```
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd ./Castle
[mission 1] $ .Main_building Main_tower Observatory
[mission 1] $ .Main_tower
Dash: ./Main_tower: Is a directory
[mission 1] $ cd ./Main_tower
[mission 1] $ ts
First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ ls
Second_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cs Second_floor
Command 'cs' not found, but can be installed with:
sudo apt install csound
Do you want to install it? (N/y)n
[mission 1] $ cd Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ ls
Timsion 1]
```

Per arrivare in cima al castello ho usato i comandi cd per cambiare directory e ls per vedere le cartelle esistenti in quel percorso.

#### Missione 2

```
[mission 2] $ cd..
cd..: command not found
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ ls
Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ ls
Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle
[mission 2] $ cd Cellar
[mission 2] $ cd Cellar
[mission 2] $ gsh check
Congratulations, mission 2 has been successfully completed!
```

In questa missione dovevo cambiare cartella ed ho usato i comandi cd – e cd ..

```
[mission 3] $ cd
[mission 3] $ lpwd
Command 'lpwd' not found, did you mean:
  command 'hpwd' from deb hfsutils
  command 'lpd' from deb lpr
 command 'lpd' from deb lprng
command 'pwd' from deb coreutils
Try: sudo apt install <deb name>
[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 Cellar
[mission 3] $ ls
barrel_of_apples
[mission 3] $ cd ..
[mission 3] $ cd Great_hall
[mission 3] $ ls
[mission 3] $ pwd
/home/kali/gameshell/World/Castle/Great_hall
[mission 3] $ cd ..
[mission 3] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 3] $ cd Main_building
[mission 3] $ ls
Library Throne_room
[mission 3] $ pwd
/home/kali/gameshell/World/Castle/Main_building
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check
Congratulations, mission 3 has been successfully completed!
```

In questa missione dovevo arrivare in una stanza usando solo 2 comandi, quindi prima ho esplorato per cercare la stanza, poi sono tornato all'inizio e poi sono andato nella stanza con una sola riga.

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 4] $ cd
[mission 4] $ ls
Castle Forest Garden Mountain Stall
[mission 4] $ cd Forest
~/Forest
[mission 4] $ ls
~/Forest
[mission 4] $ pwd
/home/kali/gameshell/World/Forest
[mission 4] $ mkdir Hut/Chest
mkdir: cannot create directory 'Hut/Chest': No such file or directory
[mission 4] $ mkdir Hut
~/Forest
[mission 4] $ ls
Hut
~/Forest
[mission 4] $ cd Hut
~/Forest/Hut
[mission 4] $ mkdir Chest
~/Forest/Hut
[mission 4] $ gsh check
```

In questa missione ho creato 2 directory un dentro l'altra nella foresta, inizialmente volevo creare le due cartelle con una sola riga ma non ci sono riuscito.

Qui ho eliminato dei file 'spider' usando il comando rm.

```
[mission 6] $ cd Forest
[mission 6] $ ls
Hut
~/Forest
[mission 6] $ cd Hut
~/Forest/Hut
[mission 6] $ ls
Chest
~/Forest/Hut
[mission 6] $ cd -
/home/kali/gameshell/World/Forest
~/Forest
[mission 6] $ cd
[mission 6] $ ls
Castle Forest Garden Mountain Stall
[mission 6] $ cd Garden
~/Garden
-, darden
[mission 6] $ ls
coin_1 coin_2 coin_3 Flower_garden Maze Shed
mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/Worls/Forest/Hut/Chest
mv: target '/home/kali/gameshell/Worls/Forest/Hut/Chest': No such file or directory
[mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/World/Forest/Hut/Chest
~/Garden
[mission 6] $ ls
Flower_garden Maze Shed
[mission 6] $ gsh check
```

Ho spostato le monete dal giardino alla Chest con il comando mv, ho fatto più tentativi perché sbagliavo delle lettere quando indicavo il percorso in cui spostare le monete.

```
[mission 7] $ cd Garden/
~/Garden
[mission 7] $ ls
Flower_garden Maze Shed
~/Garden
[mission 7] $ ls -A
.22009_coin_3 .52589_coin_2 .54328_coin_1 Flower_garden Maze Shed
~/Garden
~/Garden
[mission 7] $ mv .
/ ../
                                        .22009_coin_3 .52589_coin_2 .54328_coin_1
~/Garden
[mission 7] $ mv .22009_coin_3 .52589_coin_2 .54328_coin_1 home/kali/Gameshell/Worls/Forest/Hut/Forest mv: target 'home/kali/Gameshell/Worls/Forest/Hut/Forest': No such file or directory
[mission 7] $ ls -A
.22009_coin_3 .52589_coin_2 .54328_coin_1 Flower_garden Maze Shed
[mission 7] $ mv .22009_coin_3 .52589_coin_2 .54328_coin_1 home/kali/Gameshell/Worls/Forest/Hut/Chest mv: target 'home/kali/Gameshell/Worls/Forest/Hut/Chest': No such file or directory
[mission 7] $ mv .22009_coin_3 .52589_coin_2 .54328_coin_1 home/kali/gameshell/Worls/Forest/Hut/Chest mv: target 'home/kali/gameshell/Worls/Forest/Hut/Chest': No such file or directory
[mission 7] $ mv .22009_coin_3 .52589_coin_2 .54328_coin_1 /home/kali/gameshell/Worls/Forest/Hut/Chest mv: target '/home/kali/gameshell/Worls/Forest/Hut/Chest': No such file or directory
[mission 7] $ mv .22009_coin_3 .52589_coin_2 .54328_coin_1 /home/kali/gameshell/World/Forest/Hut/Chest
~/Garden
[mission 7] $ ls
Flower_garden Maze Shed
~/Garden
[mission 7] $ gsh check
Congratulations, mission 7 has been successfully completed!
```

In questa missione ho spostato le monete nascoste nella chest, per trovare i file nascosti (quelli che iniziano con ".") ho usato il comando ls -A, anche qui ho sbagliato più volte il percorso di destinazione.

```
| Gission 8| $ cd | Castle | Forest Garden | Mountain | Stall | Castle | Forest Garden | Mountain | Stall | Castle | Forest Garden | Mountain | Stall | Castle | Cast
```

Ho eliminato tanti file che contenevano la parola "spider" e per farlo più velocemente ho scritto "rm \*spider\*2", "\*" sta per una qualsiasi sequenza di caratteri e "?" per un qualsiasi carattere.

### Missione 9

Ho eliminato i file "spider" nascosti, e per farlo ho scritto rm .\*spider\*, prima ho voluto provare ha eliminarli senza mettere il punto ma giustamente non funziona.

```
Mission goal

You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnotized, put a copy (same name, same content) of each in your chest.

Useful commands

cp FILE DIRNAME

Copy the file to the directory.

Remark: 'cp' is an abbreviation of 'copy'.

-/Castle
[mission 19] & is

cellar/ Great_hall/

Main_building/ Main_tower/ Observatory/

-/Castle
[mission 19] & d Great_hall/

-/Castle/Great_hall
[mission 19] & is

copy:

-/Castle/Great_hall
[mission 19] & is

-/Castle/Gre
```

Ho copiato una serie di file e spostati in un'altra directory con una riga, per farlo ho usato "cp standard\_? /home/kali/gameshell/World/Forest/Hut/Chest", standard\_? è il nome dei file, ho usato il punto interrogativo perché ci sono più file con lo stesso nome tranne l'ultimo carattere, poi ho scritto il percorso dove copiare i file.

### Missione 11

```
Mission goal

// Mission goal

// The tapestries in the castle's great hall are also particularly beautiful. Put a copy of each in your chest.

// Useful commands

// Copy the files to the directory.

// Rebark: cp is an abbreviation of "copy".

// Rebark: cp is an abbreviation of "copy".

// Rebark: cp is an abbreviation of "copy".

// The "a" character stands in for any sequence of characters

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character stands in for any single character.

// The "r" character st
```



## Missione 14

```
-/Castle/Main_tower
[mission 15] $ cd -
/home/kali/gameshell/Morld/Forest/Hut/Chest
[mission 15] $ ls
10396_tapestry_00 12722_tapestry_10 18599_tapestry_01 38200_tapestry_02 938_tapestry_04 coin_2 painting_vxBUkhMU standard_2 standard_4
-/Forest/Hut/Chest
[mission 15] $ cat journal_txt
cat: journal_txt No such file or directory

-/Forest/Hut/Chest
[mission 15] $ ls
10396_tapestry_00 19004_tapestry_01 38200_tapestry_02 938_tapestry_04 coin_2 painting_vxBUkhMU standard_2 standard_4

-/Forest/Hut/Chest
[mission 15] $ ls
10396_tapestry_00 19004_tapestry_01 18599_tapestry_03 32097_tapestry_07 58328_tapestry_05 coin_1 coin_3 painting_vxBUkhMU standard_2 standard_4

1392_tapestry_00 15004_tapestry_08 25731_tapestry_01 38200_tapestry_02 938_tapestry_04 coin_2 journal_txt standard_1 standard_3

-/Forest/Hut/Chest
[mission 15] $ nano journal_txt

-/Forest/Hut/Chest
```

## Missione 16

# Missione 17 BOS

```
~/Castle/Cellar/.Lair_of_the_spider_queen BNuusetyYoAQrZt0 jHotejSTSPOLsxv0
[mission 17] $ ls
CSkrXsjqYgdVCTOS_baby_bat_bVWPLWIAuptYJQDl
~/Castle/Cellar/.Lair_of_the_spider_queen BNuusetyYoAQrZtO jHotejSTSPOLsxvO
[mission 17] $ gc
Good, but you took 23 seconds. You needed to take less than 20 seconds...
You are back in the cellar.
   Use the command
    $ gsh help
  | to get the list of "gsh" commands.
~/Castle/Cellar
[mission 17] $ gsh reset
   Use the command
    $ gsh help
    to get the list of "gsh" commands.
~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ TPcGGYCzMdraJCxD SEBmzqXGgqykUywe/
~/Castle/Cellar/.Lair_of_the_spider_queen TPcGGYCzMdraJCxD SEBmzqXGgqykUywe
[mission 17] $ ls
FPwInJfpfmBCAroA_spider_queen_XZVeiwVRiMWytRVV pHKTmmhchANcKTHf_baby_bat_gjNMXcMiiSFObPuq
~/Castle/Cellar/.Lair_of_the_spider_queen TPcGGYCzMdraJCxD SEBmzqXGgqykUywe
[mission 17] $ rm FPwInJfpfmBCAroA_spider_queen_XZVeiwVRiMWytRVV
~/Castle/Cellar/.Lair_of_the_spider_queen TPcGGYCzMdraJCxD SEBmzqXGgqykUywe
[mission 17] $ gc
Perfect, it took you only 16 seconds to complete this mission!
```

Bisogna finire la missione in 20 secondi altrimenti fallisce e bisogna resettarla.