```
[mission 1] $ pwd
 /home/kali/Downloads/gameshell/World/Castle
 [mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_Tower
bash: cd: Main_Tower: No such file or directory
 [mission 1] $ cd Main_tower
 [mission 1] $ pwd
/home/kali/Downloads/gameshell/World/Castle/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
   | Use the command
    $ gsh help
   | to get the list of "gsh" commands. |
astle Forest Garden Mountain Stall
[mission 2] $ cd Castle
[mission 2] $ ls
ellar Great_hall Main_building Main_tower Observatory
mission 2] $ cd Cellar
mission 2] $ ls
oarrel_of_apples
mission 2] $ gsh check
Congratulations, mission 2 has been successfully completed!
   Use the command
   $ gsh help
   to get the list of "gsh" commands.
mission 31 $
```

```
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check
                                   Well done!!!
                                    From now on, the current location will be shown just before the command
  .
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
~/Castle/Main_building/Throne_room
[mission 4] $
::1 ff02::2 ip6
ff02::1 ip6-allnodes ip6
                 ff02::2 ip6-allrouters ip6-loopback ip6-allnodes ip6-localhost kali
~/Castle/Main_building/Throne_room
[mission 4] $ sS
 [mission 4] $ ls
 Castle Forest Garden Mountain Stall
 [mission 4] $ cd Forest
 ~/Forest
 [mission 4] $ cd Hut
 ~/Forest/Hut
[mission 4] $ mkdir Chest
 mkdir: cannot create directory 'Chest': File exists
 ~/Forest/Hut
[mission 4] $ gsh check
     | Use the command
       $ gsh help
     | to get the list of "gsh" commands.
```

```
~/Forest/Hut
[mission 5] $ cd
[mission 5] $ ls
Castle Forest Garden Mountain Stall
[mission 5] $ cd Castle
~/Castle
[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory
 ~/Castle
[mission 5] $ cd 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
~/Castle/Cellar
[mission 5] $ rm spider_2
~/Castle/Cellar
[mission 5] $ rm spider_3
 ~/Castle/Cellar
[mission 5] $ gsh check
~/Garden
[mission 6] $ cd
[mission 6] $ ls
Castle Forest Garden Mountain Stall
[mission 6] $ cd Forest
~/Forest
[mission 6] $ cd
[mission 6] $ ls
Castle Forest Garden Mountain Stall
[mission 6] $ cd Garden
~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest
~/Garden
[mission 6] $ gsh check
Congratulations, mission 6 has been successfully completed!
```

```
/Garden
mission 7] $ cd
mission 7] $ ls -A
bashrc Castle Forest Garden .lesshst Mountain Stall
mission 7] $ cd Garden
/Garden
vission 7] $ ls -A
25512_coin_1 .25620_coin_2 .7242_coin_3 Flower_garden Maze Shed
/Garden
mission 7] $ mv .25512_coin_1 .25620_coin_2 .7242_coin_3 ~/Forest/Hut/Chest
/Garden
mission 7] $ gsh check
~/Garden
[mission 8] $ cd
~
[mission 8] $ ls
Castle Forest Garden Mountain Stall
[mission 8] $ cd Castle
[mission 8] $ ls
Cellar Great_hall Main_building Main_tower Observatory
~/Castle
[mission 8] $ cd Cellar
~/Castle/Cellar
[mission 8] $ rm *spider*
~/Castle/Cellar
[mission 8] $ gsh check
```

```
[mission 9] $ is callar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall Main_building Main_tower Observatory

-/castle
[mission 9] $ is -A
Cellar Great_hall

-/castle

-/castle

-/castle

-/castle
-/castle
-/castle
-/castle
-/castle
-/castle
-/castle
-/castle
-/castle
-/castle
-/castle
-/castle
-/
```