### **BYTEWISE FELLOWSHIP CYBERSECURITY**

### **Bandit Level 31-34**

### **BY: SEERAT E MARRYUM**

#### **Bandit Level 30** → **Level 31**

#### **Level Goal**

There is a git repository at ssh://bandit30-git@localhost/home/bandit30-git/repo via the port 2220. The password for the user bandit30-git is the same as for the user bandit30.

Clone the repository and find the password for the next level.

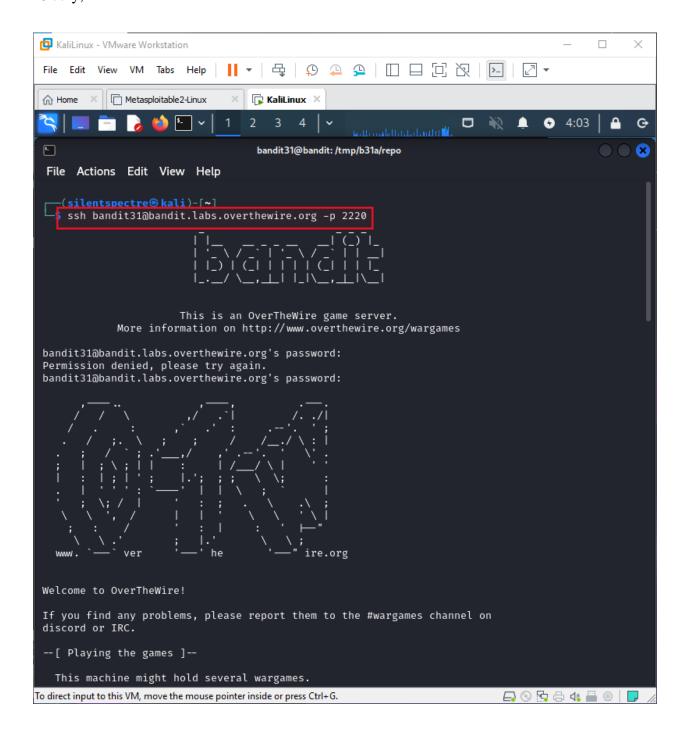
#### Commands you may need to solve this level

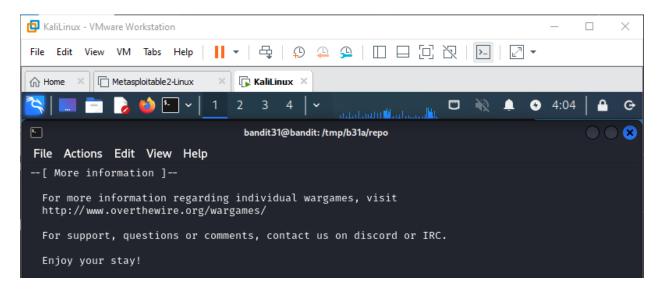
git

```
bandit30@bandit:~$ mkdir b30a
mkdir: cannot create directory 'b30a': Permission denied
bandit30@bandit:~$ mkdir /tmp/b30a
bandit300bandit:~$ cd /tmp/b30a
 panditawopandit:/tmp/מששם GII_SSH_COMMAND='ssh -p 2220 -o UserKnownHostsFile=/dev/null -o Stric
 tHostKevChecking=no' git clone ssh://bandit30-git@localhost:2220/home/bandit30-git/repo
Cloning into 'repo'...
Warning: Permanently added '[localhost]:2220' (ED25519) to the list of known hosts.
                         This is an OverTheWire game server.
              More information on http://www.overthewire.org/wargames
 bandit30-git@localhost's password:
remote: Enumerating objects: 4, done.
remote: Counting objects: 100% (4/4), done.
remote: Total 4 (delta 0), reused 0 (delta 0), pack-reused 0
 Receiving objects: 100% (4/4), done.
 bandit30@bandit:/tmp/b30a$ ls
 bandit30@bandit:/tmp/b30a$ cd repo
 bandit30@bandit:/tmp/b30a/repo$ Ls
README.md
 bandit30@bandit:/tmp/b30a/repo$ cat README.md
 just an epmty file... muahaha
 bandit30@bandit:/tmp/b30a/repo$ git log
 commit 60410f42e05023128098dc1f6991c75e6ae02e47 (HEAD \rightarrow master, or
 Author: Ben Dover <noone@overthewire.org>
        Wed Jul 17 15:57:34 2024 +0000
     initial commit of README.md
```

```
bandit30@bandit:/tmp/b30a/repo$ git log
commit 60410f42e05023128098dc1f6991c75e6ae02e47 (HEAD → master, origin/master, origin/HEAD)
Author: Ben Dover <noone@overthewire.org>
Date: Wed Jul 17 15:57:34 2024 +0000

initial commit of README.md
bandit30@bandit:/tmp/b30a/repo$ git branch
* master
bandit30@bandit:/tmp/b30a/repo$ git branch -a
* master
remotes/origin/HEAD → origin/master
remotes/origin/master
bandit30@bandit:/tmp/b30a/repo$ git tag
secret
bandit30@bandit:/tmp/b30a/repo$ git show secret
[bbS22xb7bRvFmAvQYQGEqsbhVvJqhnDv]
bandit30@bandit:/tmp/b30a/repo$
```





## **Bandit Level 31** → **Level 32**

## **Level Goal**

There is a git repository at ssh://bandit31-git@localhost/home/bandit31-git/repo via the port

2220. The password for the user bandit31-git is the same as for the user bandit31.

Clone the repository and find the password for the next level.

# Commands you may need to solve this level

git

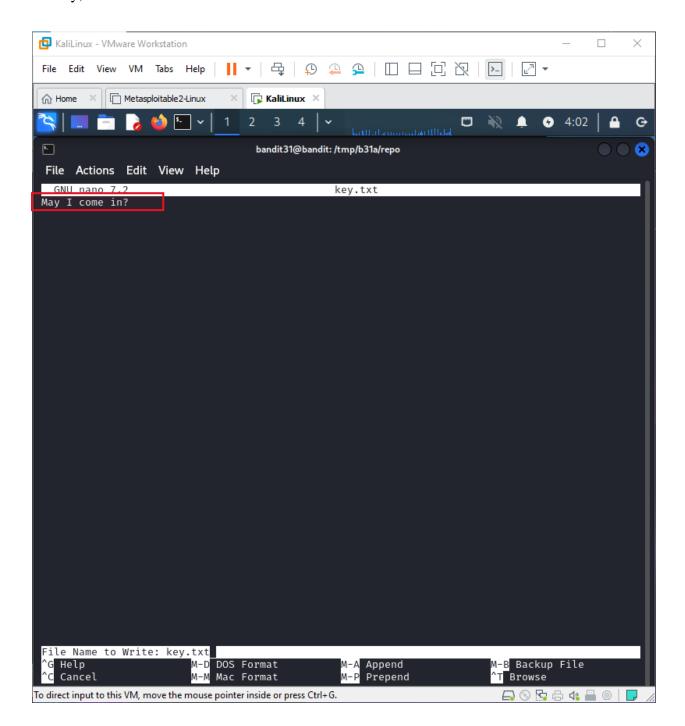
```
bandit31@bandit:~$ mkdir /tmp/b31a
bandit31@bandit:~$ cd /tmp/b31a
bandit31@bandit:/tmp/b31a$ GIT_SSH_COMMAND='ssh -p 2220 -o UserKnownHostsFile=/dev/null -o Stric
tHostKeyChecking=no' git clone ssh://bandit31-git@localhost:2220/home/bandit31-git/repo
Cloning into 'repo'...
Warning: Permanently added '[localhost]:2220' (ED25519) to the list of known hosts.
                            This is an OverTheWire game server.
               More information on http://www.overthewire.org/wargames
bandit31-git@localhost's password:
remote: Enumerating objects: 4, done.
remote: Counting objects: 100% (4/4), done.
remote: Compressing objects: 100% (3/3), done.
remote: Total 4 (delta 0), reused 0 (delta 0), pack-reused 0 Receiving objects: 100% (4/4), done.

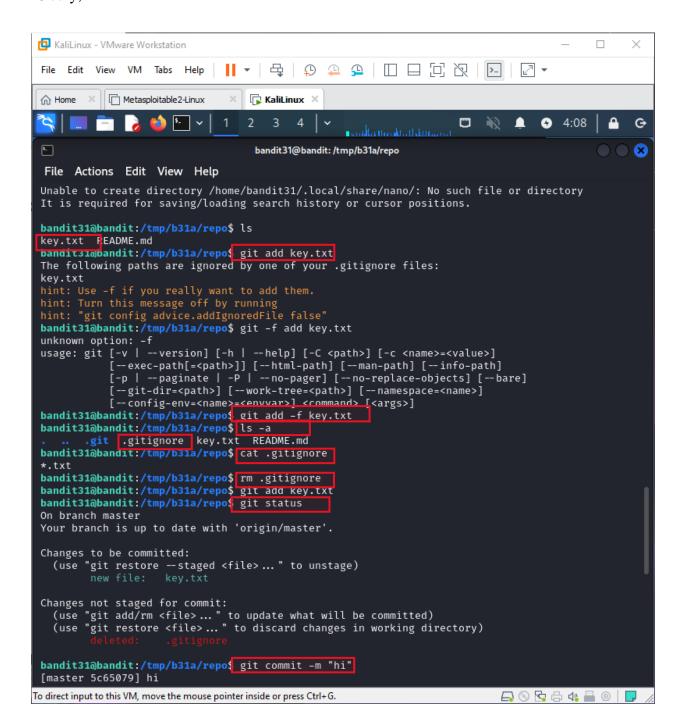
bandit31@bandit:/tmp/b31a$ ls
bandit31@bandit:/tmp/b31a$ cd /repo
-bash: cd: /repo: No such file or directory
bandit31@bandit:/tmp/b31a$ cd repo
bandit31@bandit:/tmp/b31a/repo$ ls
README.md
bandit31@bandit:/tmp/b31a/repo$ cat README.md
This time your task is to push a file to the remote repository.
```

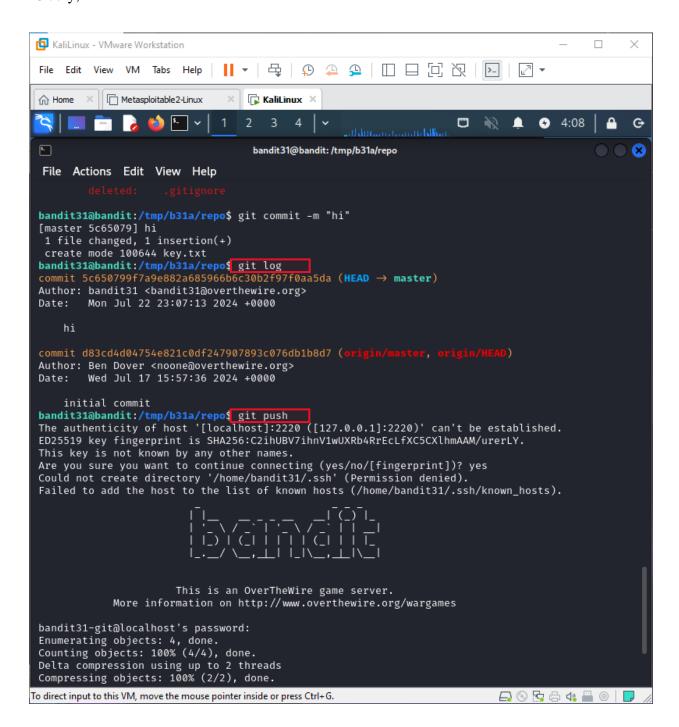
```
bandit31@bandit:/tmp/b31a/repo$ cat README.md
This time your task is to push a file to the remote repository.

Details:
    File name: key.txt
    Content: 'May I come in?'
    Branch: master

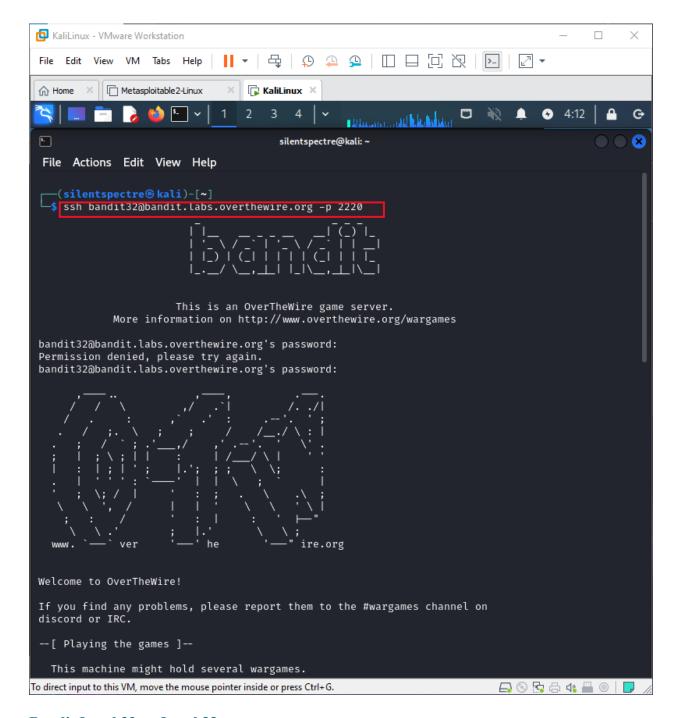
bandit31@bandit:/tmp/b31a/repo$ nano key.txt
```







```
More information on http://www.overthewire.org/wargames
 bandit31-git@localhost's password:
 Enumerating objects: 4, done.
 Counting objects: 100% (4/4), done.
 Delta compression using up to 2 threads
 Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 317 bytes | 158.00 KiB/s, done.
 Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
 remote: ### Attempting to validate files ... ####
 remote:
 remote: .000.000.000.000.000.000.000.000.000.
 remote: Well done! Here is the password for the next level: remote: 309RfhqyAlVBEZpVb6LYStshZoqoSx5K
 remote:
 remote: .000.000.000.000.000.000.000.000.000.
 remote:
 To ssh://localhost:2220/home/bandit31-git/repo
                        master → master (pre-receive hook declined)
 bandit31@bandit:/tmp/b31a/repo$
To direct input to this VM, move the mouse pointer inside or press Ctrl+G.
```



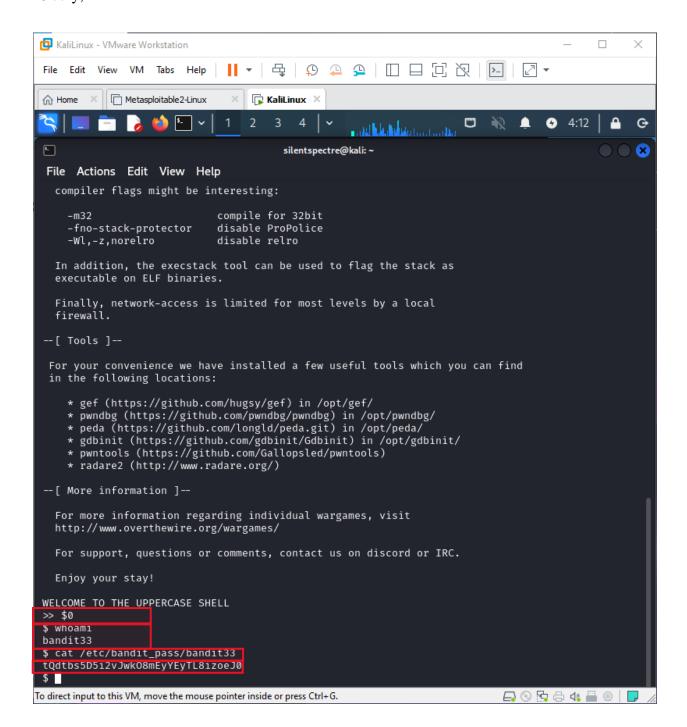
# **Bandit Level 32** → **Level 33**

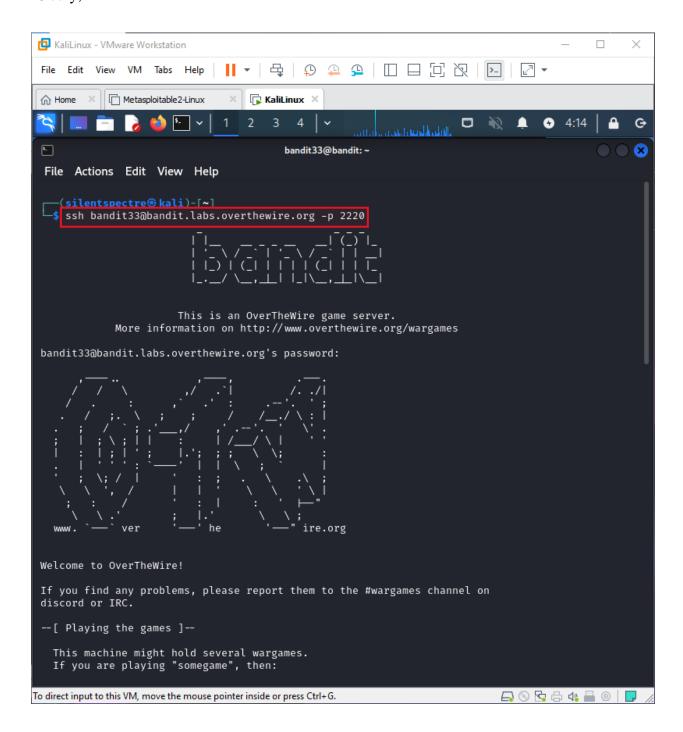
#### **Level Goal**

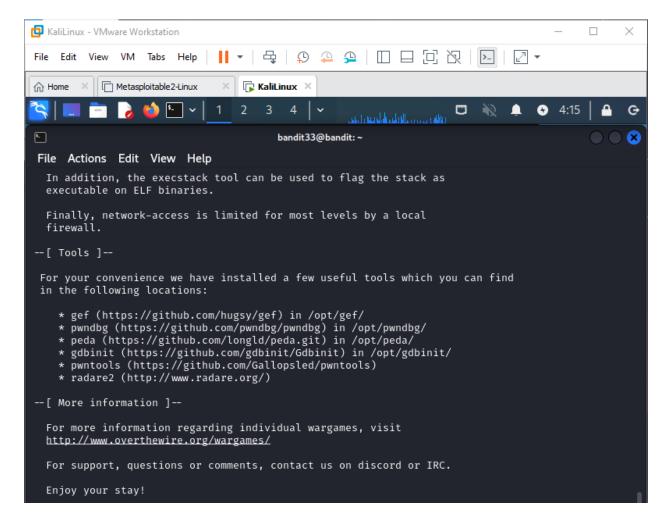
After all this git stuff, it's time for another escape. Good luck!

## Commands you may need to solve this level

sh, man







#### Bandit Level $33 \rightarrow$ Level 34

At this moment, level 34 does not exist yet.

```
bandit33@bandit:~$ ls

README.txt

bandit33@bandit:~$ cat README.txt

Congratulations on solving the last level of this game!

At this moment, there are no more levels to play in this game. However, we are constantly workin g on new levels and will most likely expand this game with more levels soon.

Keep an eye out for an announcement on our usual communication channels!

In the meantime, you could play some of our other wargames.

If you have an idea for an awesome new level, please let us know!

bandit33@bandit:~$
```

All levels passwords:

