REPORT 11/11/2022

FACCILONGO DOMENICO

GAME SHELL

TASK:

- Dopo aver installato il gioco avviarlo con il comando << bash gameshell.sh>> e familiarizziamo con i comandi della shell.

LIVELLI:

```
[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] $ ls
[mission 1] $ gsh check

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

```
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ ls
Top_of_the_tower
[mission 2] $ cd Top_of_the_tower
[mission 2] $ ls
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle
[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

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

```
[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] $ pwd
/home/kali/gameshell/World

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

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ ls

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ ls
Hut

~/Forest
[mission 4] $ cd Hut

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

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

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

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

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

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

~
[mission 5] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 5] $ cd Castel
bash: cd: Castel: No such file or directory

~
[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!
```

```
[mission 6] $ cd

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

~
[mission 6] $ cd Forest

~/Forest
[mission 6] $ ls
Hut

~/Forest
[mission 6] $ cd ..

~
[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 Chest
mv: target 'Chest' is not a directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 Hut/Chest
mv: target 'Hut/Chest' is not a directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Chest
mv: target '/home/kali/gameshell/World/Chest' is not a directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Hut/Chest
mv: target '/home/kali/gameshell/World/Hut/Chest' is not a 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!
```

```
~/Garden
[mission 7] $ ls -A
.10534_coin_3  .45107_coin_2  .9186_coin_1  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .10534_coin_3 .45107_coin_2 .9186_coin_1 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

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

```
~/Garden
[mission 8] $ cd

~
[mission 8] $ pwd
/home/kali/gameshell/World

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

~
[mission 8] $ cd Castle

~/Castle
[mission 8] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ ls
10022_spider_49  12565_spider_37  14029_spider_34  17634_spider_21  21417_spider_47  26669_spider_39  29397_spider_45  31578_bat_5   5273_bat_2    9835_spider_48
1018_spider_2    12889_spider_14  14426_spider_22  17800_spider_32  21611_spider_4   270_spider_29    30211_spider_43  31867_spider_50 5484_spider_5  barrel_of_apples
1042_spider_1    12909_spider_44  15687_spider_46  18884_spider_20  2197_spider_23   27221_spider_7   30370_spider_9   32258_spider_38 5918_spider_26 bat_1
11331_spider_42  13529_spider_19  16857_spider_24  1895_spider_33   23219_spider_40  28265_spider_11  30612_spider_41  3255_spider_35  6181_spider_30 bat_2
11816_spider_25  13552_spider_17  17370_spider_36  19344_spider_18  23731_spider_3   28340_spider_12  308_spider_27    3460_bat_1     731_bat_3
12075_spider_15  1398_spider_28   17548_spider_8   19854_spider_10  24897_spider_13  28600_spider_16  31336_spider_31  4119_spider_6   9209_bat_4

~/Castle/Cellar
[mission 8] $ rm *spider*

~/Castle/Cellar
[mission 8] $ ls
31578_bat_5  3460_bat_1  5273_bat_2  731_bat_3  9209_bat_4  barrel_of_apples  bat_1  bat_2

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

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

```
~/Castle/Cellar
[mission 9] $ ls -A
.10327_spider_40  .12096_spider_14  .14815_spider_31  .16429_spider_11  .19569_spider_50  .23655_spider_30  .28035_spider_33  31578_bat_5      731_bat_3
.10505_spider_15  .12665_spider_16  .14869_spider_36  .16704_spider_22  .20117_spider_7   .25456_spider_1   .28616_spider_2   .32551_spider_32  .807_spider_39
.10517_spider_9   .13258_bat_2      .15115_spider_6   .17049_spider_44  .20626_spider_21  .25679_spider_3   .28665_spider_25  3460_bat_1       .824_spider_48
.10609_spider_45  .13271_spider_49  .15490_spider_4   .17260_spider_5   .21573_spider_27  .26463_spider_34  .29327_spider_18  5273_bat_2       9209_bat_4
.1070_spider_26   .14273_bat_1      .15615_spider_37  .17848_bat_5      .21986_spider_42  .26908_spider_12  .29787_spider_38  .5677_spider_29   barrel_of_apples
.1131_bat_4       .1436_spider_23   .16212_spider_20  .18140_spider_13  .22954_spider_19  .27696_spider_46  .31068_spider_47  .6647_spider_17   bat_1
.11627_spider_8   .14540_bat_3      .1626_spider_41   .18639_spider_24  .23144_spider_43  .28021_spider_28  .31082_spider_10  .691_spider_35    bat_2

~/Castle/Cellar
[mission 9] $ rm *_spider_*
/bin/rm: cannot remove '*_spider_*': No such file or directory

~/Castle/Cellar
[mission 9] $ rm *spider*
/bin/rm: cannot remove '*spider*': No such file or directory

~/Castle/Cellar
[mission 9] $ rm *_spider*
/bin/rm: cannot remove '*_spider*': No such file or directory

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

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

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

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

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

~/Castle
[mission 10] $ cd Great_hall/

~/Castle/Great_hall
[mission 10] $ ls
12888_suit_of_armour  52727_stag_head  6110_decorative_shield  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Chest
cp: target 'standard_4' is not a directory
[mission: command not found

~/Castle/Great_hall
[mission 10] $ [mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Chest/
[mission: command not found

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

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

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

```
~/Castle/Great_hall
[mission 11] $ ls
11355_tapestry_01  1711_tapestry_02    23146_tapestry_03  26023_tapestry_09  4058_tapestry_06              62730_tapestry_08  809_tapestry_10  standard_2  standard_4
15379_tapestry_05  22592_suit_of_armour  2443_stag_head    296_tapestry_07    43402_decorative_shield  63166_tapestry_04  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!
```

```
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   24f708dc49d0b1cd82433fe9ffa7c9d8a4d62786@11547
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   / \                          88888          / \
   \ /                          88888          \ /
   / \                         88Z88           / \
   \ /                        888ZD8           \ /
   / \       ZZ$M88D           88ZZ88          / \
   \ /    77MMMMMM88M          I~:Z88          \ /
   / \   NN877$MNNNMMM      MM::=I7            / \
   \ /   NNNNNNNNNNNNNN NMM88MI               \ /
   / \   DDDDDDDDDNNNNNNNNN8MMM               / \
   \ /    8888888DDNNNNNNNNMM                 \ /
   / \    8OZZZO88DDNNNNNNNM                  / \
   \ /     Z$7$ZO88DNNNNNM                    \ /
   / \     Z$7$ZO88DNNNNN                     / \
   \ /      NNZZO88DDNNNNNNN                  \ /
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```

```
~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_mGKgCKPJ ~/Forest/Hut/Chest

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

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

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

~/Castle/Main_tower/First_floor
[mission 14] $ ls
painting_DEaUYMYh   painting_mGKgCKPJ   painting_YZzoBFyq   Second_floor/

~/Castle/Main_tower/First_floor
[mission 14] $ la
.nice_rock  painting_DEaUYMYh   painting_mGKgCKPJ   painting_YZzoBFyq   Second_floor/

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

Congratulations, mission 14 has been successfully completed!
```

```
~/Castle/Main_tower/First_floor
[mission 15] $ cd ..

~/Castle/Main_tower
[mission 15] $ cd

~
[mission 15] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 15] $ cd Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 15] $ nano journal.txt

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

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

```
~/Forest/Hut/Chest
[mission 16] $ alias journal = "nano journal.txt"
bash: alias: journal: not found
bash: alias: =: not found
bash: alias: nano journal.txt: not found

~/Forest/Hut/Chest
[mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'

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

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

```
~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ XhERqOUbWudvKJtQ WXZAuellFCGtiSOX/

~/Castle/Cellar/.Lair_of_the_spider_queen XhERqOUbWudvKJtQ WXZAuellFCGtiSOX
[mission 17] $ ls -A
ykxecWtllKpfrkGC_spider_queen_mwXlKDtTmdIHYZrg   ZSRsyQAYauXzjOQZ_baby_bat_bAdVjwGVafMdOcKv

~/Castle/Cellar/.Lair_of_the_spider_queen XhERqOUbWudvKJtQ WXZAuellFCGtiSOX
[mission 17] $ rm ykxecWtllKpfrkGC_spider_queen_mwXlKDtTmdIHYZrg

~/Castle/Cellar/.Lair_of_the_spider_queen XhERqOUbWudvKJtQ WXZAuellFCGtiSOX
[mission 17] $ gsh check
Perfect, it took you only 18 seconds to complete this mission!

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

```
~/Castle
[mission 18] $ xeyes
^Z
[1]+  Stopped                 xeyes

~/Castle
[mission 18] $ xeyes &
[2] 68353

~/Castle
[mission 18] $ gsh check

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

```
~/Garden
[mission 19] $ cd Maze

~/Garden/Maze
[mission 19] $ ls
49cdcb2c8b9f3a8f/   52672a524/

~/Garden/Maze
[mission 19] $ ls -A
49cdcb2c8b9f3a8f/   52672a524/

~/Garden/Maze
[mission 19] $ cd 52672a524/

~/Garden/Maze/52672a524
[mission 19] $ ls -A
36342d6df2ce3a3344b221c0baac4/   3fdcf9ab7e9746842c1e5/

~/Garden/Maze/52672a524
[mission 19] $ cd ..

~/Garden/Maze
[mission 19] $ cd 49cdcb2c8b9f3a8f/

~/Garden/Maze/49cdcb2c8b9f3a8f
[mission 19] $ ls -A
1df5993aff4b25b0db3073f/   d5f905fe52f468738/

~/Garden/Maze/49cdcb2c8b9f3a8f
[mission 19] $ cd 1df5993aff4b25b0db3073f/

~/Garden/Maze/49cdcb2c8b9f3a8f/1df5993aff4b25b0db3073f
[mission 19] $ ls -A
15e0c741936/   6f4fdeec59654938fd3a43a/

~/Garden/Maze/49cdcb2c8b9f3a8f/1df5993aff4b25b0db3073f
[mission 19] $ cd 15e0c741936/

~/Garden/Maze/49cdcb2c8b9f3a8f/1df5993aff4b25b0db3073f/15e0c741936
[mission 19] $ ls -A
00000_copper_coin_00000

~/Garden/Maze/49cdcb2c8b9f3a8f/1df5993aff4b25b0db3073f/15e0c741936
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/49cdcb2c8b9f3a8f/1df5993aff4b25b0db3073f/15e0c741936
[mission 19] $ gsh check

Congratulations, mission 19 has been successfully completed!
```

```
            └── dee49672be76ff4055ccab
        ├── f68dee36510d563a046b7ae3369578
        │   ├── b6f59aa6c0a53fcac
        │   ├── bff1d9638825bec934
        │   └── f8605af8e3221e6b3
    ├── 80f1d9ac8f4bc88
    │   ├── 17d4133af008
    │   │   ├── 21f48b29cdc03dfab40726d35c7e
    │   │   ├── 6014db111
    │   │   └── 9b6ef449a6077167c55281abde4ac
    │   ├── 37cd15b1edf846484ea3837890cb27
    │   │   ├── 109bcccc
    │   │   ├── c51376ae062b403486737e91687c48d
    │   │   └── fdb6e0b3bd36ae63f2e0368ef515f48
    │   └── d0033b24382ca0f95
    │       ├── 4a80423998a4fdbe5cc467b56d48
    │       ├── 748998d37117789ebe990dab
    │       │   └── 00000_silver_coin_00000
    │       └── ae8b44e082bcea666de7ba
    └── ddee573497b18c8
        ├── 0b4539f78cf27121641
        │   ├── 59eaf4d6d2fd84
        │   ├── b81c8715c7684b
        │   └── d2e950b1f808c80ad
        ├── 2c42863d62b24
        │   ├── 3f49c124bde0e1d9e342909c67f
        │   ├── 8303a3b926b
        │   └── f71aa08e15602da2
        └── ebc1f0a80c
            ├── 17607f3736ab21f0f5065dc57
            ├── aa9ab6838476547ace23b98
            └── dcbd765d046c69b6b

39 directories, 1 file

~/Garden/Maze
[mission 20] $ cd 80f1d9ac8f4bc88/d0033b24382ca0f95/748998d37117789ebe990dab/

~/Garden/Maze/80f1d9ac8f4bc88/d0033b24382ca0f95/748998d37117789ebe990dab
[mission 20] $ ls
00000_silver_coin_00000

~/Garden/Maze/80f1d9ac8f4bc88/d0033b24382ca0f95/748998d37117789ebe990dab
[mission 20] $ mv 00000_silver_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/80f1d9ac8f4bc88/d0033b24382ca0f95/748998d37117789ebe990dab
[mission 20] $ gsh check

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

```
~/Garden/Maze
[mission 21] $ find . -type f -iname *gold*
./9d7c0c31e6b/17f217c70fb675/bc0de6c80c9d3eb0a9b4fd74182/gold_coin_1
./2f6da9a734/cea12bbe025a3/d67b86f70bc110e161/GolD_CoiN_2

~/Garden/Maze
[mission 21] $ mv -v */*/*/*GolD* ~/Forest/Hut/Chest
renamed '2f6da9a734/cea12bbe025a3/d67b86f70bc110e161/GolD_CoiN_2' → '/home/kali/gameshell/World/Forest/Hut/Chest/GolD_CoiN_2'

~/Garden/Maze
[mission 21] $ mv -v */*/*/*gold* ~/Forest/Hut/Chest
renamed '9d7c0c31e6b/17f217c70fb675/bc0de6c80c9d3eb0a9b4fd74182/gold_coin_1' → '/home/kali/gameshell/World/Forest/Hut/Chest/gold_coin_1'

~/Garden/Maze
[mission 21] $ gsh check

Congratulations, mission 21 has been successfully completed!
```

```
 5. Herbal tea ───────────────────────────── page 7
 6. Draft of invisibility ───────────── pages 7-8
 7. Homeopathic healing potion (part 1) ───── pages 8-9
 8. Homeopathic healing potion (part 2) ───────── page 10
 9. Homeopathic healing potion (part 3) ───────── page 11
10. Toadstool stew ──────────────── page 12
11. Distilled water ─────────────── page 13
12. King's ale ──────────────────── Page 13

~/Mountain/Cave/Book_of_potions
[mission 22] $ head page_07
Herbal tea
─────────

1) Boil water.
2) Add herbs from the forest.
3) Let it sit for five minutes and drink while hot.

Draft of invisibility (instruction in invisible ink)
────────────────────────────

~/Mountain/Cave/Book_of_potions
[mission 22] $ cp page_07 ~/Mountain/Cave

~/Mountain/Cave/Book_of_potions
[mission 22] $ cd ..

~/Mountain/Cave
[mission 22] $ ls
Book_of_potions/  page_07   servillus

~/Mountain/Cave
[mission 22] $ cd servillus
bash: cd: servillus: Not a directory

~/Mountain/Cave
[mission 22] $ head -n 6  page_07
Herbal tea
─────────

1) Boil water.
2) 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!
```

```
~/Mountain/Cave
[mission 23] $ ls
Book_of_potions/  page_07   page_12   servillus

~/Mountain/Cave
[mission 23] $ tail -n 9 page_12
1) Boil water in a cauldron.
2) Add in a few death caps (Amanita phalloides).
3) 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.
7) 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!
```

```
[mission 24] $ cat table_of_contents
1. Transformation potion ───────────────── pages 1-2
2. Elixir of youth ─────────────────────── pages 3-4
3. Philter of love ─────────────────────── page 5
4. Bottled death (powerful poison) ─────── page 6
5. Herbal tea ──────────────────────────── page 7
6. Draft of invisibility ───────────────── pages 7-8
7. Homeopathic healing potion (part 1) ─── pages 8-9
8. Homeopathic healing potion (part 2) ─── page 10
9. Homeopathic healing potion (part 3) ─── page 11
10. Toadstool stew ─────────────────────── page 12
11. Distilled water ────────────────────── page 13
12. King's ale ─────────────────────────── Page 13

~/Mountain/Cave/Book_of_potions
[mission 24] $ cp page_01 page_02 ~/Mountain/Cave

~/Mountain/Cave/Book_of_potions
[mission 24] $ cd ..

~/Mountain/Cave
[mission 24] $ cat page_01 page_02
Transformation potion
─────────────────────

1) Boil water in a cauldron.
2) Add 3 measures of fluxweed to the cauldron.
3) Add 2 bundles of knotgrass to the cauldron.
4) Stir 4 times, clockwise.
5) Wave your wand then let potion brew for 80 minutes.
6) Add 4 leeches to the cauldron.
7) Crush 2 scoops of lacewing flies to a fine paste.
8) 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!
```

```
~/Mountain/Cave
[mission 25] $ cat page_03 page_04 | tail -n 16
1) Fill a cauldron with used bath water.
2) Put a moderately large frog in the water.
3) Let the preparation rest overnight.
4) 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).
10) 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!
```

```
~/Mountain/Cave
[mission 26] $ tail -n 6 page_13 | head -n 6 page_13 | cat page_13
Distilled water
_____

1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

King's ale
_____

1) Go to the castle's cellar and grab a bottle.
2) Serve cold, in a pint.

~/Mountain/Cave
[mission 26] $ cat page_13 | had -6 page_13 | tail -3 page_13

1) Go to the castle's cellar and grab a bottle.
2) Serve cold, in a pint.
Command 'had' not found, did you mean:
  command 'head' from deb coreutils
  command 'tad' from deb tad
  command 'ad' from deb netatalk
  command 'yad' from deb yad
  command 'hcd' from deb hfsutils
  command 'hd' from deb bsdextrautils
  command 'nad' from deb ncbi-acc-download
Try: sudo apt install <deb name>

~/Mountain/Cave
[mission 26] $ cat page_13 | head -n 6 | tail -n 3
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

~/Mountain/Cave
[mission 26] $ gsh check

Congratulations, mission 26 has been successfully completed!
```

```
ps
    PID TTY          TIME CMD
   1179 pts/0    00:00:10 zsh
   1314 pts/0    00:00:00 ping
  22050 pts/0    00:00:00 bash
  22161 pts/0    00:00:08 bash
  68300 pts/0    00:00:00 xeyes
  68353 pts/0    00:00:10 xeyes
 106268 pts/0    00:00:00 spell
 109600 pts/0    00:00:00 ps

~/Mountain/Cave
[mission 27] $ kill 10
                          *#@*
                        &_**/~
                         !$-#

6268
       *#@*
     &_**/~
      !$-#



~/Mountain/Cave
[mission 27] $ gsh check

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