# **CLI Dungeon Crawl Walkthrough**

Welcome, adventurer! Many have wandered into the darkness of this fortress and, baffled by a blinking prompt, never returned. But fear not—we’ll light the way with glowing code blocks and just a touch of snark.

## **Step 1: Type help – Don’t Be Shy**

The first and most obvious thing to do in a mysterious command line world is... well... ask for help. If you didn’t try this, it’s okay. Some of us learn through fire. The help command shows you what tools are in your metaphorical backpack:

**C:\>** help

dir [options] - Displays a list of files and subdirectories in a directory.

cd [dir] - Change directory. Use 'cd ..' to go up one directory level.

type [file] - Displays the contents of a text file.

rename [old] [new] - Renames a file or files.

tree - Graphically displays the structure of the directories that you have visited.

cls - Clears the screen. Enter this command to remove distractions.

findstr [pattern] [file] - Searches for text patterns in files.

attrib [options] [file] - Displays or changes file attributes.

copy [file] [destination] - Copies a file to a destination dir.

move [file] [destination] - Moves a file to a destination dir.

del [file] - Deletes a file.

echo [message] - Displays messages to the terminal window.

title [new\_title] - Sets a new window title.

color [option] - Sets console foreground and background colors (0A, 0F, 0P, 07).

help - Show this help.

TIP: Press Tab for command auto-completion

Now you know the commands, but where are you?

## **Step 2: Find Your Bearings**

You wouldn’t just run into a maze without looking around first, right? Right?! Use dir to list the contents of your current working directory:

**C:\>** dir

EntranceGrounds <DIR>

FortressLore.txt <file>

README.md <file>

Now we’re cooking. We’ve got some files and a directory. Like any responsible adventurer, let’s read what’s lying around first. Who knows—maybe the README actually tells you something useful!

We will use the type command to read the contents of the README.md file.

**C:\>** type README.md

# Abandoned Fortress

\*\*Your Objective:\*\* Retrieve the legendary ASCII Chalice hidden within these ancient walls.

- Explore directories (like levels and rooms of the fortress) using `dir` and `cd`.

- Some rooms or files may be hidden; use `dir /A` to reveal things hidden.

- You may need to rename, move, or delete certain files to progress.

- Use `findstr` to search files with a large amount of text for hidden clues.

- `attrib -r` might be needed on read-only files before deletion.

- Use the Tab key to auto complete file and directory names.

- Use the up and down arrows to cycle through past commands you've used.

- All file and directory names are CASE SENSITIVE! Type carefully.

\*\* Assignment Requirements: \*\*

- Read everything carefully!

- Complete the deliverables.

Proceed carefully, adventurer... Good luck!

There are a few gems in here so, again, **read carefully.** The most notable are:

* cd .. moves up one level in the directory tree.
* dir /a shows hidden files and folders – essential for discovering secret paths.
* findstr helps you search large documents for key clues.
* Use relative paths like ..\ or .\ depending on where you are.

Next we will use the type command again to read FortressLore.txt.

**C:\>** type FortressLore.txt

Legends speak of an abandoned fortress once ruled by a brilliant CLI Wizard. Within its depths lies a relic said to grant eternal command line mastery: the ASCII Chalice. Many have ventured here, few returned. Will you succeed?

**Oh yes, now it’s officially a quest!** You are not just poking around a file system—you’re chasing legends.

## **Step 3: Exploring the Entrance Grounds**

Let's explore the EntranceGrounds directory by using cd to enter the directory and dir to list the contents:

**C:\>** cd EntranceGrounds

**C:\EntranceGrounds\>** dir

OuterWalls <DIR>

Gatehouse.info <file>

Next, we will use the type command to read the contents of the Gatehouse.info file:

**C:\EntranceGrounds\>** type Gatehouse.info

You stand before the Entrance Grounds. The gate creaks open. Rumors say the Outer Walls lie ahead, and hidden paths might exist nearby.

Now we learn of a hidden path so we will use the dir /a command to list hidden files and directories:

**C:\EntranceGrounds\>** dir /a

SidePath <DIR>

OuterWalls <DIR>

Gatehouse.info <file>

Now we will use the cd command to enter the SidePath directory:

**C:\EntranceGrounds\>** cd SidePath

**C:\EntranceGrounds\SidePath\>** dir

DiscardedNote.txt <file>

Next, we will use the type command to read the contents of the DiscardedNote.txt file:

**C:\EntranceGrounds\SidePath\>** type DiscardedNote.txt

A weathered note reading: 'The Chalice has been moved or hidden away in the fortress. There is a door sealed by magic that we could not open. We believe the Tome of Records contains a clue.'

**Clue:** Maybe we should look for a file that resembles a "Tome of Records".

### **The Process:**

In this step, I've outlined the necessary process and commands for exploring the dungeon.

* Enter new directories with cd
* Explore hidden files and directories with dir /a
* Read files with type
* Find clues in the file contents.
* **Rinse and Repeat!**

## **The Path to Success: Puzzle Breakdown**

Now let's break down the three main puzzles to the dungeon and their clues.

### **Puzzle 1: The Stone Key and the Locked Door**

From the EntranceGrounds, we will enter the OuterWalls where we find a Crumbling Tower (CrumblingTower.tlook):

**C:\EntranceGrounds\>** cd OuterWalls

**C:\EntranceGrounds\OuterWalls\>** type CrumblingTower.look

From atop the tower, you glimpse the Inner Keep in the distance and another structure hidden behind overgrowth of old trees and vines.

Now we know there is a hidden structure to be found with dir /a.

**C:\EntranceGrounds\OuterWalls\>** dir /a

StorageRoom <DIR>

InnerKeep <DIR>

CrumblingTower.look <file>

Upon entering the StorageRoom we find a StoneKey.key. This might be useful later.

Now we will enter the InnerKeep and explore:

**C:\EntranceGrounds\OuterWalls\StorageRoom\>** cd ..

**C:\EntranceGrounds\OuterWalls\>** cd InnerKeep

**C:\EntranceGrounds\OuterWalls\InnerKeep\>** dir

LockedDoor <DIR>

GreatHall.info <file>

OldRecords.tome <file>

Trying to cd into the LockedDoor fails:

**This door is locked and holds strong when you attempt to force it open.**

Maybe we should look around more. Remember to read all files you find.

**C:\EntranceGrounds\OuterWalls\InnerKeep\>** type GreatHall.info

Great Hall resonates with echoes of a long-departed wizard. A locked doorway stands further in. If only you had a key...

We know just where to get a key! Move the StoneKey.key to the InnerKeep to unlock the door.

**C:\EntranceGrounds\OuterWalls\InnerKeep\>** move C:\EntranceGrounds\OuterWalls\StorageRoom\StoneKey.key .\

Moved C:\EntranceGrounds\OuterWalls\StorageRoom\StoneKey.key to .\

**The Stone Key glows brightly as you place it in the Inner Keep. The massive locked door slowly swings open!**

The move command is made up of three parts: the command move, the source, and the destination. Looking at the command above I am using the absolute path of the source file and the relative path of the destination.

Relative paths are paths that start from the current working directory (.\). In this case I am at C:\EntranceGrounds\OuterWalls\InnerKeep which is == .\

Now that the door is unlocked, we can see that the LockedDoor has changed to OpenedDoor and that the key has been moved.

**C:\EntranceGrounds\OuterWalls\InnerKeep\>** dir

OpenedDoor <DIR>

GreatHall.info <file>

OldRecords.tome <file>

StoneKey.key <file>

That solves the first puzzle of the locked door.

### **Puzzle 2: Elim-inating the Cursed Book**

**Clue 1:** Remember that DiscardedNote.txt mentioned a Tome of Records? Well here's the tome.

**C:\EntranceGrounds\OuterWalls\InnerKeep\>** type OldRecords.tome

1. Ancient fortress archives - Year 1562

2. Weather patterns in the northern region

3. List of supplies for the eastern wing

4. Inventory of magical artifacts (incomplete)

5. Staff rotation schedules

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100. Final notes: The grand wizard has left. All is not as it seems.

However there is too much to read to find anything useful quickly (you could eyeball it). The real tip come from the sword...

Let's check to see if we missed anything.

**C:\EntranceGrounds\OuterWalls\InnerKeep\>** dir /a

OpenedDoor <DIR>

Armory <DIR>

GreatHall.info <file>

OldRecords.tome <file>

Indeed there is a hidden room. After exploring and opening the box we find more information.

**C:\EntranceGrounds\OuterWalls\InnerKeep\Armory\>** type Weapon.box

Inside is an ancient, rusty sword...

#####################################################

~Sword of Elim~

Forged in the 83rd year and imbued His dark energies.

#####################################################

Indeed there is a hidden room. After exploring and opening the box we find more information.

**Clue 2:** The year number 83 seems relevant. Back to the records!

Since the tome contains so much text we can use the findstr command to find the relevant line.

**C:\EntranceGrounds\OuterWalls\InnerKeep\>** findstr 83 OldRecords.tome

Line 83: 83. \*SECURITY NOTICE\* For cursed objects that resist removal, remember the emergency elimination protocol must be invoked with 'attrib -elim [filename]'

After moving back to the InnerKeep we continue exploring:

**C:\EntranceGrounds\OuterWalls\InnerKeep\Armory\>** cd ..

**C:\EntranceGrounds\OuterWalls\InnerKeep\>** cd OpenedDoor

**C:\EntranceGrounds\OuterWalls\InnerKeep\OpenedDoor\>** cd ForbiddenLibrary

**C:\EntranceGrounds\OuterWalls\InnerKeep\OpenedDoor\ForbiddenLibrary\>** dir

Vault <DIR>

CursedBook.tome <file>

Upon discovering the Cursed book you immediately try to destroy it with del but it does not work. Then you remember the clue from the Old Records.

**C:\...\ForbiddenLibrary\>** del CursedBook.tome

The Cursed Book resists your attempt to destroy it. Use 'attrib [option] CursedBook.tome' to remove its read-only attribute to weaken its magic first.

**C:\...\ForbiddenLibrary\>** attrib -elim CursedBook.tome

Emergency elimination counter curse initiated on cursed object...

The cursed book disintegrates completely!

The dark energy dissipates, revealing a hidden reading chamber that you can now enter.

After the elimination of the book, the ReadingChamber is revealed!

**C:\...\ForbiddenLibrary\>** dir

Vault <DIR>

ReadingChamber <DIR>

### **Puzzle 3: Claiming the Treasure**

Now that you have access to the ReadingChamber, you'll discover the Treasure.txt.

**C:\...\ForbiddenLibrary\>** cd ReadingChamber

**C:\...\ForbiddenLibrary\ReadingChamber\>** type Treasure.txt

You have discovered the ASCII Chalice! Follow this link to claim your reward:

https://your\_teacher\_s\_site/treasure.html

Undoubtedly you tried to click the link or paste it into your browser and you were met with disappointment, undoubtedly.

In order to find the ASCII Chalice you need to replace your\_teacher\_s\_site with my domain and repo to my github site:  
[https://**josuedean.github.io/ibm**/treasure.html](https://josuedean.github.io/ibm/treasure.html)

## **Seeing Where You've Been**

After the treasure, you might want to see where you've been. After changing your directory back to the root directory (C:), you can use tree to view the rooms of the dungeon (folder structure):

**C:\EntranceGrounds\OuterWalls\InnerKeep\OpenedDoor\ForbiddenLibrary\ReadingChamber\>** cd c:\

**C:\>** tree

C:\

├── FortressLore.txt

├── README.md

└── EntranceGrounds

├── Gatehouse.info

├── SidePath

│ └── DiscardedNote.txt

└── OuterWalls

├── CrumblingTower.look

├── StorageRoom

└── InnerKeep

├── GreatHall.info

├── OldRecords.tome

├── OpenedDoor

│ └── ForbiddenLibrary

│ ├── Vault

│ │ └── StoneSentinel.dat

│ └── ReadingChamber

│ └── Treasure.txt

├── Armory

│ └── Weapon.box

└── StoneKey.key

This is important for completing your map of the dungeon. You were using this command during your playthrough right???

## **Making Mistakes with Confidence**

### **Fat-Fingered Commands**

Let’s be real, nobody gets through this game without at least one fat-fingered command. Here are a few from my own adventure:

**C:\>** cd va

Directory not found: va

This one’s classic. I meant to type cd Vault. Happens to the best of us.

### **Syntax Errors and Spelling**

**C:\>** cd C:\entrancegrounds

Directory not found: C:\entrancegrounds

As you can see, capitalization is important.

### **Usage Errors**

Sometimes, you'll try commands that need more parameters than you provided:

**C:\>** move

The syntax of the command is incorrect. Type 'help move' for proper usage.

Or you'll try to perform an action on a file that doesn't exist yet:

**C:\>** type MissingMap.txt

File not found: MissingMap.txt

Most frustrating are the permission errors, which require special handling:

**C:\EntranceGrounds\>** del ImportantNote.txt

Access denied: ImportantNote.txt is read-only

For these, remember to use attrib -r [filename] first to remove the read-only attribute, then try deleting again.

And who hasn't forgotten to close quotes at least once?

**C:\>** echo "I found the chalice!

Unclosed string literal. Don't forget to close your quotes.

### **Navigation Mishaps**

Lost in the dungeon? It happens! Try these orientation commands:

**C:\SomeDeepDungeon\>** cd \

Changed to C:\

The cd \ command immediately takes you back to the root directory when you're completely lost.

## **What Comes Next?**

If you’ve reached this far and found the ASCII Chalice, congratulations. You’ve proven mastery over mysterious files, cursed books, and magical doors.

But there’s more you can do with what you’ve learned:

* Try adding your own fake files and see if others can solve your dungeon.
* Create a map of the folder structure based on your travels.
* Write a new puzzle using attrib, findstr, or even rename.

Above all, keep exploring, keep typing, and never trust a file named harmless.txt.

Or don't... whatever.