

Completare i primi 10 livelli del gioco gameshell su kali Linux

Di seguito sono riportate le immagini con le soluzioni dei vari livelli:

```
[use 'gsh help' to get a list of available commands]
[mission 1] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ gsh check

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

```
[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ gsh check

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

```
[mission 3] $ cd

[use 'gsh help' to get a list of available commands]
[mission 3] $ cd Castle/Main_building/Throne_room

[use 'gsh help' to get a list of available commands]
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!
```

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

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

```
~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples  bat_1  bat_2
```

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

Congratulations, mission 5 has been successfully completed!

```
~/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!

```
~/Garden
[mission 7] $ ls -A
.31295_coin_2  .40019_coin_3  .62945_coin_1  Flower_garden  Maze  Shed
```

```
~/Garden
[mission 7] $ mv .31295_coin_2 .40019_coin_3 .62945_coin_1 ~/Forest/Hut/Chest
```

```
~/Garden
[mission 7] $ gsh check
```

Congratulations, mission 7 has been successfully completed!

```
~/Castle/Cellar
[mission 8] $ ls
10709_bat_5  18141_bat_2  18460_bat_4  29778_bat_1  7042_bat_3  barrel_of_apples
```

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

Congratulations, mission 8 has been successfully completed!

```
~/Castle/Cellar
[mission 9] $ mv .*_spider_* ~/Castle/Main_building
```

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

Congratulations, mission 9 has been successfully completed!

```
~/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!