

Compito Mendolia Valerio – Elencherò i vari livelli in modo casuale :

Livello 1 :

Nel primo esercizio viene chiesto semplicemente di navigare in cima alla torre con il comando 'cd' e 'ls'.

In realtà la torre sarebbe una cartella, ecco l'esempio:

```
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd Castle
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_building
[mission 1] $ ls
Library Throne_room
[mission 1] $ cd ..
[mission 1] $ cd Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ cd First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_flood
bash: cd: Second_flood: No such file or directory
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
bash: cd: Top_of_the_tower: No such file or directory
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ ls
[mission 1] $ gsh check

Congratulations, mission 1 has been successfully completed!
```

Livello 5:

Nel livello 5 viene richiesto di eliminare tutti i ragni eccetto che i pipistrelli, ho usato il comando rm e aggiunto solo i ragni. Potevo fare ora che mi viene in mente anche semplicemente 'rm spider*'.

```
[mission 5] $ cd Castle
~/Castle
[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory
~/Castle
[mission 5] $ cd Cellar
~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2 spider_1 spider_2 spider_3
~/Castle/Cellar
[mission 5] $ rm spider_1 spider_2 spider_3
~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2
~/Castle/Cellar
[mission 5] $ gsh check

Congratulations, mission 5 has been successfully completed!
```

Livello 8:

Nel livello 8 veniva richiesto di eliminare solo i ragni nel gruppo dove erano presenti anche dei pipistrelli.

Ho usato `'rm *spider*'` per eliminare solo i ragni con un codice random all'inizio e alla fine e lasciare i pipistrelli

```
~/Castle/Cellar
[mission 8] $ ls
10340_spider_16 11935_spider_22 14131_spider_21 16826_spider_48 1921_spider_19 23400_spider_50 25467_spider_20 30101_spider_3 4557_spider
10574_bat_4 12204_spider_40 15413_spider_45 17017_spider_28 19576_spider_6 23927_spider_32 26253_bat_1 30224_spider_36 4956_bat_5
10855_spider_44 13066_spider_42 1574_spider_41 17452_spider_26 19741_bat_3 24320_spider_34 26716_spider_4 30353_spider_7 6278_spider
11398_spider_27 13156_bat_2 16161_spider_47 18275_spider_15 20021_spider_17 24620_spider_11 28565_spider_30 30950_spider_35 7288_spider
11457_spider_46 13356_spider_13 16365_spider_37 18682_spider_23 20905_spider_31 25052_spider_9 28687_spider_25 3949_spider_10 8859_spider
11672_spider_18 13615_spider_2 16600_spider_24 19152_spider_49 22297_spider_38 25275_spider_14 29116_spider_1 4543_spider_29 9730_spider

~/Castle/Cellar
[mission 8] $ rm *spider*

~/Castle/Cellar
[mission 8] $ ls
10574_bat_4 13156_bat_2 19741_bat_3 26253_bat_1 4956_bat_5 barrel_of_apples

~/Castle/Cellar
[mission 8] $ ghs check
Command 'ghs' not found, did you mean:
  command 'ghc' from deb ghc
  command 'gss' from deb libgss-dev
  command 'gh' from deb gh
  command 'gjs' from deb gjs
  command 'gs' from deb ghostscript
  command 'ghb' from deb handbrake
Try: sudo apt install <deb name>

~/Castle/Cellar
[mission 8] $ gsh check

Congratulations, mission 8 has been successfully completed!
```

Livello 12:

Nel livello 12 veniva richiesto di controllare la data del file più vecchio, in questo caso un dipinto e di copiarlo nella propria cesta. Poiché il dipinto antico valeva di più.

Ho utilizzato `'ls-s'` per visualizzare le date dei file e successivamente ho copiato il file con `'cp'`.

```

[mission 12] $ ls
First_floor/

~/Castle/Main_tower
[mission 12] $ cd First_floor

~/Castle/Main_tower/First_floor
[mission 12] $ ls
painting_CIpCIPFF  painting_DENNbDZg  painting_IGggEkDX  Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
-rw-r--r-- 1 kali kali 1055 Sep  8  2003 painting_CIpCIPFF
-rw-r--r-- 1 kali kali 1503 Sep  2  2018 painting_DENNbDZg
-rw-r--r-- 1 kali kali 1455 May 19  1984 painting_IGggEkDX
drwxr-xr-x 3 kali kali 4096 May 19 04:14 Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ cp /painting_IGggEkDX /World/Forest/Hut/Chest/
cp: cannot stat '/painting_IGggEkDX': No such file or directory

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_IGggEkDX /World/Forest/Hut/Chest/
cp: cannot create regular file '/World/Forest/Hut/Chest/': No such file or directory

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_IGggEkDX /Forest/Hut/Chest/
cp: cannot create regular file '/Forest/Hut/Chest/': No such file or directory

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_IGggEkDX /home/kali/gameshell/World/Forest/Hut/Chest/

~/Castle/Main_tower/First_floor
[mission 12] $ gsh check

Congratulations, mission 12 has been successfully completed!

```

Livello 16:

L'esercizio richiedeva di mettere un alias per poter modificare facilmente il file journal richiamandolo già con un editor di testo, io l'ho impostato con nano:

```

To edit the journal file with nano From, for example, the cellar or the throne room, you need to give the full path to the file: ~/Forest/.../journal.txt .
To avoid typing this long command each time, you can create an alias just like
alias la='ls -a'

Useful commands
=====
nano FILE
Edit the file from the shell.
(If the file does not exist, it will be created.)

alias STRING='COMMAND'
Create a synonym for a string, that will stand for a command.

Note
---
If (and only if) you know what you're doing, you can use the ``EDITOR`` variable to define your favorite editor and use it in the alias.

~
[mission 16] $ la
.bashrc  Castle/  Forest/  Garden/  .lessht  .local/  Mountain/  .nice_rock  Stall/

~
[mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'

~
[mission 16] $ journal

~
[mission 16] $ gsh check

Congratulations, mission 16 has been successfully completed!

```

Livello 21:

In questo esercizio veniva richiesto di cercare con il comando **'find'** le monete d'oro nel labirinto.

Inizialmente ne trovavo solo 1, ma poi ho capito che le monete erano due quindi ho dovuto reimpostare bene i filtri di **find**, successivamente le ho spostate nella cesta:

```
~/Garden/Maze
[mission 21] $ find ~/Garden/Maze -type f -name *gold*
/home/kali/gameshell/World/Garden/Maze/a4ffdba650817352d12e713d/7628373fba89f7b945f2c0f/925af59bd857d596a9d489bc60/gold_coin_1

~/Garden/Maze
[mission 21] $ find ~/Garden/Maze -type f -name *g*
/home/kali/gameshell/World/Garden/Maze/a4ffdba650817352d12e713d/7628373fba89f7b945f2c0f/925af59bd857d596a9d489bc60/gold_coin_1

~/Garden/Maze
[mission 21] $ find ~/Garden/Maze -type f -name *Goldé

~/Garden/Maze
[mission 21] $ find ~/Garden/Maze -type f -name *Gold*

~/Garden/Maze
[mission 21] $ find ~/Garden/Maze -type f -name *G*
/home/kali/gameshell/World/Garden/Maze/35f43bce361184704a997a7/9182d26bdbb7d214009/fb49731b907490fa1ee6a5a/Gold_Coin_2

~/Garden/Maze
[mission 21] $ find ~/Garden/Maze -type f -name *g*
/home/kali/gameshell/World/Garden/Maze/a4ffdba650817352d12e713d/7628373fba89f7b945f2c0f/925af59bd857d596a9d489bc60/gold_coin_1

~/Garden/Maze
[mission 21] $ mv ~/Garden/Maze/35f43bce361184704a997a7/9182d26bdbb7d214009/fb49731b907490fa1ee6a5a/Gold_Coin_2 ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 21] $ mv ~/Garden/Maze/a4ffdba650817352d12e713d/7628373fba89f7b945f2c0f/925af59bd857d596a9d489bc60/gold_coin_1 ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 21] $ gsh check

Congratulations, mission 21 has been successfully completed!
```

Livello 26:

L'esercizio richiedeva di utilizzare **head** e **tail** per visualizzare soltanto i passaggi per fare l'acqua distillata della pagina 13. Ho utilizzato **head** per prendere le prime 6 righe della pozione e successivamente ho utilizzato **Tail** per eliminare il resto del testo e lasciare solo i passaggi della pozione:

```

[mission 26] $ cd Booké
bash: cd: Booké: No such file or directory

~/Mountain/Cave
[mission 26] $ cd Book*

~/Mountain/Cave/Book_of_potions
[mission 26] $ cat page_12
Toadstool stew

1) Boil water in a cauldron.
2) Add in a few death caps (Amanita phalloides).
3) Also add a few fly agarics (Amanita muscaria).
4) And some destroying angels (Amanita virosa).
5) Mix in a few deadly webcaps (Cortinarius rubellus).
6) Feel free to add in any colourful fungi you have on hand.
7) Let half of the water evaporate.
8) Season with a pinch of salt and a few herbs.
9) Serve hot in a bowl.

~/Mountain/Cave/Book_of_potions
[mission 26] $ cat page_13
Distilled water

1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

King's ale

1) Go to the castle's cellar and grab a bottle.
2) Serve cold, in a pint.

~/Mountain/Cave/Book_of_potions
[mission 26] $ cd ..

~/Mountain/Cave
[mission 26] $ head -6 /Book_of_potions/page_13 | tail -3
head: cannot open '/Book_of_potions/page_13' for reading: No such file or directory

~/Mountain/Cave
[mission 26] $ head -6 Book_of_potions/page_13 | tail -3
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

```

```

~/Mountain/Cave
[mission 26] $ head -6 Book_of_potions/page_13 | tail -3
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

~/Mountain/Cave
[mission 26] $ head -6 Book_of_potions/page_13 | tail -3
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

~/Mountain/Cave
[mission 26] $ gsh check

Congratulations, mission 26 has been successfully completed!

```

Livello 31:

Il livello 31 richiedeva di fare calcoli entro 10 secondi ma come descriveva l'esercizio, Merlino aveva un trucco per poter effettuare tutti i calcoli in un secondo.

Bastava copiare 'Mathematics_01' e incollare tutte le risposte di quel testo quando veniva richiesta la domanda:

```
~/Castle/Main_building/Library [mission 31] $ cat .How*
The book 'Mathematics_101' contains all the answers.
Just copy all its lines to get perfect score.

~/Castle/Main_building/Library [mission 31] $ cd Merlin_s_office

~/Castle/Main_building/Library/Merlin_s_office [mission 31] $ ls
candle  Drawer/

~/Castle/Main_building/Library/Merlin_s_office [mission 31] $ la
candle  Drawer/

~/Castle/Main_building/Library/Merlin_s_office [mission 31] $ cd Drawer

~/Castle/Main_building/Library/Merlin_s_office/Drawer [mission 31] $ la
ink_and_scroll

~/Castle/Main_building/Library/Merlin_s_office/Drawer [mission 31] $ cd ..

~/Castle/Main_building/Library/Merlin_s_office [mission 31] $ ls
candle  Drawer/

~/Castle/Main_building/Library/Merlin_s_office [mission 31] $ cd ..

~/Castle/Main_building/Library [mission 31] $ la
Greek_Latin_and_other_modern_languages  .How_to_cheat_for_exams  Mathematics_101  Merlin_s_office/

~/Castle/Main_building/Library [mission 31] $ cat .How*
The book 'Mathematics_101' contains all the answers.
Just copy all its lines to get perfect score.

~/Castle/Main_building/Library [mission 31] $ cat Mathematics_101
5478
1148
4554
656

1248
7881
5152
1834
810
6320
88
1222
2430
3836
3696
41 * 28 = ?? 69 * 66 = ?? 41 * 16 = ?? 75 * 96 = ?? 38 * 16 = ?? 32 * 12 = ?? 31 * 77 = ?? 3 * 16 = ?? 68 * 11 = ?? 4 * 61 = ?? 38 * 52 = ?? 31 * 38 = ?? 91 * 29 = ?? 25 * 48 = ?? 62 * 56 = ?? 68 * 22 = ?? 97 *
87 * 77 34 * 19 = ?? 47 * 67 = ?? 35 * 56 = ?? 12 * 82 = ?? 61 * 30 = ?? 82 * 76 = ?? 22 * 73 = ?? 26 * 95 = ?? 69 * 33 = ?? 24 * 89 = ?? 95 * 39 = ?? 98 * 66 = ?? 48 * 11 = ?? 1 * 50 = ?? 81 * 89 = ?? 20 * 21 =
?? 75 * 11 = ?? 60 * 13 = ?? 10 * 1 = ?? 99 * 78 = ?? 60 * 20 = ?? 76 * 23 = ?? 37 * 33 = ?? 72 * 84 = ?? 74 * 6 = ?? 37 * 57 = ?? 8 * 35 = ?? 84 * 54 = ?? 37 * 16 = ?? 65 * 87 = ?? 8 * 23 = ?? 56 * 13 = ?? 41
* 98 = ?? 77 * 48 = ?? 35 * 25 = ?? 4 * 81 = ?? 10 * 56 = ?? 85 * 44 = ?? 74 * 98 = ?? 37 * 59 = ?? 63 * 54 = ?? 48 * 89 = ?? 60 * 41 = ?? 42 * 52 = ?? 31 * 96 = ?? 93 * 26 = ?? 59 * 61 = ?? 58 * 90 = ?? 93 * 19
= ?? 56 * 58 = ?? 19 * 20 = ?? 34 * 68 = ?? 94 * 11 = ?? 39 * 28 = ?? 53 * 58 = ?? 97 * 73 = ?? 12 * 84 = ?? 16 * 44 = ?? 76 * 17 = ?? 53 * 65 = ?? 88 * 75 = ?? 76 * 53 = ?? 96 * 62 = ?? 38 * 59 = ?? 53 * 39 =
?? 43 * 90 = ?? 93 * 60 = ?? 39 * 38 = ?? 85 * 88 = ?? 90 * 84 = ?? 72 * 90 = ?? 78 * 16 = ?? 97 * 73 = ?? 92 * 56 = ?? 47 * 22 = ?? 10 * 81 = ?? 79 * 80 = ?? 44 * 2 = ?? 94 * 13 = ?? 27 * 90 = ?? 66 * 46 = ?? 4
2 * 88 = ??
Congratulations, mission 31 has been successfully completed!
```

Livello 35:

Il livello 35 richiedeva di entrare nel quartiere del Re, semplicemente ho impostato il **chmod a 777** e sono successivamente entrato nel quartiere(Cartella).


```

~/Castle/Main_building/Throne_room
[mission 35] $ la
Kings_quarter/

~/Castle/Main_building/Throne_room
[mission 35] $ ls -a
.  ..  Kings_quarter/

~/Castle/Main_building/Throne_room
[mission 35] $ ls -l
total 4
drw-r--r-- 2 kali kali 4096 May 19 04:14 Kings_quarter/

~/Castle/Main_building/Throne_room
[mission 35] $ chmod 777 kings_quarter
chmod: cannot access 'kings_quarter': No such file or directory

~/Castle/Main_building/Throne_room
[mission 35] $ chmod 777 kings_quarter
chmod: cannot access 'kings_quarter': No such file or directory

~/Castle/Main_building/Throne_room
[mission 35] $ chmod 777 /kings_quarter
chmod: cannot access '/kings_quarter': No such file or directory

~/Castle/Main_building/Throne_room
[mission 35] $ chmod 777 /Kings_quarter
chmod: cannot access '/Kings_quarter': No such file or directory

~/Castle/Main_building/Throne_room
[mission 35] $ chmod 777 Kings_quarter

~/Castle/Main_building/Throne_room
[mission 35] $ ls -l
total 4
drwxrwxrwx 2 kali kali 4096 May 19 04:14 Kings_quarter/

~/Castle/Main_building/Throne_room
[mission 35] $ cd Kings_quarter

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 35] $ ls

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 35] $ gsh goal

```

```

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 35] $ ls

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 35] $ gsh check

Congratulations, mission 35 has been successfully completed!

  |                                     |
--+-----+-----+-----+-----+
  | Use the command                    |
  | $ gsh help                        |
  | to get the list of "gsh" commands. |
--+-----+-----+-----+-----+
  |                                     |

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ █

```

Livello 40 :

Nel livello 40 veniva richiesto di trovare i debiti del re, in questo caso il goal consigliava di utilizzare **find** per trovarli, ma vedendo online ho voluto provare con **grep** e sono riuscito comunque a trovare tutti i debiti.

Nella cartella del mercante erano presenti tanti file inutili, ho dovuto utilizzare '**ls -hl | grep -v boring_object_**' per visualizzare il file con i debiti del re, il file è '**s_c_r_o_l_l**' che sarebbe la pergamena.

Poi visualizzo il file con '**grep -rnw '/home...etc/scroll/' -e 'King'**'.

E vado a contare quante cose non ha pagato e inserisco il dato sul input. (Quelle senza scritto 'PAID')

```
(8)
~/Stall
[mission 40] $ grep -rnw '/home/kali/gameshell/World/Stall/King' -e 'debt'
grep: /home/kali/gameshell/World/Stall/King: No such file or directory
(9)
~/Stall
[mission 40] $ grep -rnw '/home/kali/gameshell/World/Stall/' -e 'debt'
(10)
~/Stall
[mission 40] $ grep -rnw '/home/kali/gameshell/World/Stall' -e 'debt'
(11)
~/Stall
[mission 40] $ grep -rnw '/home/kali/gameshell/World/Stall/' -e 'DEBT'
(12)
~/Stall
[mission 40] $ ls -hl | grep -v boring_object_
total 584K
-rw-r--r-- 1 kali kali 583K May 19 08:42 01e28854_s_c_r_o_l_l_01e28854e3d2eb61
(13)
~/Stall
[mission 40] $ nano 01e28854_s_c_r_o_l_l_01e28854e3d2eb61
(14)
~/Stall
[mission 40] $ mousepad 01e28854_s_c_r_o_l_l_01e28854e3d2eb61
(15)
~/Stall
[mission 40] $ grep -rnw '/home/kali/gameshell/World/Stall/01e28854_s_c_r_o_l_l_01e28854e3d2eb61' -e 'debt'
(16)
~/Stall
[mission 40] $ grep -rnw '/home/kali/gameshell/World/Stall/01e28854_s_c_r_o_l_l_01e28854e3d2eb61' -e 'King'
1070:the King bought a bottle of cider for 3 coppers -- PAID.
2798:the King bought a bag flour for 4 coppers -- PAID.
2991:the King bought a pick for 6 coppers -- PAID.
3517:the King bought a leather bag for 4 coppers.
4080:the King bought a leather ball for 4 coppers.
4585:the King bought a stool for 4 coppers -- PAID.
6440:the King bought a belt for 2 coppers -- PAID.
7242:the King bought a blanket for 6 coppers -- PAID.
7423:the King bought a goat for 5 coppers.
7670:the King bought a wooden spoon for 4 coppers.
9136:the King bought a horse for 5 coppers.
9260:the King bought an apple for 2 coppers.
(17)
~/Stall
```

```
(0)
~/Stall
[mission 40] $ gsh check
How much does the king owe? 24

Congratulations, mission 40 has been successfully completed!

+-----+
| Use the command |
```

Livello 42 :

Nel livello 42 viene richiesto di decifrare il messaggio nascosto di Merlino. Merlino utilizza la cifratura Caesar shift, quindi dopo aver scoperto il file segreto vado un sito di decifratura e lo faccio decifrare scoprendo la password che nasconde Merlino:


```
~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ gsh goal

Mission goal
-----
A secret message has been found, it is kept in the drawer in Merlin's office. It was probably enciphered using a Caesar shift cipher.
Decrypt it by making an exhaustive search from the command line.

Hint
----

All other secret messages that have been found were using a shift between 10 and 16.

Useful commands
-----

tr STRING1 STRING2
Replace each character STRING1[i] by STRING2[i] on the standard input, and output the result.
Remark: "tr" is an abbreviation for "translate".

Example: if
STRING1 = "abcdefg"
STRING2 = "klmnop"
the file will be output with the following substitution (other characters are left unchanged)
a → k b → l c → m
d → n e → o f → p

Note: instead of "abcdefg", it is possible to write "a-g".
This command is particularly useful with a redirection "<".
```

30 GB, minuti illimitati e 1000 SMS ...
sponsored by: CoopVoce

Search for a tool

★ SEARCH A TOOL ON DCODE BY KEYWORDS:

★ BROWSE THE [FULL DCODE TOOLS' LIST](#)

Results

Brute-Force mode: the 25 shifts (for the alphabet ABCDEFGHIJKLMNOPQRSTUVWXYZ) are tested and sorted from most probable to least probable.

11	11
1113 (1113)	here is my will: you will get my chest, and everything it contains. this chest is in the cellar, and the word to make it re-appear is: xhiu merlin the enchanter spcp td xj htww:

CAESAR CIPHER DECODER

★ CAESAR SHIFTED CIPHERTEXT ⓘ

lbh jvyy trg zl purfg, naq rirelguvat vg pbagnvaf.
guvf purfg vf va gur priyne, naq gur jbeq gb znxr
vg er-nccine vf: kuvh
zreyva gur rapunagre

Test all possible shifts (26-letter alphabet A-Z)

► DECRYPT (BRUTEFORCE)

MANUAL DECRYPTION AND PARAMETERS

★ SHIFT/KEY (NUMBER):

☐ USE THE ENGLISH ALPHABET (26 LETTERS FROM A TO Z)

☒ USE THE FULL ALPHABET (26 LETTERS FROM A TO Z)

Summary

- ★ Caesar Ciph
- ★ Caesar En
- ★ What is the
- (Definition)
- ★ How to enc
- cipher?
- ★ How to dec
- cipher?
- ★ How to rec
- ciphertext?
- ★ How to dec
- without know
- ★ What are th
- Caesar ciphe
- ★ How to enc
- numbers usin
- ★ Why the nu
- Cipher?
- ★ What is Au

```
~/Castle/Main_building/Library/Merlin_s_office/Drawer Linux Kali Tools Kali Docs Kali Maps
[mission 42] $ gsh check
What's the key that will make Merlin's chest to appear?
xhiu
Congratulations, mission 42 has been successfully completed!

File System python gcc
1.py.save Google Chrome
CONGRATULATIONS!
You have finished all the missions.
```

Concludo il compito con un bagaglio in più per quanto riguarda i comandi linux, questo game mi è stato molto utile per imparare o ripassare i comandi più comuni.

Mendolia Valerio.