



2021 Cyber Security Academy - MTU June 8th - 11th
Can You Hack it?

Day 1: Lab 2

Linux Lab – bashcrawl

Before PC games, arcades and consoles, old games used text based display. **Colossal Cave Adventure**, an old text-based, interactive game in the style of "choose your own adventure" books. Early gamers played these obsessively at the DOS or ProDOS command line, struggling to find the right combination of valid syntax and zany fantasy logic to beat the game. Imagine how productive such a struggle could be if the challenge, aside from exploring a virtual medieval dungeon, was to recall valid Bash (linux) commands. That's the pitch for **Bashcrawl**, a Bash-based dungeon crawl you play by learning and using Bash commands.

In **Bashcrawl**, a "dungeon" is created in the form of directories and files on your computer. You explore the dungeon by using the **cd** command to change directory into each room of the dungeon. As **you proceed through directories**, you examine files with **ls -F**, read files with **cat**, **set variables** to collect treasure, and run scripts to fight monsters. Everything you do in the game is a valid Bash command that you can use later in real life, and playing the game provides Bash practice because the "game" is made out of actual directories and files on your computer.

For Example:

```
$ cd ~/Desktop/bashcrawl
$ cd entrance/
$ ls
cellar scroll
$ cat scroll
```

It is pitch black in these catacombs.

You have a magical spell that lists all items in a room.

To see in the dark, type: **ls**

To move around, type: **cd <directory>**

Try looking around this room.

Then move into one of the next rooms.



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EXAMPLE:

```
$ ls  
$ cd cellar
```

Remember to cast ``ls`` when you get into the next room!

Any Questions, please ask and have fun!



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