

# Cybersecurity Analyst

Week 8 - W8D4 Pratica

# M2: Pratica

## Traccia

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

**LIVELLO 1**

```
23 directories, 10 files
[mission 1] $ cd Castle/Main_tower
[mission 1] $ cd First_floor/Second_floor/Top_of_the_tower
[mission 1] $ gsh check
```

Congratulations, mission 1 has been successfully completed!

**LIVELLO 2**

```
/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!

**LIVELLO 3**

```
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check
```

Congratulations, mission 3 has been successfully completed!

**LIVELLO 4**

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

[mission 4] $ gsh check
```

Congratulations, mission 4 has been successfully completed!

**LIVELLO 5**

```
~/Castle/Cellar
[mission 5] $ rm spider_1 spider_2 spider_3
```

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

Congratulations, mission 5 has been successfully completed!

**LIVELLO 6**

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

```
~/Garden
[mission 6] $ gsh check
```

Congratulations, mission 6 has been successfully completed!

**LIVELLO 7**

```
~/Garden
[mission 7] $ mv .22064_coin_2 .42706_coin_3 .45231_coin_1 ~/Forest/Hut/Chest
```

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

Congratulations, mission 7 has been successfully completed!

**LIVELLO 8**

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

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

Congratulations, mission 8 has been successfully completed!

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

**LIVELLO 9**

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

Congratulations, mission 9 has been successfully completed!

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

**LIVELLO 10**

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

Congratulations, mission 10 has been successfully completed!

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

**LIVELLO 11**

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

Congratulations, mission 11 has been successfully completed!

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

**LIVELLO 12**

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

Congratulations, mission 12 has been successfully completed!

**LIVELLO 13**

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

```
~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 08-26-1911?
```

- 1 : Monday
  - 2 : Tuesday
  - 3 : Wednesday
  - 4 : Thursday
  - 5 : Friday
  - 6 : Saturday
  - 7 : Sunday
- Your answer: 6

Congratulations, mission 13 has been successfully completed!

**LIVELLO 14**

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

~/Castle/Main_tower/First_floor
[mission 14] $ la
.nice_rock  painting_gCuoNxfP  painting_hKDATPMb  painting_jUztNqrl  S

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

Congratulations, mission 14 has been successfully completed!
```

**LIVELLO 15**

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

~/Forest/Hut/Chest
[mission 15] $ gsh check

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

**LIVELLO 16**

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

~/Forest/Hut/Chest
[mission 16] $ journal

~/Forest/Hut/Chest
[mission 16] $ gsh check

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

**LIVELLO 17**

```
~/Castle/Cellar
[mission 17] $ cd .\Lair_of_the_spider_queen\ EPcGeWKVJSRspZvl UuIuAHucUqwIrqjq\
~/Castle/Cellar/.Lair_of_the_spider_queen EPcGeWKVJSRspZvl UuIuAHucUqwIrqjq
[mission 17] $ la
TMvnEfCcNyLAWtFq_spider_queen_ZtiAABglVjHxzCBb WMATAwUnSPHmuTtM_baby_bat_yTLIdxuyLVwCjJLh
~/Castle/Cellar/.Lair_of_the_spider_queen EPcGeWKVJSRspZvl UuIuAHucUqwIrqjq
[mission 17] $ rm TMvnEfCcNyLAWtFq_spider_queen_ZtiAABglVjHxzCBb
~/Castle/Cellar/.Lair_of_the_spider_queen EPcGeWKVJSRspZvl UuIuAHucUqwIrqjq
[mission 17] $ gsh check
Perfect, it took you only 13 seconds to complete this mission!

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

**LIVELLO 18**

```
~/Castle/Cellar/.Lair_of_the_spider_queen EPcGeWKVJSRspZvl UuIuAHucUqwIrqjq
[mission 18] $ xeyes &
[1] 66014

~/Castle/Cellar/.Lair_of_the_spider_queen EPcGeWKVJSRspZvl UuIuAHucUqwIrqjq
[mission 18] $ gsh check

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

**LIVELLO 19**

```

└── c5bbbd0a28567daf3
    └── fe47b8dba7
        ├── 00098338f47d336a8858d0d226cbfd
        │   └── 663bd6f237ed9a33
        │       └── fd39a3e9a660455e91f0
        │           └── 43d9abfe8
        │               └── eb9e00b43617029bcc4
        │                   └── f3a361a1d3b36c49c7f67012994529

15 directories, 1 file

~/Garden/Maze
[mission 19] $ mv b895f525974205c85d2960bc1/5fd4377ce1d3/7e0730aeab967e6bb/00000_copper_coin_00000 ~/Forest/Hut/Chest/
~/Garden/Maze
[mission 19] $ gsh check

Congratulations, mission 19 has been successfully completed!
```

**LIVELLO 20**

```
~/Garden/Maze
[mission 20] $ ls -r
b869d7d9daee2cb8087fb3ea53f33f/  8395744aca8b36803e3ee1e9873977/  17b0aa41/
~/Garden/Maze
[mission 20] $ mv 8395744aca8b36803e3ee1e9873977/515d9948b7172ae048d4e4af696981/eddiadda3b4174090f8f65/00000_silver_coin_00000 ~/Forest/Hut/Chest/
~/Garden/Maze
[mission 20] $ gsh check
Congratulations, mission 20 has been successfully completed!
```

**LIVELLO 21**

```
~/Garden/Maze
[mission 21] $ find -iname *gold*
./d7d037acc5ab9350145b6a9a/2a615699ca30638d03/2153783d7b120429d35a88ff3e5/Gold_CoiN_2
./99ebac94d18d32e81b/723ab32068b8cf4c7/93531b168b/gold_coin_1

~/Garden/Maze
[mission 21] $ mv ./d7d037acc5ab9350145b6a9a/2a615699ca30638d03/2153783d7b120429d35a88ff3e5/Gold_CoiN_2 ~/Forest/Hut/Chest/
~/Garden/Maze
[mission 21] $ mv ./99ebac94d18d32e81b/723ab32068b8cf4c7/93531b168b/gold_coin_1 ~/Forest/Hut/Chest/
~/Garden/Maze
[mission 21] $ gsh check
Congratulations, mission 21 has been successfully completed!
```

**LIVELLO 22**

```
~/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!
```

**LIVELLO 23**

```
~/Mountain/Cave
[mission 23] $ tail -n 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
Congratulations, mission 23 has been successfully completed!
```

**LIVELLO 24**

```
~/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!

**LIVELLO 25**

```
~/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!

## Cybersecurity Analyst / Week8 - W8D4 Pratica **M2: Pratica**

**LIVELLO 26**

```
~/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!
```

**LIVELLO 27**

```
~/Mountain/Cave
[mission 27] $ kill 113097

~/Mountain/Cave
[mission 27] $ gshcheck
gshcheck: command not found

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

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

**LIVELLO 28**

```
~/Mountain/Cave
[mission 28] $ kill -s KILL 122184

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

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

**LIVELLO 29**

```
15296_snowflake 22301_snowflake 27726_snowflake 34322_snowflake 40169_snowflake 45279_snowflake
15415_snowflake 22438_snowflake 2779_snowflake 34453_snowflake 40242_snowflake 45420_snowflake
15580_snowflake 22507_snowflake 27808_snowflake 34457_snowflake 40305_snowflake 45451_snowflake
15616_snowflake 22516_snowflake 27811_snowflake 34462_snowflake 40349_snowflake 45458_snowflake
15633_snowflake 22572_snowflake 27867_snowflake 34489_snowflake 40382_snowflake 45524_snowflake
15653_snowflake 22597_snowflake 27901_snowflake 34654_snowflake 40459_snowflake 45601_snowflake
15697_snowflake 22614_snowflake 2790_snowflake 34749_snowflake 40551_snowflake 45601_snowflake

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

Congratulations, mission 29 has been successfully completed!
```

**Cybersecurity Analyst / Week8 - W8D4 Pratica**  
**M2: Pratica**

LIVELLO 30

```
~/Castle/Cellar  
[mission 30] $ gsh check  
52 + 29 = ?? 81  
100 + 1 = ?? 101  
19 + 36 = ?? 55  
33 + 89 = ?? 122  
50 + 3 = ?? 53  
  
Congratulations, mission 30 has been successfully completed!
```

LIVELLO 31

```
[mission 31] $ gsh check < Castle/Main_building/Library/Mathematics_101
84 * 3 = ?? 2 * 98 = ?? 14 * 60 = ?? 59 * 9 = ?? 88 * 24 = ?? 88 * 39 = ?? 98 * 20 = ?? 13 * 39 = ??
44 = ?? 45 * 11 = ?? 79 * 66 = ?? 74 * 83 = ?? 48 * 65 = ?? 54 * 28 = ?? 93 * 72 = ?? 6 * 99 = ?? 60
= ?? 65 * 88 = ?? 58 * 60 = ?? 45 * 12 = ?? 16 * 51 = ?? 53 * 7 = ?? 35 * 63 = ?? 95 * 84 = ?? 35 * 4
?? 53 * 69 = ?? 80 * 22 = ?? 60 * 9 = ?? 46 * 58 = ?? 41 * 44 = ?? 97 * 31 = ?? 79 * 3 = ?? 89 * 75 =
4 * 89 = ?? 61 * 12 = ?? 23 * 86 = ?? 47 * 10 = ?? 69 * 36 = ?? 9 * 75 = ?? 58 * 28 = ?? 56 * 55 = ??
* 76 = ?? 43 * 16 = ?? 36 * 98 = ?? 55 * 17 = ?? 5 * 32 = ?? 97 * 90 = ?? 88 * 88 = ?? 7 * 59 = ?? 88
= ?? 21 * 22 = ?? 38 * 23 = ?? 32 * 15 = ?? 56 * 25 = ?? 57 * 3 = ?? 64 * 70 = ?? 58 * 82 = ?? 51 *
??
Congratulations, mission 31 has been successfully completed!
```

LIVELLO 32

LIVELLO 32

```
grimoire_13230 grimoire_15310 grimoire_17994 grimoire_2082 grimoire_23671 grimoire_26407 grimoire_26791 grimoire_28130  
grimoire_13257 grimoire_15382 grimoire_1837 grimoire_21011 grimoire_24234 grimoire_26407 grimoire_26791 grimoire_28130  
grimoire_13734 grimoire_15487 grimoire_18540 grimoire_21639 grimoire_24646 grimoire_26791 grimoire_28130
```

```
~/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!

**LIVELLO 33**

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ grep -i -l gsh *grimoire* 2>/dev/null
grimoire_aqzyfSKtejtv
grimoire_FGllPEicBxn
grimoire_jBUEsDstxF
grimoire_JoGqrubSRFoKsv
grimoire_kcGCLxardtlNpog
grimoire_lRFUuUSIwWYBEggXezJPNZMlTCsgrk
grimoire_mjZBIMVEdhNaXBzQAfHCIGZvB
grimoire_OMTsmGdBylZWOUBKBU
grimoire_PwoajfxKdysYkVstVliwYU
grimoire_RDEoZEvvYnuaLPJroqDRErJeqSzimGX
grimoire_RhJsCaCtENQhvqczCPaR
grimoire_trxuftFwMjoPAqHH
grimoire_uJgRPhTrDkviNIvTCedMGKZSippF
grimoire_VmqDcnRcioyTxlbKMK
grimoire_weBmQKwzVjdmaFG
grimoire_xPhLOVAIFjTUpuFkHItVjFnyT
grimoire_ZaWdmgsRLP

~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ gsh check
```

Congratulations, mission 33 has been successfully completed!

**LIVELLO 34**

```
~/Castle/Observatory
[mission 34] $ ./merlin 2> error
THESECRETKEYISONSTDERR

~/Castle/Observatory
[mission 34] $ gsh check < error
What is the secret key?
Congratulations, mission 34 has been successfully completed!
```

**LIVELLO 35**

```
~/Castle/Main_building/Throne_room
[mission 35] $ chmod 777 Kings_quarter/

~/Castle/Main_building/Throne_room
[mission 35] $ cd Kings_quarter/

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 35] $ gsh check

Congratulations, mission 35 has been successfully completed!
```

**LIVELLO 36**

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ chmod 777 .secret_note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat .secret_note
6470332078

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ gsh check
What's the combination to open the King's safe? 6470332078

Congratulations, mission 36 has been successfully completed!
```

**LIVELLO 37**

```
~/Castle/Main_building/Throne_room/Safe
[mission 37] $ chmod 777 crown

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ cat crown
      jgs
(^_+.^_+)
\@*@*@\/
{_470_}

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ mv crown ~/Forest/Hut/Chest/

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ ls

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ gsh check
What are the 3 digits inscribed on the base of the crown? 470

Congratulations, mission 37 has been successfully completed!
```

**LIVELLO 38**

```
~/Garden/Maze
[mission 38] $ find -type f -exec grep -l "ruby" {} +
./13302ebe5/b3c8a6a7ef191f2e720cf/6b3807f0f/10671

~/Garden/Maze
[mission 38] $ mv 13302ebe5/b3c8a6a7ef191f2e720cf/6b3807f0f/10671 ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 38] $ gsh check

Congratulations, mission 38 has been successfully completed!
```

**LIVELLO 39**

```
~/Garden/Maze
[mission 39] $ find -type f -exec grep -l "diamond" {} +
./773b09a8dff16ff/2201eb2f888451bbf32d06995e6f07/cf96dc4c86a16

~/Garden/Maze
[mission 39] $ mv 773b09a8dff16ff/2201eb2f888451bbf32d06995e6f07/cf96dc4c86a16 ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 39] $ gsh check

Congratulations, mission 39 has been successfully completed!
```

**LIVELLO 40**

```
(0)
~/Stall
[mission 40] $ find -type f -exec grep -l "King" {} +
./98007130_boring_object_98007130ebf7070b      9803037dfb5fe_s_c_r_o_l_l_9803037dfb5feb7c
(1)
~/Stall
[mission 40] $ cat 98007130_boring_object_98007130ebf7070b      9803037dfb5fe_s_c_r_o_l_l_9803037dfb5feb7c
(1)
~/Stall
[mission 40] $ cat 9803037dfb5fe_s_c_r_o_l_l_9803037dfb5feb7c | grep -i "King" | grep -v "PAID"
the King bought a leather ball for 5 coppers.
Gaspard Chauvin bought a walking stick for 4 coppers.
the King bought an opal for 5 coppers.
Hadi Anglais bought a walking stick for 6 coppers.
the King bought a wooden spoon for 3 coppers.
Fiacre Courtois bought a walking stick for 2 coppers.
the King bought a piece of soap for 4 coppers.
(2)
~/Stall
[mission 40] $ gsh check
How much does the king owe? 17

Congratulations, mission 40 has been successfully completed!
```

## LIVELLO 41

```
(0)
~/Stall
[mission 41] $ find -type f -exec grep -v "PAID" {} + | wc -l
60
(1)
~/Stall
[mission 41] $ gsh check
How many unpaid items are there? 60

Congratulations, mission 41 has been successfully completed!
```

## LIVELLO 42

```
~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "l-za-k" < secret_message
ebob fp jv tfii:
vlr tfii dbq jv zebpq, xka bsbovqefkd fq zlkqxfkp.
qefp zebpq fp fk qeb zbiixo, xka qeb tloa ql jxhb
fq ob-xmmbxo fp: vndz
jboifk qeb bkzexkqbo

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "m-za-l" < secret_message
fcpc gq kw ugjj:
wms ugjj ecr kw afcqr, ylb ctcpwrfgle gr amlryglq.
rfgq afcqr gq gl rfc acjjyp, ylb rfc umpb rm kyic
gr pc-ynncyp gq: woea
kcpjgl rfc clafylrcp

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "n-za-m" < secret_message
gdqd hr lx vhkk:
xnt vhkk fds lx bgdrs, zmc dudqxsgghmf hs bnmszhmr.
sghr bgdrs hr hm sgd bdkkzq, zmc sgd vnqc sn lzjd
hs qd-zoodzq hr: xpfb
ldqkhm sgd dmbgzmsdq

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "o-za-n" < 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: yqgc
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?
yqgc

Congratulations, mission 42 has been successfully completed!
```



CONGRATULATIONS!

You have finished all the missions.