

# SVOLGIMENTO GIOCO

## LEVEL - 1

il gioco richiede di spostarsi nella parte più alta della torre , per scoprire qual è l effettivo punto , sfruttò il comando “ tree “ per vedere la struttura di tutto il castello e capire dove dirigersi

```
[mission 1] $ tree
.
├── Cellar
│   └── barrel_of_apples
├── Great_hall
├── Main_building
│   ├── Library
│   │   ├── Greek_Latin_and_other_modern_languages
│   │   ├── Mathematics_101
│   │   └── Merlin_s_office
│   │       ├── candle
│   │       └── Drawer
│   │           └── ink_and_scroll
│   ├── Throne_room
│   │   └── Kings_quarter
├── Main_tower
│   ├── First_floor
│   │   ├── Second_floor
│   │   └── Top_of_the_tower
└── Observatory
    └── star_chart
```

per spostarmi dove richiesto uso il comando cd ( change directory )

```
[mission 1] $ cd ~/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 1] $ gsh check

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

## LEVEL - 2

Stesso principio diversa destinazione

```
[mission 2] $ cd ~/Castle/Cellar
[mission 2] $ gsh check

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

## LIVELLO - 3


Qui veniva richiesto di andare nella Postazione di partenza e di raggiungere una stanza utilizzando solo due comandi , stesso principio dei precedenti

```
23 directories, 10 files
[mission 3] $ cd
[mission 3] $ cd ~/Castle/Main_building/Throne_room
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!

Well done!!!

From now on, the current location will be shown just before the command prompt.
```



## LIVELLO - 4

Bisogna creare delle directory come da istruzioni

```
~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut

~/Forest/Hut
[mission 4] $ mkdir Chest
```

```
~/Forest
[mission 4] $ tree
├── Hut
│   └── Chest

3 directories, 0 files

~/Forest
[mission 4] $ gsh check
```

```
Congratulations, mission 4 has been successfully completed!
```

## LIVELLO - 5

Bisognava rimuovere tutti i ragni all'interno di una directory , ma all'interno di essa erano presenti altri oggetti

```
~/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*

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

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

## LIVELLO – 6

Raccogliere tutte le monete presenti nel giardino e metterle dentro il tesoro creato in precedenza

```
~/Castle/Cellar
[mission 6] $ cd ~/Garden

~/Garden
[mission 6] $ ls
coin_1  coin_2  coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 6] $ mv *coin* ~/Forest/Hut/Chest

~/Garden
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!
```

## LIVELLO – 7

Principio simile al precedente con una differenza , come suggerito dalla consegna :

Collect all the coins hidden in the garden in front of the castle, and put them in your chest (in your hut in the forest).

Le monete erano appunto nascoste , quindi per scovarle ho dovuto usare il comando `ls -a` , che a differenza del comando usato prima ( `ls` ) ci mostra anche i file nascosti , in questo caso le coin .

```
~
[mission 7] $ cd Garden

~/Garden
[mission 7] $ ls -a
.  ..  .41482_coin_1  .42271_coin_3  .45431_coin_2  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .41482_coin_1 .42271_coin_3 .45431_coin_2 ~/Forest/Hut/Chest
```

## LIVELLO – 8

Rimuovere tutti i ragni senza rimuovere gli altri oggetti

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

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

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

## LIVELLO – 9

A differenza del comando precedente ho inserito il . Per specificare che cosa andare a eliminare

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

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

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

## LIVELLO – 10

Copiare dei file direttamente su una cartella specifica

```
~/Castle/Great_hall
[mission 10] $ cp *standard* ~/Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ gsh check

Congratulations, mission 10 has been successfully completed!
```

## LIVELLO – 11

Stesso principio

```
~/Castle/Great_hall
[mission 11] $ cp *tapestry* ~/Forest/Hut/Chest
```

## LIVELLO – 12

Bisognava , ammirare i “ dipinti “ e copiare il più vecchio

```
[mission 12] $ cat *painting*
```

```
~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
-rw-r--r-- 1 kali kali 1454 Nov  6  2004 painting_EZjmNkbn
-rw-r--r-- 1 kali kali 1054 Feb 23  2016 painting_khfQSqSz
-rw-r--r-- 1 kali kali 1503 May 19  1988 painting_uPuvQNPc
drwxr-xr-x 3 kali kali 4096 Jul 15 12:24 Second_floor/

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

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

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

## LIVELLO – 13

comando per il calendario ( cal ) abbinato al mese e l anno per scoprire i giorni di quel mese

```
[mission 13] $ cal Marz 2026
      March 2026
Su Mo Tu We Th Fr Sa
 1  2  3  4  5  6  7
 8  9 10 11 12 13 14
15 16 17 18 19 20 21
22 23 24 25 26 27 28
29 30 31

~
[mission 13] $ gsh check
What was the day of the week for the 03-21-2026?
 1 : Monday
 2 : Tuesday
 3 : Wednesday
 4 : Thursday
 5 : Friday
 6 : Saturday
 7 : Sunday
Your answer: 6

Congratulations, mission 13 has been successfully completed!
```

## LIVELLO – 14

```
~
[mission 14] $ alias la='ls -A'

~
[mission 14] $ la -A
.bashrc  Castle/  Forest/  Garden/  .lessht  Mountain/  .nice_rock  Stall/

~
[mission 14] $ gsh check

Congratulations, mission 14 has been successfully completed!
```

## LIVELLO – 15

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

## LIVELLO – 16

Comando per creare un alias di un comando che modifichi un file di una specifica cartella

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



## LIVELLO – 17

Rimuovere la regina di ragni in meno di 20 secondi ( sfruttando comando tab)

```
~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ cNxCnxRsCmRXHRNG LlyfDmFjQUcAfpsy/

~/Castle/Cellar/.Lair_of_the_spider_queen cNxCnxRsCmRXHRNG LlyfDmFjQUcAfpsy
[mission 17] $ la
aIQefRpLSxHlWdjx_spider_queen_nzRHYUodjDvSjYte FbyNFWFAtErOAsmN_baby_bat_seLdbOpQC0cvDQuN

~/Castle/Cellar/.Lair_of_the_spider_queen cNxCnxRsCmRXHRNG LlyfDmFjQUcAfpsy
[mission 17] $ rm aIQefRpLSxHlWdjx_spider_queen_nzRHYUodjDvSjYte

~/Castle/Cellar/.Lair_of_the_spider_queen cNxCnxRsCmRXHRNG LlyfDmFjQUcAfpsy
[mission 17] $ gsh check
Perfect, it took you only 14 seconds to complete this mission!

Congratulations, mission 17 has been successfully completed!
```

## LIVELLO – 18

Avviare comando xeyes normalmente e succesivamente in background

Vista la fastidiosità del comando soprastante , ho usato il comadno ps per vedere il n° di processo relativo a xeyes , e successivamente usato kill per fermarlo

```
~/Castle/Cellar/.Lair_of_the_spider_queen cNxCnxRsCmRXHRNG LlyfDmFjQUcAfpsy
[mission 18] $ xeyes
^C

~/Castle/Cellar/.Lair_of_the_spider_queen cNxCnxRsCmRXHRNG LlyfDmFjQUcAfpsy
[mission 18] $ xeyes &
[1] 29144

~/Castle/Cellar/.Lair_of_the_spider_queen cNxCnxRsCmRXHRNG LlyfDmFjQUcAfpsy
[mission 18] $ gsh check

Congratulations, mission 18 has been successfully completed!
```

## Livello – 19

Essendo la moneta da trovare all'interno di un labirinto di cartelle, ho deciso di usare il comando “tree” per trovare la posizione senza dover entrare in tutte le cartelle

```
~/Garden/Maze
[mission 19] $ tree
.
├── 3752e84b2934f35d1967e9
│   ├── 48f20e93894ed754aaaf
│   │   ├── 70111dd1fae58ee55d7ed
│   │   └── cb790b9182b
│   └── d789ac710bcfc700498a4c8675c6
│       ├── 54e4e460b4
│       ├── b81073732d7373ded3d54
│       └── 00000_copper_coin_00000
└── f9f8a9a7ba87c797b963d4ad901d94
    ├── 48edde55d2f2cc7e9ae9b2da26
    │   ├── 9046549f8bff96baab8a
    │   └── b43263da166d770b8c08db1c6054cdd
    ├── b738b0d4e54
    │   ├── 5d6d936f97844336
    │   └── 5dd1f70877a
    └── 15 directories, 1 file

~/Garden/Maze
[mission 19] $ cd 3752e84b2934f35d1967e9/d789ac710bcfc700498a4c8675c6/b81073732d7373ded3d54/

~/Garden/Maze/3752e84b2934f35d1967e9/d789ac710bcfc700498a4c8675c6/b81073732d7373ded3d54
[mission 19] $ ls
00000_copper_coin_00000

~/Garden/Maze/3752e84b2934f35d1967e9/d789ac710bcfc700498a4c8675c6/b81073732d7373ded3d54
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/3752e84b2934f35d1967e9/d789ac710bcfc700498a4c8675c6/b81073732d7373ded3d54
[mission 19] $ gsh check

Congratulations, mission 19 has been successfully completed!
```

## LIVELLO – 20

```
~/Garden/Maze/c94a0f51b4/000538b214c5/97e850c212b37f98
[mission 20] $ mv 00000_silver_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/c94a0f51b4/000538b214c5/97e850c212b37f98
[mission 20] $ gsh check

Congratulations, mission 20 has been successfully completed!
```

## LIVELLO – 21

```
[mission 21] $ find -iname *gold*
./954719733e664ba74527857382c/53e1b9a80548373eee43f/979b2714441e4d772aad4fef3f67/gold_coin_1
./8f5cf7a1d414/cb01ae3f972384d4c84bb1018941b7/8806f47f003f2875a719f6/Gold_Coin_2
```

```
[mission 21] $ mv ./8f5cf7a1d414/cb01ae3f972384d4c84bb1018941b7/8806f47f003f2875a719f6/Gold_Coin_2 ~/Forest/Hut/Chest/
```

```
[mission 21] $ mv ./954719733e664ba74527857382c/53e1b9a80548373eee43f/979b2714441e4d772aad4fef3f67/gold_coin_1 ~/Forest/Hut/Chest/
```

## LIVELLO – 22

Mostrare soltanto il contenuto richiesto della pagina che conteneva la ricetta del Tè . Ma siccome la pagina conteneva del materiale Extra , bisognava filtrare le righe da stampare a video

```
~/Mountain/Cave
[mission 22] $ head -n 6 ~/Mountain/Cave/Book_of_potions/page_07
Herbal tea
_____

1) Boil water.
2) Add herbs from the forest.
3) Let it sit for five minutes and drink while hot.

~/Mountain/Cave
[mission 22] $ gsh check

Congratulations, mission 22 has been successfully completed!
```

## LIVELLO – 23

Qua invece il disorso era lo stesso però partendo dal basso escludendo il titolo

```
~/Mountain/Cave
[mission 23] $ tail -n 9 ~/Mountain/Cave/Book_of_potions/page_12
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
[mission 23] $ gsh check

Congratulations, mission 23 has been successfully completed!
```

## LIVELLO - 24

Serviva un'intera ricetta , che comprendeva più pagine

```
~/Mountain/Cave
[mission 24] $ cat ~/Mountain/Cave/Book_of_potions/page_01 ~/Mountain/Cave/Book_of_potions/page_02
Transformation potion
_____
```



## LIVELLO – 25

Stesso principio di prima , ma escludendo delle righe in eccesso

```
~/Mountain/Cave
[mission 25] $ cat ~/Mountain/Cave/Book_of_potions/page_03 ~/Mountain/Cave/Book_of_potions/page_04 | tail -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!
```

## LIVELLO – 26

```
~/Mountain/Cave
[mission 26] $ head -6 ~/Mountain/Cave/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 – 27

Un incantesimo stava infettando il castello, andava eliminato , una volta trovato il processo , è stato eliminato con facilità

```
ps
  PID TTY          TIME CMD
 1410 pts/0    00:00:00 zsh
 1461 pts/0    00:00:00 bash
 1530 pts/0    00:00:00 bash
102169 pts/0    00:00:00 spell
102907 pts/0    00:00:00 ps

~/Mountain/Cave
[mission 27] $

          *#@*
        &_**/~
        !$-#

kill

        *#@*
        &_**/~
        !$-#

102169
```

**LIVELLO – 28**