

# GameShell e comandi Kali Linux

Come da traccia il progetto è iniziato con il download e l'installazione del gioco con i comandi:

```
sudo apt install gettext man-db procps psmisc nano tree bsdmainutils x11-apps
wget
```

```
wget https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh
```

```
(kali㉿kali)-[~]
$ wget https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh
--2023-07-14 08:08:08-- https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh
Resolving github.com (github.com)... 140.82.121.4
Connecting to github.com (github.com)|140.82.121.4|:443... connected.
HTTP request sent, awaiting response... 302 Found
Location: https://objects.githubusercontent.com/github-production-release-asset-2e65be/94422621/256fa322-4848-4caa-a59c-06c7985f4a2d?X-Amz-Algorithm=AWS4-HMAC-SHA256X-Amz-Credential=AKIAIWNYAX4CSVEH53A2F20230714%2Fus-east-1%2F3%2Faws4_request&X-Amz-Date=20230714T120814Z&X-Amz-Expires=3006X-Amz-Signature=a82050a0021feb1f97e4571905dd0f3b2de2ea2e7a4e3c15632fdd8a712f5eb06X-Amz-SignedHeaders=host&actor_id=0&key_id=0&repo_id=94422621&response-content-disposition=attachment%3B%20filename%3Dgameshell.sh&response-content-type=application%2Foctet-stream [following]
--2023-07-14 08:08:08-- https://objects.githubusercontent.com/github-production-release-asset-2e65be/94422621/256fa322-4848-4caa-a59c-06c7985f4a2d?X-Amz-Algorithm=AWS4-HMAC-SHA256X-Amz-Credential=AKIAIWNYAX4CSVEH53A2F20230714%2Fus-east-1%2F3%2Faws4_request&X-Amz-Date=20230714T120814Z&X-Amz-Expires=3006X-Amz-Signature=a82050a0021feb1f97e4571905dd0f3b2de2ea2e7a4e3c15632fdd8a712f5eb06X-Amz-SignedHeaders=host&actor_id=0&key_id=0&repo_id=94422621&response-content-disposition=attachment%3B%20filename%3Dgameshell.sh&response-content-type=application%2Foctet-stream
Resolving objects.githubusercontent.com (objects.githubusercontent.com)... 185.199.109.133, 185.199.111.133, 185.199.108.133, ...
Connecting to objects.githubusercontent.com (objects.githubusercontent.com)|185.199.109.133|:443... connected.
HTTP request sent, awaiting response... 200 OK
Length: 201297 (197K) [application/octet-stream]
Saving to: 'gameshell.sh'

gameshell.sh          100%[=====] 196.58K --.-KB/s   in 0.06s

2023-07-14 08:08:09 (3.35 MB/s) - 'gameshell.sh' saved [201297/201297]
```

```
[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_tower
[mission 1]$ ls
First_floor
[mission 1]$ First_floor
First_floor: command not found
[mission 1]$ cd First_floor
[mission 1]$ ls
Second_floor
[mission 1]$ cd Second_floor
[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!

      +-----+
      | Use the command
      | $ gsh help
      | to get the list of "gsh" commands.
      +-----+
[mission 2]$
```

Dopo aver completato i primi livelli come da slide sono andati avanti, con le missioni man mano sempre più complesse.

Ho trovato molto interessante il tipo di apprendimento tramite gioco su shell. Ho imparato nuovi comandi molto utili, come ad esempio la creazione di alias per velocizzare la scrittura di quest'ultimi.

```
kali㉿kali:~
```

File Actions Edit View Help

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

~/Castle/Main\_tower/First\_floor  
[mission 14] \$ gsh goal

(\\_\\_..  
(\\_\\_/\\_\\_) Mission goal  
(\\_\\_/\\_\\_) \_\_\_\_\_  
Checking for hidden files is taking too long!  
Create an alias "la" to run the command ``ls -A`` in order to list all files, including hidden ones, with only 2 letters.  
Define the synonym  
la  
for the command  
ls -A  
and check that it works as expected.  
How fortunate, there is a nice rock hidden just where you are.

Useful commands  
\_\_\_\_\_

(\\_\\_..  
(\\_\\_/\\_\\_) alias STRING='COMMAND'  
(\\_\\_/\\_\\_) Create a synonym for a string, that will stand for a command.

Molto utile anche l'utilizzo delle lettere jolly “\*” e “?” (wildcards) per velocizzare la manipolazione dei file, come si può vedere dalla prima parte di questa figura:

Alla fine sono riuscito ad arrivare alla missione 34 in cui però mi sono bloccato. Non sono riuscito a capire bene cosa si intende per “file redirection” e anche se ho provato diversi comandi suggeriti non sono riuscito a trovare la chiave segreta.

Purtroppo consegno il progetto fino a questa missione, anche se studierò oltre per terminarla ed arrivare alla fine del gioco.

The screenshot shows a terminal window titled "kali@kali: ~". The terminal displays a text-based game interface for mission 34. The game starts with a help command:

```
hash [-lr] [-p pathname] [-dt] [name ...]
help [-dms] [pattern ...]
```

Then it shows the mission goal:

```
while COMMANDS; do COMMANDS-2; done
{ COMMANDS ; }
```

```
~/Castle/Observatory
[mission 34] $ gg
```

The mission goal is:

```
Mission goal
```

Merlin has turned crazy... He paces around the observatory tower and mumbles incoherently.

You need to filter out his ramblings to discover the secret key he is the only one to know.

Hint:

```
It is likely that Merlin's message is riddled with errors.
To complete this mission, you have to give the secret key **using a file redirection**.
```

Useful commands:

```
./FILE
Run an executable file as a program. Needless to say that Merlin is executable...
```

```
COMMAND > FILE
Send standard output (stdout) for the command to a file.
(The file is overwritten.)
```

```
COMMAND 2> FICHIER
Send error output (stderr) for the command to a file.
(The file is overwritten.)
```

```
COMMAND < FILE
Send the file to the standard input (stdin) of the command.
```