
* peda (https://github.com/longld/peda.git) in /usr/local/peda/
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* pwntools (https://github.com/gallopsled/pwntools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/checksec.sh

--[ More information ]--

For more information regarding individual wargames, visit
http://www.overthewire.org/wargames/

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!
```

```
bandit15@bandit:~$ openssl s_client -connect 127.0.0.1:30001
CONNECTED(00000003)
depth=0 CN = localhost
verify error:num=18:self signed certificate
verify return:1
depth=0 CN = localhost
verify return:1
---
Certificate chain
 0 s:/CN=localhost
  i:/CN=localhost
---
Server certificate
-----BEGIN CERTIFICATE-----
MIICBjCCAW+gAwIBAgIEZOzuVDANBgkqhkiG9w0BAQUFADAUMRIwEAYDVQDDA1s
b2NhbgHvc3QwWhcNMjEwOTMwMDQ0NTU0WhcNMjEwOTMwMDQ0NTU0WjAUMRIwEAYD
VQDDA1sB2NhbgHvc3QwQWZ8wDQYJKoZIhvcNAQEBBQADgY0AMIGJAoGBAM9En7CC
uPr6cVPATLAVhWmU1hgghfIIEp5sZN9RPubK0zKBv802yD540bHYmIge6lqqkgX0z
2AuI4UfCG4imb0UYUCA/wISwNqUQRjcja00nqzCTRscXzzoIsHbc8lGFzMDRz3Jw
8nBD6/2jvFt1rnBTZ4ghibNn5rFHRi5EC+K/AgMBAAGjZTBjMBQGA1UdEQQNMAuC
CWxvY2FsaG9zdDBlBg1ghkgBhvhCAQ0EPhY8QXV0b21hdG1jYXwsESBnZw5lcmF0
ZWQgYnkgTmNhdc4GU2VlIGh0dHBzoi8vbmlhcc5vcmcvbmNhdC8uMA0GCsqGS1b3
DQEBBQUAA4GBAD7/moj14DUI6/D6imJ8pQ1Ay/81Z1srbyRnqpzjwaATShDyr7k3
umdRg+36McinFAG1E7nGYZroTSDcm650D81+797owSXLPAp1Q6JfQH5Loni2kbw
UHc09hwQ+rJzEg1lfg0ic7dC5lj8DBU5tugY87RZGKiZ2GG77WXas9Iz
-----END CERTIFICATE-----
subject=/CN=localhost
issuer=/CN=localhost
---
No client certificate CA names sent
Peer signing digest: SHA512
Server Temp Key: X25519, 253 bits
---
SSL handshake has read 1019 bytes and written 269 bytes
Verification error: self signed certificate
---
New, TLSv1.2, Cipher is ECDHE-RSA-AES256-GCM-SHA384
Server public key is 1024 bit
Secure Renegotiation IS supported
Compression: NONE
Expansion: NONE
No ALPN negotiated
```

```
SSL-Session:
  Protocol : TLSv1.2
  Cipher   : ECDHE-RSA-AES256-GCM-SHA384
  Session-ID: DA7AAF9B9F101A080A99024D2C7A876DE316F2140B59C667703A3CC3CEFA8D33
  Session-ID-context:
  Master-Key: 10724B371D372161873EB5E5D44DE694E2E86E61492333E3CC0527790BE474EBE9024542496697E6AC2B1A66EF4E8090
  PSK identity: None
  PSK identity hint: None
  SRP username: None
  TLS session ticket lifetime hint: 7200 (seconds)
  TLS session ticket:
0000 - 8a eb e8 f5 31 15 46 ad-b2 a8 10 c1 51 b9 66 14 ....1.F.....Q.f.
0010 - b7 29 f4 60 32 ae 57 fa-76 d7 0a e4 27 42 d4 b5 ..).`2.W.v...`B..
0020 - 8e a7 10 7d e9 f5 83 9c-3d f7 5f 0c 84 fa 67 51 ...}....=...gQ
0030 - 37 92 72 66 93 4a 01 c7-ab 6b 2c 24 51 cd 79 9f 7.r.f.J...k,$Q.y.
0040 - 43 26 3b 13 a6 4d 13 05-d7 01 08 2b 14 7b 95 db C&:.M.....+.{..
0050 - 33 3a 8e 8f ec 75 78 a6-63 b6 22 44 71 ca a1 8a 3:...ux.c.`dq...
0060 - 8f 75 29 40 b7 a6 7a 27-6b 59 a4 44 1e 38 3b b7 ..u)...z`kY.D.8;.
0070 - 91 02 34 37 0d fb d3 f3-f4 ac 07 76 18 e5 f8 af ..47.....v....
0080 - ae 48 e7 d8 7b 5f 8f 62-8e 8d 33 bf 11 fe c8 b3 ..H...[.b...3....
0090 - 29 24 5f 44 4b 04 36 fe-fe 92 59 fd 0c 11 c8 b3 )$.DK.6...Y.....

  Start Time: 1646503275
  Timeout    : 7200 (sec)
  Verify return code: 18 (self signed certificate)
  Extended master secret: yes
---
BfMyroe26WwAlil77FoDi9qh59eK5xNr
Correct!
c1uFn/wfIGryunymY0u4RcffSxQluehd

c1osed
bandit15@bandit:~$ |
```