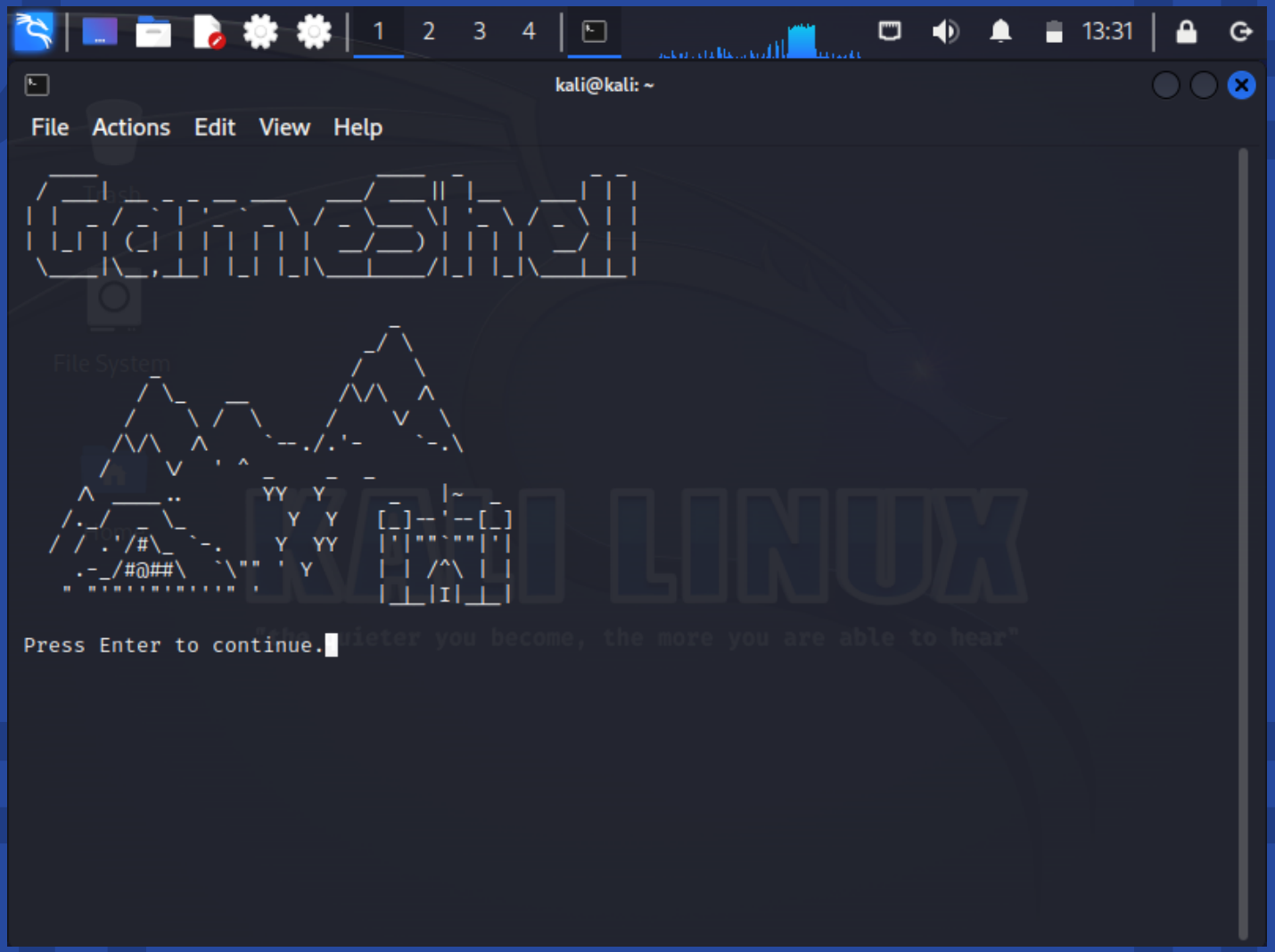

1 2 3 4
13:31
kali@kali: ~
File Actions Edit View Help
Press Enter to continue.

```
[mission 1] $ gsh goal

 ,_____________________________________________________________________.
(_\                                                                     \
   |  Mission goal
   |  ============
   |
   |  Go to the top of the main tower of the castle.
   |
   |
   |  Useful commands
   |  ================
   |
```

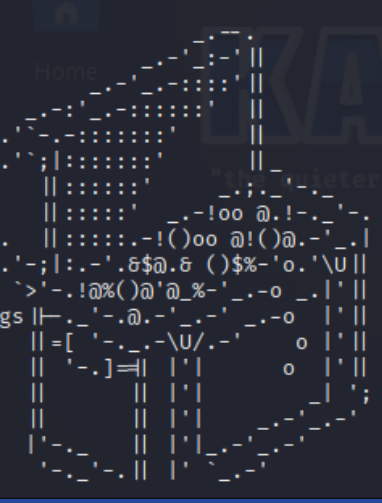
```
[mission 1] $ pwd
/home/kali/gameshell/World
[mission 1] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 1] $ cd castle
bash: cd: castle: No such file or directory
[mission 1] $ cd Castle
[mission 1] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 1] $ cd Main_tower
[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] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 1] $ gsh check

Congratulations, mission 1 has been successfully completed!
```

```
[mission 2] $ gsh goal

 ,_____________________________________________________________.
(_\                                                             \
    |  Mission goal
    |  ============
    |
    |  Go the castle's cellar.
    |
    |
    |  Secondary objective
    |  ___________________
    |
    |  Understand the difference between ``cd -`` and ``cd ..``.
    |
    |
    |  Useful commands
```

```
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[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] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World
[mission 2] $ cd 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 check

Congratulations, mission 2 has been successfully completed!
```

```
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.
```

```
[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!
```



```
Well done!!!

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

```
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".
```

```
/home/kali/gameshell/World

~
[mission 4] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ ls
Hut

~/Forest
[mission 4] $ cd Hut

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

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

~/Forest/Hut
[mission 4] $ gsh check

Congratulations, mission 4 has been successfully completed!
```

```
    ____________________________________________________________________
   ^                                                                    \
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   \/''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''/
   (                                                                                                                        (
    )  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.                                                                                                      (
    )                                                                                                                       )
```

```
~
[mission 5] $ pwd
/home/kali/gameshell/World

~
[mission 5] $ cd Castle

~/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 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!
```

```
Mission goal
============

Collect all the coins that you can find in the garden in front of
the castle, and put them in your chest in your hut in the forest.
```

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

~/Forest/Hut
[mission 6] $ gsh check

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

```
~/Garden
[mission 7] $ ls -a
.   ..   .24437_coin_3   .35938_coin_2   .64327_coin_1   Flower_garden   Maze   Shed

~/Garden
[mission 7] $ mv .24437_coin_3 .35938_coin_2 .64327_coin_1 /home/kali/gameshell/World/Forest/Hu
t/Chest

~/Garden
[mission 7] $ gsh check

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

```
                                                                                  .___.
                                                                                 /   \
                                                                                |\_/|
                                                                                |   |  /|
 .-------------------------------------------------------------------------------'  |
/  .-.                                                                               |
  /   \                                                                              |
 |\_.  |   Mission goal                                                              |
\|  |  /|   ============                                                            |
 `___' |                                                                             |
       |   Get rid of all the spiders that are crawling in the cellar.               |
       |   Again, do not do not disturb the bats.                                    |
       |                                                                             |
       |                                                                             |
       |   Shell patterns                                                            |
       |   ==============                                                            |
       |                                                                             |
```

```
[mission 8] $ ls -a
.                14829_spider_7   21502_bat_5      30713_spider_16  680_spider_48
..               1489_spider_31   22943_spider_42  30850_spider_28  6950_spider_13
11174_spider_3   15148_spider_22  24160_spider_33  31492_spider_15  7251_spider_40
11448_spider_12  16141_spider_44  24248_spider_37  31735_spider_5   8029_spider_2
11910_spider_34  16452_spider_10  24548_spider_4   32309_spider_50  806_spider_35
12103_spider_36  16974_spider_6   24742_spider_26  32444_spider_23  8509_spider_17
12551_spider_8   18803_bat_1      24742_spider_47  3410_spider_45   9401_spider_14
12630_spider_1   19363_spider_43  25468_spider_29  4278_spider_41   9467_bat_2
13373_spider_24  2008_spider_38   25899_spider_9   4807_spider_49   9665_spider_27
1400_spider_32   21284_spider_18  26411_spider_25  6016_spider_21   barrel_of_apples
14504_spider_20  21348_spider_39  27707_spider_11  6431_spider_19
14555_bat_4      21392_spider_30  29519_bat_3      6618_spider_46

~/Castle/Cellar
[mission 8] $ rm *_spider_*

~/Castle/Cellar
[mission 8] $ rm .*_spider_*
rm: cannot remove '.*_spider_*': No such file or directory

~/Castle/Cellar
[mission 8] $ ls
14555_bat_4  18803_bat_1  21502_bat_5  29519_bat_3  9467_bat_2  barrel_of_apples

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

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

```
 ___________________________________________________________________________
/ \                                                                         \.
|   | Mission goal                                                          |.
 \_ | ============                                                          |.
    |                                                                       |.
    | The spiders are getting clever: they found a way to hide.             |.
    | Get rid of all the spiders that are hiding in the cellar without      |.
    | disturbing the bats.                                                  |.
    |                                                                       |.
    |                                                                       |.
```

```
~/Castle/Cellar
[mission 9] $ ls -a
.                 .15661_spider_27  .20287_spider_45  .30001_spider_17  .6814_spider_1
..                .15979_spider_50  .20315_spider_14  .30194_spider_36  .7571_spider_47
.10413_spider_46  .16172_spider_42  .20432_spider_11  .31065_bat_4      .7731_spider_28
.10470_spider_35  .16275_bat_1      .20451_bat_2      .31267_spider_33  .8355_spider_43
.11014_spider_26  .17166_spider_22  .21021_spider_41  .31638_spider_30  .9425_spider_37
.11257_spider_3   .17617_spider_8   .21363_spider_23  .31818_spider_21  9467_bat_2
.11257_spider_32  .17639_spider_13  21502_bat_5       .3606_spider_16   .9509_spider_20
.12199_spider_29  .17899_bat_3      .25597_bat_5      .4118_spider_49   .9573_spider_44
.13866_spider_25  .18615_spider_34  .25883_spider_39  .440_spider_15    .9672_spider_40
.14139_spider_9   .18691_spider_31  .27404_spider_24  .5137_spider_48   .9754_spider_19
14555_bat_4       18803_bat_1       .28322_spider_2   .5695_spider_5    barrel_of_apples
.14870_spider_18  .19485_spider_6   .29450_spider_7   .615_spider_38
.15647_spider_10  .2016_spider_12   29519_bat_3       .6766_spider_4

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

~/Castle/Cellar
[mission 9] $ ls
14555_bat_4  18803_bat_1  21502_bat_5  29519_bat_3  9467_bat_2  barrel_of_apples

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

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

```
                                                                                  .___.
                                                                                 /   \
                                                                                |\_/|  |
                                                                                |   | /|
  ._____________________________________________________________________________.' |
 / .-.                                                                              |
|  /   \                                                                             |
| |\_.  |   Mission goal                                                             |
|\|  | /|    ============                                                            |
| `___' |                                                                            |
|       |   You have taken a fancy to the four standards in the great hall of        |
|       |   the castle. As stealing them would not go unnoticed, put a copy          |
|       |   (same name, same content) of each in your chest.                         |
|       |                                                                            |
|       |                                                                            |
```

```
~/Castle/Great_hall
[mission 10] $ ls
11492_decorative_shield  50464_stag_head  standard_2  standard_4
48777_suit_of_armour     standard_1       standard_3

~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 /home/kali/gameshell/World/Forest
/Hut/Chest

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

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

```
 /&\/\_..__________________________________________________________________._/\/&\
(      _||                                                                  ||_      )
 \_/\/  ||   Mission goal                                                    || \/\_/
        ||   ============                                                    ||
        ||                                                                  ||
        ||   The tapestries in the castle's great hall are also particularly ||
        ||   beautiful. Put a copy of each in your chest.                   ||
        ||                                                                  ||
        ||                                                                  ||
        ||   Useful commands                                                ||
        ||   ================                                               ||
```

```
~/Castle/Great_hall
[mission 11] $ ls
17881_suit_of_armour  4170_stag_head     56044_tapestry_02      62297_tapestry_04  standard_4
22374_tapestry_03     45324_tapestry_05  572_tapestry_06        standard_1
27231_tapestry_07     54823_tapestry_01  58986_tapestry_10      standard_2
35644_tapestry_08     55139_tapestry_09  613_decorative_shield  standard_3

~/Castle/Great_hall
[mission 11] $ cp *_tapestry_* /home/kali/gameshell/World/Forest/Hut/Chest

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

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

```
Mission goal
============

While wandering around the first floor of the main tower, some
magnificent paintings catch your eye. Add a copy of the oldest
one to your chest.


Secondary objectives
--------------------

Take a moment to admire the sheer beauty of the paintings.
```

```
~/Castle/Main_tower
[mission 12] $ ls
First_floor/

~/Castle/Main_tower
[mission 12] $ cd First_floor

~/Castle/Main_tower/First_floor
[mission 12] $ ls
painting_PabRnvVE  painting_xyctdrWG  painting_ZVsxQUxr  Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
-rw-r--r-- 1 kali kali 1055 Jan  4  1996 painting_PabRnvVE
-rw-r--r-- 1 kali kali 1455 Apr 28  1981 painting_xyctdrWG
-rw-r--r-- 1 kali kali 1503 Nov 18  2018 painting_ZVsxQUxr
drwxr-xr-x 3 kali kali 4096 Dec 15 13:31 Second_floor/
```

```
~/Castle/Main_tower/First_floor
[mission 12] $ cat painting_xyctdrWG
dfff984f2574f47e07f5db593019aaf1e9a020a5@31340
/ \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \
\ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ /
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\ /                  ||__*__||    | | |                              \ /
/ \                 |~ \___/ ~|  []|[]                              / \
\ /                 /=\ /=\ /=\    | | |     Simon Jansen            \ /
/ \  _________[_]_[_]_[_]_______/_]_[_\_______________               / \
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```

```
\ /                          D888$88          \ /
/ \                        88888              / \
\ /                       88888               \ /
/ \                      88Z88                / \
\ /                     888ZD8                \ /
/ \       ZZ$M88D      88ZZ88                 / \
\ /    77MMMMMM88M    I~:Z88                  \ /
/ \   NN877$MNNNMMM   MM::=I7                  / \
\ /   NNNNNNNNNNNNNN NMM88MI                   \ /
/ \   DDDDDDDDDNNNNNNNN8MMM                    / \
\ /    8888888DDNNNNNNNNMM                     \ /
/ \    8OZZZO88DDNNNNNNNM                      / \
\ /     Z$7$ZO88DNNNNNM                        \ /
/ \     Z$7$ZO88DNNNN                          / \
\ /     NNZZO88DDNNNNNNN                       \ /
/ \   NNNNNNNNNNNNNNNNNN                       / \
\ /                                            \ /
/ \       Ceci n'est pas un fichier            / \
\ /                                            \ /
/ \                                            / \
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~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_xyctdrWG /home/kali/gameshell/World/Forest/Hut/Chest

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

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

```
Mission goal
============

Nostradamus predicted a spectacular star conjunction on the
03-27-1969.
But what will the day of the week be on that date?

When you have it, run the command ``gsh check``.

Useful commands
===============

cal
Print a calendar for the current month.

cal YEAR
Print a calendar for the given year.
```

```
~/Castle/Main_tower/First_floor
[mission 13] $ cal 1969
                                1969
      January                   February                  March
Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr Sa
    1  2  3  4                     1                       1
 5  6  7  8  9 10 11   2  3  4  5  6  7  8   2  3  4  5  6  7  8
12 13 14 15 16 17 18   9 10 11 12 13 14 15   9 10 11 12 13 14 15
19 20 21 22 23 24 25  16 17 18 19 20 21 22  16 17 18 19 20 21 22
26 27 28 29 30 31     23 24 25 26 27 28     23 24 25 26 27 28 29
                                            30 31

       April                    May                      June
Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr Sa
       1  2  3  4  5                 1  2  3   1  2  3  4  5  6  7
 6  7  8  9 10 11 12   4  5  6  7  8  9 10   8  9 10 11 12 13 14
13 14 15 16 17 18 19  11 12 13 14 15 16 17  15 16 17 18 19 20 21
20 21 22 23 24 25 26  18 19 20 21 22 23 24  22 23 24 25 26 27 28
27 28 29 30           25 26 27 28 29 30 31  29 30

        July                    August                  September
Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr Sa  Su Mo Tu We Th Fr Sa
       1  2  3  4  5                 1  2      1  2  3  4  5  6
 6  7  8  9 10 11 12   3  4  5  6  7  8  9   7  8  9 10 11 12 13
13 14 15 16 17 18 19  10 11 12 13 14 15 16  14 15 16 17 18 19 20
20 21 22 23 24 25 26  17 18 19 20 21 22 23  21 22 23 24 25 26 27
27 28 29 30 31        24 25 26 27 28 29 30  28 29 30
```

```
~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 03-27-1969?
  1 : Monday
  2 : Tuesday
  3 : Wednesday
  4 : Thursday
  5 : Friday
  6 : Saturday
  7 : Sunday
Your answer: 4

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

```
Mission goal
============

Checking for hidden files is taking too long!

Create an alias "la" to run the command ``ls -A`` in order to list
all files, including hidden ones, with only 2 letters.

Define the synonym

la

for the command

ls -A

and check that it works as expected.

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

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

~/Castle/Main_tower
[mission 14] $ cd ..

~/Castle
[mission 14] $ cd ..

~
[mission 14] $ alias la='ls -A'

~
[mission 14] $ la
.bashrc  Castle/  Forest/  Garden/  .lesshst  Mountain/  Stall/

~
[mission 14] $ gsh check

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

```
Mission goal
============

Create a file named "journal.txt" in your chest and write a short
message in it.
You can use this file to record your notes and solutions for the
upcoming missions.
```

```
~
[mission 15] $ cd Forest

~/Forest
[mission 15] $ cd Hut

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

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

~/Forest/Hut/Chest
[mission 15] $ ls
22374_tapestry_03  54823_tapestry_01  58986_tapestry_10  coin_3            standard_2
27231_tapestry_07  55139_tapestry_09  62297_tapestry_04  journal.txt       standard_3
35644_tapestry_08  56044_tapestry_02  coin_1             painting_xyctdrWG  standard_4
45324_tapestry_05  572_tapestry_06    coin_2             standard_1

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

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

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

```
GNU nano 7.2                    journal.txt *

Ciao Prof! :)
```

Mission goal

Create an alias "journal" in order to easily edit your journal file wherever you are.

Details

To edit the journal file with ``nano`` from, for example, the cellar or the throne room, you need to give the full path to the file: "~/Forest/ .../journal.txt".

To avoid typing this long command each time, you can create an alias just like

```
alias la='ls -a'
```

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

~
[mission 16] $ gsh check

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

```
Mission goal
============

At the back of the cellar, there is a small opening going to the
spider queen's lair.
Go there, and remove the spider queen (and nothing else).


Note: you have a limited amount of time (20 seconds) to do that.
You can use the command ``gsh reset`` to reset the timer.

Another thing: shell patterns have been deactivated. You cannot
use the wildcards ``*`` or ``?``.
```

```
~/Castle/Cellar
[mission 17] $ la
14555_bat_4   .20451_bat_2  .31065_bat_4
.16275_bat_1  21502_bat_5   9467_bat_2
.17899_bat_3  .25597_bat_5  barrel_of_apples
18803_bat_1   29519_bat_3   .Lair_of_the_spider_queen IqaAaqrKYmPdZLuV xnEFHqtyFenqshzi/

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ IqaAaqrKYmPdZLuV xnEFHqtyFenqshzi/

~/Castle/Cellar/.Lair_of_the_spider_queen IqaAaqrKYmPdZLuV xnEFHqtyFenqshzi
[mission 17] $ la
GVfjKRgLxjTpItib_baby_bat_FVcoJjJRsRugdhSR  VkMZzFTlIIiEYwhA_spider_queen_KxeNrelsVvAnXsiM

~/Castle/Cellar/.Lair_of_the_spider_queen IqaAaqrKYmPdZLuV xnEFHqtyFenqshzi
[mission 17] $ rm VkMZzFTlIIiEYwhA_spider_queen_KxeNrelsVvAnXsiM

~/Castle/Cellar/.Lair_of_the_spider_queen IqaAaqrKYmPdZLuV xnEFHqtyFenqshzi
[mission 17] $ gsh check
Perfect, it took you only 20 seconds to complete this mission!

Congratulations, mission 17 has been successfully completed!
```

```
 ___________________________________________________________________________
/                                                                           \
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\/''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''/
(                                                                           (
 )  Mission goal                                                            )
(    ==========                                                             (
 )                                                                          )
(   As you are walking around the castle, you feel like you are being       (
 )  watched... Turn your head quickly enough and you may see one of         )
(   the paintings' eyes following you.                                      (
 )                                                                          )
(   1/ Run the ``xeyes`` command, and stop it.                              (
 )  2/ Run the ``xeyes`` command in the background.                         )
(                                                                           (
```

```
~
[mission 18] $ xeyes
^C

~
[mission 18] $ xeyes &
[1] 34434

~
[mission 18] $ ^C

~
[mission 18] $ gsh check

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

```
Mission goal
============

Find the copper coin in the small maze in the garden and move it
to your chest.

If you want, you can use a graphical file manager. The maze is to
be found in directory
/home/kali/gameshell.1/World/Garden/Maze
```

```
~/Garden/Maze/b9dc1d32a7d375bf3706eda/950a101f87f8f9fcb669b1cf/879834f50f013e41867ca
[mission 19] $ ls
OOOOO_copper_coin_OOOOO

~/Garden/Maze/b9dc1d32a7d375bf3706eda/950a101f87f8f9fcb669b1cf/879834f50f013e41867ca
[mission 19] $ mv OOOOO_copper_coin_OOOOO /home/kali/gameshell.1/World/Forest/Hut/Chest

~/Garden/Maze/b9dc1d32a7d375bf3706eda/950a101f87f8f9fcb669b1cf/879834f50f013e41867ca
[mission 19] $ gsh check

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

```
Mission goal
============

Find the silver coin in the maze in the garden and move it to
your chest using the shell.


Useful commands
===============
```

```
~/Garden/Maze
[mission 20] $ mv 62d83c8e94/8a90a797eac12fc67535981/250d26a63f3e3336e02666b79d2ea/OOOOO_silver
_coin_OOOOO ~/Forest/Hut/Chest

~/Garden/Maze
[mission 20] $ gsh check

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

Mission goal

Find the gold coins in the maze hidden in the garden and move them to your chest.

```
~/Garden/Maze
[mission 21] $ find . -iname *gold*
./8bad3a61619d8d5/d5cc1c86286974350317/1f422093951ef0f6632/GolD_CoiN_2
./b1cf1af9dcb2d/e2938bac62431c71b25677/34a82a14c57aa355c4dae7bada85/gold_coin_1

~/Garden/Maze
[mission 21] $ mv ./8
8bad3a61619d8d5/  8fd5ca3ec692b992/

~/Garden/Maze
[mission 21] $ mv ./8bad3a61619d8d5/d5cc1c86286974350317/1f422093951ef0f6632/GolD_CoiN_2 ~/Fore
st/Hut/Chest

~/Garden/Maze
[mission 21] $ mv ./b1cf1af9dcb2d/e2938bac62431c71b25677/34a82a14c57aa355c4dae7bada85/gold_coin
_1 ~/Forest/Hut/Chest

~/Garden/Maze
[mission 21] $ gsh check

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

Mission goal

A forgetful old hermit called Servillus has set up camp in a cave with his old, leather-bound potion book.
Go to the cave and help him remember the recipe of his famous herbal tea.

In order to validate the mission, you need to be in the cave with Servillus **and** your last command prior to ``gsh check`` must show the recipe (including its title), but nothing else.

Note: you shouldn't alter the content of the book of potions.

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

```
Mission goal
============

The old man seems to enjoy your company very much. He invites you
to stay for supper, and starts preparing a delicious stew for the
both of you. While getting the cauldron ready he asks for your
help.
Read him the steps of the recipe from his book.

In order to validate the mission, you need to be in the cave with
Servillus **and** last command prior to ``gsh check`` must show
the steps of the recipe (without its title).

Note: you shouldn't alter the content of the book of potions.
```

```
~/Mountain/Cave
[mission 23] $ ls
Book_of_potions/  servillus

~/Mountain/Cave
[mission 23] $ cd Book_of_potions

~/Mountain/Cave/Book_of_potions
[mission 23] $ ls
page_01  page_03  page_05  page_07  page_09  page_11  page_13
page_02  page_04  page_06  page_08  page_10  page_12  table_of_contents

~/Mountain/Cave/Book_of_potions
[mission 23] $ cd table_of_contents
bash: cd: table_of_contents: Not a directory

~/Mountain/Cave/Book_of_potions
[mission 23] $ cat table_of_contents
1. Transformation potion ———————————— pages 1-2
2. Elixir of youth ———————————————— pages 3-4
3. Philter of love ——————————————— page 5
4. Bottled death (powerful poison) ——————— page 6
5. Herbal tea ——————————————————— page 7
6. Draft of invisibility ————————— pages 7-8
7. Homeopathic healing potion (part 1) ———— pages 8-9
8. Homeopathic healing potion (part 2) ———— page 10
9. Homeopathic healing potion (part 3) ———— page 11
10. Toadstool stew ——————————————— page 12
11. Distilled water ——————————————— page 13
12. King's ale ——————————————————— Page 13
```

```
~/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) 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!
```

```
Mission goal
============

While cleaning the dishes, Servillus mentions an interesting
potion that lets the drinker (temporarily) take the physical
appearance of anyone.
Read the recipe of the potion from the hermit's book.

In order to validate the mission, you need to be in the cave with
Servillus **and** your last command prior to ``gsh check`` must
show the whole recipe (with its title).

Note: you shouldn't alter the content of the book of potions.
```

```
~/Mountain/Cave
[mission 24] $ cat /home/kali/gameshell.1/World/Mountain/Cave/Book_of_potions/page_01 /home/kal
i/gameshell.1/World/Mountain/Cave/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
```

```
Mission goal
============

The old hermit notices your interest for potion recipes, and
sees promise in your ability to lookup lists of ingredients. He
challenges you to find the steps for the elixir of Youth.

In order to validate the mission, you need to be in the cave with
Servillus **and** your last command prior to ``gsh check`` must
show the steps for the recipe and nothing else.

Note: you shouldn't alter the content of the book of potions.
```

```
~/Mountain/Cave
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/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!
```

```
Mission goal
============

The old hermit is thirsty and he would like you lookup the recipe
for distilled water.

In order to validate the mission, you need to be in the cave with
Servillus **and** your last command prior to ``gsh check`` must
show the steps for the recipe and nothing else.

Note: you shouldn't alter the content of the book of potions.
```

```
~/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!
```

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

ps
    PID TTY          TIME CMD
   1262 pts/0    00:00:01 zsh
   1834 pts/0    00:00:00 bash
   1940 pts/0    00:00:02 bash
  64410 pts/0    00:00:00 head
 169134 pts/0    00:00:00 spell
 172441 pts/0    00:00:00 ps
```

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

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

```
Mission goal
============

The mischievous imp has more than one trick up his sleeve. He
managed to protect his spell against most tampering.
You need to find this spell and try to remove it with standard
signal. If it doesn't work, use a more brutal signal.


Remark
======

The spell is a process.
```

```
~/Mountain/Cave
[mission 28] $ kill -15 196208

~/Mountain/Cave
[mission 28] $ ps
    PID TTY          TIME CMD
   1262 pts/0    00:00:01 zsh
   1834 pts/0    00:00:00 bash
   1940 pts/0    00:00:03 bash
  64410 pts/0    00:00:00 head
 195727 pts/0    00:00:00 spell
 196208 pts/0    00:00:00 spell
 196569 pts/0    00:00:00 ps

~/Mountain/Cave
[mission 28] $ kill -9 195727

~/Mountain/Cave
[mission 28] $ kill -9 196208

~/Mountain/Cave
[mission 28] $ ps
    PID TTY          TIME CMD
   1262 pts/0    00:00:01 zsh
   1834 pts/0    00:00:00 bash
   1940 pts/0    00:00:03 bash
  64410 pts/0    00:00:00 head
 197146 pts/0    00:00:00 ps

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

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

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