

Terminus

#linux

#terminus

#commands

Basic Commands

1. `ls`

- **Purpose:** Lists the contents of your current location.
- **Usage:** Type `ls` to see what's around you.
- **Example:**

```
ls
```

2. `cd LOCATION`

- **Purpose:** Moves you to a new location.
- **Usage:** Replace `LOCATION` with the name of the place you want to go.
- **Example:**

```
cd hallway
```

3. `cd ..`

- **Purpose:** Moves you back to the previous location.
- **Usage:** Type `cd ..` to backtrack.
- **Example:**

```
cd ..
```

4. `less ITEM`

- **Purpose:** Interacts with or inspects an item in your surroundings.
- **Usage:** Replace `ITEM` with the name of the object you want to examine.
- **Example:**

```
less book
```

5. pwd

- **Purpose:** Shows your current location.
- **Usage:** Type `pwd` if you forget where you are.
- **Example:**

```
pwd
```

Terminus Game Walkthrough Guide

Chapter 1: Starting Your Journey

1. Home

- **Initial Text:** You start in your home. Use the following commands to explore:
 - `ls` : Look around.
 - `cd [location]` : Move to a new location.
 - `cd ..` : Go back to the previous location.
 - `less [item]` : Interact with items or people.
 - **Items:**
 - `Letter` : Use `less Letter` to read the game instructions again.
-

2. WesternForest

- **Initial Text:** You enter a forest and find the **Spell Casting Academy**.
 - **Items:**
 - `Sign` : Use `less Sign` to read about the academy.
 - **Next Step:** Enter the **SpellCastingAcademy** by typing `cd SpellCastingAcademy`.
-

3. SpellCastingAcademy

- **Initial Text:** The academy is bustling with students.
- **Items/People:**

- **HurryingStudent**: Use `less HurryingStudent` to interact. The student suggests you visit the **Lessons** hall.
- **Next Step**: Go to the **Lessons** hall by typing `cd Lessons`.

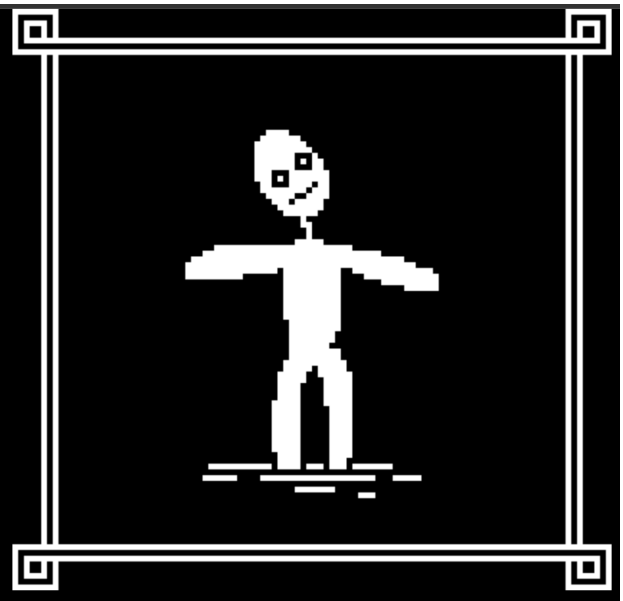
4. Lessons

- **Initial Text**: You join an introductory lesson on the `mv` (move) spell.
- **Items/People**:
 - **Professor**: Use `less Professor` to learn the `mv` spell.
 - You can move objects with `mv [object] [new location]`.
- **Next Step**: Practice your new spell in the **PracticeRoom** by typing `cd PracticeRoom`.

```

should help you out. See you around." The student runs past you. You notice that the student is pretty cute, and
probably around your age. Unfortunately, the student disappears around a corner before you can ask for a name.
>cd pra
There is no room called Pra
>cd PracticeRoom
You have moved to PracticeRoom. The room is filled with practice dummies for students to practice their new spells on.
>ls
Locations:
Box
Items:
Instructions
PracticeDummy1
PracticeDummy2
PracticeDummy3
PracticeDummy4
PracticeDummy5
>less PracticeDummy
There is no PracticeDummy here.
>cd Box
You are too small to fit into the box.
>less PracticeDummy1
It's a practice dummy
>ls
Locations:
Box
Items:
Instructions
PracticeDummy1
PracticeDummy2
PracticeDummy3
PracticeDummy4
PracticeDummy5
>less box
There is no box here.
>less Box
There is no Box here.
>ls -a
That is not a valid object to look at.
>ls
Locations:
Box
Items:
Instructions
PracticeDummy1
PracticeDummy2
PracticeDummy3
PracticeDummy4
PracticeDummy5
>less PracticeDummy1
It's a practice dummy
>

```



5. PracticeRoom

- **Initial Text**: The room is filled with practice dummies.
- **Items**:
 - **Instructions**: Use `less Instructions` to learn how to practice.
 - **PracticeDummy1 to PracticeDummy5**: Use `mv PracticeDummy1 Box` to move dummies into the **Box**.
- **Next Step**: Experiment with moving dummies and explore the **Box** by typing `ls Box`.

6. NorthernMeadow

- **Initial Text:** A pony prances around.
- **Items:**
 - `Pony`: Use `less Pony` to ride it. The pony suggests heading east.
- **Next Step:** Go to the **EasternMountains** by typing `cd EasternMountains`.

```
You have moved to Home. You are in the comfort of your own home.
>ls
  Locations:
WesternForest
NorthernMeadow
MIT
  Items:
WelcomeLetter
>cd NorthernMeadow
You have moved to NorthernMeadow. This is a beautiful green meadow. A plump but majestic pony prances happily about.
>ls
  Locations:
EasternMountains
  Items:
Pony
>less Pony
You go up to the pony and attempt to ride it. It compiles and you ride the pony around in circles for a bit. It then
grows tired of having you as a burden and knocks you off. He then looks towards the east as if suggesting that you head
in that direction.
>ls
  Locations:
EasternMountains
  Items:
Pony
>cd EasternMountains
You have moved to EasternMountains. You travel through a mountain path, which eventually leads you to the entrance of a
cave. Sitting right outside this cave is an old man.
>ls
  Locations:
Cave
  Items:
OldMan
OldManuscripts
>less OldMan
Command 'less' not found in room 'EasternMountains'
>less OldMan
You speak with the old man. He greets you warmly as if you were old friends. You feel at ease with him.
"Hello adventurer! Top of the morning to you! You seem like a young and energetic explorer. If you're brave enough,
your destiny awaits within this cave. That destiny will manifest itself as a portal. Enter this portal and begin the
next chapter of your life."
The old man sees the shock on your face and smiles a comforting smile, "I am but a fragile old man, and cannot
accompany you through this cave, but what I can provide are a few simple spells that will help you along your way. Just
read my old manuscripts and tryout those spells."
>
```

7. EasternMountains

- **Initial Text:** You find a cave entrance with an old man outside.
 - **Items/People:**
 - `OldMan`: Use `less OldMan` to learn about the cave and the portal inside.
 - `OldManuscripts`: Use `less OldManuscripts` to learn the `help` and `man` commands.
 - **Next Step:** Enter the **Cave** by typing `cd Cave`.
-

8. Cave

- **Initial Text:** The cave is dark and dank.
 - **Locations:**
 - `Staircase` : Leads to a dead end.
 - `DarkCorridor` : Leads to the **DankRoom**.
 - **Next Step:** Go to the **DarkCorridor** by typing `cd DarkCorridor` .
-

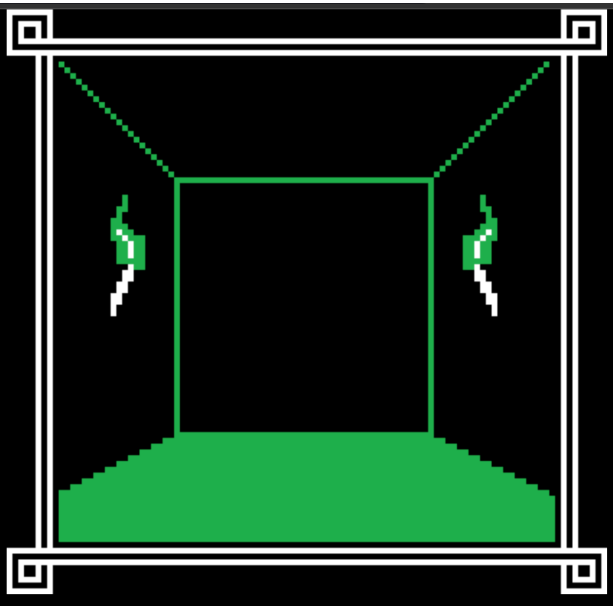
9. DankRoom

- **Initial Text:** A boulder blocks your path.
 - **Items:**
 - `Boulder` : Use `less Boulder` to feel a breeze behind it. Move it with `mv Boulder SmallHole` .
 - **Next Step:** After moving the boulder, a **Tunnel** is revealed. Enter it by typing `cd Tunnel` .
-

10. Tunnel

- **Initial Text:** You find a **StoneChamber** with a glowing portal.
- **Items:**
 - `Rat` : Use `less Rat` to interact (but be careful, it bites!).
- **Next Step:** Enter the **Portal** by typing `cd Portal` to reach **Terminus TownSquare**.

```
Locations:
Cave
Items:
OldMan
OldManuscripts
>less OldMan
Command 'less' not found in room 'EasternMountains'
>less OldMan
You speak with the old man. He greets you warmly as if you were old friends. You feel at ease with him.
"Hello adventurer! Top of the morning to you! You seem like a young and energetic explorer. If you're brave enough,
your destiny awaits within this cave. That destiny will manifest itself as a portal. Enter this portal and begin the
next chapter of your life."
The old man sees the shock on your face and smiles a comforting smile. "I am but a fragile old man, and cannot
accompany you through this cave, but what I can provide are a few simple spells that will help you along your way. Just
read my old manuscripts and tryout those spells."
>less OldManuscripts
If you ever forget a spell just use "help" and a list of available spells will appear. If you need details on how to use
a specific spell, use "man" followed by spell command. For example, if you were interested in details on how to use the
"mv" spell you would use: man mv
>ls
Locations:
Cave
Items:
OldMan
OldManuscripts
>cd Cave
You have moved to Cave. It's your typical cave: dark and dank.
>ls
Locations:
DarkCorridor
Staircase
>cd DarkCorridor
You have moved to DarkCorridor. You travel through the dark corridor and find a small dank room at the end.
>ls
Locations:
DarkRoom
>cd DarkRoom
You have moved to DarkRoom. It's a musty dank room. A round boulder sits to the right side of the room.
>ls
Locations:
SmallHole
Items:
Boulder
>less Boulder
You feel a slight breeze coming from behind the boulder. Maybe move it out of your way?
>ls
Locations:
SmallHole
Items:
Boulder
>S
```



```
>S
You have moved to back of the cave moving this boulder.
>ls
Locations:
DarkRoom
>cd DarkRoom
You have moved to DarkRoom. It's a musty dank room. A round boulder sits to the right side of the room.
>ls
Locations:
SmallHole
Items:
Boulder
>less Boulder
You feel a slight breeze coming from behind the boulder. Maybe move it out of your way?
>ls
Locations:
SmallHole
Items:
Boulder
>mv Boulder
You need to move thing A to place B. Use mov [thingA] [placeB].
>mv Boulder ../DarkRoom
Must be a valid item and location to move it.
>mv Boulder SmallHole
Moved Boulder to SmallHole.
>ls
Locations:
SmallHole
Tunnel
>cd SmallHole
You have moved to SmallHole. There's nothing exciting in the small hole, and it's pretty dirty. There's no real reason
to go into the hole.
There's nothing exciting in the small hole, and it's pretty dirty. I suggest going back out.
>cd ..
You have moved to DarkRoom. It's a musty dank room. A round boulder sits to the right side of the room.
>ls
Locations:
SmallHole
Tunnel
>cd Tunnel
You have moved to Tunnel. It's quite moist in here. You notice a small furry movement in the corner of your vision.
It's most likely a rat. A very large rat. Perhaps a mongoose. At the end of the tunnel you find a stone chamber.
>ls
Locations:
StoneChamber
Items:
Rat
>less Rat
Upon further inspection, you determine that the furry presence is in fact a rat...the size of a small dog. It bites
you. You are very displeased.
>
```



Chapter 2: Terminus TownSquare

```
>cd Portal
You have moved to Portal. You have been transported through time...
>ls
Locations:
TownSquare
>cd TownSquare
You have moved to TownSquare. You are in a sunny and spacious town square. There is a pedestal at the center of the
cobblestone turnabout, but no statue on it. The architecture is charming, but everyone here seems nervous for some
reason.
>ls
Locations:
Marketplace
Library
RockyPath
ArtisansShop
BrokenBridge
Items:
RandomCitizen1
RandomCitizen2
DistractedTidy
>less RandomCitizen1
"Excuse me," you begin. The man turns, startled. "Oh, hello! Welcome to Terminus. You'll have to forgive me, but we're
all a little on edge lately, what with the Dark Wizard spreading corruption all along the coast. You should be
careful!"
>less RandomCitizen2
The man looks up from his newspaper when he notices you staring. "Have you read this?" he exclaims, shaking the latest
edition of "The Last Word" in your face. "It says here the wizard's corruption has spread as far as Oston to the south,
and New Console is completely unrecoverable! These are dangerous times," he mutters, shaking his head and turning back
to his reading.
>less DistractedTidy
The woman is sobbing uncontrollably, her face in her hands. "My baby," she cries, "They kidnapped my baby! I just know
that wizard had something to do with it."
>cd Marketplace
You have moved to Marketplace. Vendors and their goods line the streets.
>ls
Locations:
Items:
Vendor
rmSpell
mkdirSpell
>less Vendor
"Hello there." The vendor smiles at you unpleasantly, revealing a mouth full of gold teeth. "Well? What are you looking
for?"
>less rmSpell
"Ah, yes, the rm spell," the vendor muses. "Simply say 'rm' followed by the name of an item or person, and they will
disappear from this plane... forever. D'you have the guts to use it, I wonder?"
>less mkdirSpell
"Make dreams into reality. Just say 'mkdir' followed by any name that pleases you, and you can create a new place that
never existed there before. A little finicky, though..." the vendor mumbles.
>
```



1. TownSquare

- **Initial Text:** The town square is sunny but tense.
 - **Items/People:**
 - `RandomCitizen1` and `RandomCitizen2`: Use `less` to talk to them and learn about the Dark Wizard.
 - `DistraughtLady`: Use `less DistraughtLady` to hear about her kidnapped baby.
 - **Next Step:** Explore the **Library** by typing `cd Library`.
-

2. Library

- **Initial Text:** The library is cozy but smells of mildew.
 - **Items:**
 - `totallyRadSpellbook`: Use `less totallyRadSpellbook` to learn about the `sudo` spell.
 - `inconspicuousLever`: Use `less inconspicuousLever` to reveal a **BackRoom**.
 - **Next Step:** Enter the **BackRoom** by typing `cd BackRoom`.
-

3. BackRoom

- **Initial Text:** You meet **Grep** and the **Librarian**.
- **Items/People:**
 - `Grep`: Use `less Grep` to interact.
 - `Librarian`: Use `less Librarian` to get a quest to search for "dark wizard" in the `historyOfTerminus` book.
 - Use `grep "dark wizard" historyOfTerminus` to complete the quest.

```

Back room.
>ls
Locations:
Backroom
Items:
TotallyRadSpellbook
PaperbackRomance
HistoryOfTerminus
NostalgiaForHome
InconspicuousLever
>cd Backroom
You have moved to Backroom. You find a mysterious back room. You find a librarian alone with a small elf. You hope
you're not interrupting.
>ls
Locations:
Items:
Grep
Practicebook
Librarian
>less Grep
The exceptionally ugly elf turns to you with a sour expression. "Greeeeeeeep," he says sullenly.
>less Practicebook
Sally picked a peck
Of seashelled peppers.
A seashore of pickled pickles
Did Peter and Sally pick.
>less Librarian
"Me? Oh, hello. I apologize for the mess, but I'm very busy doing research on the dark wizard. Would you do me a favor?
Go look up all references to DarkWizard in the History of Terminus. My assistant Grep can help you." Grep eyes you
balefully. "Greeeeeep." "To search the contents of the book, just type 'grep [PEPPER] ITEM', where [PEPPER] is the phrase you
want to search for, and ITEM is the name of the book you want to search. Try it with the Practicebook here - see if you
can find the line with the word 'peppers' in it."
>grep Practicebook peppers
Not a valid item to search in.
>grep peppers Practicebook
Of seashelled peppers.
>cd ..
You have moved to library. The library is dimly lit and smells like mildew. Still, it's warm in here and the soft green
carpet makes it seem kind of cozy.
>ls
Locations:
Backroom
Items:
TotallyRadSpellbook
PaperbackRomance
HistoryOfTerminus
NostalgiaForHome
InconspicuousLever
>grep sudo HistoryOfTerminus
...that the power of "sudo" may be the DarkWizard's only weakness...
>

```



4. Marketplace

- **Initial Text:** The marketplace has a sleazy vendor.
- **Items:**
 - `rmSpell`: learn the `rm` spell.
 - `mkdirSpell`: learn the `mkdir` spell.
- **Next Step:** Visit the **ArtisansShop** by typing `cd ArtisansShop`.

5. ArtisansShop

- **Initial Text:** The shop is filled with clocks and a working artisan.
- **Items/People:**
 - `Artisan`: Use `less Artisan` to get a quest to create gears.
 - Use `touch Gear`` to create a gear.

6. Farm

- **Initial Text:** The farm is ruined, and the farmer is distressed.
- **Items/People:**
 - `Farmer`: Use `less Farmer` to learn about his ruined crops.
 - Use `cp EarOfCorn AnotherEarOfCorn` to create more corn until the farmer is

satisfied.

```
Darkkizard - ...old tales tell of a Darkkizard who will fragment the land...
...only the world maker can stop the Darkkizard's virus from...
...that the power of "sudo" may be the Darkkizard's only weakness...
>ls
locations:
Backroom
Items:
TotallyRadSpellbook
PaperbackRomance
HistoryOfTerminus
NostalgiaForTome
Incompiusustever
>cd ..
You have moved to TownSquare. You are in a sunny and spacious town square. There is a pedestal at the center of the
cobblestone turnabout, but no statue on it. The architecture is charming, but everyone here seems nervous for some
reason.
>ls
locations:
Marketplace
Library
RockyPath
ArtisanShop
BrokenBridge
Items:
RandomCitizen1
RandomCitizen2
DistraughtLady
>cd RockyPath
You have moved to RockyPath. The weed-choked path leads off into the fields.
>ls
locations:
Items:
LargeBoulder
>less LargeBoulder
There is an enormous boulder blocking your way. It's much too big to move.
>rm LargeBoulder
The boulder disappears with a pop.
>ls
locations:
Farm
>cd f
There is no room called f.
>cd Farm
You have moved to Farm. There was once a farm of some sort here, but now the fields are scorched and brown.
>ls
locations:
Items:
EarOfCorn
Farmer
>
```



7. BrokenBridge

- **Initial Text:** The bridge is missing a plank.
- **Items:**
 - **Plank** : Use `touch Plank` to create a new plank and fix the bridge.
- **Next Step:** Cross the bridge to reach the **Clearing**.

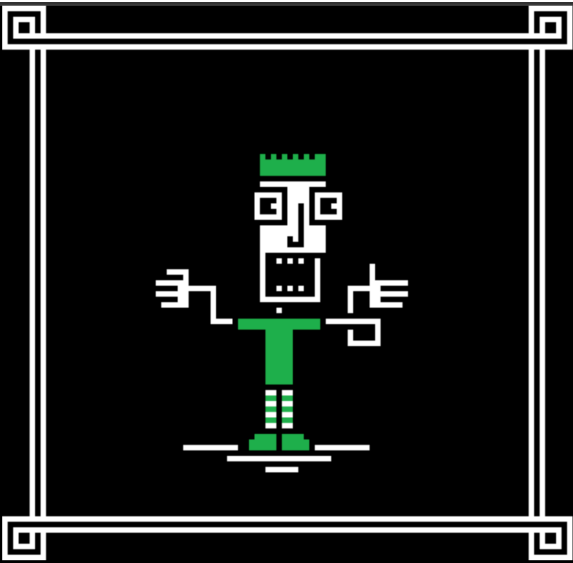
8. Clearing

- **Initial Text:** A crying man sits near rubble.
- **Items/People:**
 - **CryingMan** : Use `less CryingMan` to learn about his destroyed house.
- Use `mkdir House` to create a new house for him.

```
locations:
Marketplace
Library
RockyPath
ArtisanShop
BrokenBridge
Items:
RandomCitizen1
RandomCitizen2
DistraughtLady
>ls
locations:
Marketplace
Library
RockyPath
ArtisanShop
BrokenBridge
Items:
RandomCitizen1
RandomCitizen2
DistraughtLady
>cd BrokenBridge
You have moved to BrokenBridge. A creaky wooden bridges stretches across a chasm. But it's missing a Plank, and the gap
is too far to jump.
>ls
locations:
Clearing
>touch Plank
You have just created Plank
>ls
locations:
Clearing
Items:
Plank
>cd Clearing
You have moved to Clearing. There's a small grassy clearing here, with a man sitting on a stone, weeping. Behind him is
a pile of rubble.
>ls
locations:
ominousLookingPath
Items:
CryingMan
>less CryingMan
"You! You're a magic-user! I can tell, you've got that look. Come to finish the job, have you? Well, go ahead, do your
worst there's nothing else you can take from me. Not since the rest of you were here a few days ago."

"what happened? You DARE to ask-- you know perfectly well what happened. Your friends, the wizard's minions, destroyed
my house and kidnapped my poor daughter, that's what! My wife even went into town to look for help, and I haven't heard
from her since!"

"hm! Well, I guess it's true that you don't look like one of the wizard's minions. Still, I don't trust you magicfolk.
If you really are who you say you are, then prove your good intentions by making me a new house!"
>
```



9. OminousLookingPath

- **Initial Text:** The path leads to a cave blocked by brambles.
 - **Items:**
 - `ThornyBrambles`: Use `rm ThornyBrambles` to remove them.
 - **Next Step:** Enter the `CaveOfDisgruntledTrolls`.
-

10. CaveOfDisgruntledTrolls

- **Initial Text:** The cave smells terrible, and a child is trapped in a cage.
- **Items/People:**
 - `UglyTroll`, `UglierTroll`: Use `rm` to remove the trolls.

```
If you really are who you say you are, then prove your good intentions by making me a new House!"
>mkdir House
New room House created
>ls
locations:
OminousLookingPath
House
Items:
Cryingman
>less Cryingman
Thank you for making me the House! Why am I still crying? These are tears of joy. Can't a man openly express his
emotions?
>cd OminousLookingPath
You have moved to OminousLookingPath. The path leads toward a dark cave. It's an ordinary cobblestone path, but for
some reason it fills you with a sense of dread.
>ls
locations:
Items:
ThornyBrambles
>less ThornyBrambles
This thicket of brambles is covered with wicked-looking thorns. You can't go around it, and you definitely aren't about
to go through it. And yet something tells you that you really want to.
>rm ThornyBrambles
You speak the words of the remove spell and the brambles glimmer a deep blue. After fizzling for a minute, they
disappear with a puff of smoke.
>
Command 'l' not found in room 'OminousLookingPath'
>ls
locations:
CaveOfDisgruntledTrolls
>cd CaveOfDisgruntledTrolls
You have moved to CaveOfDisgruntledTrolls. The cave is dark and smells like... feet? Oh, right, it's probably the
trolls. There's a scared-looking kid in a cage by the far wall.
>ls
locations:
Cage
>ls
Items:
UglyTroll
UglierTroll
AbsolutelyViciousTroll
>less UglyTroll
He looks mad, and really ugly.
>less UglierTroll
He looks mad, and really, really ugly. But he wants to tell you something. Between his garbled grunts, you manage to
understand the following: You can cast spells on items that you don't currently see. For example, if you want to copy
an item from this room to the OminousLookingPath from which you came, you can cp [ITEM_TO_COPY] ../[NEW_ITEM_NAME]. You
can do this for most spells and most rooms. Use this knowledge wisely. Remember.... you can't undo an 'rm' spell.
```



get out of this dark hole, and wander about among those beds of fragile flowers and those cool fountains, but she could not even get her head through the doorway; 'and even if my head would go through,' thought poor Alice, 'it would be of very little use without my shoulders. Oh, how I wish I could shut up like a telescope! I think I could, if I only know how to begin.' For, you see, so many out-of-the-way things had happened lately, that Alice had begun to think that very few things indeed were really impossible.

There seemed to be no use in waiting by the little door, so she went back to the table, half hoping she might find another key on it, or at any rate a book of rules for shutting people up like telescopes: this time she found a little bottle on it, ('which certainly was not here before,' said Alice,) and round the neck of the bottle was a paper label, with the words 'DRINK ME' beautifully printed on it in large letters.

It was all very well to say 'Drink me,' but the wise little Alice was not going to do THAT in a hurry. 'No, I'll look first,' she said, 'and see whether it's marked "poison" or not'; for she had read several nice little histories about children who had got burnt, and eaten up by wild beasts and other unpleasant things, all because they WOULD not remember the simple rules their friends had taught them: such as, that a red-hot poker will burn you if you hold it too long; and that if you cut your finger VERY deeply with a knife, it usually bleeds; and she had never forgotten that, if you drink much from a bottle marked 'poison,' it is almost certain to disagree with you, sooner or later.

However, this bottle was NOT marked 'poison,' so Alice ventured to taste it, and finding it very nice, (it had, in fact, a sort of mixed flavour of cherry-tart, custard, pine-apple, roast turkey, toffee, and hot buttered toast,) she very soon finished it off.

>ls

Locations:

Items:

L_txt

M_txt

Q_txt

R_txt

S_txt

T_txt

U_txt

V_txt

W_txt

>grep password= L_txt

>grep password= M_txt

>grep password= Q_txt

>grep password= R_txt

>grep password= S_txt

>grep password= T_txt

>grep password= U_txt

back to the table, half hoping she might find password=IHTFP another key on it, or at

>

```
certificate
Instructions
>cd MoreKernelFiles
You have moved to MoreKernelFiles. There are so many files here!
>ls
Locations:
Items:
L_txt
M_txt
Q_txt
R_txt
S_txt
T_txt
U_txt
V_txt
W_txt
>cd ..
You have moved to KernelFiles. The KernelFiles hold the sudo-secret (no, not pseudo). You'd better read the
Instructions.
>ls
Locations:
MoreKernelFiles
Items:
certificate
Instructions
>less Certificate
You must read the Certificate with the sudo password.
>sudo less Certificate
Password:
>ll
command 'll' not found in room 'KernelFiles'
>at
command 'at' not found in room 'KernelFiles'
>echo "IHTFP" | sudo -S less Certificate
command 'echo' not found in room 'KernelFiles'
>pwd
You are in KernelFiles.
>sudo less Certificate
Password:
>sudo less Certificate IHTFP
Password:
>sudo less Certificate
Password:
>IHTFP
You have correctly entered the password. You are now in Paradise. Take a look around, and congratulations.
>ls
Locations:
There's really nothing interesting in Paradise.
>
```



THE
END

```
def count_vowels(s):  
    vowels = "aeiouAEIOU"  
    count = 0  
    for char in s:  
        if char in vowels:  
            count += 1  
    return count
```

Example usage

```
string = "Hello, world!"  
print(count_vowels(string)) # Output will be 3
```

```
# Ask for the filename from the user  
filename = input("Enter the filename: ")  
  
# Initialize count and sum  
count = 0  
total_sum = 0  
  
try:  
    # Open and read the file  
    with open(filename, 'r') as file:  
        for line in file:  
            # Split the line into words  
            words = line.split()  
            for word in words:  
                # Check if the word is a number  
                if word.isdigit():  
                    count += 1  
                    total_sum += int(word)  
  
    print(f"Count of numbers: {count}")  
    print(f"Sum of all numbers: {total_sum}")  
  
except FileNotFoundError:  
    print("File not found. Please make sure the filename is correct.")  
  
except Exception as e:  
    print(f"An error occurred: {e}")
```

CaveOfDisgruntledTrolls