```
[mission 1] $ pwd
/home/kali/gameshell/World
[mission 1] $ ls -l
total 20
drwxr-xr-x 7 kali kali 4096 Dec  5 08:59 Castle
drwxr-xr-x 2 kali kali 4096 Dec  5 08:59 Forest
drwxr-xr-x 5 kali kali 4096 Dec  5 08:59 Garden
drwxr-xr-x 3 kali kali 4096 Dec  5 08:59 Mountain
drwxr-xr-x 2 kali kali 4096 Dec  5 08:59 Stall
[mission 1] $ cd Castle
[mission 1] $ ls -l
total 20
drwxr-xr-x 2 kali kali 4096 Dec  5 08:59 Cellar
drwxr-xr-x 2 kali kali 4096 Dec  5 08:59 Great_hall
drwxr-xr-x 4 kali kali 4096 Dec  5 08:59 Main_building
drwxr-xr-x 3 kali kali 4096 Dec  5 08:59 Main_tower
drwxr-xr-x 2 kali kali 4096 Dec  5 08:59 Observatory
[mission 1] $ cd Main_tower
[mission 1] $ ls -l
total 4
drwxr-xr-x 3 kali kali 4096 Dec  5 08:59 First_floor
[mission 1] $ cd Fisrst_floor
bash: cd: Fisrst_floor: No such file or directory
[mission 1] $ cd First_floor
[mission 1] $ ls -l
total 4
drwxr-xr-x 3 kali kali 4096 Dec  5 08:59 Second_floor
[mission 1] $ cd eco^C
[mission 1] $ cd Second_floor
[mission 1] $ ls -l
total 4
drwxr-xr-x 2 kali kali 4096 Dec  5 08:59 Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ ls -l
total 0
[mission 1] $ gsh check

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

Il gioco si chiama GameShell, un gioco fatto da 50 livelli.
Il primo livello vediamo due comandi "cd" -change directory e
"ls" list. Grazie al comando "cd" possiamo spostarci tra le cartelle
e il comando "ls" si vede il contenuto delle cartelle.

```
[mission 2] $ pwd
/home/kali/gameshell/World
[mission 2] $ ls -l
total 20
drwxr-xr-x 7 kali kali 4096 Dec  5 08:59 Castle
drwxr-xr-x 2 kali kali 4096 Dec  5 08:59 Forest
drwxr-xr-x 5 kali kali 4096 Dec  5 08:59 Garden
drwxr-xr-x 3 kali kali 4096 Dec  5 08:59 Mountain
drwxr-xr-x 2 kali kali 4096 Dec  5 08:59 Stall
[mission 2] $ cd Castle
[mission 2] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 2] $ cd Cellar
[mission 2] $ cd ..
[mission 2] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 2] $ cd castle
bash: cd: castle: No such file or directory
[mission 2] $ cd Cellar
[mission 2] $ cd
[mission 2] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 2] $ cd Castle
[mission 2] $ cd Cellar
[mission 2] $ ls
barrel_of_apples
[mission 2] $ gsh goal
```
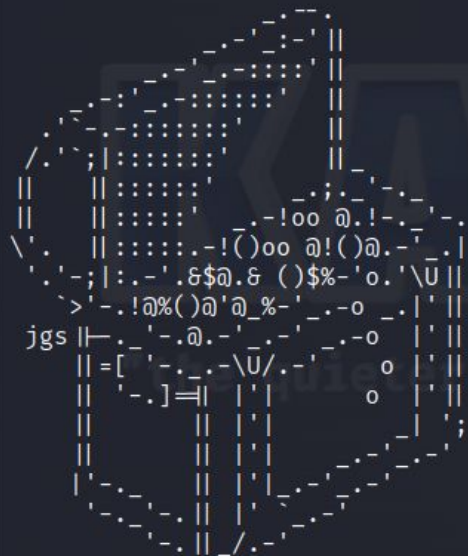
Nel secondo esercizio vediamo tre nuovi comandi,
"cd .." dove ci riporterà alla cartella principale.
"cd -" torneremo al cartella precedente.
"pwd" ci darà il percorso della cartella in cui siamo.

```
[mission 3] $ cd
[mission 3] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 3] $ cd check
bash: cd: check: No such file or directory
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!



                _.--.
              _.-'_:-'||
            _.-'_.-::::'||
         _-:'_.-::::::'  ||
       .'`-.-:::::::'     ||
      /.'`;|:::::::'      ||_
     ||   ||::::::'     _.;._'-._
     ||   ||:::::'  _.-!oo @.!-._'-.
     \'.  ||:::::.-!()oo @!()@.-'_.|
      '.'-;|:.-'.&$@.& ()$%-'o.'\U||
        `>'-.!@%()@'@_%-'_.-o _.|'||
     jgs ||-._'-.@.-'_.-' _.-o  |'||
         ||=[ '-._.-\U/.-'    o |'||
         || '-.]=|| |'|      o  |'||
         ||      || |'|        _| ';
         ||      || |'|    _.-'_.-'
         |'-._   || |'|_.-'_.-'
          '-._'-.|| |' `_.-'
              '-.]=|| _.'
                 '-.][.'
                    '||_/.-'
```

                        Well done!!!

                        From now on, the current location

```
~/Forest
[mission 4] $ ls

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ mkdir Hut/
mkdir: cannot create directory 'Hut/': File exists

~/Forest
[mission 4] $ cd Hut/

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

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

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

Nella quarta missione troviamo il comando:
"mkdir" con il quale possiamo creare nuove cartelle.

```
~/Forest/Hut
[mission 5] $ pwd
/home/kali/gameshell/World/Forest/Hut

~/Forest/Hut
[mission 5] $ cd

~
[mission 5] $ ls
Castle   Forest   Garden   Mountain   Stall

~
[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 barrel_of_apples spider_1 spider_2 spider_3

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

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

In questa missione troviamo il comando:
"rm" acronimo di remove.

```
~
[mission 6] $ cd Garden

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

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 6] $ l
l: command not found

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

~/Garden
[mission 6] $ gsh check

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

Nella sesta missione troviamo la missione il comando:
"mv" acronimo di move, grazie a questo comando possiamo spostare dei file da una cartella all'altra, scrivendo il percorso che si vogliono inserire.

```
~
[mission 7] $ cd


~
[mission 7] $ cd Garden


~/Garden
[mission 7] $ ls -A
.10794_coin_2  .16013_coin_1  .50055_coin_3  Flower_garden  Maze  Shed


~/Garden
[mission 7] $ mv .10794_coin_2  .16013_coin_1  .50055_coin_3 ~/Forest/Hut/Chest


~/Garden
[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!
```

Nella sesta missione troviamo il comando: "ls-a" con il quale potremo visualizzare tutti i file nascosti nella cartella.

```
[mission 8] $ cd

~
[mission 8] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 8] $ cd Castle/Cellar

~/Castle/Cellar
[mission 8] $ ls -A
10513_spider_42  15441_bat_2     21401_spider_37  26528_spider_23  29522_spider_4   31159_bat_3      7097_spider_5
10544_spider_50  16888_spider_12 23425_spider_48  26586_spider_40  30339_spider_18  31757_spider_28  7270_spider_21
10673_spider_16  17714_spider_22 24044_spider_26  26936_spider_36  30538_spider_8   32555_spider_13  8194_spider_27
1186_spider_1    18910_spider_19 2423_spider_14   27216_spider_2   30555_spider_47  3987_spider_34   8516_bat_5
135_spider_7     20267_bat_4     24590_spider_6   27372_spider_10  30597_spider_31  4542_spider_43   9055_spider_9
13967_spider_15  20292_spider_49 25111_spider_35  28048_spider_25  30723_spider_46  495_spider_38    911_spider_33
14426_spider_20  2096_spider_17  25645_spider_24  28442_spider_3   30894_spider_41  5898_spider_29   9752_spider_11
1465_spider_44   21075_spider_32 25881_spider_39  28940_spider_45  31100_bat_1      6345_spider_30

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

~/Castle/Cellar
[mission 8] $ ls -A
15441_bat_2  20267_bat_4  31100_bat_1  31159_bat_3  8516_bat_5

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

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

Lo scopo dell'ottava missione sarà di eliminare tutti i file indesiderati con il comando: rm *name file* si elimineranno tutti i file desiderati.

```
~/Castle/Cellar
[mission 9] $ ls -A
.10223_spider_23    .16632_spider_12    .2296_spider_40     .26464_spider_8     .31212_spider_16    .4783_spider_18
.1127_spider_19     .17381_spider_37    .2304_spider_38     .27838_spider_33    .32104_spider_36    .4860_spider_9
.11552_spider_42    .18300_spider_26    .23083_bat_3        .27999_spider_49    .32693_spider_29    .5045_spider_50
.1272_spider_17     .19203_spider_14    .23320_spider_1     .28306_bat_2        .32696_spider_13    .5908_spider_10
.12961_spider_32    .19293_spider_44    .23463_spider_7     .28691_bat_1        .3287_spider_20     .6690_spider_39
.14113_spider_4     20267_bat_4         .2410_spider_21     .29317_spider_35    .3431_spider_45     .717_spider_2
.15265_spider_43    .20950_spider_28    .24209_spider_34    .2948_spider_27     .3493_bat_5         .7799_spider_22
.15288_spider_31    .21432_bat_4        .24375_spider_46    .30551_spider_47    .3562_spider_6      .8051_spider_41
15441_bat_2         .21502_spider_5     .24703_spider_25    31100_bat_1         .3694_spider_3      8516_bat_5
.16439_spider_48    .22154_spider_24    .26384_spider_30    31159_bat_3         .3855_spider_11     .9910_spider_15

~/Castle/Cellar
[mission 9] $ rm *spider*
rm: cannot remove '*spider*': No such file or directory

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

~/Castle/Cellar
[mission 9] $ ls -A
15441_bat_2   .21432_bat_4   .28306_bat_2   31100_bat_1   .3493_bat_5
20267_bat_4   .23083_bat_3   .28691_bat_1   31159_bat_3   8516_bat_5

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

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

La nona missione è molto simile a quella precedente, solo che i file da rimuovere saranno nascosti, dove utilizzeremo il comando "ls -a".

```
~/Castle/Cellar
[mission 10] $ cd

~
[mission 10] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 10] $ Castle
Castle: command not found

~
[mission 10] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 10] $ cd Castle

~/Castle
[mission 10] $ ls
Cellar/  Great_hall/  Main_building/  Main_tower/  Observatory/

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
20009_stag_head  21880_suit_of_armour  58715_decorative_shield  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_1  standard_2  standard_3  standard_4 ~/Forest/Hut/Chest

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

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

Per il decimo livello troviamo il comando:
"cp" dove ci copierà i file desiderati.