

MISSIONE 1

kali㉿kali: ~

```
| $ gsh goal  
| to discover your first mission.  
  
| You can check the mission has been completed with  
| $ gsh check  
  
| The command  
| $ gsh help  
| displays the list of available (gsh) commands.  
  
[mission 1] $ pwd  
/home/kali/gameshell/World  
[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] $ ls  
[mission 1] $ gsh check  
  
Congratulations, mission 1 has been successfully completed!  
  
[mission 2] $
```

MISSIONE 2

kali㉿kali: ~

```
[mission 2] $ pwf  
Command 'pwf' not found, did you mean:  
  command 'pwd' from deb coreutils  
  command 'pof' from deb p0f  
  command 'puf' from deb puf  
  command 'pfw' from deb pftools  
  command 'pwn' from deb python3-pwnools  
  command 'paf' from deb libpod-abstract-perl  
  command 'psf' from deb tcm  
  command 'pwm' from deb python3-passwordmeter  
Try: sudo apt install <deb name>  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower  
[mission 2] $ cd ..  
[mission 2] $ cd ..  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle  
[mission 2] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[mission 2] $ cd Cellar  
[mission 2] $ ls  
barrel_of_apples  
[mission 2] $ gsh check  
  
Congratulations, mission 2 has been successfully completed!  
  
[mission 2] $ gsh goal
```

MISSIONE 3

kali㉿kali:~

```
File Actions Edit View Help
| $ gsh help
| to get the list of "gsh" commands.
| --+--+
[mission 3] $ cd
[mission 3] $ cd 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.

LINUX
"the quietest room becomes the more you are able to hear"

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

MISSIONE 4 : mi diceva Error dependencies are not met

MISSIONE 5

```
File Actions Edit View Help
[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 -r spider_1
~/Castle/Cellar
[mission 5] $ rm -r spider_2
~/Castle/Cellar
[mission 5] $ rm -r spider_3

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2

~/Castle/Cellar
[mission 5] $ rm -r barrel_of_apples

~/Castle/Cellar
[mission 5] $ gsh check
Congratulations, mission 5 has been successfully completed!

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

MISSION 6



kali㉿kali: ~

```
File Actions Edit View Help
~ [mission 6] $ cd Garden
~/Garden [mission 6] $ ls
coin_1 coin_2 coin_3 Flower_garden Maze Shed
~/Garden [mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/Forest/Hut
mv: target '/home/kali/gameshell/Forest/Hut': No such file or directory
~/Garden [mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/World/Forest/Hust/Chest
mv: target '/home/kali/gameshell/World/Forest/Hust/Chest': No such file or directory
~/Garden [mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/Forest/Hut/Chest
mv: target '/home/kali/gameshell/Forest/Hut/Chest': No such file or directory
~/Garden [mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/World/Forest/Hut/Chest
~/Garden [mission 6] $ ls
Flower_garden Maze Shed
~/Garden [mission 6] $ gsh check
"tf come, the more you are able to hear"
Congratulations, mission 6 has been successfully completed!

| +-----+ |
| | Use the command |
| | $ gsh help |
| | to get the list of "gsh" commands. |
| +-----+ |
~/Garden [mission 7] $
```

MISSIONE 7

kali㉿kali:~

```
File Actions Edit View Help
  ) Pressing tabulation twice successively shows a list of possible completions.
  (
  \.....
(0)=>>>oooooooooooooooooooooooooooooooooooooooooooooooooooooooo<(0)
  \
~/Garden
[mission 7] $ pwd
/home/kali/gameshell/World/Garden

~/Garden
[mission 7] $ ls-a
ls-a: command not found

~/Garden
[mission 7] $ ls -a
. .. .53974_coin_2 .64087_coin_1 .9854_coin_3 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .53974_coin_2 .64087_coin_1 .9854_coin_3 /home/kali/gameshell/World/Forest/Hut/Chest

~/Garden
[mission 7] $ ls
Flower_garden Maze Shed

~/Garden
[mission 7] $ gsh check come, the more you are able to hear"
Congratulations, mission 7 has been successfully completed!

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

~/Garden
[mission 8] $
```

MISSIONE 8

kali㉿kali:~

```
File Actions Edit View Help
```

~/Garden

```
[mission 8] $ gsh goal
```

Mission goal

Get rid of all the spiders that are crawling in the cellar. Again, do not do not disturb the bats.

Shell patterns

*

The "*" character stands in for any sequence of characters (including an empty sequence).

?

The "?" character stands in for any single character.

Those wildcards can be used to denote lists of existing files / directories in the current working directory.

For example: if the current folder contains file-1 Folder-1 file-14 potato then

*	→	file-1 Folder-1 file-14 potato
*1	→	file-1 Folder-1
0	→	Folder-1 potato
x*	→	error, no matching file
*-?	→	file-1 Folder-1
*-??	→	file-14

```
~/Garden
[mission 8] $
```

```
~/Castle/Cellar
[mission 8] $ ls
14563_spider_17  20179_spider_34  24420_spider_5   28292_bat_3      4344_spider_48  7138_spider_11
1497_bat_4       20256_spider_7   25607_spider_35  28634_spider_8   4680_spider_21  7408_spider_32
15397_spider_47  20709_spider_14  25876_spider_15  29074_spider_49  4726_bat_2    8133_spider_6
15634_spider_28  2094_spider_37   260_spider_10   32615_spider_1   5262_spider_19  8608_spider_23
16180_spider_50  21184_bat_1    26118_spider_3   3418_spider_30  6337_spider_45
16353_spider_26  21648_spider_20  27023_spider_36  3444_spider_22  6754_spider_40
17486_bat_5     21831_spider_43  27533_spider_33  3701_spider_44  6851_spider_2
18865_spider_31  22105_spider_4   27619_spider_24  3762_spider_25  7023_spider_42

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

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

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

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

~/Castle/Cellar
[mission 8] $ ls
1497_bat_4  17486_bat_5  21184_bat_1  28292_bat_3  4726_bat_2

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

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

MISSION 9

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.

Shell patterns

*

The "*" character stands in for any sequence of characters (including an empty sequence).

?

The "?" character stands in for any single character.

Remark

The wildcards "*" and "?" don't see hidden files, you need to add an explicit dot at the start of the pattern.

```
~/Castle/Cellar
[mission 9] $ ls -a
.
.. .15425_spider_29 .18598_spider_2 .28190_spider_31 .32691_bat_5 .7381_spider_35
.. .15565_spider_23 .20007_spider_7 28292_bat_3 .3434_spider_42 .7837_spider_50
.. .11849_spider_30 .15616_spider_24 .20887_spider_14 .28938_spider_21 .3883_spider_36 .7931_spider_43
.. .12185_spider_20 .16175_spider_41 21184_bat_1 .29722_spider_19 4726_bat_2 .8567_spider_26
.. .12375_bat_3 .17349_spider_27 .21786_spider_34 .30337_spider_46 .5472_spider_49 .9007_spider_10
.. .12529_spider_40 .17458_bat_2 .2229_spider_9 .3059_spider_22 .5568_spider_18 .9670_spider_32
.. .12588_spider_5 17486_bat_5 .22720_spider_1 .30691_spider_15 .6120_spider_13 .9833_spider_28
.. .13727_spider_33 .18032_bat_1 .25907_spider_17 .31214_spider_47 .623_spider_4
.. .13969_spider_3 .18246_spider_8 .25909_spider_11 .31734_spider_6 .6985_spider_16
.. .1448_bat_4 .18410_spider_44 .27316_spider_25 .32057_spider_45 .7124_spider_12
1497_bat_4 .18585_spider_39 .27983_spider_48 .32187_spider_38 .7362_spider_37

~/Castle/Cellar
[mission 9] $ rm .*_spider_*
~/Castle/Cellar
[mission 9] $ ls -a
.
.. .12375_bat_3 1497_bat_4 17486_bat_5 21184_bat_1 .32691_bat_5
.. .1448_bat_4 .17458_bat_2 .18032_bat_1 28292_bat_3 4726_bat_2

~/Castle/Cellar
[mission 9] $
```

```
File Actions Edit View Help
[mission 9] $ rm .*_spider_*
~/Castle/Cellar
[mission 9] $ ls -a
.
.. .12375_bat_3 1497_bat_4 17486_bat_5 21184_bat_1 .32691_bat_5
.. .1448_bat_4 .17458_bat_2 .18032_bat_1 28292_bat_3 4726_bat_2

~/Castle/Cellar
[mission 9] $ gsh check
Congratulations, mission 9 has been successfully completed!
```

Congratulations !

MISSIONE 10

```
~/Castle/Cellar
[mission 10] $ gsh goal
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.

Useful commands
=====
cp FILE DIRNAME
Copy the file to the directory.
Remark: ``cp'' is an abbreviation of "copy".
```

```
~/Castle/Great_hall
[mission 10] $ ls
38137_stag_head 43841_suit_of_armour 54135_decorative_shield standard_1 standard_2 standard_3 standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_* /home/kali/gameshell/World/Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ cd ..

~/Castle
[mission 10] $ cd ..

~
[mission 10] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/
~/Forest
[mission 10] $ cd Forest
~/Forest/Hut
[mission 10] $ cd Hut
~/Forest/Hut/Chest
[mission 10] $ ls
coin_1 coin_2 coin_3 standard_1 standard_2 standard_3 standard_4
~/Forest/Hut/Chest
[mission 10] $ gsh check

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

MISSIONE 11

```
~/Forest/Hut/Chest
[mission 11] $ gsh goal

Mission goal
The tapestries in the castle's great hall are also particularly beautiful. Put a copy of each in your chest.

Useful commands
cp FILE1 FILE2 ... FILEn DIRNAME
Copy the files to the directory.
Remark: ``cp'' is an abbreviation of "copy".

Shell patterns
*
The "*" character stands in for any sequence of characters (including an empty sequence).

?
The "?" character stands in for any single character.
```

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

~/Castle/Great_hall
[mission 11] $ cd ..

~
[mission 11] $ cd /home/kali/gameshell/World/Forest/Hut/Chest
~/Forest/Hut/Chest
[mission 11] $ ls
28277_tapestry_02 4486_tapestry_05 5123_tapestry_04 9787_tapestry_08 coin_3 standard_3
3133_tapestry_06 48191_tapestry_10 540_tapestry_03 coin_1 standard_1 standard_4
43223_tapestry_01 50854_tapestry_09 63768_tapestry_07 coin_2 standard_2
```

```
~/Forest/Hut/Chest
[mission 11] $ gsh check
"Come, the more you are able to hear"
Congratulations, mission 11 has been successfully completed!
```

MISSIONE 12

```
~/Forest/Hut/Chest
[mission 12] $ gsh 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.

Useful commands
ls -l
Print the list of files of the current directory, with additional information
including last modification date.
cat FILE
Display the contents of the file.

~/Forest/Hut/Chest
[mission 12] $ cd
```

```
[mission 12] $ cd /home/kali/gameshell/World/Forest/Hut/Chest
~/Forest/Hut/Chest
[mission 12] $ ls
28277_tapestry_02 4486_tapestry_05 5123_tapestry_04 9787_tapestry_08 coin_3 standard_3
3133_tapestry_06 48191_tapestry_10 540_tapestry_03 coin_1 standard_1 standard_4
43223_tapestry_01 50854_tapestry_09 63768_tapestry_07 coin_2 standard_2

~/Forest/Hut/Chest
[mission 12] $ cd

~
[mission 12] $ cd /home/kali/gameshell/World/Forest/Hut/Chest
~/Forest/Hut/Chest
[mission 12] $ cd

~
[mission 12] $ cd /home/kali/gameshell/World/Castle/Main_tower/First_floor
~/Castle/Main_tower/First_floor
[mission 12] $ ls
painting_CzipIjHR painting_lkOaChYG painting_yzZVCZbr Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_yzZVCZbr /home/kali/gameshell/World/Forest/Hut/Chest

~/Castle/Main_tower/First_floor
[mission 12] $ gsh check
Congratulations, mission 12 has been successfully completed!
```

MISSIONE 14

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

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.

Useful commands
=====
alias STRING='COMMAND'
Create a synonym for a string, that will stand for a command.
```

```
~
[mission 14] $ alias la= 'ls -A'
bash: alias: ls -A: not found

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

~
[mission 14] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/
~

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

"tf [mission 14] $ gsh check come, the more you are able to hear"
Congratulations, mission 14 has been successfully completed!
```

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

MISSIONE 15

```
~ [mission 15] $ gsh goal
  / \ \_ .. _/ \ \
  ( \_ \_ )   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.
  || |
  || Details
  || |
  || ``nano`` is a command-line text editor. You can use it whenever you need to edit a
  || file from the shell.
  || |
  || Useful commands
  || |
  || nano FILE
  || Edit the file from the shell.
  || (If the file does not exist, it will be created.)
  || |
  || Keybindings are listed at the bottom of the screen (the "^" symbol means
  || "Control"). The most important ones are:
  ||     Control-x    quit
  ||     Control-o    save
  ||     Control-w    search for a string
  || |
  || Remark: do not use Control-s or Control-z!
  || |
  | / \ \_ | _/ \ \
  ( \_ \_ ) _/ \_ /
```

```
~ [mission 15] $ cd /homr/kali/gameshell/World/Forest/Hut/Chest
bash: cd: /homr/kali/gameshell/World/Forest/Hut/Chest: No such file or directory

~ [mission 15] $ cd /home/kali/gameshell/World/Forest/Hut/Chest
~/Forest/Hut/Chest
[mission 15] $ touch journal.txt
~/Forest/Hut/Chest
[mission 15] $ nano journal.txt
~/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.
|-----+--+
| |
```

MISSIONE 16

```
\ | _____| 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'  
| |  
| | Useful commands  
| |  
| | nano FILE  
| | Edit the file from the shell.  
| | (If the file does not exist, it will be created.)  
| |  
| | alias STRING='COMMAND'  
| | Create a synonym for a string, that will stand for a command.  
| |  
| | "the more you become, the more you are able to hear"  
| | Note  
| |  
| | If (and only if) you know what you're doing, you can use the ``EDITOR`` variable  
| | to define your favorite editor and use it in the alias.  
| |  
| | / .  
| | / .
```

```
Your alias doesn't use the command 'nano'...  
Sorry, mission 16 hasn't been completed.  
  
| |  
| +-----+  
| | Use the command  
| | $ gsh help  
| | to get the list of "gsh" commands.  
| +-----+  
  
~ [mission 16] $ alias journal='nano /home/kali/gameshell/World/Forest/Hut/Chest/journal.txt'  
~ [mission 16] $ gsh check  
"tf" Congratulations, mission_16 has been successfully completed!  
  
. --. Congratulations!
```

MISSIONE 17

```

~ [mission 17] $ gsh goal

()=(_____) @=()
| 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 ``?``.
|
| Useful commands
| _____
| Tab
| The "Tabulation" key completes the name of a file or directory once you have typed
| the beginning of its name. This only works
| if there is only one possible completion.
|
| Tab-Tab
| Pressing the "Tabulation" key twice successively shows a list of possible
| completions.
()=(_____) @=()
~
```

```

~/Castle/Cellar
[mission 17] $ la
.12375_bat_3 .17458_bat_2 21184_bat_1 4726_bat_2
.1448_bat_4 17486_bat_5 28292_bat_3 .Lair_of_the_spider_queen OnAnzLbGwEBYTtmpP xBaZLRCtPKIkxML/
1497_bat_4 .18032_bat_1 .32691_bat_5

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ OnAnzLbGwEBYTtmpP xBaZLRCtPKIkxML/

~/Castle/Cellar/.Lair_of_the_spider_queen OnAnzLbGwEBYTtmpP xBaZLRCtPKIkxML
[mission 17] $ la
LlXcKdKUieSBlleGB_spider_queen_TLzGyYAFatOKcXjs yqGnHrcavehlLAG_baby_bat_KxVtqiUoHZRZRxiJ

~/Castle/Cellar/.Lair_of_the_spider_queen OnAnzLbGwEBYTtmpP xBaZLRCtPKIkxML
[mission 17] $ rm LlXcKdKUieSBlleGB_spider_queen_TLzGyYAFatOKcXjs

~/Castle/Cellar/.Lair_of_the_spider_queen OnAnzLbGwEBYTtmpP xBaZLRCtPKIkxML
[mission 17] $ gsh check
Perfect, it took you only 12 seconds to complete this mission!

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

```

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

MISSIONE 18

```
)=(-----( @=()
| 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.
|
| Useful commands
| =====
|
| xeyes
| Open a window with 2 eyes that track your mouse.
|
| COMMAND &
| Run the command in the background.
|
| Control-c
| This key binding usually interrupts the current command by sending it the "INT"
```

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

```
~/Castle
[mission 18] $ xeyes
^C
~/Castle
[mission 18] $ xeyes &
[1] 284563
~/Castle
[mission 18] $ gsh check
Congratulations, mission 18 has been successfully completed!
```



MISSIONE 19

```
[mission 19] $ ls  
07d163030aa77586c1322f8/ c7f17c1bd59a9804a84/  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8  
[mission 19] $ cd 07d163030aa77586c1322f8/  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8/07d163030aa77586c1322f8  
[mission 19] $ ls  
00000_copper_coin_00000  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8/07d163030aa77586c1322f8  
[mission 19] $ mv 00000_copper_coin_00000 /home/kali/gameshell/  
.bin/ .gsh_root-5283 locale/.sbin/ .tmp/  
.config/ i18n/ missions/ scripts/ utils/  
.gsh_root-118941 lib/ .save start.sh World/  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8/07d163030aa77586c1322f8  
[mission 19] $ mv 00000_copper_coin_00000 /home/kali/gameshell/World/Forest/Hut/Chest  
mv: cannot stat '00000_copper_coin_00000': No such file or directory  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8/07d163030aa77586c1322f8  
[mission 19] $ mv 00000_copper_coin_0000 /home/kali/gameshell/World/Forest/Hut/Chest  
mv: cannot stat '00000_copper_coin_0000': No such file or directory  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8/07d163030aa77586c1322f8  
[mission 19] $ mv 00000_copper_coin_00000 /home/kali/gameshell/World/Forest/Hut/Chest  
mv: cannot stat '00000_copper_coin_00000': No such file or directory  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8/07d163030aa77586c1322f8  
[mission 19] $ mv 00000_copper_coin_00000 /home/kali/gameshell/World/Forest/Hut/Chest  
mv: cannot stat '00000_copper_coin_00000': No such file or directory  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8/07d163030aa77586c1322f8  
[mission 19] $ mv 00000_copper_coin_00000 /home/kali/gameshell/World/Forest/Hut/Chest  
mv: cannot stat '00000_copper_coin_00000': No such file or directory  
  
~/Garden/Maze/667f010cdb2b943a/cbc02ac8/07d163030aa77586c1322f8  
[mission 19] $ gsh check  
  
Congratulations, mission 19 has been successfully completed!
```

MISSIONE 20

```
~/Garden/Maze
[mission 20] $ tree
.
+-- 3539c0711d73
|   +-- 8fbb339c7fb5e0d9c5e0
|       +-- 20e094a4d8f97368c6acaaf015efd
|           +-- a2ccfbb5b2dc
|               +-- b9bf70a4a36295a35e6e6671e3f79d8
|       +-- ab18cc5eb7204127
|           +-- 59dd6ba21c87f9a8d8a0ae4aefafda
|               +-- 5ea6b03a775a462dbfbc7e16d3b432
|                   +-- c17ba7591bc1718a36df
|           +-- b322e82fd7e902e844a4ac36a8e
|               +-- 06311968363ff883d9ea9ac1915
|                   +-- 1b3ddd1ba6c44286358034c990f49
|                       +-- afa7460ad43566008097da1d562
+-- 5b01f5ac81ec8
    +-- 66cc55740d41f635f
        +-- 615b1f9c7731f5c00
        +-- 8d1ccc418291dee027c
            +-- bddbeaf710e5206f9a
        +-- af6fd3aa5b81c04
            +-- 08dc6913097f31a8ad01f06d3b
            +-- 750793c1eaac8
            +-- ad6eff9dc7c0dc790f45866fb01718
            +-- c4611c95eb7c59b75dbaa338f9363
            +-- 00b388011e0e
            +-- 354ef9125a15c6abbef80cf
            +-- f8aad3bc4d125
+-- e1e6f8932d1c282
    +-- 0a88c10be298ba0022e80c6cf
        +-- 09ba8d61ebe447bea1991d52c5c
        +-- a9058b5f38e8bf4d10813
        +-- d813af5609ba298d18df6dfeea
            +-- 00000_silver_coin_00000
    +-- 657f6f1e4a655fef00
        +-- 720e2e0953931ad3740c0c0bb
        +-- 79701a5bf9c135a124318799e6f
        +-- 899e3a473a26b71674c7009b2
    +-- 892e19a65e3c8eac5315f
        +-- 75ddee89a4369a3
        +-- 87299de1934eceb45d3c3fcc9f792
        +-- cf733aef4c8776aa124
```

```
40 directories, 1 file
~/Garden/Maze
[mission 20] $ mv e1e6f8932d1c282/0a88c10be298ba0022e80c6cf/d813af5609ba298d18df6dfeea/00000_silver_coin_00000
/home/kali/gameshell/World/Forest/Hut/Chest

~/Garden/Maze
[mission 20] $ gsh check
Come, the more you are able to hear"
Congratulations, mission 20 has been successfully completed!
```

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

MISSIONE 21

```
~/Garden/Maze
[mission 21] $ find -iname *gol*
./2757fb4aa6/2a2fe3d103dc0f540f959/10d2f5e9851e9642d5f1e55e/Gold_CoiN_2
./4f47ea7df424c6/0f0bbf85fa2e571794f782b2c222d/eb21038db45acf76c7d3a3ff/gold_coin_1

~/Garden/Maze
[mission 21] $ mv 2757fb4aa6/2a2fe3d103dc0f540f959/10d2f5e9851e9642d5f1e55e/Gold_CoiN_2 /home/kali/gameshell/Wor
ld/Forest/Hut/Chest

~/Garden/Maze
[mission 21] $ mv 4f47ea7df424c6/0f0bbf85fa2e571794f782b2c222d/eb21038db45acf76c7d3a3ff/gold_coin_1 /home/kali/
gameshell/World/Forest/Hut/Chest

~/Garden/Maze
[mission 21] $ gsh check
quietly, you become, the more you are able to hear"
Congratulations, mission 21 has been successfully completed!
```

MISSIONE 22

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.

Useful commands

cat FILE
Display the contents of the file.

head FILE
Print the first 10 lines of the file.

head -n K FILE
Print the first K lines of the file.

Remark

A "FILE" may contain directories if the file in question is not in the current directory.

```
File Actions Edit View Help
    standard_1
    standard_2
    standard_3
    standard_4
    Garden
        Flower_garden
            flowers
        Maze
        Shed
            bucket
            wheelbarrow
    Mountain
        Cave
            Book_of_potions
                page_01
                page_02
                page_03
                page_04
                page_05
                page_06
                page_07
                page_08
                page_09
                page_10
                page_11
                page_12
                page_13
                table_of_contents
            servillus
    Stall
26 directories, 70 files

~ [mission 22] $ cd /home/kali/gameshell/World/Mountain/Cave/Book_of_potions
~/Mountain/Cave/Book_of_potions
[mission 22] $ 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
[mission 22] $ cat Book_of_potions/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 22] $ cat 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.

Draft of invisibility (instruction in invisible ink)
-----
```

```
~/Mountain/Cave/Book_of_potions
[mission 22] $ 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 22] $ head -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/Book_of_potions
[mission 22] $ cd ..
_____
~/Mountain/Cave
[mission 22] $ head -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 "ome, the more you are able to hear"
Congratulations, mission 22 has been successfully completed!
```

MISSIONE 23

```
[mission 23] $ cd Book_of_potions
~/Mountain/Cave/Book_of_potions
[mission 23] $ tree
.
├── page_01
├── page_02
├── page_03
├── page_04
├── page_05
├── page_06
├── page_07
├── page_08
├── page_09
├── page_10
├── page_11
├── page_12
└── page_13
    └── table_of_contents

1 directory, 14 files
~/Mountain/Cave/Book_of_potions
[mission 23] $ cat page_12
Toadstool stew
_____
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/Book_of_potions
[mission 23] $ cd ..
```

```
~/Mountain/Cave/Book_of_potions
[mission 23] $ cd ..
~/Mountain/Cave
[mission 23] $ tail -n 9 /Book_of_potions/page_12
tail: cannot open '/Book_of_potions/page_12' for reading: No such file or directory
~/Mountain/Cave
[mission 23] $ tail -n 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
Come, the more you are able to hear™
Congratulations, mission 23 has been successfully completed!
```

MISSIONE 24

```
page_08
page_09
page_10
page_11
page_12
page_13
table_of_contents
servillus

2 directories, 15 files

~/Mountain/Cave
[mission 24] $ cat Book_of_potions/page_01 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
Come, the more you are able to hear™
Congratulations, mission 24 has been successfully completed!
```

MISSIONE 25

```
) 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.
(
)
(
)

) Useful commands
=====
)
(
)
)

cat FILE1 FILE2 ... FILEn
Display the contents of the files in order.
(
)
)

tail
Print the last 10 lines sent on the standard input.
(
)
)

tail -n K
Print the last K lines sent on the standard input.
(
)
)

COMMAND1 | COMMAND2
Run the two commands, feeding the "standard output" of the former into the
"standard input" of the latter.
Remark: by analogy with plumbing "|" is called "pipe".
(
)
)

) Explanations
=====
```

```
File Actions Edit View Help
~/Mountain/Cave
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04
Elixir of youth
_____
Warning: **do not** drink if you are older than 30.

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] $ cat Book_of_potions/page_03 Book_of_potions/page_04 tail -n 16
1 Elixir of youth
2 _____
3
4 Warning: **do not** drink if you are older than 30.
5
6 1) Fill a cauldron with used bath water.
7 2) Put a moderately large frog in the water.
8 3) Let the preparation rest overnight.
9 4) The next morning thank and free your little green friend.
10 5) Boil the water and add in a few sticks of oak tree.
11 6) Crush 5 river stones to a fine powder.
12 7) Mix in a third of the powder and stir vigorously.
13 8) Let the preparation rest for a day.
14 9) Add hairs from the tail of a squirrel (willingly given).
15 10) Add the remaining stone powder.
16 11) Stir the potion very vigorously, in all directions.
17 12) Take some time to rest after such an effort.
```

```
~/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
"the quicker you come, the more you are able to hear"
Congratulations, mission 25 has been successfully completed!
```

MISSIONE 26

```
~/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).
File System
~/Mountain/Cave
[mission 26] $ gsh check

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

MISSIONE 27

Qui ho dimenticato di fare lo screen.

I comandi utilizzati son stati ps per vedere tutti i processi attivi, ponendo attenzione a quello dello spell.

Poi ho usato il comando kill mettendo il pid dello spell

MISSIONE 28

```
tl ~ [mission 28] $ gsh check
"Come, the more you are able to hear"
Congratulations, mission 28 has been successfully completed!
```

MISSIONE 29