

# GAME SHEEL

```
|
+-----+
| Run the command
| $ 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] $ cd Top_of_the_tower
bash: cd: Top_of_the_tower: No such file or directory
[mission 1] $ pwd
/home/kali/gameshell/World
[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] $ gsh check

Congratulations, mission 1 has been successfully completed!
```

```
[mission 2] $ cd -Top_of_the_tower
bash: cd: -T: invalid option
cd: usage: cd [-L|[-P [-e]] [-@]] [dir]
[mission 2] $ cd ..Top_of_the_tower
cd..Top_of_the_tower: command not found
[mission 2] $ cd..
cd..: command not found
[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] $ gsh check

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

```
File Actions Edit View Help
[mission 3] $ cd
[mission 3] $ pwd
/home/kali/gameshell/World
[mission 3] $ ls
Castle Forest Garden Mountain Stall
[mission 3] $ cd Castle
[mission 3] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 3] $ cd Main_building
[mission 3] $ ls
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!
```

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

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

```
~  
[mission 4] $ cd Forest
```

```
~/Forest  
[mission 4] $ ls
```

```
~/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!

```
~  
[mission 5] $ cd
```

```
~  
[mission 5] $ pwd  
/home/kali/gameshell/World
```

```
~  
[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] $ ls  
barrel_of_apples bat_1 bat_2
```

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

Congratulations, mission 5 has been successfully completed!

```
~  
[mission 6] $ ls  
Castle Forest Garden Mountain Stall
```

```
~  
[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/World/Forest/Hut/Chest
```

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

```
~/Garden  
[mission 6] $ cd
```

```
~  
[mission 6] $ cd Forest
```

```
~/Forest  
[mission 6] $ cd Hut
```

```
~/Forest/Hut  
[mission 6] $ cd Chest
```

```
~/Forest/Hut/Chest  
[mission 6] $ ls  
coin_1 coin_2 coin_3
```

```
~/Forest/Hut/Chest  
[mission 6] $ gsh check
```

Congratulations, mission 6 has been successfully completed!

```
~/Forest/Hut/Chest  
[mission 7] $ cd
```

```
~  
[mission 7] $ cd Garden
```

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

```
~/Garden  
[mission 7] $ ls -A  
.28138_coin_3 .48746_coin_2 .49828_coin_1 Flower_garden Maze Shed
```

```
~/Garden  
[mission 7] $ mv .28138_coin_3 .48746_coin_2 .49828_coin_1 /home/kali/gameshell/World/Forest/Hut/Chest
```

```
~/Garden  
[mission 7] $ gsh check
```

Congratulations, mission 7 has been successfully completed!

```
~/Castle/Cellar  
[mission 8] $ ls  
18156_spider_25 12449_spider_29 14997_bat_1 163_spider_31 17536_spider_6 19750_spider_49 22328_spider_7 25291_spider_44 26991_bat_4 28240_spider_9 30624_spider_43 32582_spider_11 5497_spider_17 8256_spider_50  
18359_spider_46 13248_spider_19 1514_spider_37 16557_spider_14 18274_spider_15 20647_spider_20 22862_spider_18 25421_bat_5 2783_spider_26 28364_spider_39 31116_spider_18 3272_spider_48 5781_spider_2 9848_spider_27  
11273_spider_5 1443_spider_36 15198_spider_8 16832_bat_2 18521_spider_35 21374_spider_12 22698_spider_18 25678_spider_13 27656_spider_16 28889_spider_39 31824_bat_3 5812_spider_32 7211_spider_3 9379_spider_42  
11420_spider_21 1466_spider_41 15671_spider_47 17856_spider_45 19174_spider_1 22254_spider_40 2380_spider_23 26380_spider_30 27943_spider_38 30872_spider_34 3186_spider_24 5467_spider_4 8014_spider_22
```

```
~/Castle/Cellar  
[mission 8] $ rm *spider_?
```

```
~/Castle/Cellar  
[mission 8] $ ls  
18156_spider_25 12448_spider_19 1514_spider_37 16832_bat_2 19750_spider_49 22662_spider_28 25421_bat_5 2782_spider_26 28889_spider_39 31824_bat_3 5812_spider_32 9846_spider_27  
18359_spider_46 1443_spider_36 15671_spider_47 17856_spider_45 20647_spider_20 22698_spider_18 25678_spider_13 27656_spider_16 30872_spider_34 3186_spider_24 5497_spider_17 9379_spider_42  
11420_spider_21 1466_spider_41 163_spider_31 18274_spider_15 21374_spider_12 2380_spider_23 26380_spider_30 27943_spider_38 30624_spider_43 32582_spider_11 8014_spider_22  
12449_spider_29 14997_bat_1 16557_spider_14 18521_spider_35 22254_spider_40 25291_spider_44 26991_bat_4 28564_spider_33 31116_spider_18 3272_spider_48 8256_spider_58
```

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

```
~/Castle/Cellar  
[mission 8] $ rm *spider_?
```

```
~/Castle/Cellar  
[mission 8] $ ls  
14997_bat_1 16832_bat_2 25421_bat_5 26991_bat_4 31824_bat_3
```

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

Congratulations, mission 8 has been successfully completed!

```

~/Castle/Cellar
[mission 9] $ ls
14997_bat_1 16832_bat_2 25421_bat_5 26991_bat_4 31824_bat_3

~/Castle/Cellar
[mission 9] $ ls -A
.10891_spider_42 .13697_bat_3 .15072_spider_3 .18373_spider_26 .21822_spider_10 .23298_spider_1 .26188_spider_33 .27372_spider_37 .29518_bat_5 .3148_spider_14 .32014_spider_17 .6794_spider_31
.1019_spider_2 .13851_spider_32 .15370_spider_18 .18542_spider_20 .21876_spider_11 .23858_spider_36 .26280_spider_46 .27874_spider_20 .29967_spider_43 .31731_spider_41 .43_spider_16 .8719_spider_15
.11195_spider_28 .13908_spider_8 16832_bat_2 .19623_spider_40 .22042_spider_6 .24109_spider_50 .26791_spider_24 .28250_bat_1 .30510_spider_48 .31780_spider_9 .5442_spider_34 .8935_spider_12
.12913_spider_45 .1472_spider_13 .17507_spider_19 .19766_spider_7 .22669_spider_5 .24543_spider_30 26991_bat_4 .2870_spider_49 .31042_spider_35 31824_bat_3 .6187_spider_4 .9158_spider_22
.13430_spider_25 14997_bat_1 .17611_spider_21 .20150_spider_44 .2289_spider_23 25421_bat_5 .27109_spider_47 .28874_spider_39 .31472_spider_27 .31906_bat_4 .6665_bat_2 .9744_spider_38

~/Castle/Cellar
[mission 9] $ rm .*_spider_*

~/Castle/Cellar
[mission 9] $ rm .*_spider_??

~/Castle/Cellar
[mission 9] $ ls
14997_bat_1 16832_bat_2 25421_bat_5 26991_bat_4 31824_bat_3

~/Castle/Cellar
[mission 9] $ ls -A
.13697_bat_3 14997_bat_1 16832_bat_2 25421_bat_5 26991_bat_4 .28250_bat_1 .29518_bat_5 31824_bat_3 .31906_bat_4 .6665_bat_2

~/Castle/Cellar
[mission 9] $ gsh check

Congratulations, mission 9 has been successfully completed!

```

```

~/Castle/Cellar
[mission 10] $ cd

~
[mission 10] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/

~
[mission 10] $ cd Castle

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

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
16742_stag_head 30849_decorative_shield 41735_suit_of_armour standard_1 standard_2 standard_3 standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 /home/kali/gameshell/World/Forest/Hut/Chest

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

~/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!

```

```

~/Forest/Hut/Chest
[mission 11] $ cd

~
[mission 11] $ cd Castle/Great_hall

~/Castle/Great_hall
[mission 11] $ ls
13327_decorative_shield 17637_tapestry_05 26542_suit_of_armour 4723_tapestry_06 52524_tapestry_09 7477_stag_head 8632_tapestry_04 standard_2 standard_4
1535_tapestry_08 26034_tapestry_01 43982_tapestry_03 52321_tapestry_10 55456_tapestry_07 7587_tapestry_02 standard_1 standard_3

~/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
1535_tapestry_08 26034_tapestry_01 4723_tapestry_06 52524_tapestry_09 7587_tapestry_02 coin_1 coin_3 standard_2 standard_4
17637_tapestry_05 43982_tapestry_03 52321_tapestry_10 55456_tapestry_07 8632_tapestry_04 coin_2 standard_1 standard_3

~/Forest/Hut/Chest
[mission 11] $ gsh check

Congratulations, mission 11 has been successfully completed!

```

```

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

~/Castle/Main_tower/First_floor
[mission 12] $ ls
painting_fqhqvexx painting_jevCYBLZ painting_sYAAuaoc Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
-rw-r--r-- 1 kali kali 1055 Aug 26 1983 painting_fqhqvexx
-rw-r--r-- 1 kali kali 1503 Nov 12 2002 painting_jevCYBLZ
-rw-r--r-- 1 kali kali 1455 Apr 4 2013 painting_sYAAuaoc
drwxr-xr-x 3 kali kali 4096 Feb 10 06:07 Second_floor/

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

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

Congratulations, mission 12 has been successfully completed!

```

```

The command 'cal' is required for mission misc/01.cal_nostradamus/init.sh.
(Debian / Ubuntu: install package 'bsdmainutils')
Error: mission 13 is cancelled because some dependencies are not met.

```

```

~/Castle/Main_tower/First_floor
[mission 14] $ alias la = "ls -A"
bash: alias: la: not found
bash: alias: =: not found
bash: alias: ls -A: not found

~/Castle/Main_tower/First_floor
[mission 14] $ alias la = ls -A
bash: alias: la: not found
bash: alias: =: not found
alias ls='ls --literal -p'
bash: alias: -A: not found

~/Castle/Main_tower/First_floor
[mission 14] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor

~/Castle/Main_tower/First_floor
[mission 14] $ ls
painting_fqhqvexx painting_jevCYBLZ painting_sYAAuaoc Second_floor/

~/Castle/Main_tower/First_floor
[mission 14] $ alias la = 'ls -A'
bash: alias: la: not found
bash: alias: =: not found
bash: alias: ls -A: not found

~/Castle/Main_tower/First_floor
[mission 14] $ alias la='ls -A'

~/Castle/Main_tower/First_floor
[mission 14] $ gsh check

Congratulations, mission 14 has been successfully completed!

```

```
~/Castle/Main_tower/First_floor
[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] $ cat journal.txt
Ecco il mio diario d'avventura:

~/Forest/Hut/Chest
[mission 15] $ gsh check

Congratulations, mission 15 has been successfully completed!
```

```
~/Forest/Hut/Chest
[mission 16] $ alias journal='nano /home/kali/gameshell/World/Forest/Hut/Chest/journal.txt'

~/Forest/Hut/Chest
[mission 16] $ journal

~/Forest/Hut/Chest
[mission 16] $ gsh check

Congratulations, mission 16 has been successfully completed!
```

```
~/Castle/Cellar
[mission 17] $ ls
.13697_bat_3 .14997_bat_1 16832_bat_2 25421_bat_5 26991_bat_4 .28250_bat_1 .29518_bat_5 31824_bat_3 .31906_bat_4 .6665_bat_2 .Lair_of_the_spider_queen BIOafoyFOElVswGE zlfmUYJdPpVntrp/

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ BIOafoyFOElVswGE zlfmUYJdPpVntrp/

~/Castle/Cellar/.Lair_of_the_spider_queen BIOafoyFOElVswGE zlfmUYJdPpVntrp
[mission 17] $ ls
TcJjNEBjPOVDrPrz_baby_bat_jfVawYpDXH0zrPK YFrUGGrzyd00oWd_spider_queen_D0cMgIhrYNJLwqJM

~/Castle/Cellar/.Lair_of_the_spider_queen BIOafoyFOElVswGE zlfmUYJdPpVntrp
[mission 17] $ rm YFrUGGrzyd00oWd_spider_queen_D0cMgIhrYNJLwqJM

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

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

File Editor Use the command line

```

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 b
Run the command in the background.

Control-c
This key binding usually interrupts the current command by sending it the "INT" signal.

```



```
~/Castle/Cellar
[mission 18] $ xeyes
^C

~/Castle/Cellar
[mission 18] $ xeyesb
[1] 74293

~/Castle/Cellar
[mission 18] $ gsh check

Congratulations, mission 18 has been successfully completed!
```



```

Congratulations, mission 19 has been successfully completed!

Congratulations!

From now on, the command `ls` will try using a color code to make it easier to differentiate between directories and several kinds of files.
```

```
File Actions Edit View Help
├─ fa289fbc12785a34d0c16585ade5
├─ 556512fe6fcecdbd153d73a655c
├─ 2c8558ce70d6a3e
├─ 9e94a262efc5d
├─ ecc0b425c649e17e7e23d
├─ ee2d87802
├─ 17db3f8fa805891bb89232bfcd
├─ 3e73a4d3c609e0
└─ e26384905e23a13

39 directories, 1 file

~/Garden/Maze
[mission 20] $ mv 00000_silver_coin_00000.txt /home/kali/gameshell/World/Forest/Hut/Chest
mv: cannot stat '00000_silver_coin_00000.txt': No such file or directory

~/Garden/Maze
[mission 20] $ mv 00000_silver_coin_00000 /home/kali/gameshell/World/Forest/Hut/Chest
mv: cannot stat '00000_silver_coin_00000': No such file or directory

~/Garden/Maze
[mission 20] $ cd /home/kali/gameshell/World/Garden/Maze/645ee76c3513f72207f/f38efa37b169e1e5b223b/7699ee25e

Network
Failed to open directory

~/Garden/Maze/645ee76c3513f72207f/f38efa37b169e1e5b223b/7699ee25e
[mission 20] $ ls
00000_silver_coin_00000

~/Garden/Maze/645ee76c3513f72207f/f38efa37b169e1e5b223b/7699ee25e
[mission 20] $ mv 00000_silver_coin_00000 /home/kali/gameshell/World/Forest/Hut/Chest

~/Garden/Maze/645ee76c3513f72207f/f38efa37b169e1e5b223b/7699ee25e
[mission 20] $ gsh check

Congratulations, mission 20 has been successfully completed!
```

```

~/Garden/Maze/f883d0bc/a86ce72ee987f6af78dc671de
[mission 21] $ cd 76822ec5cbb86d785524d1c21886582/

~/Garden/Maze/f883d0bc/a86ce72ee987f6af78dc671de/76822ec5cbb86d785524d1c21886582
[mission 21] $ la
gold_coin_1

~/Garden/Maze/f883d0bc/a86ce72ee987f6af78dc671de/76822ec5cbb86d785524d1c21886582
[mission 21] $ mv gold_coin_1 /home/kali/gameshell/World/Forest/Hut/Chest

~/Garden/Maze/f883d0bc/a86ce72ee987f6af78dc671de/76822ec5cbb86d785524d1c21886582
[mission 21] $ la

~/Garden/Maze/f883d0bc/a86ce72ee987f6af78dc671de/76822ec5cbb86d785524d1c21886582
[mission 21] $ cd

~
[mission 21] $ cd home/kali/gameshell/World/Forest/Hut/Chest
bash: cd: home/kali/gameshell/World/Forest/Hut/Chest: No such file or directory

~
[mission 21] $ cd Forest

~/Forest
[mission 21] $ cd Hut

~/Forest/Hut
[mission 21] $ cd Chest

~/Forest/Hut/Chest
[mission 21] $ ls
1535_tapestry_08  26034_tapestry_01  4723_tapestry_06  52524_tapestry_09  7587_tapestry_02  coin_1  coin_3  Gold_Coin_2  00000_copper_coin_00000  painting_fqhgvex  standard_2  standard_4
17637_tapestry_05  43982_tapestry_03  52321_tapestry_10  55456_tapestry_07  8632_tapestry_04  coin_2  gold_coin_1  journal.txt  00000_silver_coin_00000  standard_1  standard_3

~/Forest/Hut/Chest
[mission 21] $ gsh check

Congratulations, mission 21 has been successfully completed!

```