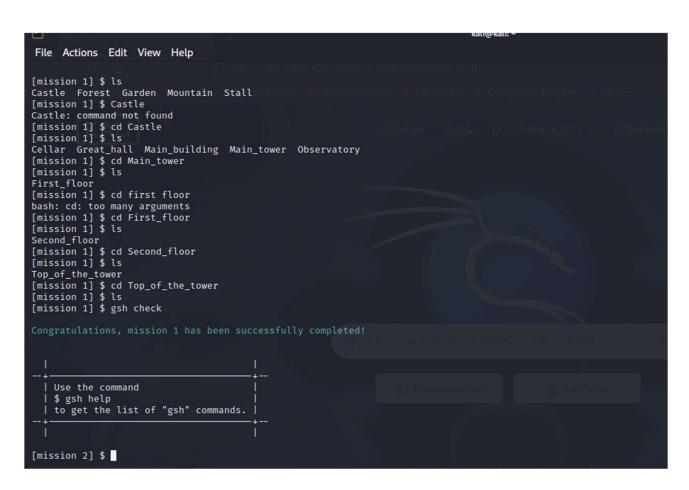
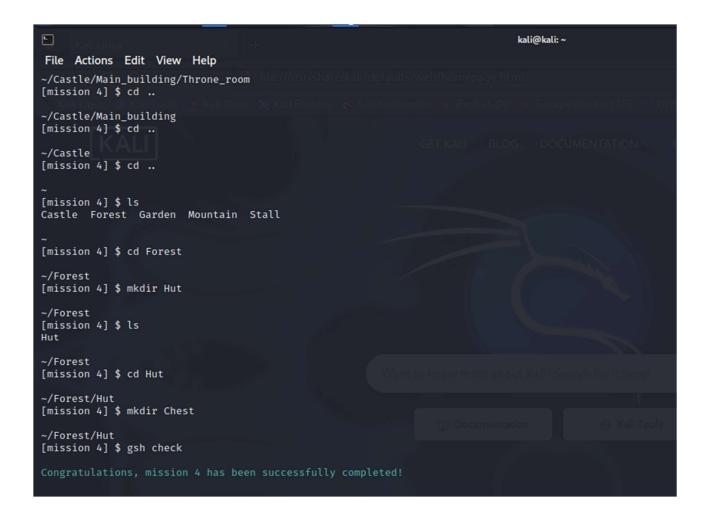
Livello da 1 a 27

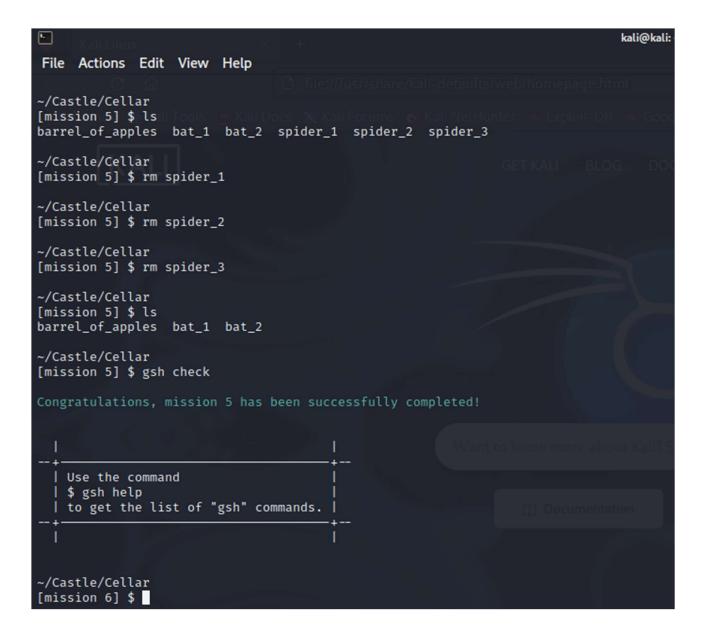




```
kali@kali: ~
 File Actions Edit View Help
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd First_floor
bash: cd: First_floor: No such file or directory
[mission 2] $ cd ..
[mission 2] $ ls
Second_floor
[mission 2] $ cd ..
[mission 2] $ ls
First_floor
[mission 2] $ cd ..
[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
     Use the command
     $ gsh help
     to get the list of "gsh" commands.
[mission 3] $
```







```
F
 File Actions Edit View Help
~/Garden
[mission 6] $ ls
Flower_garden Maze Shed
~/Garden
[mission 6] $ goal check
Command 'goal' not found, did you mean:
command 'gol' from deb growl-for-linux
command 'gcal' from deb gcal
Try: sudo apt install <deb name>
~/Garden
[mission 6] $ goals check
Command 'goals' not found, did you mean:
   command 'gopls' from deb gopls
Try: sudo apt install <deb name>
~/Garden
[mission 6] $ gsh check
Congratulations, mission 6 has been successfully completed!
   | Use the command
   | $ gsh help
   | to get the list of "gsh" commands.
~/Garden
[mission 7] $
```



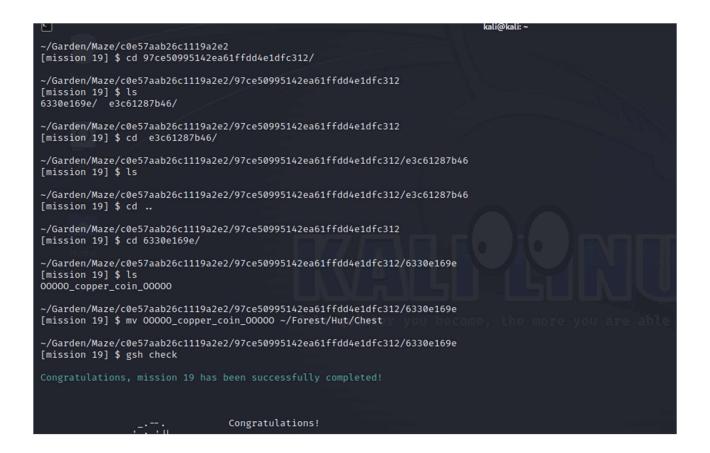


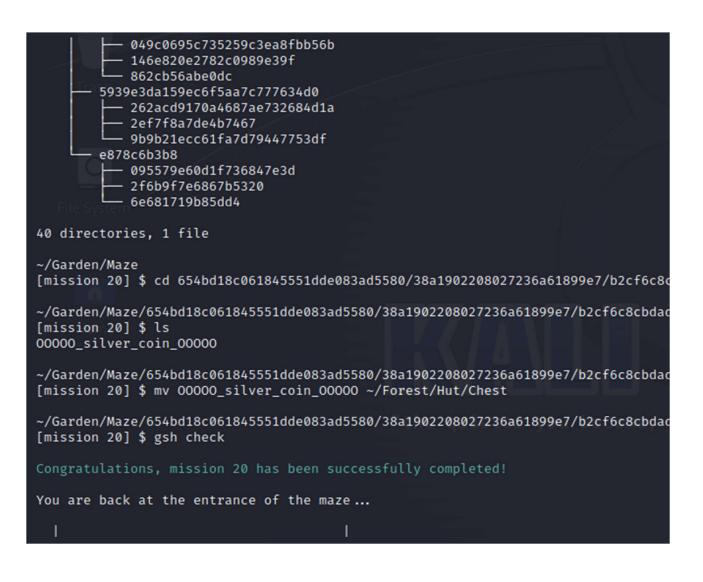
```
kali@
File Actions Edit View Help
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                     ۱;;;۱
        .|;| e`/e`
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         l;;\ --'
                    /|;;;|
         1;;;;;-
                     1;;;1
    11;;;;
    || jgs;;;;;;;;;;;;; ||
~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_POHZKHhk ~/Forest/Hut/Chest
~/Castle/Main_tower/First_floor
[mission 12] $ gsh check
Congratulations, mission 12 has been successfully completed!
```





```
~/Castle/Cellar/.Lair_of_the_spider_queen YlDYzlWmrbRjpLbG gDNLdSLlgejxffvA
[mission 18] $ & xeyes
bash: syntax error near unexpected token '&'
~/Castle/Cellar/.Lair_of_the_spider_queen YlDYzlWmrbRjpLbG gDNLdSLlgejxffvA
[mission 18] $ xeyes
^C
~/Castle/Cellar/.Lair_of_the_spider_queen YlDYzlWmrbRjpLbG gDNLdSLlgejxffvA
[mission 18] $ xeyes&
[1] 78665
~/Castle/Cellar/.Lair_of_the_spider_queen YlDYzlWmrbRjpLbG gDNLdSLlgejxffvA
[mission 18] $ ^C
~/Castle/Cellar/.Lair_of_the_spider_queen YlDYzlWmrbRjpLbG gDNLdSLlgejxffvA
[mission 18] $ gsh check
Congratulations, mission 18 has been successfully completed!
   Use the command
   $ gsh help
   to get the list of "gsh" commands.
~/Castle/Cellar/.Lair_of_the_spider_queen YlDYzlWmrbRjpLbG gDNLdSLlgejxffvA
[mission 19] $
```





[mission 21] \$ rm ./Forest/Hut/Chest/GolD_CoiN_2
<pre>[mission 21] \$ findtype f -iname *gold* ./Garden/Maze/4d5614d9/564f5dee7ea3384/b36e7f2dd0b60682fe32edde9/GolD_CoiN_2 ./Garden/Maze/7c485672682bf4ee0d08/d07de03d728ea527d6/8d2bd4ca220763df7d3189877ece8/gold_coin_1</pre>
~ [mission 21] \$ mv ./Garden/Maze/4d5614d9/564f5dee7ea3384/b36e7f2dd0b60682fe32edde9/GolD_CoiN_2 ~/Forest/Hut/Chest
~ [mission 21] \$ mv ./Garden/Maze/7c485672682bf4ee0d08/d07de03d728ea527d6/8d2bd4ca220763df7d3189877ece8/gold_coin_1 /Forest/Hut/Chest mv: cannot move './Garden/Maze/7c485672682bf4ee0d08/d07de03d728ea527d6/8d2bd4ca220763df7d3189877ece8/gold_coin_1' to '/Forest/Hut/Chest': No such file or directory
mission 21] \$ mv ./Garden/Maze/7c485672682bf4ee0d08/d07de03d728ea527d6/8d2bd4ca220763df7d3189877ece8/gold_coin_1 ~/Forest/Hut/Chest
~ [mission 21] \$ gsh check
Congratulations, mission 21 has been successfully completed!
Use the command
_ Attiva Windows

```
~/Mountain/Cave
[mission 22] $ head -n 4 Book_of_potions/page_07
Herbal tea
1) Boil water.
~/Mountain/Cave
[mission 22] $ head -n 7 Book_of_potions/page_07
Herbal tea
1) Boil water.
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!
   Use the command
    $ gsh help
~/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).
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.
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!
    Use the command
```

osh heln

```
Add 2 bundles of knotgrass to the cauldron.
4) Stir 4 times, clockwise.
5) Wave your wand then let potion brew for 80 minutes.
Add 4 leeches to the cauldron.
Crush 2 scoops of lacewing flies to a fine paste.
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!

    Fill a cauldron with used bath water.

2) Put a moderately large frog in the water.
```

```
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -n 1
Let the preparation rest overnight.

    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).
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!
```

```
144003 ystem
bash: kill: 14kill: arguments must be process or job IDs
[1]+ Terminated "$GSH_TMP/$(gettext "spell")"

~
[mission 27] $ gsh check

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