

```
--+-----+--  
|
```

```
~/Castle/Great_hall  
[mission 10] $ pwd  
/home/francesco/gameshell/World/Castle/Great_hall
```

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

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

Congratulations, mission 10 has been successfully completed!

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

```
[mission 1] $ cd/castle
bash: cd/castle: No such file or directory
[mission 1] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 1] $ cd/Tower
bash: cd/Tower: No such file or directory
[mission 1] $ cd Castle
[mission 1] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 1] $ cd Main_tower
[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] $ ls
[mission 1] $ gsh check
```

Congratulations, mission 1 has been successfully completed!

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

```
[mission 2] $ cd -  
/home/francesco/gameshell/World/Castle/Main_tower/First_floor/Second_floor  
[mission 2] $ cd -  
/home/francesco/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower  
[mission 2] $ cd -  
/home/francesco/gameshell/World/Castle/Main_tower/First_floor/Second_floor  
[mission 2] $ cd First_floor  
bash: cd: First_floor: No such file or directory  
[mission 2] $ pwd  
/home/francesco/gameshell/World/Castle/Main_tower/First_floor/Second_floor  
[mission 2] $ cd -  
/home/francesco/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower  
[mission 2] $ cd -  
/home/francesco/gameshell/World/Castle/Main_tower/First_floor/Second_floor  
[mission 2] $ cd /Castle  
bash: cd: /Castle: No such file or directory  
[mission 2] $ cd -  
/home/francesco/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower  
[mission 2] $ cd First_floor  
bash: cd: First_floor: No such file or directory  
[mission 2] $ cd -  
/home/francesco/gameshell/World/Castle/Main_tower/First_floor/Second_floor  
[mission 2] $ ls  
Top_of_the_tower  
[mission 2] $ cd -First_floor  
bash: cd: -F: invalid option  
cd: usage: cd [-L|[-P [-e]] [-@]] [dir]  
[mission 2] $ cd -L  
[mission 2] $ ls  
Castle Forest Garden Mountain Stall  
[mission 2] $ cd Castle  
[mission 2] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[mission 2] $ cd Cellar  
[mission 2] $ ls  
barrel_of_apples  
[mission 2] $ gsh chech  
Error: unknown gsh command 'chech'.  
Use one of the following commands: check, goal, help, reset  
[mission 2] $ gsh check
```

Congratulations, mission 2 has been successfully completed!

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



```
~/Forest
[mission 4] $ cd Hut

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

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

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

Congratulations, mission 4 has been successfully completed!

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

~/Forest/Hut

[mission 5] \$ cd

~

[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 spider_1 spider_2 spider_3

~/Castle/Cellar

[mission 5] \$ gsh check

Congratulations, mission 5 has been successfully completed!

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

```

Mission goal
=====

Collect all the coins that you can find in the garden in front of the castle, and put
them in your chest in your hut in the forest.


Useful commands
=====

mv FILE1 FILE2 ... FILEn DIRECTORY
Move the files to the directory.
Remark: ``mv`` is an abbreviation of "move".

~
The "~" symbol is an abbreviation for the initial directory.
Example: wherever you are, ``~/Tavern`` denotes the directory (or file) "Tavern" in
the initial directory.

```

```
Use the command
$ gsh help
to get the list of "gsh" commands.
```

```
[mission 7] $ cd Garden
```

```
~/Garden
```

```
[mission 7] $ ls -A
```

```
.30308_coin_3  .31455_coin_2  .40217_coin_1  Flower_garden  Maze  Shed
```

```
~/Garden
```

```
[mission 7] $ mv .30308_coin_3 .31455_coin_2 .40217_coin_1 ~/Forest/Hut/Chest
```

```
~/Garden
```

```
[mission 7] $ gsh check
```

Congratulations, mission 7 has been successfully completed!

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



```
~  
[mission 8] $ cd Castle/Cellar  
  
~/Castle/Cellar  
[mission 8] $ ls *spider*  
10433_spider_16 16513_spider_42 19903_spider_44 22859_spider_14 27196_spider_8 7995_spider_28  
11498_spider_20 1657_spider_13 2005_spider_15 23057_spider_29 28256_spider_10 8024_spider_32  
11807_spider_2 17494_spider_25 20351_spider_31 23710_spider_47 29310_spider_22 8781_spider_36  
12319_spider_35 18064_spider_40 20549_spider_34 24002_spider_21 2949_spider_46 9284_spider_26  
12639_spider_38 18339_spider_9 20574_spider_45 24544_spider_19 30885_spider_43 954_spider_4  
13795_spider_27 18505_spider_11 20909_spider_50 25109_spider_24 31483_spider_41  
14388_spider_23 18544_spider_5 21607_spider_6 2529_spider_7 31661_spider_49  
14456_spider_1 18762_spider_12 21981_spider_37 25503_spider_48 32373_spider_30  
15079_spider_3 19728_spider_17 22799_spider_39 27167_spider_18 3978_spider_33
```

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

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

Congratulations, mission 8 has been successfully completed!

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

```
~/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] $ gsh check
```

Congratulations, mission 9 has been successfully completed!



Congratulations !

From now on, the ``ls`` command will automatically show a "/" character at the end of directories.

KALI LINUX

the quieter you become, the more you are able to hear"

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