



kali@kali: ~/GameShell

File Actions Edit View Help

GOTTA BE A KID

A W W V V V V

Run the command  
\$ gsh goal  
to discover your first mission.

You can check the mission has been completed  
with  
\$ gsh check

The command  
\$ gsh help  
displays the list of available (gsh) commands.

[mission 1] \$ gsh goal █



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```
[mission 1] $ pwd
/home/kali/GameShell/World
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd castle
cd: no such file or directory: castle
[mission 1] $ cd Castle
[mission 1] $ pwd
/home/kali/GameShell/World/Castle
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_tower
[mission 1] $ pwd
/home/kali/GameShell/World/Castle/Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ cd First_floor
[mission 1] $ pd
zsh: command not found: pd
[mission 1] $ pwd
/home/kali/GameShell/World/Castle/Main_tower/First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ pwd
/home/kali/GameShell/World/Castle/Main_tower/First_floor/Second_floor
[mission 1] $
```



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Castle Forest Garden Mountain Stall

[mission 1] \$ cd castle

cd: no such file or directory: castle

[mission 1] \$ cd Castle

[mission 1] \$ pwd

/home/kali/GameShell/World/Castle

[mission 1] \$ ls

Cellar Great\_hall Main\_building Main\_tower Observatory

[mission 1] \$ cd Main\_tower

[mission 1] \$ pwd

/home/kali/GameShell/World/Castle/Main\_tower

[mission 1] \$ ls

First\_floor

[mission 1] \$ cd First\_floor

[mission 1] \$ pd

zsh: command not found: pd

[mission 1] \$ pwd

/home/kali/GameShell/World/Castle/Main\_tower/First\_floor

[mission 1] \$ ls

Second\_floor

[mission 1] \$ cd Second\_floor

[mission 1] \$ pwd

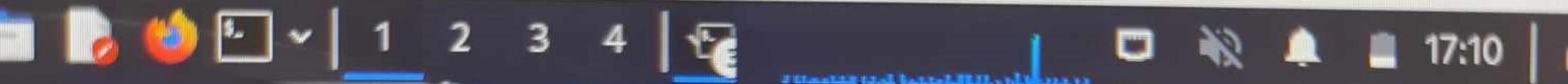
/home/kali/GameShell/World/Castle/Main\_tower/First\_floor/Second\_floor

[mission 1] \$ ls

Top\_of\_the\_tower

[mission 1] \$ cd Top\_of\_the\_tower

[mission 1] \$ █



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```
[mission 1] $ pwd  
/home/kali/GameShell/World/Castle/Main_tower/First_floor  
[mission 1] $ ls  
Second_floor  
[mission 1] $ cd Second_floor  
[mission 1] $ pwd  
/home/kali/GameShell/World/Castle/Main_tower/First_floor/Second_floor  
[mission 1] $ ls  
Top_of_the_tower  
[mission 1] $ cd Top_of_the_tower  
[mission 1] $ pwd  
/home/kali/GameShell/World/Castle/Main_tower/First_floor/Second_floor/Top_  
the_tower  
[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] \$ █



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File Actions Edit View Help

**Mission goal**

Go the castle's cellar.

**Secondary objective**

Understand the difference between ``cd -`` and ``cd ..``.

**Useful commands**

**cd -**

Jump back to the location you were in prior to your last move.

**cd ..**

Move to the parent directory (one step back along the path to your current location).

**pwd**

See the path to your current location.

[Press space to continue, q to quit.]

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```
/home/kali/GameShell/World/Castle/Main_tower/First_floor/Second_
the_tower
[mission 2] $ cd -
~/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
~/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
~/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
~/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
~/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/GameShell/World/Castle/Main_tower/First_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/GameShell/World/Castle/Main_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] $ pwd
/home/kali/GameShell/World/Castle/Cellar
[mission 2] $
```



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File Actions Edit View Help

```
[mission 2] $ pwd
/home/kali/GameShell/World/Castle/Main_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] $ pwd
/home/kali/GameShell/World/Castle/Cellar
[mission 2] $ gsh ceck
Error: unknown gsh command 'ceck'.
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.

[mission 3] \$ █



### Mission goal

Go back to the starting location and then go to the throne room using only two commands.

### Remark

You may experiment with as many commands as you want, but to validate the mission the following conditions need to be met:  
- the second to last command takes you to the starting point,  
- the last command takes you directly to the throne room.

### Useful commands

cd

Move back to the starting location.

cd LOCATION1/LOCATION2/LOCATION3

Make several moves in one command.

[Press space to continue, q to quit.]

1 2 3 4 | kali@kali:~/GameShell | 17:23 |

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File Actions Edit View Help

```
[mission 3] $ pwd
/home/kali/GameShell/World/Castle/Cellar
[mission 3] $ cd ..
[mission 3] $ pwd
/home/kali/GameShell/World/Castle
[mission 3] $ cd ..
[mission 3] $ pwd
/home/kali/GameShell/World
[mission 3] $ ls
Castle Forest Garden Mountain Stall
[mission 3] $ cd Castle
[mission 3] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 3] $ cd MAin_building
cd: no such file or directory: MAin_building
[mission 3] $ cd Main_building
[mission 3] $ ls
Library Throne_room
[mission 3] $ cd ..
[mission 3] $ cd ..
[mission 3] $ pwd
/home/kali/GameShell/World
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ pwd
/home/kali/GameShell/World/Castle/Main_building/Throne_room
[mission 3] $ █
```

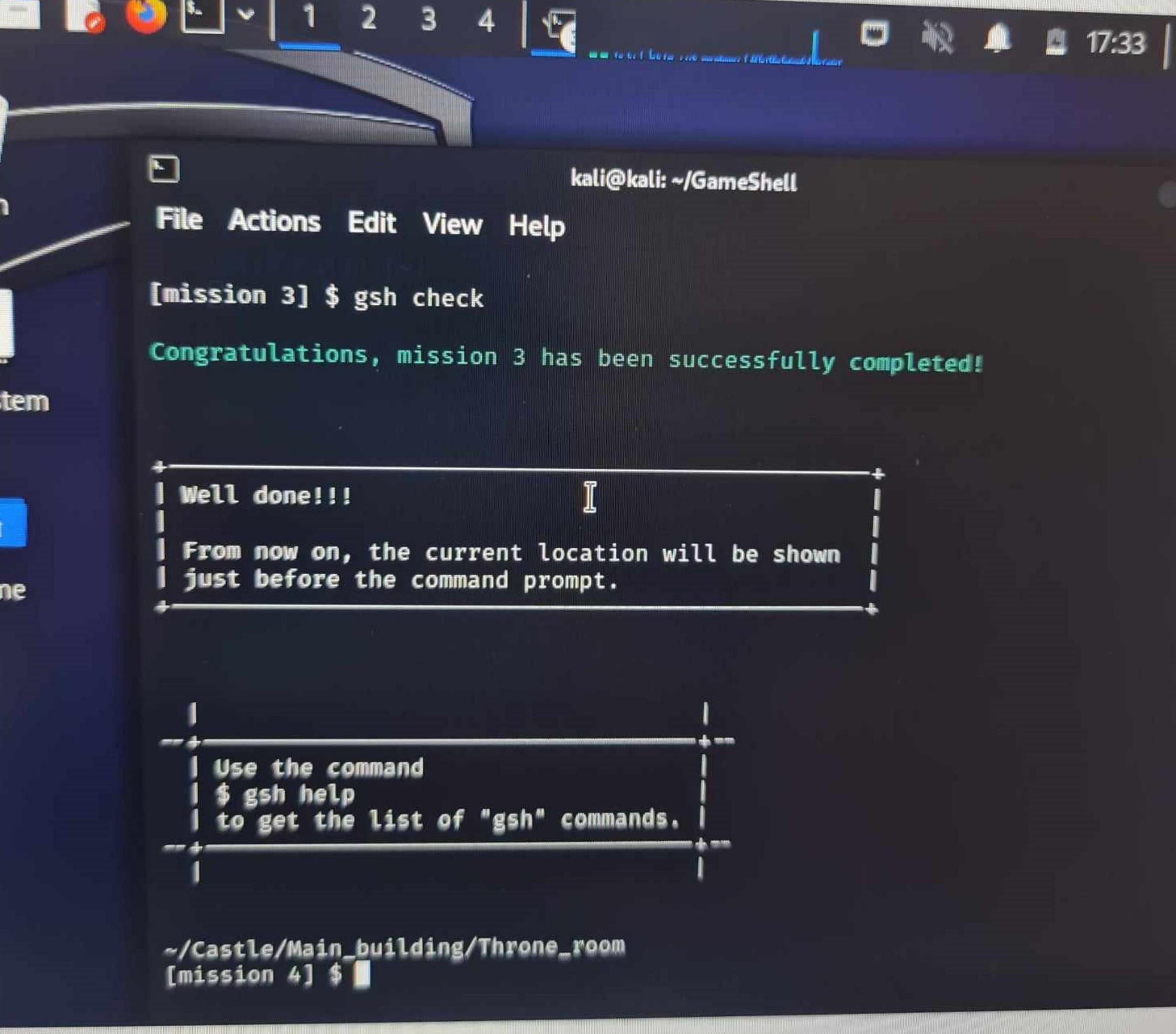
File Actions Edit View Help

```
cd: no such file or directory: home/kali/GameShell/World
[mission 3] $ cd ..
[mission 3] $ cd ..
[mission 3] $ cd ..
[mission 3] $ pwd
/home/kali/GameShell/World
[mission 3] $ cd -
~/Castle
[mission 3] $ pwd
/home/kali/GameShell/World/Castle
[mission 3] $ cd Main_building/Throne_room
[mission 3] $ pwd
/home/kali/GameShell/World/Castle/Main_building/Throne_room
[mission 3] $ gsh check
```

Sorry, mission 3 hasn't been completed.

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

```
[mission 3] $ █
```



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File Actions Edit View Help

[mission 3] \$ gsh check

Congratulations, mission 3 has been successfully completed!

Well done!!!

From now on, the current location will be shown  
just before the command prompt.

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

~/Castle/Main\_building/Throne\_room  
[mission 4] \$



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File Actions Edit View Help

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

~/Castle/Main\_building/Throne\_room  
[mission 4] \$ gsh goal

+-----+  
Mission goal  
-----+

Build a "Hut" in the forest, and then build a "Chest" in the hut.

+-----+  
Useful commands  
-----+

mkdir DIRECTORY

Create a new directory inside the current directory.

Remark: ``mkdir`` is an abbreviation for "make directory".

~/Castle/Main\_building/Throne\_room  
[mission 4] \$ █



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File Actions Edit View Help

```
[mission 4] $ pwd  
/home/kali/GameShell/World/Forest/hut
```

```
~/Forest/hut
```

```
[mission 4] $ mkdir chest
```

```
~/Forest/hut
```

```
[mission 4] $ ls  
chest
```

```
~/Forest/hut
```

```
[mission 4] $ pwd  
/home/kali/GameShell/World/Forest/hut
```

```
~/Forest/hut
```

```
[mission 4] $ cd hest  
cd: no such file or directory: hest
```

```
~/Forest/hut
```

```
[mission 4] $ cd chest
```

```
~/Forest/hut/chest
```

```
[mission 4] $ pwd  
/home/kali/GameShell/World/Forest/hut/chest
```

```
~/Forest/hut/chest
```

```
[mission 4] $ █
```

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File Actions Edit View Help

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

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

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

```
~/Forest/Hut  
[mission 4] $ pwd  
/home/kali/GameShell/World/Forest/Hut
```

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

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

```
~/Forest/Hut/Chest  
[mission 4] $ pwd  
/home/kali/GameShell/World/Forest/Hut/Chest
```

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

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File Actions Edit View Help

~/Forest/Hut

[mission 4] \$ mkdir Chest

~/Forest/Hut

[mission 4] \$ cd Chest

~/Forest/Hut/Chest

[mission 4] \$ pwd

/home/kali/GameShell/World/Forest/Hut/Chest

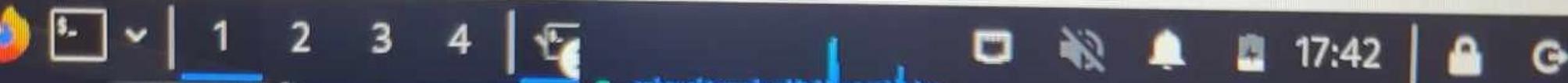
~/Forest/Hut/Chest

[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/Chest  
[mission 5] \$



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~/Forest/Hut/Chest  
[mission 5] \$ gsh goal

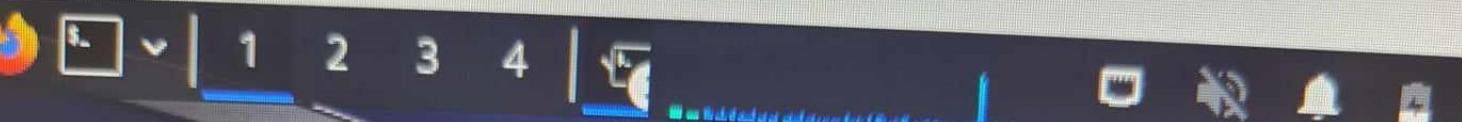
+-----  
Mission goal

| Go back to the cellar and get rid of all the spiders. Leave the bats  
| alone: they appear on the castle's coat of arms and are said to confer  
| luck.

+-----  
Useful commands

| rm FILE1 FILE2 ... FILEn  
| Delete the files (permanently).  
| Remark: ``rm`` is an abbreviation for "remove".

+-----  
~/Forest/Hut/Chest  
[mission 5] \$ █



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File Actions Edit View Help

[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] \$ ls

barrel\_of\_apples bat\_1 bat\_2

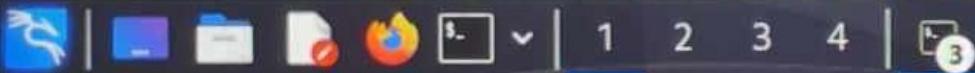
~/Castle/Cellar

[mission 5] \$ gsh check

Congratulations, mission 5 has been successfully completed!

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

~/Castle/Cellar  
[mission 6] \$ █



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File Actions Edit View Help

~/Garden File Actions Edit View Help

[mission 6] \$ pwd  
/home/kali/GameShell/World/Garden

~/Garden [mission 6] \$ gsh check

Congratulations, mission 6 has been successfully completed!

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

~/Garden [mission 7] \$ █

The screenshot shows a Kali Linux desktop environment with a terminal window titled "GameShell". The terminal window has tabs labeled 1, 2, 3, 4, and 5, with tab 1 active. The terminal content is as follows:

```
File Actions Edit View Help
~/Garden File Actions Edit View Help
[mission 7] $ pwd
/home/kali/GameShell/World/Garden

~/Garden
[mission 7] $ gsh check
Congratulations, mission 7 has been successfully completed!

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

The terminal shows the user has completed mission 7 and provides instructions for the next step.

Actions Edit View Help

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```
?  
The "?" character stands in for any single character.  
Those wildcards can be used to denote lists of existing files / directories in the current working directory.  
For example: if the current folder contains  
file-1 Folder-1 file-14 potato  
then  
* → file-1 Folder-1 file-14 potato  
*1 → file-1 Folder-1  
*0* → Folder-1 potato  
** → error, no matching file  
*-? → file-1 Folder-1  
*-?? → file-14
```

{(\*)}  
))  
^

```
mission 8] $ cd ~/home/kali/GameShell/World/Garden  
: no such file or directory: /home/kali/GameShell/World/home/kali/GameShell/World/Garden
```

```
mission 8] $ pwd  
home/kali/GameShell/World
```

```
mission 8] $ ls  
castle Forest Garden Mountain Stall
```

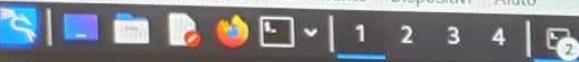
```
mission 8] $ cd Castle
```

```
-/Castle  
mission 8] $ ls  
Cellar Great_hall Main_building Main_tower Observatory
```

```
-/Castle  
[mission 8] $ cd Cellar
```

```
-/Castle/Cellar  
[mission 8] $ ls -A  
10630_spider_45 11565_spider_24 13847_spider_1 15906_bat_3 16278_spider_13 19448_bat_2 21466_spider_33 24516_spider_4 29227_spider_15 30582_spider_17 520_bat_4 6816_spider_37 7730_spider_2 8661_spider_50  
10689_spider_38 12213_spider_46 13885_spider_36 16037_spider_18 1880_spider_20 19537_spider_11 22654_spider_42 25187_spider_41 29754_spider_23 31351_spider_19 52_spider_10 6903_spider_7 8164_spider_31 9115_spider_22  
10822_spider_30 12218_spider_21 14996_spider_39 16085_spider_27 18906_spider_16 21253_spider_6 23610_spider_12 25913_spider_32 30483_spider_8 4810_spider_3 6087_spider_34 7443_spider_9 8413_bat_5 9769_spider_25  
10918_spider_40 12805_spider_49 15555_spider_14 16249_spider_48 19105_bat_1 21276_spider_29 24189_spider_43 27127_spider_35 30551_spider_28 5179_spider_47 6097_spider_5 7668_spider_44 8509_spider_26 barrel_of_apple
```

```
-/Castle/Cellar  
[mission 8] $
```



File Actions Edit View Help

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```
~/Castle/Cellar
[mission 8] $ ls -A
10689_spider_38 12218_spider_21 15555_spider_14 16249_spider_48 19448_bat_2    22654_spider_42 25913_spider_32 30551_spider_28 520_bat_4      6903_spider_7 8413_bat_5   barrel_of_apples
10822_spider_30 12805_spider_49 15906_bat_3   1880_spider_20 19537_spider_11 23610_spider_12 27127_spider_35 31351_spider_19 52_spider_10    7443_spider_9 8509_spider_26
10918_spider_40 13885_spider_36 16037_spider_18 18906_spider_16 21253_spider_6   24189_spider_43 29754_spider_23 4810_spider_3   6087_spider_34 7668_spider_44 9115_spider_22
12213_spider_46 14996_spider_39 16085_spider_27 19105_bat_1   21276_spider_29 25187_spider_41 30483_spider_8   5179_spider_47 6097_spider_5 8164_spider_31 9769_spider_25
```

```
~/Castle/Cellar
[mission 8] $ rm -v *_spider_*
removed '10689_spider_38'
removed '10822_spider_30'
removed '10918_spider_40'
removed '12213_spider_46'
removed '12218_spider_21'
removed '12805_spider_49'
removed '13885_spider_36'
removed '14996_spider_39'
removed '15555_spider_14'
removed '16037_spider_18'
removed '16085_spider_27'
removed '16249_spider_48'
removed '1880_spider_20'
removed '18906_spider_16'
removed '19537_spider_11'
removed '21253_spider_6'
removed '21276_spider_29'
removed '22654_spider_42'
removed '23610_spider_12'
removed '24189_spider_43'
removed '25187_spider_41'
removed '25913_spider_32'
removed '27127_spider_35'
removed '29754_spider_23'
removed '30483_spider_8'
removed '30551_spider_28'
removed '31351_spider_19'
removed '4810_spider_3'
removed '5179_spider_47'
removed '52_spider_10'
removed '6087_spider_34'
removed '6097_spider_5'
removed '6903_spider_7'
removed '7443_spider_9'
removed '7668_spider_44'
removed '8164_spider_31'
removed '8509_spider_26'
removed '9115_spider_22'
removed '9769_spider_25'
```

```
~/Castle/Cellar
[mission 8] $ ls -A
15906_bat_3 19105_bat_1 19448_bat_2 520_bat_4 8413_bat_5 barrel_of_apples
```

File Actions Edit View Help

```
removed '24189_spider_43'  
removed '25187_spider_41'  
removed '25913_spider_32'  
removed '27127_spider_35'  
removed '29754_spider_23'  
removed '30483_spider_8'  
removed '30551_spider_28'  
removed '31351_spider_19'  
removed '4810_spider_3'  
removed '5179_spider_47'  
removed '52_spider_10'  
removed '6087_spider_34'  
removed '6097_spider_5'  
removed '6903_spider_7'  
removed '7443_spider_9'  
removed '7668_spider_44'  
removed '8164_spider_31'  
removed '8509_spider_26'  
removed '9115_spider_22'  
removed '9769_spider_25'
```

~/Castle/Cellar

[mission 8] \$ ls -A

15906\_bat\_3 19105\_bat\_1 19448\_bat\_2 520\_bat\_4 8413\_bat\_5 barrel\_of\_apples

~/Castle/Cellar

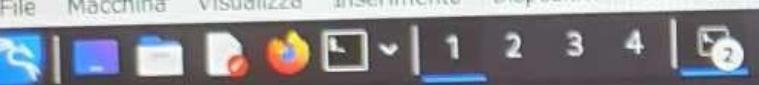
[mission 8] \$ gsh check

Congratulations, mission 8 has been successfully completed!

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

~/Castle/Cellar  
[mission 9] \$ █





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File Actions Edit View Help

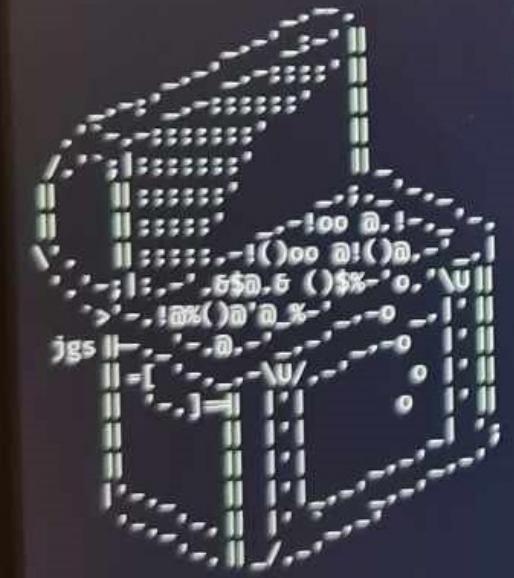
```
removed '.5167_spider_11'  
removed '.522_spider_15'  
removed '.5698_spider_50'  
removed '.6395_spider_3'  
removed '.6705_spider_47'  
removed '.6934_spider_8'  
removed '.7031_spider_5'  
removed '.7288_spider_31'  
removed '.7921_spider_42'  
removed '.8477_spider_22'  
removed '.9371_spider_23'  
removed '.9854_spider_27'
```

~/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.



"the quieter you become, the more you are"

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

~/Castle/Cellar  
[mission 10] \$ █

```
standard_1' → '/home/kali/GameShell/World/home/kali/GameShell/World/Forest/Hut/Chest'
cannot create regular file '/home/kali/GameShell/World/home/kali/GameShell/World/Forest/Hut/Chest': No s
aste/Great_hall
ession 10] $ pwd
me/kali/GameShell/World/Castle/Great_hall

Castle/Great_hall
ession 10] $ ls -l
total 28
-rw-r--r-- 1 kali kali 1123 Jul 20 18:29 23851_suit_of_armour
-rw-r--r-- 1 kali kali 229 Jul 20 18:29 36837_stag_head
-rw-r--r-- 1 kali kali 417 Jul 20 18:29 62512_decorative_shield
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_1
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_2
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_3
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_4

~/Castle/Great_hall
ession 10] $ cp -v standard_* [200~/home/kali/GameShell/World/Forest/Hut/Chest
ession 10] $ cp -v standard_* [[200~/home/kali/GameShell/World/Forest/Hut/Chest
sh: bad pattern: ^[[[200~/home/kali/GameShell/World/Forest/Hut/Chest

~/Castle/Great_hall
ession 10] $ -
sh: permission denied: /home/kali/GameShell/World

~/Castle/Great_hall
ession 10] $ cp -v standard_* ~/Forest/Hut/Chest
'standard_1' → '/home/kali/GameShell/World/Forest/Hut/Chest/standard_1'
'standard_2' → '/home/kali/GameShell/World/Forest/Hut/Chest/standard_2'
'standard_3' → '/home/kali/GameShell/World/Forest/Hut/Chest/standard_3'
'standard_4' → '/home/kali/GameShell/World/Forest/Hut/Chest/standard_4'

~/Castle/Great_hall
ession 10] $
```

```
[mission 10] $ ls -l
total 28
-rw-r--r-- 1 kali kali 1123 Jul 20 18:29 23851_suit_of_armour
-rw-r--r-- 1 kali kali 229 Jul 20 18:29 36837_stag_head
-rw-r--r-- 1 kali kali 417 Jul 20 18:29 62512_decorative_shield
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_1
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_2
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_3
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_4

~/Castle/Great_hall
[mission 10] $ cp -v standard_* [200~/home/kali/GameShell/World/Fo
zsh: bad pattern: ^[[200~/home/kali/GameShell/World/Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ -
zsh: permission denied: /home/kali/GameShell/World

~/Castle/Great_hall
[mission 10] $ cp -v standard_* ~/Forest/Hut/Chest
'standard_1' → '/home/kali/GameShell/World/Forest/Hut/Chest/standard_1'
'standard_2' → '/home/kali/GameShell/World/Forest/Hut/Chest/standard_2'
'standard_3' → '/home/kali/GameShell/World/Forest/Hut/Chest/standard_3'
'standard_4' → '/home/kali/GameShell/World/Forest/Hut/Chest/standard_4'

~/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.

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

Cerca



```
/Castle/Great_hall
[mission 11] $ pwd
/home/kali/GameShell/World/Castle/Great_hall

~/Castle/Great_hall
[mission 11] $ ls -l
total 68
-rw-r--r-- 1 kali kali 1123 Jul 20 18:41 11648_suit_of_armour
-rw-r--r-- 1 kali kali 573 Jul 20 18:41 12608_tapestry_09
-rw-r--r-- 1 kali kali 1214 Jul 20 18:41 24899_tapestry_08
-rw-r--r-- 1 kali kali 1214 Jul 20 18:41 26368_tapestry_06
-rw-r--r-- 1 kali kali 1214 Jul 20 18:41 265_tapestry_01
-rw-r--r-- 1 kali kali 574 Jul 20 18:41 27662_tapestry_07
-rw-r--r-- 1 kali kali 3877 Jul 20 18:41 39120_tapestry_04
-rw-r--r-- 1 kali kali 786 Jul 20 18:41 46232_tapestry_10
-rw-r--r-- 1 kali kali 417 Jul 20 18:41 49016_decorative_shield
-rw-r--r-- 1 kali kali 574 Jul 20 18:41 50140_tapestry_05
-rw-r--r-- 1 kali kali 229 Jul 20 18:41 53103_stag_head
-rw-r--r-- 1 kali kali 1214 Jul 20 18:41 55920_tapestry_02
-rw-r--r-- 1 kali kali 1214 Jul 20 18:41 7185_tapestry_03
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_1
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_2
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_3
-rw-r--r-- 1 kali kali 47 Jul 20 18:29 standard_4

~/Castle/Great_hall
[mission 11] $ cp 12608_tapestry_09 24899_tapestry_08 26368_tapestry_06 265_tapestry_01
cp: warning: source file '46232_tapestry_10' specified more than once
~/Castle/Great_hall
[mission 11] $ cp 12608_tapestry_09 24899_tapestry_08 26368_tapestry_06 265_tapestry_01
~/Castle/Great_hall
[mission 11] $ gsh check
```

Congratulations, mission 11 has been successfully completed!

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

```
~/Castle/Great_hall
[mission 12] $
```



Cerca



```
[mission 12] $ ls-l  
zsh: command not found: ls-l  
~/Castle/Main_tower/First_floor  
[mission 12] $ ls  
painting_AvycgHpa  painting_JzTvHHQB  painting_yhUSowVR  See  
~/Castle/Main_tower/First_floor  
[mission 12] $ ls-l  
zsh: command not found: ls-l  
~/Castle/Main_tower/First_floor  
[mission 12] $ ls-hl  
zsh: command not found: ls-hl  
~/Castle/Main_tower/First_floor  
[mission 12] $ ls -l  
total 16  
-rw-r--r-- 1 kali kali 1455 Aug 26 1981 painting_AvycgHpa  
-rw-r--r-- 1 kali kali 1055 Sep 13 2001 painting_JzTvHHQB  
-rw-r--r-- 1 kali kali 1503 Sep 15 2018 painting_yhUSowVR  
drwxr-xr-x 3 kali kali 4096 Jul 20 17:00 Second_floor/  
~/Castle/Main_tower/First_floor  
[mission 12] $ cp painting_AvycgHpa ~/Forest/Hut/Chest  
~/Castle/Main_tower/First_floor  
[mission 12] $ gsh check  
Congratulations, mission 12 has been successfully completed!  
The command 'cal' is required for mission misc/01_cal_nostradamus/init.sh.  
(Debian / Ubuntu: install package 'bsdmainutils')  
Error: mission 13 is cancelled because some dependencies are not met.
```

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

```
~/Castle/Main_tower/First_floor  
[mission 14] $
```



and check that it works as expected.

How fortunate, there is a nice rock hidden just where you are.

### Useful commands

alias STRING='COMMAND'

Create a synonym for a string, that will stand for a command.

```
~/Castle/Main_tower/First_floor
[mission 14] $ alias la='ls -A'
~/Castle/Main_tower/First_floor
[mission 14] $ ls
painting_AvycgHpA  painting_JzTvHHQB  painting_yhUSowVR  Second_floor/
[mission 14] $ ls -A
.paints  painting_AvycgHpA  painting_JzTvHHQB  painting_yhUSowVR  Second_floor/
[mission 14] $ la
.paints  painting_AvycgHpA  painting_JzTvHHQB  painting_yhUSowVR  Second_floor/
[mission 14] $
```



Cerca



```
ain_tower/First_floor  
14] $ alias la='ls -A'  
  
Main_tower/First_floor  
14] $ ls  
AvycgHpA  painting_JzTvHHQB  painting_yhUSowVR  Second_floor  
/Main_tower/First_floor  
14] $ ls -A  
ock  painting_AvycgHpA  painting_JzTvHHQB  painting_yhUSowVR  Se  
e/Main_tower/First_floor  
n 14] $ la  
ock  painting_AvycgHpA  painting_JzTvHHQB  painting_yhUSowVR  Sec  
le/Main_tower/First_floor  
on 14] $ gsh check  
ratulations, mission 14 has been successfully completed!
```

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

/Castle/Main\_tower/First\_floor  
mission 15] \$



```
tle/Main_tower  
ion 15] $ cd ..  
  
tle  
ession 15] $ ls  
ar/ Great_hall/ Main_building/ Main_tower/ Observatory/  
  
tle  
ission 15] $ cd ..  
  
ission 15] $ ls  
tle/ Forest/ Garden/ Mountain/ Stall/  
  
ission 15] $ cd Forest  
  
/Forest  
mission 15] $ cd Hut  
  
/Forest/Hut  
mission 15] $ cd Chest  
  
~/Forest/Hut/Chest  
[mission 15] $ nano journal.txt  
  
~/Forest/Hut/Chest  
[mission 15] $ gsh check  
  
Congratulations, mission 15 has been successfully completed!
```

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

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

Cerca



File Actions Edit View Help

kali@kali: ~

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

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

```
[mission 16] $ gsh check
```

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



```
Congratulations!
```

```
From now on you can use the file  
"~/.gshrc"  
to record aliases. More information can be found in the file (it has been created for you).
```

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

```
mission 17] $ █
```

File Actions Edit View Help

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

### File System

```
~/Castle/Cellar
[mission 17] $ la
.11354_bat_2 15906_bat_3 19105_bat_1 19448_bat_2 .29899_bat_5 .32058_bat_1 .32723_bat_3 520_bat_4 .7224

~/Castle/Cellar
[mission 17] $ cdzLOWnsgNPimcUaw_spider_queen_qQatSItZNugUsirH
zsh: command not found: cdzLOWnsgNPimcUaw_spider_queen_qQatSItZNugUsirH

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen TUOKAYzQkYmUxnnj TpaOMOUGEJBMobBi/
cd: string not in pwd: .Lair_of_the_spider_queen
~/Castle/Cellar
[mission 17] $ Lair_of_the_spider_queen TUOKAYzQkYmUxnnj TpaOMOUGEJBMobBi[]

~/Castle/Cellar/.Lair_of_the_spider_queen CPxhXiOzrOSNpVoX xaHACeEsMBRXayBy
[mission 17] $ la
HXbxRsRu0kffjFFmZ_baby_bat_pQTSQLDqnnQRQyt PouqtjQAJtECdVzj_spider_queen_lmRrqMkXsqB0bkjM

~/Castle/Cellar/.Lair_of_the_spider_queen CPxhXiOzrOSNpVoX xaHACeEsMBRXayBy
[mission 17] $ rm PouqtjQAJtECdVzj_spider_queen_lmRrqMkXsqB0bkjM
~/Castle/Cellar/.Lair_of_the_spider_queen CPxhXiOzrOSNpVoX xaHACeEsMBRXayBy
[mission 17] $ gsh check
Perfect, it took you only 19 seconds to complete this mission!
Congratulations, mission 17 has been successfully completed!
```

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

```
~/Castle/Cellar/.Lair_of_the_spider_queen CPxhXiOzrOSNpVoX xaHACeEsMBRXayBy
[mission 18] $
```



File Macchina Visualizza Inserimento Dispositivi Aiuto

[1] 2 3 | 2 00

kali@kali: ~/GameShell

File Actions Edit View Help

[mission 18] \$  
[1] + done xeyes~ [mission 18] \$ gc  
gsh chek  
Error: <stdin>: syntax error in line 1 near 'gsh'  
gsh check  
^C~ [mission 18] \$ gsh check  
There is no 'xeyes' process running.

Sorry, mission 18 hasn't been completed.

Home

|-----+  
| Use the command  
| \$ gsh help  
| to get the list of "gsh" commands.  
+-----|~ [mission 18] \$ xeyes  
xeyes &

^C

~ [mission 18] \$ xeyes &  
[1] 81307

~ [mission 18] \$ gsh check

Congratulations, mission 18 has been successfully completed!

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

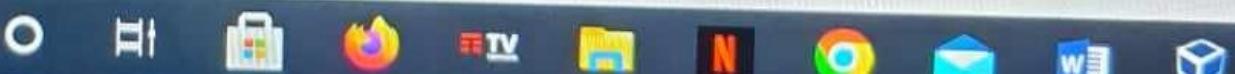
~ [mission 19] \$ █



"the quieter you become, the more you a



Cerca



```
~/Garden/Maze/e6b6d1e9f6f47f8
[mission 19] $ cd 7eda39e29e1aae9f

~/Garden/Maze/e6b6d1e9f6f47f8/7eda39e29e1aae9f
[mission 19] $ ls
043f99b8f/ c4b5bbce66d/

~/Garden/Maze/e6b6d1e9f6f47f8/7eda39e29e1aae9f
[mission 19] $ cd 043f99b8f

~/Garden/Maze/e6b6d1e9f6f47f8/7eda39e29e1aae9f/043f99b8f
[mission 19] $ ls

~/Garden/Maze/e6b6d1e9f6f47f8/7eda39e29e1aae9f/043f99b8f
[mission 19] $ cd ..
[mission 19] $ ls
043f99b8f/ c4b5bbce66d/

~/Garden/Maze/e6b6d1e9f6f47f8/7eda39e29e1aae9f
[mission 19] $ cd c4b5bbce66d

~/Garden/Maze/e6b6d1e9f6f47f8/7eda39e29e1aae9f/c4b5bbce66d
[mission 19] $ ls

~/Garden/Maze/e6b6d1e9f6f47f8/7eda39e29e1aae9f/c4b5bbce66d
[mission 19] $ cd ..

~/Garden/Maze/e6b6d1e9f6f47f8/7eda39e29e1aae9f
[mission 19] $ cd ..

~/Garden/Maze/e6b6d1e9f6f47f8
[mission 19] $ ls
7eda39e29e1aae9f/ c997cb503444c1fd0cf59880ce54c4c/

~/Garden/Maze/e6b6d1e9f6f47f8
[mission 19] $ cd c997cb503444c1fd0cf59880ce54c4c

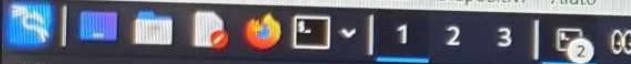
~/Garden/Maze/e6b6d1e9f6f47f8/c997cb503444c1fd0cf59880ce54c4c
[mission 19] $ ls
881df6798d49ff72034c/ 972fe58e020598/

~/Garden/Maze/e6b6d1e9f6f47f8/c997cb503444c1fd0cf59880ce54c4c
[mission 19] $ cd 881df6798d49ff72034c

~/Garden/Maze/e6b6d1e9f6f47f8/c997cb503444c1fd0cf59880ce54c4c/881df6798d49ff72034c
[mission 19] $ ls
00000_copper_coin_00000 [
```



"the quieter you



File Actions Edit View Help

kali@kali: ~/GameShell

```
881df6798d49ff72034c/ 972fe58e020598/
```

```
~/Garden/Maze/e6b6d1e9f6f47f8/c997cb503444c1fd0cf59880ce54c4c  
[mission 19] $ cd 881df6798d49ff72034c
```

```
~/Garden/Maze/e6b6d1e9f6f47f8/c997cb503444c1fd0cf59880ce54c4c/881df6798d49ff72034c  
[mission 19] $ ls  
00000_copper_coin_00000
```

```
~/Garden/Maze/e6b6d1e9f6f47f8/c997cb503444c1fd0cf59880ce54c4c/881df6798d49ff72034c  
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest
```

```
~/Garden/Maze/e6b6d1e9f6f47f8/c997cb503444c1fd0cf59880ce54c4c/881df6798d49ff72034c  
[mission 19] $ gsh check
```

Congratulations, mission 19 has been successfully completed!

Congratulations!

From now on, the command ``ls`` will try using a color code to make it easier to different:



KALI

"the quieter you become, the more you can hear."

You are back at the entrance of the maze...

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

```
~/Garden/Maze  
[mission 20] $
```

```
~/Garden/Maze/e6c51113085a2f811/5ac7ee429d1a/2b69635303a65a
[mission 20] $ ld
ld: no input files
~/Garden/Maze/e6c51113085a2f811/5ac7ee429d1a/2b69635303a65a
[mission 20] $ ls
00000_silver_coin_00000
~/Garden/Maze/e6c51113085a2f811/5ac7ee429d1a/2b69635303a65a
[mission 20] $ mv 00000_silver_coin_00000 ~/Chest
~/Garden/Maze/e6c51113085a2f811/5ac7ee429d1a/2b69635303a65a
[mission 20] $ gsh check
There is no silver coin in your chest!
```

Sorry, mission 20 hasn't been completed.

You are back at the entrance of the maze ...

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

```
~/Garden/Maze
[mission 20] $ pwd
/home/kali/GameShell/World/Garden/Maze
~/Garden/Maze
[mission 20] $ cd ..
~/Garden
[mission 20] $ ls
Flower_garden/ Maze/ Shed/
~/Garden
[mission 20] $ cd ..
[mission 20] $ ls
Castle/ Chest Forest/ Garden/ Mountain/ Stall/
[mission 20] $
```



"the quieter



Cerca

```
bf44a8cd7777a  
6e144305b9667d  
1e071373e99621202a  
2529f11c6222f0f5a  
f708cd20d3057675f94470aefc04c  
b8cba0b8c6c200210e6fcadf60bca  
47fb8899852e770e21  
686919f72ef203  
e8018e6c60dd286d6da8f7b  
f94019a0f00a844f1  
697c4ba57012269ffefca2325908d93  
076a2ea2f7e7  
929c7cba77285e1cffc3e6e75e346  
b4c543f39091a  
e0f5f1585d2dd3a9498999  
b8f861a03afa56  
b92943b1543cc  
c50da235cce318f959e01213a193763  
fb9961a03e7cb6  
4382de4d07366943b2f7dde72a  
00000_silver_coin_00000  
c1b672b1d48a91b0  
d6088c46596064e2ab608bfad7d3c9c
```

40 directories, 1 file

```
~/Garden/Maze  
[mission 20] $ mv -v *//*/*silver* ~/Forest/Hut/Chest  
renamed 'f94019a0f00a844f1/fb9961a03e7cb6/4382de4d07366943b2f7dde72a/00000_silver_coin_00000' → '/home/kali/GameShell/World/Forest/Hut/Chest/00000_silver_coin_00000'
```

~/Garden/Maze

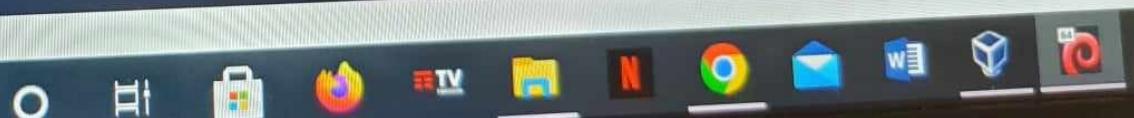
```
[mission 20] $ gsh check
```

Congratulations, mission 20 has been successfully completed!

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

~/Garden/Maze

```
[mission 21] $
```



Cerca

ASUS

```
Space      scroll down one page
/ STRING search for the string
n          find the next occurrence of the
search string
```

#### Remark

The description of the ``find`` command is deliberately kept short. You will find more information in the manual. (You can for example search for

```
~/Garden/Maze
```

```
[mission 21] $ find . -type f -iname *gold*
./c48690a8666c638378e9210a25307/2cf03b7d16ecfc37fd683e/d896bb78d7ec9e3c807d9f89002514/GolD_CoiN_2
./b3c08376f1a55/920939b72/deb62e6f9c2e/gold_coin_1
```

```
~/Garden/Maze
```

```
[mission 21] $ mv -v */*/*/*ld* ~/Forest/Hut/Chest
renamed 'c48690a8666c638378e9210a25307/2cf03b7d16ecfc37fd683e/d896bb78d7ec9e3c807d9f89002514/GolD_CoiN_2' → '/home/kali/GameShell/World/Forest/Hut/C
```

```
~/Garden/Maze
```

```
[mission 21] $ mv -v */*/*/*ld* ~/Forest/Hut/Chest
renamed 'b3c08376f1a55/920939b72/deb62e6f9c2e/gold_coin_1' → '/home/kali/GameShell/World/Forest/Hut/Chest/gold_coin_1'
```

```
~/Garden/Maze
```

```
[mission 21] $ gsh check
```

```
Congratulations, mission 21 has been successfully completed!
```

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

```
~/Garden/Maze
```

```
[mission 22] $ █
```



File Actions Edit View Help

head: cannot open 'page\_07' for reading: No such file or directory

~/Mountain/Cave

[mission 22] \$ gsh check

head: cannot open 'page\_07' for reading: No such file or directory

Your previous command does not give the expected result...

Sorry, mission 22 hasn't been completed.

File System

Use the command

\$ gsh help

to get the list of "gsh" commands.

~/Mountain/Cave

[mission 22] \$ pwd

/home/kali/GameShell/World/Mountain/Cave

~/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!



"the quiete

Use the command

\$ gsh help

to get the list of "gsh" commands.

~/Mountain/Cave

[mission 23] \$ █



Cerca



- 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

Your previous command does not give the expected result...

Sorry, mission 23 hasn't been completed.

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

~/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) Add 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!

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

~/Mountain/Cave

[mission 24] \$

File Actions Edit View Help

- 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/Book\_of\_potions

[mission 24] \$ cd ..

~/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!

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

~/Mountain/Cave  
[mission 25] \$



Cerca

## Explanations

Many of Unix commands process text: they receive text as input and produce output. It is common for those commands to write their output to their "standard output". Most of those commands can receive input either through files (given as arguments) or from the standard input. - ``head FILE`` reads its input from the file, - ``head`` reads its input on the standard input. By default, data from the standard input is read from the keyboard, but

~/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!

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

~/Mountain/Cave  
[mission 26] \$



File Actions Edit View Help

Page 13

12. King's ale

~/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] \$ heah -6 Book\_of\_potions/page\_13  
zsh: command not found: heah

~/Mountain/Cave  
[mission 26] \$ head -6 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).

~/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!

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

~/Mountain/Cave  
[mission 27] \$ █



File Actions Edit View Help

GameShell

```
*##@*  
&_**/~/GameShell  
!$-#  
the directory /home/kali/GameShell/.config contains meta-data from a previous game.  
Do you want to remove it and start a new game? [y/N] n  
*##@*  
&_**/~/GameShell  
!$-#
```

Use the command

```
kill $ gsh help  
to get the list of "gsh" commands.  
&_**/~/GameShell  
!$-#
```

kill

```
*##@*  
[mission 18] $ xe &_**/~/GameShell  
xeyes &  
!$-#
```

231883

kill: illegal pid: kill

~/Mountain/Cave

```
[mission 27] $ kill 231883  
kill: kill 231883 failed: no such process
```

~/Mountain/Cave

```
[mission 27] $ ps  
 PID TTY          TIME CMD  
 77138 pts/1    00:00:00 zsh  
 77330 pts/1    00:00:05 zsh  
148689 pts/1    00:00:00 less  
234773 pts/1    00:00:00 ps
```

~/Mountain/Cave

```
[mission 27] $ gsh check
```

Congratulations, mission 27 has been successfully completed!

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

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



File Actions Edit View Help

[mission 28] \$ kill -s KILL

GameShell \*#@\*  
δ\_\*\*/~  
!\$-# meShell

The directory /home/kali/GameShell/.config contains meta-data from a previous game.  
Do you want to remove it and start a new game? [y/N] n

δ\_\*\*/~  
!\$-#

245173 the command

\*#@\* help  
δ\_\*\*/~ the list of "gsh" commands.  
!\$-#

245173

\*#@\*  
δ\_\*\*/~  
!\$-#

[mission 18] \$ xeyes

xeyes &  
^C

\*#@\*  
δ\_\*\*/~

[mission 18] !\$-#

[mission 18] \$ k\*#@\* 6  
[1] 76401 δ\_\*\*/~  
!\$-#

245560 [mission 18] \$

I killed xeyes

~/Mountain/Cave

[mission 28] \$ GSH CHECK  
zsh: command not found: GSH

~/Mountain/Cave

[mission 28] \$ gsh check

Congratulations, mission 28 has been successfully completed!

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

~/Mountain/Cave

[mission 29] \$



Cerca





File Actions Edit View Help

```
removed '30108_coal'  
removed '3505_coal'  
removed '37662_coal'  
removed '38608_coal' GameShell  
removed '38932_coal'  
removed '40443_coal' kali/GameShell/.config contains meta-data. Would you like to save it and start a new game? [y/N] n  
removed '40470_coal'  
removed '40557_coal'  
removed '40621_coal'  
removed '41465_coal'  
removed '49258_coal'  
removed '49451_coal'  
removed '49628_coal' of "gsh" commands.  
removed '512_coal'  
removed '51396_coal'  
removed '52798_coal'  
removed '53722_coal'  
removed '54107_coal'  
removed '54141_coal'  
removed '55557_coal'  
removed '55937_coal'  
removed '55952_coal'  
removed '56233_coal'  
removed '56653_coal'  
removed '5808_coal'  
removed '58448_coal'  
removed '61005_coal' &  
removed '64142_coal'  
removed '6421_coal'  
removed '64418_coal'  
removed '65100_coal'  
removed '862_coal' xeyes  
removed '8638_coal'  
removed '8838_coal'
```

~/Castle/Cellar gsh check

[mission 29] \$ gsh check

Congratulations, mission 29 has been successfully completed!

Killed

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

~/Castle/Cellar  
[mission 30] \$

File Actions Edit View Help

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

~/Castle/Cellar  
[mission 30] \$ gsh goal

(0) => ^ A et the list of "gsh" commands.  
V '.....(0)

( )  
) Mission goal  
( )

[mission 18] \$ xeyes  
( )

To get better in the magical art, one needs to know mental math.

( )

Get ready, because Merlin is about to test your precision with sums.

( )

Run the command ``gsh check`` to start.

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[mission 31] \$ PWD  
zsh: command not found: PWD

[mission 31] \$ pwd  
/home/kali/GameShell/World

[mission 31] \$ cd Castle

~/Castle  
[mission 31] \$ cd Library  
cd: no such file or directory: Library

~/Castle  
[mission 31] \$ cd Main\_building

~/Castle/Main\_building  
[mission 31] \$ cd Library

~/Castle/Library  
[mission 31] \$ ls -hl

total 12K

-rw-r--r-- 1 kali kali 448 Jul 21 12:07 Greek\_Latin\_and\_other\_modern\_languages  
-rw-r--r-- 1 kali kali 463 Jul 21 12:07 Mathematics\_101  
drwxr-xr-x 3 kali kali 4.0K Jul 20 17:01 Merlin\_s\_office/

~/Castle/Main\_building/Library

[mission 31] \$ gsh check < Mathematics\_101

30 \* 34 = ?? 16 \* 97 = ?? 91 \* 24 = ?? 24 \* 10 = ?? 47 \* 15 = ?? 92 \* 75 = ?? 47 \* 63 = ?? 52 \* 76 = ?? 35 \* 10 = ?? 14 \* 64 = ?? 6 \* 95 = ?? 86 \* 95 = ?? 78 \* 30 = ?? 99 \* 15 = ?? 18 \* 80 = ?? 4 \* 88 = ?? 66 \* 24 = ?? 12 \* 26 = ?? 44 \* 38 = ?? 7 \* 13 = ?? 14 \* 47 = ?? 28 \* 68 = ?? 85 \* 90 = ?? 99 \* 34 = ?? 9 \* 67 = ?? 85 \* 81 = ?? 80 \* 100 = ?? 62 \* 94 = ?? 13 \* 3 = ?? 32 \* 59 = ?? 85 \* 84 = ?? 96 \* 98 = ?? 75 \* 29 = ?? 26 \* 68 = ?? 41 \* 77 = ?? 61 \* 47 = ?? 32 \* 64 = ?? 44 \* 35 = ?? 54 \* 37 = ?? 41 \* 32 = ?? 53 \* 62 = ?? 89 \* 89 = ?? 91 \* 24 = ?? 31 \* 34 = ?? 60 \* 29 = ?? 55 \* 2 = ?? 31 \* 100 = ?? 21 \* 58 = ?? 33 \* 40 = ?? 36 \* 2 = ?? 70 \* 26 = ?? 20 \* 15 = ?? 64 \* 31 = ?? 34 \* 24 = ?? 58 \* 95 = ?? 63 \* 34 = ?? 82 \* 1 = ?? 96 \* 32 = ?? 71 \* 55 = ?? 5 \* 35 = ?? 52 \* 64 = ?? 52 \* 37 = ?? 1 \* 2 = ?? 29 \* 72 = ?? 19 \* 26 = ?? 55 \* 8 = ?? 45 \* 37 = ?? 66 \* 24 = ?? 36 \* 50 = ?? 25 \* 19 = ?? 38 \* 5 = ?? 51 \* 17 = ?? 41 \* 35 = ?? 95 \* 21 = ?? 100 \* 60 = ?? 7 \* 2 = ?? 15 \* 73 = ?? 62 \* 57 = ?? 54 \* 72 = ?? 53 \* 18 = ?? 35 \* 70 = ?? 11 \* 82 = ?? 80 \* 100 = ?? 82 \* 41 = ?? 35 \* 91 = ?? 74 \* 39 = ?? 60 \* 95 = ?? 56 \* 41 = ?? 8 \* 34 = ?? 18 \* 18 = ?? 96 \* 66 = ?? 92 \* 78 = ?? 31 \* 75 = ?? 44 \* 59 = ?? 20 \* 19 = ?? 83 \* 97 = ?? 46 \* 27 = ?? 80 \* 43 = ?? 77 \* 35 = ?? 94 \* 6 = ??

Congratulations, mission 31 has been successfully completed!

While you are waiting, a duck swims by ...

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

/Castle/Main\_building/Library

mission 32] \$

kali@kali: ~/GameShell

File Actions Edit View Help 12:08 | G