

# EPICODE

## TEST FINE MODULO 2

### GAMESHELL

LIVELLI COMPLETATI 32/42

LIV 1

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

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

LIV 2

```
[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] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[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
[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!
```

LIV 3 [ho dimenticato di fare lo screenshot e non riesco a recuperarlo]

```
~/Castle
[mission 4] $ cd -
/home/kali/gameshell/World

~
[mission 4] $ pwd
/home/kali/gameshell/World

~
[mission 4] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 4] $ cd Forest/

~/Forest
[mission 4] $ ls -hl
total 0

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut/

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

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

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

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

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

~
[mission 5] $ cd Stall

~/Stall
[mission 5] $ ls

~/Stall
[mission 5] $ cd

~
[mission 5] $ cd Mountain/Cave/

~/Mountain/Cave
[mission 5] $ ls
cauldron

~/Mountain/Cave
[mission 5] $ cd

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

~
[mission 5] $ cd Castle

~/Castle
[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory

~/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_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ gsh goal
```

```

[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory

~/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_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ gsh goal
Home
()=(
|
| Mission goal
|
| Go back to the cellar and get rid of all the spiders
|
| Useful commands
|
| rm FILE1 FILE2 ... FILEn
| Delete the files (permanently).
| Remark: ``rm`` is an abbreviation for "remove".
|
)
()=(
|

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

Congratulations, mission 5 has been successfully completed!

```

## LIV 6

```
[mission 6] $ pwd
/home/kali/gameshell/World

~
[mission 6] $ ls
Castle Forest Garden Mountain Stall

~
[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] $ ls
Flower_garden Maze Shed

~/Garden
[mission 6] $ gsh check

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

## LIV 7

```
~/Garden
[mission 7] $ pwd
/home/kali/gameshell/World/Garden

~/Garden
[mission 7] $ ls -a
. .. .21651_coin_1 .21833_coin_2 .40619_coin_3 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .
mv: missing destination file operand after '.'
Try 'mv --help' for more information.

~/Garden
[mission 7] $ mv .21651_coin_1 .21833_coin_2 .40619_coin_3 ~/Forest/Hut/Chest/

~/Garden
[mission 7] $ ls -a
. .. Flower_garden Maze Shed

~/Garden
[mission 7] $ gsh check

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

```

~/Garden
[mission 8] $ pwd
/home/kali/gameshell/World/Garden

~/Garden
[mission 8] $ cd
~/Garden

[mission 8] $ pwd
/home/kali/gameshell/World

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

~
[mission 8] $ cd Castle

~/Castle
[mission 8] $ ls
Cellar Great_hall Main_building Main_tower Observatory

~/Castle
[mission 8] $ Cellar
Cellar: command not found

~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ ls
10274_spider_31 11473_spider_48 15398_spider_45 17945_spider_44 21992_spider_47 26530_spider_1 29666_spider_38 4411_spider_16 6093_spider_50 982_bat_5
10423_spider_26 11530_spider_30 15543_spider_5 18001_spider_2 22963_spider_46 26653_spider_3 29912_spider_29 4475_spider_39 648_spider_22 barrel_of_apples
1045_spider_23 12589_spider_24 15837_spider_35 19406_spider_7 23690_spider_27 26852_spider_41 304_spider_33 4953_bat_1 6830_spider_40
10768_spider_49 12590_spider_42 17407_bat_4 21027_spider_19 24395_spider_20 26887_spider_21 30525_spider_9 5238_spider_10 867_spider_25
11187_bat_3 12715_spider_37 17635_spider_43 21661_spider_28 24965_bat_2 27811_spider_32 30673_spider_11 5274_spider_15 8845_spider_14
11432_spider_36 14336_spider_12 17885_spider_8 21914_spider_17 25759_spider_13 2833_spider_6 32156_spider_18 542_spider_34 9686_spider_4

~/Castle/Cellar
[mission 8] $ ls -A
10274_spider_31 11473_spider_48 15398_spider_45 17945_spider_44 21992_spider_47 26530_spider_1 29666_spider_38 4411_spider_16 6093_spider_50 982_bat_5
10423_spider_26 11530_spider_30 15543_spider_5 18001_spider_2 22963_spider_46 26653_spider_3 29912_spider_29 4475_spider_39 648_spider_22 barrel_of_apples
1045_spider_23 12589_spider_24 15837_spider_35 19406_spider_7 23690_spider_27 26852_spider_41 304_spider_33 4953_bat_1 6830_spider_40
10768_spider_49 12590_spider_42 17407_bat_4 21027_spider_19 24395_spider_20 26887_spider_21 30525_spider_9 5238_spider_10 867_spider_25
11187_bat_3 12715_spider_37 17635_spider_43 21661_spider_28 24965_bat_2 27811_spider_32 30673_spider_11 5274_spider_15 8845_spider_14
11432_spider_36 14336_spider_12 17885_spider_8 21914_spider_17 25759_spider_13 2833_spider_6 32156_spider_18 542_spider_34 9686_spider_4

~/Castle/Cellar
[mission 8] $ rm -v *.spider_*
removed '10274_spider_31'
removed '10423_spider_26'
removed '1045_spider_23'

```

```

removed '19406_spider_7'
removed '21027_spider_19'
removed '21661_spider_28'
removed '21914_spider_17'
removed '21992_spider_47'
removed '22963_spider_46'
removed '23690_spider_27'
removed '24395_spider_20'
removed '25759_spider_13'
removed '26530_spider_1'
removed '26653_spider_3'
removed '26852_spider_41'
removed '26887_spider_21'
removed '27811_spider_32'
removed '2833_spider_6'
removed '29666_spider_38'
removed '29912_spider_29'
removed '304_spider_33'
removed '30525_spider_9'
removed '30673_spider_11'
removed '32156_spider_18'
removed '4411_spider_16'
removed '4475_spider_39'
removed '5238_spider_10'
removed '5274_spider_15'
removed '542_spider_34'
removed '6093_spider_50'
removed '648_spider_22'
removed '6830_spider_40'
removed '867_spider_25'
removed '8845_spider_14'
removed '9686_spider_4'

~/Castle/Cellar
[mission 8] $ ls -a
. .. 11187_bat_3 17407_bat_4 24965_bat_2 4953_bat_1 982_bat_5 barrel_of_apples

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

Congratulations, mission 8 has been successfully completed!

```

## LIV 9

```
~/Castle/Cellar
[mission 9] $ ls -a
.                .12511_spider_39  .17970_spider_24  .21291_spider_15  .23120_bat_1      .25865_spider_12  .28160_spider_48  .4933_spider_7    .9097_spider_38
..               .13558_spider_36  .19159_spider_29  .21294_spider_47  .23645_spider_46  .25917_bat_2      .28742_spider_44  .4953_bat_1       .9348_spider_23
.10208_spider_5  .13846_spider_11  .20046_spider_14  .21390_spider_45  .23660_spider_1   .26205_spider_19  .29689_bat_4      .5620_spider_17   .9794_spider_30
.10491_spider_33 .14551_spider_13  .20398_spider_2   .21489_spider_22  .23819_spider_25  .26731_spider_35  .3030_spider_40   .6968_bat_3       .982_bat_5
.10713_spider_16 .15434_bat_5      .2047_spider_27   .21667_spider_20  .24107_spider_50  .26769_spider_8   .30711_spider_3   .702_spider_49    .9895_spider_32
11187_bat_3      .17407_bat_4      .20574_spider_31  .21870_spider_37  .24965_bat_2      .27039_spider_10  .30910_spider_4   .7490_spider_42   .9990_spider_28
.11631_spider_18 .17707_spider_6    .20941_spider_9   .21989_spider_21  .25257_spider_34  .28108_spider_43  .31834_spider_26  .8427_spider_41   barrel_of_apples

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

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

~/Castle/Cellar
[mission 9] $ pwd
/home/kali/gameshell/World/Castle/Cellar

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

~/Castle/Cellar
[mission 9] $ ls -a
.  ..  11187_bat_3  .15434_bat_5  17407_bat_4  .23120_bat_1  24965_bat_2  .25917_bat_2  .29689_bat_4  4953_bat_1  .6968_bat_3  982_bat_5  barrel_of_apples

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

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

## LIV 10

```
-rw-r--r-- 1 kali kali 47 Dec 15 17:28 standard_2
-rw-r--r-- 1 kali kali 47 Dec 15 17:28 standard_3
-rw-r--r-- 1 kali kali 46 Dec 15 17:28 standard_4

~/Castle/Great_hall
[mission 10] $ nano standard_!

~/Castle/Great_hall
[mission 10] $ nano standard_1

~/Castle/Great_hall
[mission 10] $ cat standard_1
93a104971588e000edbd3b6f3da30d5b94462828@15782

~/Castle/Great_hall
[mission 10] $ cat standard_2
342815846b06eeb7d61a03c4d4e269cfebee9871@45692

~/Castle/Great_hall
[mission 10] $ cat standard_3
f41406bdbf5f5cb375d4d08bf0008c4f4612e8d3@34783

~/Castle/Great_hall
[mission 10] $ cat standard_4
f09f7a67bc878f35ce41559a8dafb73bb1d50541@2884

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

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

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



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

~/Castle/Great_hall
[mission 11] $ ls
13852_tapestry_04  23918_suit_of_armour  33570_tapestry_03  48002_t
16030_tapestry_09  24029_tapestry_06    40465_tapestry_01  55364_d
17157_tapestry_05  30959_tapestry_02    45745_tapestry_10  55874_s

~/Castle/Great_hall
[mission 11] $ ls -hl
total 68K
-rw-r--r-- 1 kali kali 3.8K Dec 15 17:38 13852_tapestry_04
-rw-r--r-- 1 kali kali 574 Dec 15 17:38 16030_tapestry_09
-rw-r--r-- 1 kali kali 786 Dec 15 17:38 17157_tapestry_05
-rw-r--r-- 1 kali kali 1.1K Dec 15 17:38 23918_suit_of_armour
-rw-r--r-- 1 kali kali 786 Dec 15 17:38 24029_tapestry_06
-rw-r--r-- 1 kali kali 1.3K Dec 15 17:38 30959_tapestry_02
-rw-r--r-- 1 kali kali 1.2K Dec 15 17:38 33570_tapestry_03
-rw-r--r-- 1 kali kali 1.2K Dec 15 17:38 40465_tapestry_01
-rw-r--r-- 1 kali kali 3.8K Dec 15 17:38 45745_tapestry_10
-rw-r--r-- 1 kali kali 574 Dec 15 17:38 48002_tapestry_08
-rw-r--r-- 1 kali kali 417 Dec 15 17:38 55364_decorative_shield
-rw-r--r-- 1 kali kali 229 Dec 15 17:38 55874_stag_head
-rw-r--r-- 1 kali kali 1.3K Dec 15 17:38 61017_tapestry_07
-rw-r--r-- 1 kali kali 47 Dec 15 17:28 standard_1
-rw-r--r-- 1 kali kali 47 Dec 15 17:28 standard_2
-rw-r--r-- 1 kali kali 47 Dec 15 17:28 standard_3
-rw-r--r-- 1 kali kali 46 Dec 15 17:28 standard_4

~/Castle/Great_hall
[mission 11] $ gsh check

Congratulations, mission 11 has been successfully completed!
```

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

~/Castle
[mission 12] $ cd Main_tower/

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

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

~/Castle/Main_tower/First_floor
[mission 12] $ ls -hl
total 16K
-rw-r--r-- 1 kali kali 1.5K Mar  4 1986 painting_GjngfMRm
-rw-r--r-- 1 kali kali 1.1K Apr  1 2011 painting_HpBVlXhg
-rw-r--r-- 1 kali kali 1.5K Dec 12 2002 painting_kZloMvVi
drwxr-xr-x 3 kali kali 4.0K Dec 15 13:48 Second_floor/

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

~/Castle/Main_tower/First_floor
[mission 12] $ gsh chesck
Error: unknown gsh command 'chesck'.
Use one of the following commands:  check, goal, help, reset

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

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

LIV 13

```

      July                August                September
Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr
      1  2              1  2  3  4  5  6      1  2
3  4  5  6  7  8  9    7  8  9 10 11 12 13    4  5  6  7  8  9
10 11 12 13 14 15 16   14 15 16 17 18 19 20   11 12 13 14 15 16
17 18 19 20 21 22 23   21 22 23 24 25 26 27   18 19 20 21 22 23
24 25 26 27 28 29 30   28 29 30 31           25 26 27 28 29 30
31

      October            November            December
Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr
      1                1  2  3  4  5          1  2
2  3  4  5  6  7  8    6  7  8  9 10 11 12    4  5  6  7  8  9
9 10 11 12 13 14 15   13 14 15 16 17 18 19   11 12 13 14 15 16
16 17 18 19 20 21 22  20 21 22 23 24 25 26   18 19 20 21 22 23
23 24 25 26 27 28 29  27 28 29 30           25 26 27 28 29 30
30 31

~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 10-23-2016?
1 : Monday
2 : Tuesday
3 : Wednesday
4 : Thursday
5 : Friday
6 : Saturday
7 : Sunday
Your answer: 7

Congratulations, mission 13 has been successfully completed!

```

LIV 14

```

~/Castle/Main_tower/First_floor
[mission 14] $ alias la='ls -A'

~/Castle/Main_tower/First_floor
[mission 14] $ ls
painting_GjngfMRm  painting_HpBVlXhg  painting_kZloMvVi  Second_floor/

~/Castle/Main_tower/First_floor
[mission 14] $ la
.nice_rock  painting_GjngfMRm  painting_HpBVlXhg  painting_kZloMvVi  Second_floor/

~/Castle/Main_tower/First_floor
[mission 14] $ gsh check

Congratulations, mission 14 has been successfully completed!

```

LIV 15

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

~/Castle/Main_tower/First_floor
[mission 15] $ gsh check
The file '/home/kali/gameshell/World/Forest/Hut/Chest/journal.txt' doesn't exist ..

Sorry, mission 15 hasn't been completed.

Home

|                                     |
--+-----+-----+-----+-----+
| Use the command                    |
| $ gsh help                        |
| to get the list of "gsh" commands. |
--+-----+-----+-----+-----+
|                                     |

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

~/Castle/Main_tower/First_floor
[mission 15] $ gsh check

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

LIV 16

```
~/Castle/Main_tower/First_floor
[mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'

~/Castle/Main_tower/First_floor
[mission 16] $ gsh check

Congratulations, mission 16 has been successfully completed!
```

## LIV 17

```
~/Castle/Cellar
[mission 17] $ la
11187_bat_3 17407_bat_4 24965_bat_2 .29689_bat_4 .6968_bat_3 barrel_of_apples
.15434_bat_5 .23120_bat_1 .25917_bat_2 4953_bat_1 982_bat_5 .Lair_of_the_spider_queen rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH/

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH/

~/Castle/Cellar/.Lair_of_the_spider_queen rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH
[mission 17] $ la
efMJZgNcxBtpRRGO_spider_queen_SnDhqMJBjPGHCajV xhpWsUHWoZiLLZeC_baby_bat_tyfndUaVDgyHdosr

~/Castle/Cellar/.Lair_of_the_spider_queen rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH
[mission 17] $ rm efMJZgNcxBtpRRGO_spider_queen_SnDhqMJBjPGHCajV

~/Castle/Cellar/.Lair_of_the_spider_queen rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH
[mission 17] $ gsh check
Perfect, it took you only 15 seconds to complete this mission!

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

## LIV 18

```
~/Castle/Cellar/.Lair_of_the_spider_queen rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH
[mission 18] $ xeyes
^C

~/Castle/Cellar/.Lair_of_the_spider_queen rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH
[mission 18] $ b xeyes
b: command not found

~/Castle/Cellar/.Lair_of_the_spider_queen rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH
[mission 18] $ xeyes &
[1] 19474

~/Castle/Cellar/.Lair_of_the_spider_queen rRwkeVaIgUquvUfr hwikKLNSFjTOBkpH
[mission 18] $ gsh check

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

```

~/Garden/Maze
[mission 19] $ cd Garden/Maze
bash: cd: Garden/Maze: No such file or directory

~/Garden/Maze
[mission 19] $ cd

~ File System
[mission 19] $ cd Garden/Maze

~/Garden/Maze
[mission 19] $ ls
40c1b025efd88623fe8027/  7a8471392052cbf6d040d9d1e0312b3/

~/Garden/Maze
[mission 19] $ cd 7a8471392052cbf6d040d9d1e0312b3/

~/Garden/Maze/7a8471392052cbf6d040d9d1e0312b3
[mission 19] $ ls
89bb42685047282fd/  943dbbfcf1c84ce2db04b7653be0f9b/

~/Garden/Maze/7a8471392052cbf6d040d9d1e0312b3
[mission 19] $ cd 943dbbfcf1c84ce2db04b7653be0f9b/

~/Garden/Maze/7a8471392052cbf6d040d9d1e0312b3/943dbbfcf1c84ce2db04b7653be0f9b
[mission 19] $ ls
8de444b33acb012356e8efcc74/  ba89cf9f3c52/

~/Garden/Maze/7a8471392052cbf6d040d9d1e0312b3/943dbbfcf1c84ce2db04b7653be0f9b
[mission 19] $ cd ba89cf9f3c52/

~/Garden/Maze/7a8471392052cbf6d040d9d1e0312b3/943dbbfcf1c84ce2db04b7653be0f9b/ba89cf9f3c52
[mission 19] $ ls
00000_copper_coin_00000

~/Garden/Maze/7a8471392052cbf6d040d9d1e0312b3/943dbbfcf1c84ce2db04b7653be0f9b/ba89cf9f3c52
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/7a8471392052cbf6d040d9d1e0312b3/943dbbfcf1c84ce2db04b7653be0f9b/ba89cf9f3c52
[mission 19] $ gsh check

Congratulations, mission 19 has been successfully completed!

```

## LIV 20

```

├── c12708abdb1a17
│   └── 00000_silver_coin_00000
├── f065dab2589c
├── f241682e5
├── d0eca9bd2c065f
│   ├── 67882fc6f6d7
│   ├── 835aa8fa22b00541aa83f
│   └── cc0f7a555
├── 8510598a05d1f
│   ├── 29bf6c2c
│   ├── 29e58d86d1bcb2
│   ├── 40da97510347c663502dcb21c97523
│   ├── 6d3752e7881c01
│   ├── 30a37e0a96
│   ├── 0956d5df355a0a778f904a9c8225
│   ├── 23183b29a943cba19c159cc535cd208
│   ├── c892312a6c5208e490e
│   ├── e4743d4de3ca62829c809805ad6d
│   ├── 3caa3586fe44aca00b3b6d42a469fb5
│   ├── 4319148e5d35c7
│   ├── 9d8bcb05d1c8535fa59
├── f44fef417d48d627947124daa280c7b
│   ├── 077e5e323
│   ├── 08d2385d384ad4bac
│   ├── 7794a5709f5342ec57c8a2bda
│   ├── 9961ff1c5618e7cb
│   ├── 58fedcb416641e
│   ├── 0c13a94dcefc483e7956
│   ├── 4f105e29d15
│   ├── 5730587e36f27f1c45
│   ├── 98f9d39c7292
│   ├── 010c3cb5c2c7b
│   ├── 20880636b11dade08f6d8a
│   └── 663409d1bbc3225bcb
└── 40 directories, 1 file

~/Garden/Maze
[mission 20] $ mv 3218abed564a7ca14d5/c8cac434a0918eb5779758d3f/c12708abdb1a17/00000_silver_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze
[mission 20] $ gsh check

```

## LIV 21

```

~/Garden/Maze
[mission 21] $ find . -iname *gold*
./4b4e97f0c0bcb6d/f81e599b/5a117a6f1d56cc7b41caf2c72e/Gold_Coin_2
./4b4e97f0c0bcb6d/2d8bfd9e57ea/5cb8f50397ad9ce653343db615/gold_coin_1

~/Garden/Maze
[mission 21] $ mv ./4b4e97f0c0bcb6d/f81e599b/5a117a6f1d56cc7b41caf2c72e/Gold_Coin_2 ~/Forest/Hut/Chest

~/Garden/Maze
[mission 21] $ mv ./4b4e97f0c0bcb6d/2
2d8bfd9e57ea/                2e5b5eedc18139ff7e5703/

~/Garden/Maze
[mission 21] $ mv ./4b4e97f0c0bcb6d/2
2d8bfd9e57ea/                2e5b5eedc18139ff7e5703/

~/Garden/Maze
[mission 21] $ mv ./4b4e97f0c0bcb6d/2d8bfd9e57ea/5cb8f50397ad9ce653343db615/gold_coin_1 ~/Forest/Hut/Chest

~/Garden/Maze
[mission 21] $ gsh check

Congratulations, mission 21 has been successfully completed!

```

```

[mission 22] $ ls -l
total 20
drwxr-xr-x 7 kali kali 4096 Dec 15 13:48 Castle/
drwxr-xr-x 3 kali kali 4096 Dec 15 14:10 Forest/
drwxr-xr-x 5 kali kali 4096 Dec 15 14:36 Garden/
drwxr-xr-x 3 kali kali 4096 Dec 15 13:48 Mountain/
drwxr-xr-x 2 kali kali 4096 Dec 15 13:48 Stall/

~ File System
[mission 22] $ cd Mountain/

~/Mountain
[mission 22] $ ls -l
total 4
drwxr-xr-x 3 kali kali 4096 Dec 16 15:56 Cave/

~ Home
~/Mountain
[mission 22] $ cd Cave/

~/Mountain/Cave
[mission 22] $ ls -l
total 8
drwxr-xr-x 2 kali kali 4096 Dec 16 15:56 Book_of_potions/
-rw-r--r-- 1 kali kali 434 Dec 16 15:56 servillus

~/Mountain/Cave
[mission 22] $ cat servillus
224c78c04cd6bee41738af73b1bf2b5ad6b628d8@48631

      ^/\      .
     ^  `v'
    /\_/\      I      0 o
   //..\\      I      .
  \].`[/      I
 /l\j\      (]      . 0
/. ~ , \I
 \L_j^ \I      o
  \--v}      I      o .
 |      |      I
 |      |      I c(' ')o
 |      l      I  \.  /
_/_j  L l\_I  _//^--^\\_

~~~~~ Row

~/Mountain/Cave
[mission 22] $ cat Book_of_potions/

```



```

~/Mountain/Cave/Book_of_potions
[mission 22] $ ls -l
total 56
-rw-r--r-- 1 kali kali 436 Dec 16 16:10 page_01
-rw-r--r-- 1 kali kali 492 Dec 16 16:10 page_02
-rw-r--r-- 1 kali kali 422 Dec 16 16:10 page_03
-rw-r--r-- 1 kali kali 389 Dec 16 16:10 page_04
-rw-r--r-- 1 kali kali 48 Dec 16 16:10 page_05
-rw-r--r-- 1 kali kali 55 Dec 16 16:10 page_06
-rw-r--r-- 1 kali kali 264 Dec 16 16:10 page_07
-rw-r--r-- 1 kali kali 229 Dec 16 16:10 page_08
-rw-r--r-- 1 kali kali 420 Dec 16 16:10 page_09
-rw-r--r-- 1 kali kali 387 Dec 16 16:10 page_10
-rw-r--r-- 1 kali kali 415 Dec 16 16:10 page_11
-rw-r--r-- 1 kali kali 431 Dec 16 16:10 page_12
-rw-r--r-- 1 kali kali 250 Dec 16 16:10 page_13
-rw-r--r-- 1 kali kali 744 Dec 16 16:10 table_of_contents

~/Mountain/Cave/Book_of_potions
[mission 22] $ cat table_of_contents
1. Transformation potion _____ pages 1-2
2. Elixir of youth _____ pages 3-4
3. Philter of love _____ page 5
4. Bottled death (powerful poison) _____ page 6
5. Herbal tea _____ page 7
6. Draft of invisibility _____ pages 7-8
7. Homeopathic healing potion (part 1) _____ pages 8-9
8. Homeopathic healing potion (part 2) _____ page 10
9. Homeopathic healing potion (part 3) _____ page 11
10. Toadstool stew _____ page 12
11. Distilled water _____ page 13
12. King's ale _____ Page 13

~/Mountain/Cave/Book_of_potions
[mission 22] $ cat page_07

```

```

~/Mountain/Cave/Book_of_potions
[mission 22] $ head -6 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/Book_of_potions
[mission 22] $ cd ..

~/Mountain/Cave
[mission 22] $ head -6 page_07
head: cannot open 'page_07' for reading: No such file or directory

~/Mountain/Cave
[mission 22] $ ls
Book_of_potions/ servillus

~/Mountain/Cave
[mission 22] $ head -6 ./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!

```

```
[mission 23] $ cat Book_of_potions/table_of_contents
1. Transformation potion _____ pages 1-2
2. Elixir of youth _____ pages 3-4
3. Philter of love _____ page 5
4. Bottled death (powerful poison) _____ page 6
5. Herbal tea _____ page 7
6. Draft of invisibility _____ pages 7-8
7. Homeopathic healing potion (part 1) _____ pages 8-9
8. Homeopathic healing potion (part 2) _____ page 10
9. Homeopathic healing potion (part 3) _____ page 11
10. Toadstool stew _____ page 12
11. Distilled water _____ page 13
12. King's ale _____ Page 13
```

```
~/Mountain/Cave
```

```
[mission 23] $ cat Book_of_potions/page_12
```

```
Toadstool stew
```

---

- 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] $ tail -9 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
```

```
~/Mountain/Cave
[mission 24] $ cat Book_of_potions/table_of_contents
1. Transformation potion _____ pages 1-2
2. Elixir of youth _____ pages 3-4
3. Philter of love _____ page 5
4. Bottled death (powerful poison) _____ page 6
5. Herbal tea _____ page 7
6. Draft of invisibility _____ pages 7-8
7. Homeopathic healing potion (part 1) _____ pages 8-9
8. Homeopathic healing potion (part 2) _____ page 10
9. Homeopathic healing potion (part 3) _____ page 11
10. Toadstool stew _____ page 12
11. Distilled water _____ page 13
12. King's ale _____ Page 13

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

1) Boil water in a cauldron.
2) Add 3 measures of fluxweed to the cauldron.
3) Add 2 bundles of knotgrass to the cauldron.
4) Stir 4 times, clockwise.
5) Wave your wand then let potion brew for 80 minutes.
6) Add 4 leeches to the cauldron.
7) Crush 2 scoops of lacewing flies to a fine paste.
8) Add 2 measures of the crushed lacewings to the cauldron.
9) Heat for 30 seconds on a low heat.
10) Add 3 measures of boomslang skin to the cauldron.
11) Crush a bicorn horn into a fine powder.
12) Add 1 measure of the crushed horn to the cauldron.
13) Heat for 20 seconds at a high temperature.
14) Wave your wand then let potion brew for 24 hours.
15) Add 1 additional scoop of lacewings to the cauldron.
16) Stir 3 times, counter-clockwise.
17) Split potion into multiple doses, if desired.
18) Add a pieces of the person you wish to become.
19) Wave your wand to complete the potion.

~/Mountain/Cave
[mission 24] $ gsh check

Congratulations, mission 24 has been successfully completed!
```

```
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.

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

```
~/Mountain/Cave
[mission 26] $ cat Book_of_potions/table_of_contents
1. Transformation potion _____ pages 1-2
2. Elixir of youth _____ pages 3-4
3. Philter of love _____ page 5
4. Bottled death (powerful poison) _____ page 6
5. Herbal tea _____ page 7
6. Draft of invisibility _____ pages 7-8
7. Homeopathic healing potion (part 1) _____ pages 8-9
8. Homeopathic healing potion (part 2) _____ page 10
9. Homeopathic healing potion (part 3) _____ page 11
10. Toadstool stew _____ page 12
11. Distilled water _____ page 13
12. King's ale _____ Page 13

~/Mountain/Cave
[mission 26] $ cat Book_of_potions/page_13
Distilled water
_____

1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

King's ale
_____

1) Go to the castle's cellar and grab a bottle.
2) Serve cold, in a pint.

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

```
~/Mountain/Cave
[mission 27] $

      *#@*
      6_**/~
      !$-#

      *#@*
      6_**/~
      !$-#

ps
  PID TTY          TIME CMD
  1298 pts/0    00:00:00 zsh
  1530 pts/0    00:00:00 bash
  1596 pts/0    00:00:01 bash
  71865 pts/0   00:00:00 spell
  72786 pts/0   00:00:00 ps

~/Mountain/Cave
[mission 27] $

      *#@*
      6_**/~
      !$-#

      *#@*
```

```
~/Mountain/Cave
[mission 27] $

      *#@*
      6_**/~
      !$-#

^C

~/Mountain/Cave
[mission 27] $ kill
      *#@*
      6_**/~
      !$-#

71865

~/Mountain/Cave
[mission 27] $ gsh check

Congratulations, mission 27 has been successfully completed!
```

```
~/Mountain/Cave
[mission 28] $ kill -

s KI

LL

Home

76803
```

```
~/Mountain/Cave
[mission 28] $ kill -s KILL 768

^C

~/Mountain/Cave
[mission 28] $ kill

-s KILL

77374

~/Mountain/Cave
[mission 28] $ gsh check

Congratulations, mission 28 has been successfully completed!
```

## LIV 29

```

graph TD
    wireplumber -- 5*[{wireplumber}]
    xfce4-notifyd -- 3*[{xfce4-notifyd}]
    xfconfd -- 3*[{xfconfd}]
    systemd-journal
    systemd-logind
    systemd-udev
    test-proc-name -- sleep
    udisksd -- 5*[{udisksd}]
    upowerd -- 3*[{upowerd}]
    xcaped -- {xcaped}

    bash1596[bash(1596)] --- mischievous_imp174390[mischievous_imp(174390)]
    mischievous_imp174390 --- spell174402[spell(174402)]
    mischievous_imp174390 --- spell174404[spell(174404)]
    mischievous_imp174390 --- spell174406[spell(174406)]
    mischievous_imp174390 --- tail174408[tail(174408)]
    mischievous_imp174390 --- nice_fairy174389[nice_fairy(174389)]
    nice_fairy174389 --- spell174398[spell(174398)]
    nice_fairy174389 --- spell174399[spell(174399)]
    nice_fairy174389 --- spell174401[spell(174401)]
    nice_fairy174389 --- tail174403[tail(174403)]
    mischievous_imp174390 --- pstree180989[pstree(180989)]

    spell174402 --- sleep180906[sleep(180906)]
    spell174404 --- sleep180980[sleep(180980)]
    spell174406 --- sleep180823[sleep(180823)]
    spell174398 --- sleep180904[sleep(180904)]
    spell174399 --- sleep180973[sleep(180973)]
    spell174401 --- sleep180832[sleep(180832)]

    ~/Castle/Cellar
    [mission 29] $ pstree -p $$
    bash(1596)
    mischievous_imp(174390)
    spell(174402)
    spell(174404)
    spell(174406)
    tail(174408)
    nice_fairy(174389)
    spell(174398)
    spell(174399)
    spell(174401)
    tail(174403)
    pstree(180989)

    ~/Castle/Cellar
    [mission 29] $ kill -s TERM 174402 174404 174406

    ~/Castle/Cellar
    [mission 29] $ rm *coal*

    ~/Castle/Cellar
    [mission 29] $ gsh check

    Congratulations, mission 29 has been successfully completed!

```

## LIV 30

```

~/Castle/Cellar
[mission 30] $ gsh check
26 + 95 = ?? 121
50 + 18 = ?? 68
48 + 98 = ?? 146
96 + 74 = ?? 170
36 + 34 = ?? 70

Congratulations, mission 30 has been successfully completed!

```



## LIV 31

```

2278
3510
145
372
513
3074
1540
44
3339
7695
4899
2772
1008
1408
4512
2436
460
5920
6480

~/Castle/Main_building/Library
[mission 31] $ gsh check < Mathematics_101
41 * 63 = ?? 51 * 94 = ?? 34 * 56 = ?? 51 * 3 = ?? 83 * 83 = ?? 60 * 53 = ?? 10 * 15 = ?? 45 * 28 = ?? 54 * 14 = ?? 86
* 94 = ?? 13 * 59 = ?? 8 * 16 = ?? 85 * 46 = ?? 86 * 35 = ?? 29 * 14 = ?? 59 * 86 = ?? 73 * 95 = ?? 81 * 73 = ?? 45 * 5
2 = ?? 46 * 87 = ?? 61 * 65 = ?? 19 * 85 = ?? 34 * 44 = ?? 27 * 48 = ?? 21 * 52 = ?? 40 * 52 = ?? 54 * 88 = ?? 75 * 81
?? 16 * 98 = ?? 14 * 52 = ?? 88 * 40 = ?? 18 * 19 = ?? 97 * 83 = ?? 10 * 16 = ?? 89 * 8 = ?? 92 * 4 = ?? 7 * 45 = ?? 7
* 79 = ?? 61 * 82 = ?? 13 * 86 = ?? 69 * 86 = ?? 31 * 28 = ?? 40 * 52 = ?? 67 * 95 = ?? 8 * 55 = ?? 55 * 90 = ?? 81 * 5
1 = ?? 89 * 36 = ?? 46 * 93 = ?? 26 * 35 = ?? 75 * 73 = ?? 51 * 55 = ?? 55 * 26 = ?? 78 * 40 = ?? 62 * 41 = ?? 4 * 72 =
?? 1 * 68 = ?? 13 * 98 = ?? 85 * 4 = ?? 74 * 10 = ?? 61 * 12 = ?? 43 * 22 = ?? 7 * 24 = ?? 67 * 34 = ?? 54 * 65 = ?? 5
53 = ?? 44 * 35 = ?? 1 * 44 = ?? 53 * 63 = ?? 95 * 81 = ?? 71 * 69 = ?? 36 * 77 = ?? 42 * 24 = ?? 32 * 44 = ?? 48 * 94
= ?? 90 * 72 = ??
Congratulations, mission 31 has been successfully completed!

```

## LIV 32

```

candle      grimoire_13799 grimoire_17224 grimoire_20311 grimoire_22604 grimoire_25789 grimoire_28658 grimoire_30687 grimoire_5692 grimoire_9247
Drawer/     grimoire_13870 grimoire_17342 grimoire_21108 grimoire_22851 grimoire_26 grimoire_29093 grimoire_32158 grimoire_5721 grimoire_9472
grimoire_10096 grimoire_14043 grimoire_17637 grimoire_2115 grimoire_23533 grimoire_26406 grimoire_2916 grimoire_3668 grimoire_6304 grimoire_9626
grimoire_10120 grimoire_14946 grimoire_17655 grimoire_21260 grimoire_24071 grimoire_26429 grimoire_29365 grimoire_3772 grimoire_6377
grimoire_11071 grimoire_1501 grimoire_17742 grimoire_21388 grimoire_24184 grimoire_26893 grimoire_29486 grimoire_405 grimoire_6549
grimoire_11345 grimoire_15452 grimoire_1802 grimoire_21519 grimoire_24275 grimoire_27134 grimoire_29498 grimoire_4296 grimoire_6905
grimoire_11347 grimoire_16227 grimoire_18268 grimoire_21591 grimoire_24787 grimoire_28010 grimoire_2976 grimoire_4614 grimoire_7425
grimoire_11553 grimoire_16619 grimoire_19014 grimoire_21628 grimoire_24947 grimoire_28133 grimoire_29850 grimoire_4655 grimoire_8281
grimoire_12328 grimoire_16674 grimoire_19657 grimoire_22005 grimoire_25116 grimoire_28283 grimoire_30192 grimoire_5000 grimoire_8725
grimoire_1235 grimoire_16857 grimoire_19906 grimoire_22025 grimoire_25288 grimoire_28513 grimoire_30432 grimoire_546 grimoire_9031
grimoire_12623 grimoire_16948 grimoire_20287 grimoire_22370 grimoire_25435 grimoire_28589 grimoire_30463 grimoire_561 grimoire_9181

~/Castle/Main_building/Library
[mission 32] $ ls Drawer/
ls: cannot access 'Drawer/': No such file or directory

~/Castle/Main_building/Library
[mission 32] $ cd Drawer/
bash: cd: Drawer/: No such file or directory

~/Castle/Main_building/Library
[mission 32] $ ls Merlin_s_office/grimoire_* > Merlin_s_office/Drawer/inventory.txt

~/Castle/Main_building/Library
[mission 32] $ less Merlin_s_office/Drawer/inventory.txt

~/Castle/Main_building/Library
[mission 32] $ ls grimoire_* > Drawer/inventory.txt
bash: Drawer/inventory.txt: No such file or directory

~/Castle/Main_building/Library
[mission 32] $ cd Merlin_s_office

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls grimoire_* > Drawer/inventory.txt

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ gsh check

Congratulations, mission 32 has been successfully completed!

```

PS: Per Mancanza di Tempo sono riuscito ad arrivare fin qui. Ma mi sono promesso di portare a termine ugualmente il Gameshell.

