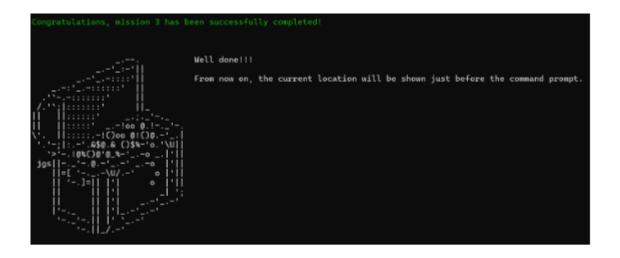
## Comandi per completare i livelli

cd Castle/Main\_tower/First\_floor/Second\_floor/Top\_of\_the\_tower/

2.
cd
cd Castle/Main\_tower/First\_floor/Second\_floor/Top\_of\_the\_tower/

3.cdcd Castle/Main\_building/Throne\_room/



4. cd cd Castle/Main\_building/Throne\_room/ mkdir Hut mkdir Hut/Chest

5. cd cd Castle/Cellar/ rm spider\_1 spider\_2 spider\_3

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

6. cd cd Garden/ mv coin\_1 ../Forest/Hut/Chest/ mv coin\_2 ../Forest/Hut/Chest/ mv coin\_3 ../Forest/Hut/Chest/

7.
cd
cd Garden/
Is -a (questo comando ti serve per vedere se i nomi dei coin sono gli stessi)
mv .18846\_coin\_3 ../Forest/Hut/Chest/
mv .3829\_coin\_2 ../Forest/Hut/Chest/
mv .41569\_coin\_1 ../Forest/Hut/Chest/

8. cd cd Castle/Cellar/ rm \*spider\*

9. cd cd Castle/Cellar/ rm .\*spider\*

10.
cd
cd Castle/Great\_hall/
cp standard\_1 ../../Forest/Hut/Chest/
cp standard\_2 ../../Forest/Hut/Chest/
cp standard\_3 ../../Forest/Hut/Chest/
cp standard\_4 ../../Forest/Hut/Chest/

11. cd cd Castle/Great\_hall/ cp \*tapestry\* ../../Forest/Hut/Chest/

12.
cd
cd Castle/Main\_tower/First\_floor/
ls -l (questo comando ti serve per determinare l'oggetto più vecchio, quello da copiare)
cp painting\_pmJZXhSz ../../Forest/Hut/Chest/

13.

```
~/Castle/Main_tower/First_floor
[mission 13] $ cal 11 1950
   November 1950
Su Mo Tu We Th Fr Sa
          1
             2
               3
            9 10 11
5 6 7 8
12 13 14 15 16 17 18
19 20 21 22 23 24 25
26 27 28 29 30
~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 11-25-1950?
  1 : Monday
  2 : Tuesday
  3 : Wednesday
 4 : Thursday
 5 : Friday
  6 : Saturday
  7 : Sunday
Your answer: 6
Congratulations, mission 13 has been successfully completed!
   Use the command
       $ gsh help
   to get the list of "gsh" commands.
```

14. alias la='ls -A'

15.
cd
cd Forest/Hut/Chest/
nano journal.txt
(scrivi una frase qualsiasi, ad esempio test)
(per uscire premi prima control+o e poi control+x)



alias journal='nano ~/Forest/Hut/Chest/journal.txt'



17.
cd
cd Castle/Cellar/.Lair\_of\_the\_spider\_queen\ QGacmRYqIZtYajOj dWXxMomdIjswgeEQ/
rm KYefKQsIjYLsDRrd\_spider\_queen\_eZqrYIcIiiYXiEPr



18. xeyes (poi premi control+c) xeyes &

19
cd
tree Garden/Maze/
(in base all'alberatura delle cartelle inserisci il percorso per arrivare a copper\_coin)

```
[mission 19] $ tree Garden/Maze/
Garden/Maze/
   04535c209c5e590e1a7
        57b19b54d1a2fa7d840a7
          - 82ee18f10f6a53
          - fe93efab9dfc
        9547a2cce8b5a7915
            19d536274e
└─ 00000_copper_coin_00000
            8359d01af8bf0989
   1968ac68bb9c0
        42d4a374175ad2
          - 061da12bfe
          – be45e02d59
        f39d54babe5097126c1590864980d02
          - 6bc4124ab61a4bf26b4bd6a
          - 862f30c49e9e275b2f5fbe2474efe
15 directories, 1 file
[mission 19] $ cd Garden/Maze/04535c209c5e590e1a7/9547a2cce8b5a7915/19d536274e/
~/Garden/Maze/04535c209c5e590e1a7/9547a2cce8b5a7915/19d536274e
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest/
```



20. cd tree Garden/Maze/



 $mv\ Garden/Maze/8acd9fb64dc/3cffb5a4408b184/8aab71c3ff4f1578/OOOOO\_silver\_coin\_OOOOO\ \sim/Forest/Hut/Chest/$ 

21. cd find ~/Garden/Maze/ -iname "\*gold\*"

Forest/Hut/Chest/

[mission 21] \$ find ~/Garden/Maze/ -iname "\*gold\*"
/hone/icarus/gameshell/World/Garden/Maze/824e2a142c648d2f99911/97448415954dd2578bdblb/21f7f28dec6e45335bb59/gold\_coin\_1
/hone/icarus/gameshell/World/Garden/Maze/#f65c41adb77cc33aa6462leb58cde/a0f4dd5f35/9d453aed3395b964c4bd42edcb/GolD\_coin\_

fai "mv" di entrambi i file (partendo da Garden) in Forest/Hut/Chest mv Garden/Maze/824e2a142c648d2f99911/97440415954dd2578bdb1b/21f7f28dec6e45335bb59/gold\_coin\_1 Forest/Hut/Chest/ mv Garden/Maze/ff65c41ad577cc33aa64621e550cde/a0f4dd5f35/9d453aed3395b964c4bd42edcb/GolD\_CoiN\_2

22. cd cd Mountain/Cave/ head -n 6 Book\_of\_potions/page\_07

```
Congratulations, mission 22 has been successfully completed!
```

23. cd cd Mountain/Cave/ tail -n9 Book\_of\_potions/page\_12

```
Congratulations, mission 23 has been successfully completed!
```

24. cd cd Mountain/Cave/ cat Book\_of\_potions/page\_01 Book\_of\_potions/page\_02

25.
cd
cd Mountain/Cave/
cat Book\_of\_potions/page\_03 Book\_of\_potions/page\_04 | tail -n 16

26. cd cd Mountain/Cave/ cat Book\_of\_potions/page\_13 | head -n6 | tail -n 3

ps (mostra la lista di processi e bisogna usare il numero del processo "spell")

```
PID TTY TIME CMD

11 pts/0 00:00:00 bash

16 pts/0 00:00:00 bash

43 pts/0 00:00:01 bash

4515 pts/0 00:00:00 spell

4852 pts/0 00:00:00 ps
```

(in questo caso) kill 4515

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

28. come prima ma bisogna usare kill -s 9 "processo"

29.

bisogna killare solo le spell "mischievous\_imp" e non lui ! nemmeno "nice\_fairy" rm Castle/Cellar/\*coal\*

```
Congratulations, mission 29 has been successfully completed!

Killed

Use the command
Sysh help
To get the list of "gsh" commands.
```

30. ti chiede delle addizioni

31. cd cd Castle/Main\_building/Library gsh check < Mathematics\_101

32.
cd
cd Castle/Main\_building/Library/Merlin\_s\_office
ls grimoire\_\* > Drawer/inventory.txt

```
Congratulations, mission 32 has been successfully completed!

While you are waiting, a snake slithers by...

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

33. grep -i -l gsh grimoire\_\* 2>/dev/null

```
Congratulations, mission 33 has been successfully completed!
```

cd cd Castle/Observatory/ ./merlin 2>key.txt gsh check < key.txt

35. cd cd Castle/Main\_building/Throne\_room/ chmod +777 Kings\_quarter/ cd Kings\_quarter/

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

36. cd cd Castle/Main\_building/Throne\_room/Kings\_quarter/ chmod +777 .secret\_note cat .secret\_note

```
Congratulations, mission 36 has been successfully completed!
```

```
37.
cd
cd Castle/Main_building/Throne_room
chmod +777 Safe/
cd Safe/
chmod +777 crown
cat crown
```

```
[mission 37] $ cat crown
_.+._ jgs
(^\/^\/^)
\@*@*@/
{_121_}
```

mv crown ../../../Forest/Hut/Chest/

38. cd cd Garden find Maze/ -type f | xargs cat

```
--/Garden
[mission 38] $ find Maze/ -type f | xargs cat
23312 stone 0c41a81b48d03030224eaee882fc603a80848b2e
56046 stone c0efa5af5bd5edleccfdfadbc8f01181f3bca995
8107 stone 1983c966d4c7cdf676e15886de4efbe75e4202b4
21785 stone 8f87835ded01a2dd7f8383f0289a15a29ca692ad
32521 ruby 109e5797364cca9e6307995ea193f6302353fba7
25359 stone 17980aba6d51a5b570e2d156b77e73650cc0e256
--/Garden
[mission 38] $ mv Maze/bafeed4a262a4f9/5aecb0901/89387728dafc3bd7e8da2f7c74c/32521 ../Forest/Hut/Chest/
--/Garden
[mission 38] $ gsh check
```

39.

cd

cd Garden

find Maze/ -type f | xargs grep -i -l "diamond"

mv Maze/a3be479f592e0b1ab29ee93d/e57c63f6/81138e81ce ../Forest/Hut/Chest/

40. (fai prima cd Stall e poi "gsh reset")

```
(0)
~/Stall
[mission 40] $ ls | grep -i -v boring
e7aaaa49553_s_c_r_o_l_l_e7aaaa495538c2f3
(1)
~/Stall
[mission 40] $ cat e7aaaa49553_s_c_r_o_l_l_e7aaaa495538c2f3 | grep
the King bought a chackal for 2 coppers.
the King bought a dented helmet for 2 coppers.
the King bought a piece of soap for 5 coppers.
the King bought a leather ball for 4 coppers.
the King bought a ruby for 6 coppers.
(2)
~/Stall
[mission 40] $ gsh check
How much does the king owe? 19
Congratulations, mission 40 has been successfully completed!
   Use the command
        $ gsh help
    to get the list of "gsh" commands.
```

41. ls | grep -i -v boring | xargs cat | grep -v PAID | wc -l

42.
cd
cd Castle/Main\_building/Library/Merlin\_s\_office/Drawer/
cat secret\_message | tr 'a-z' 'n-za-m'

