

## Game Shell

```
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ gsh check
```

Congratulations, mission 1 has been successfully completed!

Missione 1

```
[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!

Missione 2

```
[mission 3] $ cd
[mission 3] $ cd /home/kali/gameshell/World/Castle/Main_building/Throne_room
[mission 3] $ gsh check
```

Congratulations, mission 3 has been successfully completed!

Missione 3

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

~/Forest
[mission 4] $ cd Hut

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

~/Forest/Hut
[mission 4] $ gsh check
ScriptPython
Congratulations, mission 4 has been successfully completed!
```

Missione 4

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

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

Congratulations, mission 5 has been successfully completed!

Missione 5

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

~/Garden
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!
```

Missione 6

```
~/Garden
[mission 7] $ mv .31155_coin_1 .28391_coin_2 .61467_coin_3 /home/kali/gameshell/World/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!
```

Missione 7

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

~/Castle/Cellar
[mission 8] $ ls -A
11202_bat_5 12271_bat_1 2422_bat_3 26232_bat_2 4877_bat_4 barrel_of_apples bat_1 bat_2

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

Congratulations, mission 8 has been successfully completed!
```

Missione 8

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

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

Congratulations, mission 9 has been successfully completed!
```

Missione 9

```
~/Castle/Great_hall
[mission 10] $ cp standard_4 ~/Forest/Hut/Chest

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

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

Missione 10

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

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

Congratulations, mission 11 has been successfully completed!
```

Missione 11

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

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

Congratulations, mission 12 has been successfully completed!
```

Missione 12

```
~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 10-20-1943?
 1 : Monday
 2 : Tuesday
 3 : Wednesday
 4 : Thursday
 5 : Friday
 6 : Saturday
 7 : Sunday
Your answer: 3

Congratulations, mission 13 has been successfully completed!
```

Missione 13

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

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

Missione 14

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

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

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

Missione 15

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

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

Missione 16

```
~/Castle/Cellar/.Lair_of_the_spider_queen fpJonjdofpGosUHB fKSdlUrVsOsTKHJb
[mission 17] $ gsh check
Perfect, it took you only 15 seconds to complete this mission!
ScriptPython
Congratulations, mission 17 has been successfully completed!
```

Missione 17

```
~/Castle/Cellar
[mission 18] $ xeyes &
[1] 38529

~/Castle/Cellar
[mission 18] $ gsh check

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

Missione 18



```
~/Garden/Maze/fb328acf31a3e02bfdf885/7a9b5d89eae0386b2/d047e57b77afb
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/fb328acf31a3e02bfdf885/7a9b5d89eae0386b2/d047e57b77afb
[mission 19] $ gsh check

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

Missione 19

```
~/Garden/Maze/0479901166e9dbad60fbee8b8091ce/73fb121a617a632b903aa
[mission 20] $ mv 00000_silver_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/0479901166e9dbad60fbee8b8091ce/73fb121a617a632b903aa
[mission 20] $ gsh check

Congratulations, mission 20 has been successfully completed!
```

Missione 20

```
~/Garden/Maze/7229124f237829228e42e4847/78e26495d7f23896d742f/21
[mission 21] $ gsh check

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

Missione 21

```
~/Mountain/Cave
[mission 22] $ head -n 6 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!
```

Missione 22

```
~/Mountain/Cave
[mission 23] $ tail -n 9 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!
```

Missione 23

```
~/Mountain/Cave
[mission 24] $ cat page_01 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!
```

Missione 24

- ```
~/Mountain/Cave
[mission 25] $ cat page_03 page_04 | tail -n 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!
```

Missione 25



```
~/Mountain/Cave
[mission 26] $ cat page_13 | head -n 6 | tail -n 3
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).
```

Missione 26

```
~/Mountain/Cave
[mission 26] $ gsh check
```

```
Congratulations, mission 26 has been successfully completed!
```

```
kill -9
```

```
    *#@*
    &_**/~
    !$-#
```

```
69103
```

```
ScriptPython
```

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

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

Missione 27

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

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

Missione 28

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

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

Missione 29

```
~/Castle/Cellar
[mission 30] $ gsh check
73 + 22 = ?? 95
81 + 69 = ?? 150
73 + 21 = ?? 94
55 + 39 = ?? 94
64 + 86 = ?? 150
```

```
Congratulations, mission 30 has been successfully completed!
```

Missione 30

```
2046 * 94 = ?? 49 * 60 = ?? 70 * 17 = ?? 89 * 99 = ?? 58 * 27 = ?? 41
5 * 45 = ?? 32 * 51 = ?? 69 * 99 = ?? 21 * 48 = ?? 33 * 23 = ?? 60 *
87 = ?? 52 * 83 = ?? 88 * 32 = ?? 5 * 68 = ?? 30 * 56 = ?? 24 * 90 =
? 83 * 97 = ?? 91 * 41 = ?? 40 * 28 = ?? 97 * 45 = ?? 74 * 57 = ?? 94
* 97 = ?? 66 * 32 = ?? 48 * 63 = ?? 55 * 65 = ?? 78 * 27 = ?? 91 * 59
91 * 46 = ?? 16 * 66 = ?? 60 * 17 = ?? 49 * 63 = ?? 13 * 30 = ?? 25 *
```

```
Congratulations, mission 31 has been successfully completed!
```

Missione 31

```
~/Castle/Main_building/Library/Merlin_s_office  
[mission 32] $ ls grimoire_* > Drawer/inventory.txt  
  
~/Castle/Main_building/Library/Merlin_s_office  
[mission 32] $ less Drawer/inventory.txt  
  
~/Castle/Main_building/Library/Merlin_s_office  
[mission 32] $ gsh check  
  
Congratulations, mission 32 has been successfully completed!
```

Missione 32