GameShell

```
5- Terminal
         Applications Places
  •
xnt vhkk fds lx bgdrs, zmc dudgxsghmf hs bnmszhmr.
sghr bgdrs hr hm sgd bdkkzq, zmc sgd vnqc sn lzjd
hs qd-zoodzq hr: cemb
ldqkhm sgd dmbgzmsdq
[mission 42] $ tr "a-z" "m-za-n" < secret_message
here is my will:
you will get my chest, and everything it contains.
this chest is in the cellar, and the word to make
it re-appear is: dfnc
merlin the enchanter
[mission 42] $ cd
[mission 42] $ cd Castle/Cellar/
[mission 42] $ ls
barrel of apples
[mission 42] $ ls -A
barrel_of_apples
[mission 42] $ cd barrel_of_apples
bash: cd: barrel_of_apples: Not a directory
[mission 42] $ gsh check
What's the key that will make Merlin's chest to appear?
dfnc
Congratulations, mission 42 has been successfully completed!
                 CONGRATULATIONS!
                 You have finished all the missions.
```

Un lungo viaggio...

dopo tante ore e incidenti di percorso sono riuscito a concludere il gioco