

## GAME SHELL

```
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_
the_tower
[mission 2] $ cd ../../..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower
[mission 2] $ ls
First_floor
[mission 2] $ ..
bash: ..: Is a directory
[mission 2] $ cd ..
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ gsh check

Congratulations, mission 2 has been successfully completed!
```

Per superare la missione 2, ho usato il comando cd .. che mi permette di scorrere le directory dal basso verso l'alto tornando quindi alla directory "Castle" e successivamente con il comando cd mi sono posizionato nella directory richiesta.

```
~/Forest/Hut/Chest
[mission 5] $ cd

~
[mission 5] $ cd Castle/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] $ gsh check

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

Per la missione 5, dalla posizione in cui ero, sono tornato alla directory principale con il comando cd, sono andato nella directory "Cellar" e, una volta lì, con il comando rm spider\_1 spider\_2 spider\_3 ho eliminato i file chiamati così come richiesto.

```
~/Castle/Cellar
[mission 9] $ ls -A
.1147_spider_22 .1335_spider_24 .1736_spider_32 .2029_spider_50 .25155_spider_5 .30615_spider_48 .4835_spider_27 .8201_spider_44
.1154_spider_18 .13529_spider_35 .17493_spider_14 .20547_spider_47 25993.bat_4 3067.bat_2 .5028_spider_13 .8372.bat_4
.11767_spider_37 .1417.bat_5 .17724_spider_9 .20705_spider_23 .26079.bat_2 .32019_spider_41 .6322_spider_26 .9027_spider_21
.12064_spider_34 16053.bat_5 .19962_spider_10 .21409.bat_3 .26452_spider_42 .32141.bat_1 .6630_spider_7 .9044_spider_16
.12407_spider_8 .16437_spider_11 .20024_spider_45 .21512_spider_46 .27944_spider_15 .32159_spider_29 .7176_spider_6 barrel_of_apples
.12639_spider_38 .16691_spider_1 20064.bat_3 .21514_spider_33 .28485_spider_25 .32432_spider_39 .760_spider_17
.13156_spider_43 .17149_spider_28 .20085_spider_19 .23526_spider_12 .29368_spider_2 .3505_spider_30 .7675_spider_31
.13164_spider_3 .17231_spider_36 20150.bat_1 .24274_spider_40 .30516_spider_49 .4219_spider_20 .8017_spider_4

~/Castle/Cellar
[mission 9] $ rm *_spider_*

~/Castle/Cellar
[mission 9] $ ls
16053.bat_5 20064.bat_3 20150.bat_1 25993.bat_4 3067.bat_2 barrel_of_apples

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

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

Per la missione 9, esegui il comando ls -A per visualizzare tutti i file nascosti, successivamente con il comando rm.\*\_spider\_\* elimino tutti i file il cui nome inizia con il punto e al cui interno compare la parola spi

kali@kali: ~

```
File Actions Edit View Help
~/Castle/Great_hall
[mission 12] $ cd

~
[mission 12] $ cd Castle

~/Castle
[mission 12] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/

~/Castle
[mission 12] $ cd Main_tower/Firt_floor
bash: cd: Main_tower/Firt_floor: No such file or directory

~/Castle
[mission 12] $ cd Main_tower

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

~/Castle/Main_tower
[mission 12] $ cd First_floor
[mission 12] $ ls
painting_VuEOfISm painting_YueKEmsh painting_ztdoyPYe Second_floor/
[mission 12] $ ls -l
total 16
-rw-r--r-- 1 kali kali 1454 Oct 11 2015 painting_VuEOfISm
-rw-r--r-- 1 kali kali 1503 Jun  4 2000 painting_YueKEmsh
-rw-r--r-- 1 kali kali 1055 Aug 18 1982 painting_ztdoyPYe
drwxr-xr-x 3 kali kali 4096 May 19 10:36 Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_ztdoyPYe ~/Forest/Hut/Chest

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

Congratulations, mission 12 has been successfully completed!
```

Per la missione 12, mi sono spostato nella directory First\_floor, successivamente con il comando ls -l ho visualizzato tutti gli oggetti al suo interno con le informazioni necessarie a capire quale fosse il painting più vecchio. Vedendo quindi che la data di creazione del painting\_ztdoyPYe risale al 1982, con il comando cp ho copiato quel file nella directory Chest

```
~/Castle/Main_tower/First_floor
[mission 15] $ cd

~
[mission 15] $ cd /Forest/Hut/Chest
bash: cd: /Forest/Hut/Chest: No such file or directory

~
[mission 15] $ cd Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 15] $ nano journal.txt

~/Forest/Hut/Chest
[mission 15] $ gsh check

Congratulations, mission 15 has been successfully completed!
```

Per la missione 15, dopo essermi spostato nella directory Chest, ho creato con il comando nano il file di testo journal.

Per la missione 19, sempre con il comando cd, mi sono recato nella directory Maze, eseguendo il comando ls -R ho visualizzato tutte le directory e sottodirectory presenti trovando il copper coin e successivamente l'ho spostato nella directory Chest con il comando mv.

```
[mission 19] $ cd Garden
[1]+ Done                  xeyes (wd: ~)
~/Garden
[mission 19] $ ls
Flower_garden/ Maze/ Shed/
~/Garden
[mission 19] $ cd Maze
~/Garden/Maze
[mission 19] $ la
41dic7832990e18200fd1f476a5dce/ cef0658de4ff316e44dbab/
~/Garden/Maze
[mission 19] $ ls -R
.:
41dic7832990e18200fd1f476a5dce/ cef0658de4ff316e44dbab/
./41dic7832990e18200fd1f476a5dce:
274fca2bdc8420544db00b9/ fd4cf57711935e26206fd7312/
./41dic7832990e18200fd1f476a5dce/274fca2bdc8420544db00b9:
25d3206d/ a35a76e09a015736b96bea/
./41dic7832990e18200fd1f476a5dce/274fca2bdc8420544db00b9/25d3206d:
00000_copper_coin_00000
./41dic7832990e18200fd1f476a5dce/274fca2bdc8420544db00b9/a35a76e09a015736b96bea:
./41dic7832990e18200fd1f476a5dce/fd4cf57711935e26206fd7312:
19d9fb3fb8897/ eb68088a0ba3e68a/
./41dic7832990e18200fd1f476a5dce/fd4cf57711935e26206fd7312/19d9fb3fb8897:
./41dic7832990e18200fd1f476a5dce/fd4cf57711935e26206fd7312/eb68088a0ba3e68a:
```

```
./cef0658de4ff316e44dbab:
978448836e64/ da7c0ff836b06572f001c/
./cef0658de4ff316e44dbab/978448836e64:
535e26b3ca12/ 760362a21dfb9c6dfc583339/
./cef0658de4ff316e44dbab/978448836e64/535e26b3ca12:
./cef0658de4ff316e44dbab/978448836e64/760362a21dfb9c6dfc583339:
./cef0658de4ff316e44dbab/da7c0ff836b06572f001c:
311f727aaaf9205037efda0bfa/ fca770809c2/
./cef0658de4ff316e44dbab/da7c0ff836b06572f001c/311f727aaaf9205037efda0bfa:
./cef0658de4ff316e44dbab/da7c0ff836b06572f001c/fca770809c2:
~/Garden/Maze
[mission 19] $ cd ./41dic7832990e18200fd1f476a5dce/274fca2bdc8420544db00b9/
~/Garden/Maze/41dic7832990e18200fd1f476a5dce/274fca2bdc8420544db00b9
[mission 19] $ cd 25d3206d/
~/Garden/Maze/41dic7832990e18200fd1f476a5dce/274fca2bdc8420544db00b9/25d3206d:
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest
~/Garden/Maze/41dic7832990e18200fd1f476a5dce/274fca2bdc8420544db00b9/25d3206d:
[mission 19] $ gsh check
Congratulations, mission 19 has been successfully completed!
```

Per la missione 21, ho eseguito una ricerca per tipo di oggetto e per nome. Dopo aver guardato la descrizione del comando “find” nel manuale, ho eseguito il comando “find . -type f -iname \*gold\*” per ricercare un oggetto che fosse un file e il cui nome al suo interno contenesse la parola “gold” (con -iname invece di -name evito il problema del case sensitive). Dopo aver trovato i due file che cercavo, con il comando già visto mv, li ho spostati nella directory Chest.

```
~/Garden/Maze
[mission 21] $ ls
336480737fdc9a1e13269/  551f5314a3c38/  99ba9f8ad21156f2f860eda/  bbfdbdbd231ab8335b3c6f9b48/  f12cda90f6a/
51fe1866/    5f30b17cdafe32ea10a707/  a8b2eed3139295d0a5fb5/  d7a0fcbe9f0f3c0c/  fb9d0cc00561/

~/Garden/Maze
[mission 21] $ find . -type f -iname *gold*
./5f30b17cdafe32ea10a707/2a315fca4569c5a/abd45dd97602bb/gold_coin_1
./d7a0fcbe9f0f3c0c/63b51c7d58d/4584e31336c42e24c/Gold_CoiN_2

~/Garden/Maze
[mission 21] $ mv ./5f30b17cdafe32ea10a707//2a315fca4569c5a//abd45dd97602bb//gold_coin_1 ./d7a0fcbe9f0f3c0c/63b51c7d58d/4584e31336c42e24c/Gold_CoiN_2 ~Forest/Hut/Chest
mv: target '~Forest/Hut/Chest' is not a directory

~/Garden/Maze
[mission 21] $ mv ./5f30b17cdafe32ea10a707//2a315fca4569c5a//abd45dd97602bb//gold_coin_1 ./d7a0fcbe9f0f3c0c/63b51c7d58d/4584e31336c42e24c/Gold_CoiN_2 ~/Forest/Hut/Chest

~/Garden/Maze
[mission 21] $ gsh check
Congratulations, mission 21 has been successfully completed!
```

```
~/Mountain/Cave
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04
Elixir of youth

Warning: **do not** drink if you are older than 30.

1) Fill a cauldron with used bath water.
2) Put a moderately large frog in the water.
3) Let the preparation rest overnight.
4) The next morning thank and free your little green friend.
5) Boil the water and add in a few sticks of oak tree.
6) Crush 5 river stones to a fine powder.
7) Mix in a third of the powder and stir vigorously.
8) Let the preparation rest for a day.
9) Add hairs from the tail of a squirrel (willingly given).
10) Add the remaining stone powder.
11) Stir the potion very vigorously, in all directions.
12) Take some time to rest after such an effort.
13) Rest a little bit more.
14) Even take a nap if you want.
15) Add a few larch tree needles for seasoning.
16) Drink the potion from the cauldron.

~/Mountain/Cave
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -n 16
1) Fill a cauldron with used bath water.
2) Put a moderately large frog in the water.
3) Let the preparation rest overnight.
4) The next morning thank and free your little green friend.
5) Boil the water and add in a few sticks of oak tree.
6) Crush 5 river stones to a fine powder.
7) Mix in a third of the powder and stir vigorously.
8) Let the preparation rest for a day.
9) Add hairs from the tail of a squirrel (willingly given).
10) Add the remaining stone powder.
11) Stir the potion very vigorously, in all directions.
12) Take some time to rest after such an effort.
13) Rest a little bit more.
14) Even take a nap if you want.
15) Add a few larch tree needles for seasoning.
16) Drink the potion from the cauldron.

~/Mountain/Cave
[mission 25] $ gsh check
Congratulations, mission 25 has been successfully completed!
```

Per la missione 25, come prima cosa guardo il contenuto della pagina 3 e 4 che mostrano la ricetta della pozione per la giovinezza (non ho fatto il comando per vedere nell’indice in quali pagine fosse quella pozione, perché lo avevo già eseguito nelle missioni precedenti e me lo ricordavo), conto quante righe mi servono da mostrare per soddisfare la richiesta ed infine con il comando “cat Book\_of-position/page\_03 Book\_of-position/page\_04 | tail -n 16” mostro a schermo, rimanendo nella directory Cave solo le 16 righe in cui compare la ricetta della pozione.

```

~/Mountain/Cave
[mission 31] $ ls
Book_of_potions/  cauldron

~/Mountain/Cave
[mission 31] $ cd

~

[mission 31] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/
    Home
[mission 31] $ cd Castle

~/Castle
[mission 31] $ ls
Cellar/  Great_hall/  Main_building/  Main_tower/  Observatory/

~/Castle
[mission 31] $ cd Main_building

~/Castle/Main_building
[mission 31] $ ls
Library/  Throne_room/

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

~/Castle/Main_building/Library
[mission 31] $ ls
Greek_Latin_and_other_modern_languages  Mathematics_101  Merlin_s_office/
~/Castle/Main_building/Library
[mission 31] $ cat Mathematics_101
960
6417
5166
5166 System
896
188
4628
3864
780
6004
492
435
1971
3315
312
108
3498
3366
2848
3060
3000
546
1040
816
1290
858
2550
216
1064
3172
2128
798
2090
476
4752
4080
528
1325

528
1325
1806
228
1806 System
3384
3880
800
1008
6097
315
    Home
4368
6132
106
893
352
4004
1330
3075
3477
1606
52
4462
350
840
2520
206
7110
4628
5184
2079
80
5115
6174
1513
3948
1458
2418
6272

```

```

6272
3744
900
1710
2360
7315
1296
3025
1080
568
312
1056
291
2744
2010
2870
864
1064
5795
340
2912
1224
2688
1800
9
7695
16
7100

~/Castle/Main_building/Library
[mission 31] $ gsh check < Mathematics_101
16 * 60 = ?? 99 + 93 = ?? 82 * 63 = ?? 28 * 32 = ?? 94 * 2 = ?? 52 * 89 = ?? 42 * 92 = ?? 15 * 52 = ?? 76 * 79 = ?? 82 * 6 = ?? 29 * 15 = ?? 27 * 73 = ?? 39
+ 85 = ?? 13 * 24 + ?? 12 * 9 = ?? 66 + 53 = ?? 99 * 34 + ?? 32 * 89 = ?? 51 * 60 = ?? 75 * 40 = ?? 39 * 14 = ?? 26 * 40 + ?? 68 * 12 = ?? 86 + 15 + ?? 11
* 78 = ?? 85 * 30 = ?? 24 * 9 = ?? 14 * 76 + ?? 61 * 52 = ?? 76 * 28 + ?? 57 * 14 + ?? 55 * 38 + ?? 14 * 34 = ?? 48 * 99 = ?? 60 * 68 + ?? 6 * 88 + ?? 53 *
25 = ?? 43 * 42 + ?? 57 * 4 + ?? 35 * 94 = ?? 97 * 40 + ?? 32 * 25 + ?? 12 * 84 = ?? 67 * 91 + ?? 45 * 7 + ?? 91 * 48 = ?? 84 * 73 + ?? 2 * 53 + ?? 19 * 47
+ ?? 11 * 32 + ?? 52 * 77 = ?? 38 * 35 + ?? 41 * 75 = ?? 57 * 61 = ?? 22 * 73 + ?? 1 * 52 + ?? 97 * 46 = ?? 14 * 25 + ?? 35 * 24 + ?? 84 * 30 + ?? 33 * 62 =
?? 79 * 90 = ?? 89 * 52 + ?? 81 * 64 = ?? 21 * 99 + ?? 80 * 1 + ?? 55 * 93 = ?? 98 * 63 = ?? 89 * 17 = ?? 94 * 42 = ?? 54 * 27 + ?? 39 * 62 = ?? 64 * 98 =
?? 72 * 52 = ?? 75 * 12 + ?? 57 * 30 = ?? 59 * 40 = ?? 77 * 95 = ?? 26 * 54 = ?? 55 * 55 = ?? 24 * 45 = ?? 71 * 8 = ?? 32 + 26 = ?? 12 * 88 + ?? 97 * 3 = ?? 56 *
49 = ?? 30 * 67 + ?? 70 * 41 = ?? 24 * 36 + ?? 76 * 14 = ?? 95 * 61 = ?? 12 * 30 + ?? 32 * 91 = ?? 72 * 17 + ?? 42 * 64 = ?? 18 * 100 + ?? 9 * 1 + ?? 81 * 95 =
?? 16 * 1 = ?? 71 * 100 + ??

Congratulations, mission 31 has been successfully completed!
```

Per la missione 31, come prima cosa ho cercato la directory Library pensando fosse in una sottodirectory di Main\_building e una volta trovata ho visto e letto il file Mathematics\_101.

Successivamente ho eseguito il comando gsh check < Mathematics\_101 con la quale l'operazione richiesta  $16 * 60$  è stata eseguita in automatico scorrendo il file fino a che non ha trovato il risultato corretto



```
~/Castle/Main_building/Throne_room
[mission 37] $ ls -l
total 8
drwxr-xr-x 2 kali kali 4096 May 19 15:43 Kings_quarter/
d----- 2 kali kali 4096 May 19 15:52 Safe/
File System
~/Castle/Main_building/Throne_room
[mission 37] $ chmod 755 Safe/

~/Castle/Main_building/Throne_room
[mission 37] $ cd Safe/
~/Castle/Main_building/Throne_room/Safe
[mission 37] $ ls -l
total 4
----- 1 kali kali 48 May 19 15:52 crown
~/Castle/Main_building/Throne_room/Safe
[mission 37] $ ls -A
crown

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ chmod 777 crown
~/Castle/Main_building/Throne_room/Safe
[mission 37] $ cat crown
(^_+_
jgs
(^\\^\\^)
\@*@\@/
{.408 }

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ mv crown ~/Forest/Hut/Chest
~/Castle/Main_building/Throne_room/Safe
[mission 37] $ gsh check
What are the 3 digits inscribed on the base of the crown? 408
Congratulations, mission 37 has been successfully completed!
```

Per la missione 37, mi sono spostato nella directory Throne\_room, guardato i permessi della directory Safe e cambiati per potervi accedere.

Successivamente ho guardato e cambiato i permessi anche di crown così da poterla vedere per scoprire la combinazione segreta posta alla sua base e spostarla nella directory Chest

Questa è stata l'ultima missione che sono riuscito ad eseguire in quanto poi non ho avuto più tempo.