



TRACCIA

***INSTALLEREMO SU KALI LINUX UN GIOCO
PER FAMILIARIZZARE CON I COMANDI
DELLA SHELL***

HOW TO PLAY

Il gioco è strutturato in più livelli, l'avanzamento di livello richiede il completamento di particolari missioni. Per ogni livello si può controllare la missione ed il suo stato con i comandi:

- *# gsh goal : mostra la missione per il livello corrente.*
- *# gsh check : controlla lo stato della missione attuale (se completata o meno).*

HOW TO PLAY

Ogni livello ha dei comandi utili suggeriti, fra cui:

- *cd LOCATION: Change Directory, ti permette di muoverti in un altro luogo.*
- *pwd: Print Working Directory, ti permette di vedere il percorso dove sei passato*
- *ls: list, ti mostra i luoghi dove puoi spostarti*

LIVELLO 9

Trash

File System

Home

Mission goal

The spiders are getting clever: they found a way to hide.
Get rid of all the spiders that are hiding in the cellar without disturbing the bats.

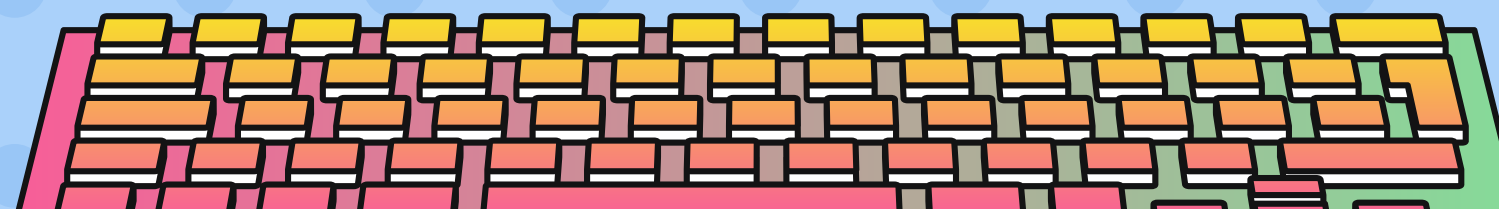
Shell patterns

The "*" character stands in for any sequence of characters (including an empty sequence).

?
The "?" character stands in for any single character.

Remark

The wildcards "*" and "?" don't see hidden files, you need to add an explicit dot at the start of the pattern.



HOW TO PLAY

In questo livello dobbiamo liberarci di tutti i ragni nascosti, senza disturbare i pipistrelli tramite i comandi:

- *ls -A: list, ti permette di visualizzare tutti i file contenuti in una directory, anche quelli nascosti.*
- *rm *item*: remove, ti permette di rimuovere una sequenza di file all'interno della directory*

PLAY

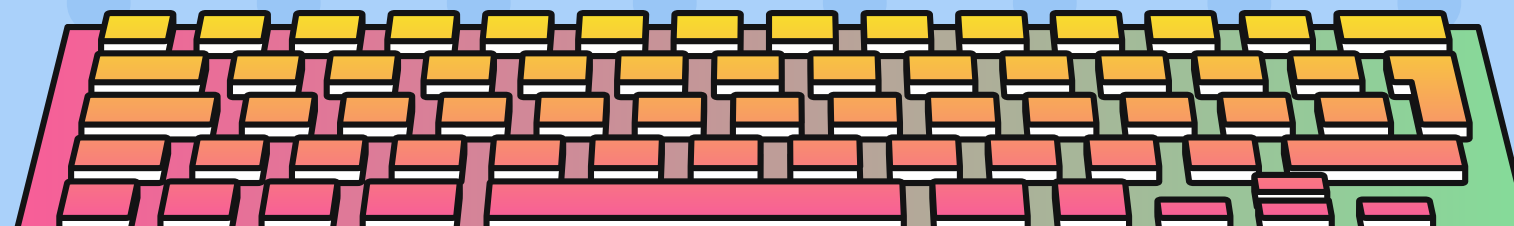
```
~/Castle/Cellar
[mission 9] $ ls -A
.10554_spider_42 .14991_spider_18 .21254_spider_12 .2623_spider_25 .2887_spider_37 .32054_spider_38 5197_bat_1 .8928_spider_29
.10583_spider_13 .18319_spider_19 .21722_spider_23 .26324_spider_40 .29315_spider_36 .32333_spider_3 .6257_spider_50 .896_bat_5
.10617_spider_8 18876_bat_2 .22461_spider_4 .26578_spider_22 .30048_spider_45 .32396_spider_35 .648_spider_17 .9088_spider_26
11571_bat_4 .19857_bat_1 .23083_spider_21 .27064_spider_46 .30934_spider_33 .32455_spider_16 .6860_spider_5 .9908_spider_11
.1172_spider_49 .20034_spider_28 .23604_spider_34 .27254_spider_39 .31301_bat_2 .3813_spider_6 .7781_spider_47 barrel_of_apples
.12811_spider_27 .20774_spider_1 .249_spider_43 .27913_bat_3 .31319_spider_15 441_bat_3 .7903_spider_10
.1353_spider_20 .20923_spider_7 .25521_spider_44 27969_bat_5 .31641_spider_24 .4597_spider_31 .803_spider_14
.14494_spider_32 .20947_spider_41 .26042_spider_30 .2841_spider_48 .3197_bat_4 .462_spider_2 .8100_spider_9

~/Castle/Cellar
[mission 9] $ rm .*spider*

~/Castle/Cellar
[mission 9] $ ls
11571_bat_4 18876_bat_2 27969_bat_5 441_bat_3 5197_bat_1 barrel_of_apples

~/Castle/Cellar
[mission 9] $ gsh check

Congratulations, mission 9 has been successfully completed!
```



LIVELLO 10

File System

Mission goal

You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnoticed, put a copy (same name, same content) of each in your chest.

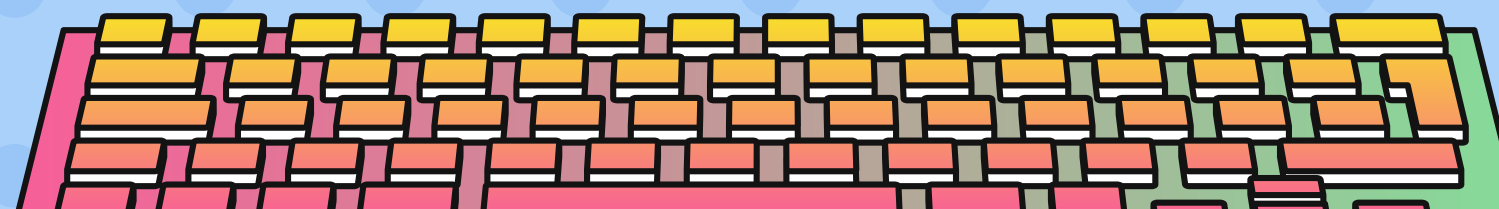
Home

Useful commands

`cp FILE DIRNAME`

Copy the file to the directory.

Remark: `cp` is an abbreviation of "copy".



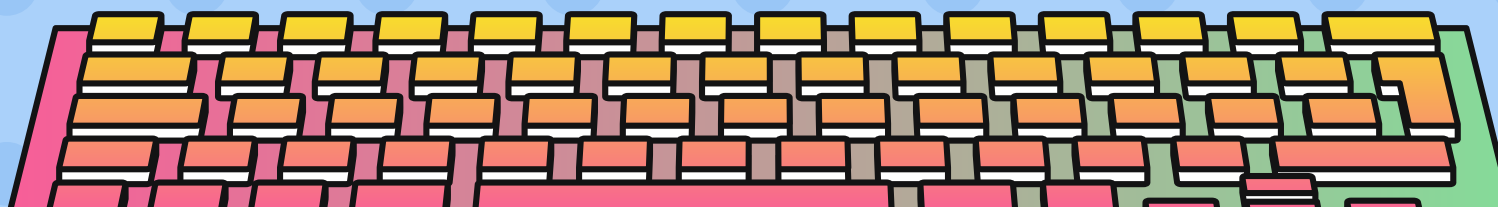
HOW TO PLAY

In questo livello dobbiamo fare una copia degli stendarti presenti nella Sala Grande del castello, tramite i comandi:

- *cd FILE DIRNAME: copy, copia il file nella directory selezionata*

PLAY

```
~  
[mission 10] $ ls  
Castle/  Forest/  Garden/  Mountain/  Stall/  
  
~  
[mission 10] $ cd Castle  
  
~/Castle  
[mission 10] $ ls  
Cellar/  Great_hall/  Main_building/  Main_tower/  Observatory/  
  
~/Castle  
[mission 10] $ cd Great_hall  
  
~/Castle/Great_hall  
[mission 10] $ ls  
11644_stag_head  3953_suit_of_armour  916_decorative_shield  standard_1  standard_2  standard_3  standard_4  
  
~/Castle/Great_hall  
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Chest  
  
~/Castle/Great_hall  
[mission 10] $ gsh check  
  
Congratulations, mission 10 has been successfully completed!
```



LIVELLO 16

Mission goal

Create an alias "journal" in order to easily edit your journal file wherever you are.

Details

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

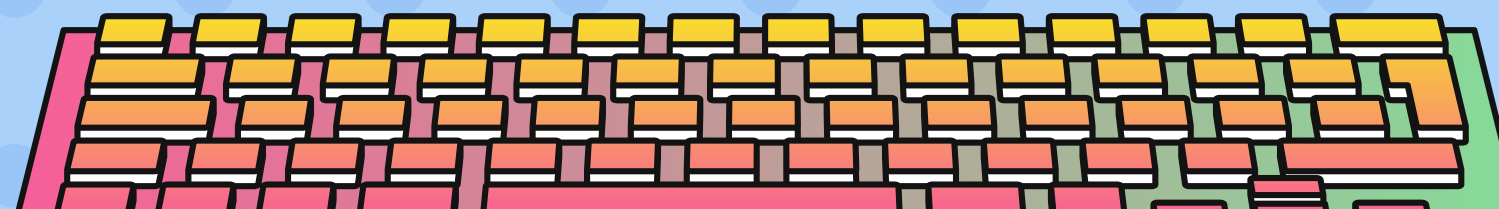
Edit the file from the shell.
(If the file does not exist, it will be created.)

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.



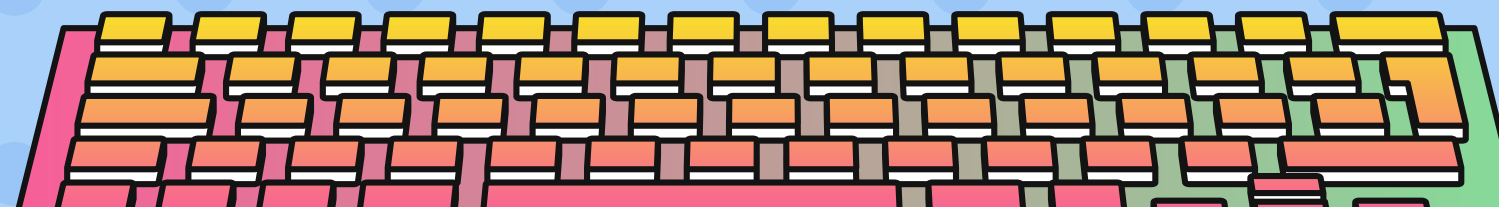
HOW TO PLAY

In questo livello creare un alias per permetterci di modificare il nostro “journal.txt” in ogni momento e ovunque ci troviamo:

- *alias journal= “nano /home/kali/gameshell.2/World/Forest/Hut/Chest/journal.txt”*

PLAY

```
|  
--+-----+--  
| Use the command  
|   $ gsh help  
| to get the list of "gsh" commands.  
--+-----+--  
|  
  
~/Forest/Hut/Chest  
[mission 16] $ alias journal='nano /home/kali/gameshell.2/World/Forest/Hut/Chest/journal.txt'  
  
~/Forest/Hut/Chest  
[mission 16] $ gsh check  
  
Congratulations, mission 16 has been successfully completed!
```



*THANKS FOR
PLAYING!*

