

Gameshell: raggiunto ultimo livello 42

Traccia:

Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell.

Installazione: Per installare il gioco GameShell, eseguire in ordine i seguenti comandi, assicurarsi di avere connettività ad internet prima e di aver eseguito il comando `sudo apt-get update`.

```
#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
```

Una volta eseguiti i comandi, il gioco può essere lanciato con il comando

```
#bash gameshell.sh
```

Primo livello (missione 1):

```

Mission goal
=====

Go to the top of the main tower of the castle.


Useful commands
=====

cd LOCATION
Move to the given location.
Remark: ``cd`` is an abbreviation for "change directory".

pwd
Show the path to your current location.
Remark: ``pwd`` is an abbreviation for "print working
directory".

ls
Show a list of locations that are currently accessible.
Remark: ``ls`` is an abbreviation of "list".

gsh check
Check if the mission objective has been achieved.

gsh reset
Restart the mission from the beginning.


Remarks
=====

UPPERCASE words appearing in commands are meta-variables:
you need to replace them by appropriate (string) values.

Most filesystems treat uppercase and lowercase characters
differently. Make sure you use the correct path.
```

[mission 1] \$ pwd

```
[mission 1] $ pwd
/home/kali/gameshell/World
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ Castle
Castle: command not found
[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] $ cd First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_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] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 1] $ gsh check

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

Quarantaduesimo livello (missione 42):

```
/s/\
(
  \_/\
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 = "abcdef"
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 ``<``.
```

```
~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "o-za-p" < secret_message
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: dbyb
merlin the enchanter

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ gsh check
What's the key that will make Merlin's chest to appear?
dbyb

Congratulations, mission 42 has been successfully completed!

CONGRATULATIONS!

You have finished all the missions.
```