

```
[mission 5] $ gsh goal

^
(0)--->-----=(0)
  \\'-----/
   (-----)
   )  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".
   (
   \\'-----\\'-----\\'-----\'
(0)--->-----=(0)
  \\'-----\'

~/Forest/Hut
[mission 5] $ cd

~

[mission 5] $ ls
Castle  Forest  Garden  Mountain  Stall

~

[mission 5] $ cd Castle/
Cellar/      Great_hall/    Main_building/ Main_tower/    Observatory/

~

[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] $ ls
barrel_of_apples  bat_1  bat_2

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

```
~/Castle/Great_hall
[mission 10] $ ls
30130_stag_head  50744_suit_of_armour  60991_decorative_shield  standard_1  standard_2  standard_3  standard_4

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

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

Congratulations, mission 10 has been successfully completed!
```

```
~/Castle/Main_tower/First_floor
[mission 15] $ cd

~

[mission 15] $ cd ~/Forest/Hut/Chest/

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

~/Forest/Hut/Chest
[mission 15] $ ls
12744_tapestry_06  23512_tapestry_10  53928_tapestry_08  6466_tapestry_04  coin_3
16267_tapestry_09  24556_tapestry_05  54883_tapestry_02  coin_1           journal.txt
19126_tapestry_07  47874_tapestry_03  60846_tapestry_01  coin_2           painting_OtjNWgld

~/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. |
+-----+ |
```

alessio@kali: ~

File Actions Edit View Help

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

~/Stall
[mission 42] \$ gsh goal

(—^—) _____ (—^—)
| / | Mission goal | / |\br/>| / | _____ | / |\br/>| / | A secret message has been found, it is kept in the drawer in Merlin's office. It was | / |\br/>| / | probably enciphered using a Caesar shift cipher. | / |\br/>| / | Decrypt it by making an exhaustive search from the command line. | / |\br/>| / | Hint | / |\br/>| / | _____ | / |\br/>| / | All other secret messages that have been found were using a shift between 10 and 16. | / |\br/>| / | _____ | / |\br/>| / | Useful commands | / |\br/>| / | _____ | / |\br/>| / | tr STRING1 STRING2 | / |\br/>| / | Replace each character STRING1[i] by STRING2[i] on the standard input, and output the | / |\br/>| / | result. | / |\br/>| / | Remark: ``tr`` is an abbreviation for "translate". | / |\br/>| / | Example: if | / |\br/>| / | STRING1 = "abcdef" | / |\br/>| / | STRING2 = "klmnop" | / |\br/>| / | the file will be output with the following substitution (other characters are left | / |\br/>| / | unchanged) | / |\br/>| / | a → k b → l c → m | / |\br/>| / | d → n e → o f → p | / |\br/>| / | Note: instead of "abcdefg", it is possible to write "a-g". | / |\br/>| / | This command is particularly useful with a redirection ``<``. | / |\br/>| / | _____ | / |\br/>(—^—)

~/Stall
[mission 42] \$ █

```
~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ gsh check
What's the key that will make Merlin's chest to appear?
qlev

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

CONGRATULATIONS!

You have finished all the missions.

```
()=(_____)_____(@=())
|
| Congratulations!
| You have finished all the missions.
| You can now quit GameShell, or go back to some old missions.
| Use ``gsh HELP`` to get a list of all GameShell commands.
| The commands ``gsh index`` and ``gsh goto N`` are particularly interesting.
| Note: the admin password has been changed to 'qwerty'.
()=(_____)_____(@=())
```

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 43] \$ █