GAMESHELL KRISTIANO KAMENICA

Livello 1

```
[mission 1] $ ls
Castle  Forest  Garden  Mountain  Stall
[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!
```

Livello 2

```
[mission 2] $ ls
[mission 2] $ cd
[mission 2] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 2] $ pwd
/home/kali/gameshell.1/World
[mission 2] $ Castle
Castle: command not found
[mission 2] $ cd Castle
[mission 2] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 2] $ cd Cellar
[mission 2] $ gsh check

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

Livello 3

```
[mission 3] $ gsh goal
    ^                                                                                            ^
( _ )_____( _ )
| / |  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.                                 | \ |
| / |                                                                                            | \ |
| / |  Useful commands                                                                           | \ |
| / |  ══════════════                                                                            | \ |
| / |                                                                                            | \ |
| / |  cd                                                                                        | \ |
| / |  Move back to the starting location.                                                       | \ |
| / |                                                                                            | \ |
| / |  cd LOCATION1/LOCATION2/LOCATION3                                                           | \ |
| / |  Make several moves in one command.                                                        | \ |
| / |                                                                                            | \ |
| / |  Remark                                                                                    | \ |
| / |  ──────                                                                                    | \ |
| / |                                                                                            | \ |
| / |  UPPERCASE words appearing in commands are meta-variables: you need to replace them by appropriate (string) values. | \ |
|___|                                                                                            |___|
( ___ )_____( ___ )

[mission 3] $ cd
[mission 3] $ ls Castle/Main_building
Library  Throne_room
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!
```

Livello 4

```
~/Castle/Main_building/Throne_room
[mission 4] $ cd

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

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut

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

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

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

Livello 5

```
~/Forest/Hut
[mission 5] $ cd

~
[mission 5] $ cd Castle

~/Castle
[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 spider_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ gsh check

Congratulations, mission 5 has been successfully completed!
```

Livello 6

```
~/Garden
[mission 6] $ ls
coin_1  coin_2  coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Fores/Hut/Chest
mv: target '/home/kali/gameshell.1/World/Fores/Hut/Chest': No such file or directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!


   |                            |
 --+----------------------------+--
   | Use the command            |
   | $ gsh help                 |
```

Livello 7

```
~
[mission 7] $ ls -A
.bashrc  Castle  Forest  Garden  .lesshst  Mountain  Stall

~
[mission 7] $ cd Garden

~/Garden
[mission 7] $ ls -A
.20853_coin_1  .27461_coin_2  .59482_coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv
mv       mvxattr

~/Garden
[mission 7] $ mv
mv       mvxattr

~/Garden
[mission 7] $ mv .
./              ../              .20853_coin_1  .27461_coin_2  .59482_coin_3

~/Garden
[mission 7] $ mv .
./              ../              .20853_coin_1  .27461_coin_2  .59482_coin_3

~/Garden
[mission 7] $ mv .20853_coin_1 .27461_coin_2 .59482_coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

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

Livello 8

```
~/Garden
[mission 8] $ cd Castle
bash: cd: Castle: No such file or directory

~/Garden
[mission 8] $ cd ..

~
[mission 8] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 8] $ Castle
Castle: command not found

~
[mission 8] $ cd Castle

~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ ls
10976_spider_6   14909_spider_48  19571_spider_41  21214_spider_22  23981_spider_28  24799_spider_8   28452_spider_10  30201_spider_3   32229_spider_31  5464_bat_4    7431_spider_2   barrel_of_apples
11416_spider_33  14943_spider_25  19578_spider_26  21653_spider_16  24171_spider_30  25224_spider_50  29040_spider_37  30311_bat_2      3407_spider_4    5854_spider_1    8550_spider_44
11462_spider_29  16003_spider_21  195_spider_5     21931_spider_40  24730_spider_13  26319_spider_34  29189_spider_9   30445_spider_46  3837_spider_39   6391_spider_36   885_spider_19
12379_spider_49  1917_spider_47   2066_spider_38   22712_bat_3      24767_spider_23  26997_spider_24  2922_spider_35   31539_spider_32  4294_spider_15   6721_bat_1       9128_spider_14
14155_spider_42  19238_spider_11  21206_spider_17  23526_spider_20  24768_spider_18  27103_spider_27  29352_bat_5      31807_spider_12  5293_spider_45   6974_spider_43   9360_spider_7

~/Castle/Cellar
[mission 8] $ rm -v *_spider_8
removed '24799_spider_8'
```

```
 removed '29040_spider_37'
 removed '29189_spider_9'
 removed '2922_spider_35'
 removed '30201_spider_3'
 removed '30445_spider_46'
 removed '31539_spider_32'
 removed '31807_spider_12'
 removed '32229_spider_31'
 removed '3407_spider_4'
 removed '3837_spider_39'
 removed '4294_spider_15'
 removed '5293_spider_45'
 removed '5854_spider_1'
 removed '6391_spider_36'
 removed '6974_spider_43'
 removed '7431_spider_2'
 removed '8550_spider_44'
 removed '885_spider_19'
 removed '9128_spider_14'
 removed '9360_spider_7'

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

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

Livello 9

```
~/Castle/Cellar
[mission 9] $ ls -A
.10276_spider_4     .13961_spider_16   .16127_spider_8
.10912_spider_22    .14146_spider_10   .16440_spider_39
.11089_spider_47    .14359_spider_31   .17823_spider_36
.11116_spider_46    .14834_spider_37   .17898_spider_35
.12885_bat_5        .1529_spider_20    .18336_spider_14
.1392_spider_42     .15937_spider_23   .1833_spider_2

~/Castle/Cellar
[mission 9] $ rm -v .*_spider_*
```
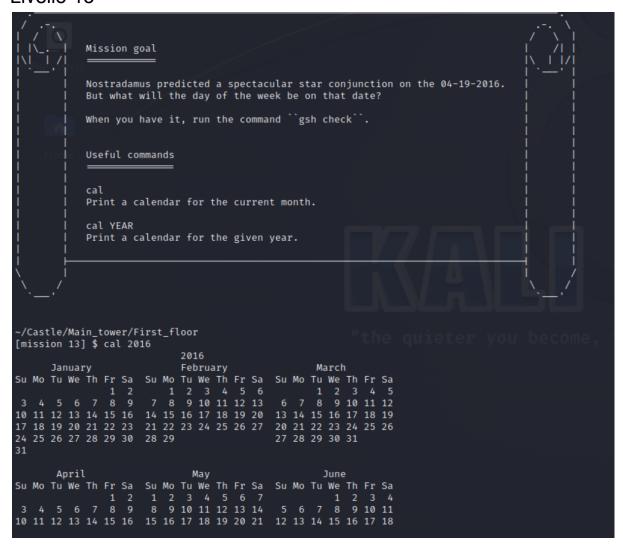
```
~/Castle/Cellar
[mission 9] $ gsh check

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

Livello 10

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

~/Castle
[mission 10] $ ls
ls                 lsblk            lsfd            lsirq            lsmem            lsns
lsassy             lsb_release      lsinitramfs     lslocks          lsmod            lsof
lsattr             lscpu            lsipc           lslogins         lsmtd            lspci

~/Castle
[mission 10] $ ls
Cellar/  Great_hall/  Main_building/  Main_tower/  Observatory/

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
32556_stag_head  35202_decorative_shield  44104_suit_of_armour  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp -v standard_* ~/Forest/Hut/Chest
'standard_1' → '/home/kali/gameshell.1/World/Forest/Hut/Chest/standard_1'
'standard_2' → '/home/kali/gameshell.1/World/Forest/Hut/Chest/standard_2'
'standard_3' → '/home/kali/gameshell.1/World/Forest/Hut/Chest/standard_3'
'standard_4' → '/home/kali/gameshell.1/World/Forest/Hut/Chest/standard_4'

~/Castle/Great_hall
[mission 10] $ ls
32556_stag_head  35202_decorative_shield  44104_suit_of_armour  standard_1  standard_2  standard_3  standard_4

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

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

Livello 11

```
~/Castle/Great_hall
[mission 11] $ ls
217_tapestry_08    25106_tapestry_04         40909_suit_of_armour  43545_tapestry_02  47057_tapestry_03  50054_tapestry_05  61743_tapestry_07  standard_2  standard_4
23516_tapestry_01  27450_decorative_shield  41345_tapestry_10      46881_stag_head    48006_tapestry_09  59366_tapestry_06  standard_1          standard_3

~/Castle/Great_hall
[mission 11] $ cp *_tapestry_* ~/Forest/Hut/Chest

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

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

Livello 12

```
~
[mission 12] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 12] $ cd Castle/Main_tower

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

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

~/Castle/Main_tower/First_floor
[mission 12] $ ls -A
painting_MLCQdsAG  painting_sozokShe  painting_VqCeMTUj  Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
-rw-r--r-- 1 kali kali 1055 Dec  4  1980 painting_MLCQdsAG
-rw-r--r-- 1 kali kali 1503 Apr 22  2000 painting_sozokShe
-rw-r--r-- 1 kali kali 1454 Mar 26  2015 painting_VqCeMTUj
drwxr-xr-x 3 kali kali 4096 Dec  5 09:07 Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ cp -v painting_MLC^[[200~painting_MLCQdsAG
cp: missing destination file operand after 'painting_MLC'$'\033''[200~painting_MLCQdsAG'
Try 'cp --help' for more information.

~/Castle/Main_tower/First_floor
[mission 12] $ cp -v painting_MLCQdsAG ~/Forest/Hut/Chest
'painting_MLCQdsAG' → '/home/kali/gameshell.2/World/Forest/Hut/Chest/painting_MLCQdsAG'

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

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

Livello 13

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

Nostradamus predicted a spectacular star conjunction on the 04-19-2016.
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 2016
                                2016
        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        1  2  3  4  5  6              1  2  3  4  5
 3  4  5  6  7  8  9     7  8  9 10 11 12 13     6  7  8  9 10 11 12
10 11 12 13 14 15 16    14 15 16 17 18 19 20    13 14 15 16 17 18 19
17 18 19 20 21 22 23    21 22 23 24 25 26 27    20 21 22 23 24 25 26
24 25 26 27 28 29 30    28 29                   27 28 29 30 31
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     1  2  3  4  5  6  7              1  2  3  4
 3  4  5  6  7  8  9     8  9 10 11 12 13 14     5  6  7  8  9 10 11
10 11 12 13 14 15 16    15 16 17 18 19 20 21    12 13 14 15 16 17 18
```

```
          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        1  2  3  4  5  6                 1  2  3
 3  4  5  6  7  8  9     7  8  9 10 11 12 13     4  5  6  7  8  9 10
10 11 12 13 14 15 16    14 15 16 17 18 19 20    11 12 13 14 15 16 17
17 18 19 20 21 22 23    21 22 23 24 25 26 27    18 19 20 21 22 23 24
24 25 26 27 28 29 30    28 29 30 31             25 26 27 28 29 30
31

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

~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 04-19-2016?
  1 : Monday
  2 : Tuesday
  3 : Wednesday
  4 : Thursday
  5 : Friday
  6 : Saturday
  7 : Sunday
Your answer: 2

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