```
~/Castle/Cellar
[mission 10] $ cd ..

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
16947_decorative_shield  30810_suit_of_armour  53506_stag_head  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/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] $ touch journal.txt

~/Forest/Hut/Chest
[mission 15] $ gsh check
The file '/home/kali/gameshell/World/Forest/Hut/Chest/journal.txt' is empty ...

Sorry, mission 15 hasn't been completed.


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


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

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

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

```
./d516bfbdcf115d423df6a0df7/4186113096dcbd763bf385b10e5c/58a33300cbc3b6f11e216702cd44:

./d516bfbdcf115d423df6a0df7/4186113096dcbd763bf385b10e5c/b88f51bc8:

./d516bfbdcf115d423df6a0df7/4186113096dcbd763bf385b10e5c/d35a7caa1faa:

./d516bfbdcf115d423df6a0df7/4d23505f648e20df1256242aa0:
38d8e4e45726b2f75c158a9b4300/  3906a2fde34cb8a0a23a82c5d28e99/  bfb110e4f949dd45afe078d7063d2f7/

./d516bfbdcf115d423df6a0df7/4d23505f648e20df1256242aa0/38d8e4e45726b2f75c158a9b4300:

./d516bfbdcf115d423df6a0df7/4d23505f648e20df1256242aa0/3906a2fde34cb8a0a23a82c5d28e99:

./d516bfbdcf115d423df6a0df7/4d23505f648e20df1256242aa0/bfb110e4f949dd45afe078d7063d2f7:

./d516bfbdcf115d423df6a0df7/5e717b0848bab614e:
24ff89226319586bfd597b27e2a2be/  3f023496/  be7f7ff304f2e2f6446c8ec9fccc0/

./d516bfbdcf115d423df6a0df7/5e717b0848bab614e/24ff89226319586bfd597b27e2a2be:

./d516bfbdcf115d423df6a0df7/5e717b0848bab614e/3f023496:

./d516bfbdcf115d423df6a0df7/5e717b0848bab614e/be7f7ff304f2e2f6446c8ec9fccc0:

~/Garden/Maze
[mission 20] $ cd ./3bed97b3fe476270e37542d7b55/aa9b0a1efa3897f4d2033c7bc010/356aa43622cc

~/Garden/Maze/3bed97b3fe476270e37542d7b55/aa9b0a1efa3897f4d2033c7bc010/356aa43622cc
[mission 20] $ ls
00000_silver_coin_00000

~/Garden/Maze/3bed97b3fe476270e37542d7b55/aa9b0a1efa3897f4d2033c7bc010/356aa43622cc
[mission 20] $ mv 00000_silver_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/3bed97b3fe476270e37542d7b55/aa9b0a1efa3897f4d2033c7bc010/356aa43622cc
[mission 20] $ gh

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

```
~/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] $ gh

Congratulations, mission 25 has been successfully completed!
```

```
~/Castle/Cellar
[mission 30] $ gh
20 + 79 = ?? 99
35 + 29 = ?? 64
41 + 17 = ?? 58
17 + 48 = ?? 65
41 + 24 = ?? 65

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

```
~/Castle/Main_building/Throne_room
[mission 35] $ cd Kings_quarter/
bash: cd: Kings_quarter/: Permission denied

~/Castle/Main_building/Throne_room
[mission 35] $ chmod u+rwx Kings_quarter

~/Castle/Main_building/Throne_room
[mission 35] $ cd Kings_quarter/

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 35] $ gh

Congratulations, mission 35 has been successfully completed!
```

```
~/Garden/Maze
[mission 39] $ find . -type f -exec grep -H diamond '{}' \;
./7dcb20e6c69b2958715518d3ed2/8538002dd27532d95dc1167/14678ea7cec52bf9753146b498bd:14678ea7cec52bf9753146b498bd diamond ed0ddd97ba11e
c01fd53a24d047a59cdde794ac6

~/Garden/Maze
[mission 39] $ mv ./7dcb20e6c69b2958715518d3ed2/8538002dd27532d95dc1167/14678ea7cec52bf9753146b498bd ~/Forest/Hut/Chest

~/Garden/Maze
[mission 39] $ gh

Congratulations, mission 39 has been successfully completed!
```