

Bandit Level 18 - Level 19

The file is stored in readme file. The only problem is that as soon as you log in, you get logged out. My first assumption was to bypass the bashrc, but was unable to get this to work. I then discovered that you can either pass commands when running ssh or create a pseudo terminal, essentially forcing the remote host to allocate a terminal for the session.

The first way is to pass a simple cat readme to the ssh login.

```
ubuntu@ubuntu:~$ ssh bandit18@bandit.labs.overthewire.org -p 2220 cat readme
```

```
  _
 | |__  _ _ _ _ _ | ( ) |
 | ' \ / _ ' | ' \ / _ ' | |__
 | | ) | ( | | | | | ( | | | |
 | _ _/ \ _ , _ | | \ _ , _ | \ _ |
```

This is an OverTheWire game server.

More information on <http://www.overthewire.org/wargames>

bandit18@bandit.labs.overthewire.org's password:

cGWpMaKXVwDUNgPAVJbWYuGHVn9z13j8

Or we can force a terminal to be allocated. Then use cat. This method is useful if we need to run multiple commands and saves from 'ssh-ing' all the time.

```
ubuntu@ubuntu:~$ ssh bandit18@bandit.labs.overthewire.org -p 2220 -t /bin/sh
```

```
  _
 | |__  _ _ _ _ _ | ( ) |
 | ' \ / _ ' | ' \ / _ ' | |__
 | | ) | ( | | | | | ( | | | |
 | _ _/ \ _ , _ | | \ _ , _ | \ _ |
```

This is an OverTheWire game server.

More information on <http://www.overthewire.org/wargames>

bandit18@bandit.labs.overthewire.org's password:

```
$ cat readme
```

```
cGwPmaKXVwDUNgPAVJbWYuGHVn9zl3j8
```