

# Progetto M2

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## Traccia

Cercare di completare quanti più livelli del gioco GameShell di Kali Linux

```
File Actions Edit View Help
~/Mountain/Cave
[mission 26] $ head page_13 -n 6
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).
File System
~/Mountain/Cave
[mission 26] $ head page_13 -n 6 | tail page_13 -n 3

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

~/Mountain/Cave
[mission 26] $ head page_13 -n 6 | tail page_13 -n 4
_____
1) Go to the castle's cellar and grab a bottle.
2) Serve cold, in a pint.

~/Mountain/Cave
[mission 26] $ head page_13 -n 6 | tail page_13 -n 4
_____
1) Go to the castle's cellar and grab a bottle.
2) Serve cold, in a pint.

~/Mountain/Cave
[mission 26] $ head page_13 -n 6 | tail -n 4

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
Your previous command does not give the expected result ...

Sorry, mission 26 hasn't been completed.

|-----+-----|
| Use the command |-----+
| $ gsh help |-----+
| to get the list of "gsh" commands. |-----+
|-----+-----|
|-----+-----|
~/Mountain/Cave
[mission 26] $ head page_13 -n 5 | tail -n 3

1) Boil water in a big pot.
2) Condense the vapor in a fresh container.

~/Mountain/Cave
[mission 26] $ head page_13 -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!
```

File Actions Edit View Help  
[mission 25] \$ cat page\_03 page\_04 | tail -n 18  
Warning: \*\*do not\*\* drink if you are older than 30.

- 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  
Your previous command does not give the expected result ...

Sorry, mission 25 hasn't been completed.

```
|
+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
|
```

~/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!

```
|
+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
|
```

```
| Read the recipe of the potion from the hermit's book.  
| In order to validate the mission, you need to be in the cave with Servillus **and** your last command prior to ``gsh check`` must show the whole recipe (with its title).  
| Note: you shouldn't alter the content of the book of potions.  
| Useful commands  
| ======  
| cat FILE1 FILE2 ... FILEN  
| Display the contents of the files in order.  
| Remark: ``cat`` is an abbreviation for "concatenate".  
|  
~/Mountain/Cave  
[mission 24] $ cd Book_of_potions  
~/Mountain/Cave/Book_of_potions  
[mission 24] $ la  
page_01 page_02 page_03 page_04 page_05 page_06 page_07 page_08 page_09 page_10 page_11 page_12 page_13 table_of_contents  
~/Mountain/Cave/Book_of_potions  
[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/Book_of_potions  
[mission 24] $ cp page_01 page_02 /home/kali/gameshell.2/World/Mountain/Cave  
~/Mountain/Cave/Book_of_potions  
[mission 24] $ cd ..  
~/Mountain/Cave  
[mission 24] $ la  
Book_of_potions/ page_01 page_02 page_07 page_12 servillus  
~/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!
```

```

} In order to validate the mission, you need to be in the cave with Servillus **and** last command prior to ``gsh check`` must show the steps of the recipe (without its title).
}
Note: you shouldn't alter the content of the book of potions.

}
{
    Useful commands
}
{
    cat FILE
    Display the contents of the file.
}
{
    tail FILE
    Print the last 10 lines of the file.
}
{
    tail -n K FILE
    Print the last K lines of the file.
}
{
    ...
}

(0)=>ooooooooooooooooooooooooooooooooooooo=(0)
\

~/Mountain/Cave
[mission 23] $ la
Book_of_potions/ page_07 servillus

~/Mountain/Cave
[mission 23] $ cd Book_of_potions

~/Mountain/Cave/Book_of_potions
[mission 23] $ la
page_01 page_02 page_03 page_04 page_05 page_06 page_07 page_08 page_09 page_10 page_11 page_12 page_13 table_of_contents

~/Mountain/Cave/Book_of_potions
[mission 23] $ cat table_of_contents
1. Transformation potion ----- pages 1-2
2. Elixir of youth ----- pages 3-4
3. Philtric 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 23] $ cp page_12 /home/kali/gameshell.2/World/Mountain/Cave

~/Mountain/Cave/Book_of_potions
[mission 23] $ cd ../
~/Mountain/Cave
[mission 23] $ la
Book_of_potions/ page_07 page_12 servillus

~/Mountain/Cave
[mission 23] $ cat page_12
Toadstool stew

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) Add 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] $ 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!

```

```
~/Mountain/Cave/Book_of_potions  
[mission 22] $ cp page_07 /home/kali/gameshell.2/World/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] $ head -n 8 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  
[mission 22] $ gsh check  
Your previous command does not give the expected result...
```

```
Sorry, mission 22 hasn't been completed.
```

```
|  
--+-----+--  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
--+-----+--  
|
```

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

```
~/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!
```

```
[mission 22] $ gsh goal
  / \
    \_ Mission goal
      \_
        A forgetful old hermit called Servillus has set up camp in a cave with his old, leather-bound potion book.
        Go to the cave and help him remember the recipe of his famous herbal tea.
      In order to validate the mission, you need to be in the cave with Servillus **and** your last command prior to ``gsh check`` must show the recipe (including its title), but nothing else.
      Note: you shouldn't alter the content of the book of potions.

      Useful commands
      _____
      cat FILE
      Display the contents of the file.
      head FILE
      Print the first 10 lines of the file.
      head -n K FILE
      Print the first K lines of the file.
      Remark
      _____
      A "FILE" may contain directories if the file in question is not in the current directory.
      /
      \_/

[mission 22] $ cd Mountain/Cave
~/Mountain/Cave
[mission 22] $ la
Book_of_potions servillus
~/Mountain/Cave
[mission 22] $ cd Book_of_potions
~/Mountain/Cave/Book_of_potions
[mission 22] $ la
page_01 page_02 page_03 page_04 page_05 page_06 page_07 page_08 page_09 page_10 page_11 page_12 page_13 table_of_contents
~/Mountain/Cave/Book_of_potions
[mission 22] $ 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 22] $ cat 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 /home/kali/gameshell.2/World/Mountain/Cave
~/Mountain/Cave/Book_of_potions
[mission 22] $ cd ..
~/Mountain/Cave
[mission 22] $ ls
Book_of_potions page_07 servillus
```

```

~ [mission 21] $ find *gold*
find: '*gold*': No such file or directory
-
[mission 21] $ cd Garden/Maze
~/Garden/Maze
[mission 21] $ ls
11921810530082caff1fa  2a10ebfa231ff8cb4dad26a29/  44b01e2a/  73d35a64703fe0fe1fd9a/  7ff7a97a36e47d2e1122e71/  8ceac945dbc3d8377d8a/  d683b3b05d24e968f74/  f23985e2bcf089a49696/  f406abb2c77e44deac746/
-/Garden/Maze
[mission 21] $ find -name *gold*
-/2a10ebfa231ff8cb4dad26a29/6326fb3fcf40a4f/701b78512bad0e96427cd113ec/gold_coin_1
-/Garden/Maze
[mission 21] $ cd 2a10ebfa231ff8cb4dad26a29/6326fb3fcf40a4f/701b78512bad0e96427cd113ec
-/Garden/Maze/2a10ebfa231ff8cb4dad26a29/6326fb3fcf40a4f/701b78512bad0e96427cd113ec
[mission 21] $ ls
gold_coin_1
-/Garden/Maze/2a10ebfa231ff8cb4dad26a29/6326fb3fcf40a4f/701b78512bad0e96427cd113ec
[mission 21] $ mv gold_coin_1 ~/home/kali/gameshell/.2/World/Forest/Hut/Chest
-/Garden/Maze/2a10ebfa231ff8cb4dad26a29/6326fb3fcf40a4f/701b78512bad0e96427cd113ec
[mission 21] $ gsh check
Some of the coins are not in your chest!
Sorry, mission 21 hasn't been completed.
You are back at the entrance of the maze ...
+---+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+---+
-/Garden/Maze
[mission 21] $ find -iname *gold*
/1f9eda31a339e96139884fe3f6/741df9f308e65da942541b7f73679fe/57e067bb8ff2987b174731f8e52/gold_coin_1
-/1a6ccc531/daa90fa2cbe67aec0355024/ef6aab8f48aaaf31a086d/Gold_Coin_2
-/Garden/Maze
[mission 21] $ ls
gold_coin_1
-/Garden/Maze/1f9eda31a339e96139884fe3f6/741df9f308e65da942541b7f73679fe/57e067bb8ff2987b174731f8e52
-/Garden/Maze/1f9eda31a339e96139884fe3f6/741df9f308e65da942541b7f73679fe/57e067bb8ff2987b174731f8e52
[mission 21] $ ..
bash: ./: Is a directory
-/Garden/Maze/1f9eda31a339e96139884fe3f6/741df9f308e65da942541b7f73679fe/57e067bb8ff2987b174731f8e52
-/Garden/Maze/1f9eda31a339e96139884fe3f6/741df9f308e65da942541b7f73679fe/57e067bb8ff2987b174731f8e52
[mission 21] $ cd ..
-/Garden/Maze/1f9eda31a339e96139884fe3f6/741df9f308e65da942541b7f73679fe/57e067bb8ff2987b174731f8e52
[mission 21] $ mv gold_coin_1 ~/home/kali/gameshell/.2/World/Forest/Hut/Chest
-/Garden/Maze/1f9eda31a339e96139884fe3f6/741df9f308e65da942541b7f73679fe/57e067bb8ff2987b174731f8e52
[mission 21] $ gsh check
Congratulations, mission 21 has been successfully completed!
You are back at the entrance of the maze ...

```

Mission goal

Find the gold coins in the maze hidden in the garden and move them to your chest.

Useful commands

find CONDITION  
Search for files satisfying the condition, starting from your current working directory.

There are many possible conditions. They can constrain the file names, size, modification date, etc. For example -name "PATTERN"  
-iname "PATTERN"  
are both related to file names.

man COMMAND  
Display the manual of the command.

Important key bindings:  
q quit  
Space scroll down one page  
/ STRING search for the string  
n find the next occurrence of the search string

Remark

The description of the ``find'' command is deliberately kept short. You will find more information in the manual. (You can for example search for the string "-name" in the manual.)

```
~/Garden/Maze/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[mission 20] $ gsh check
There is no silver coin in your chest!
```

```
Sorry, mission 20 hasn't been completed.
```

```
You are back at the entrance of the maze ...
```

```
File System
+--+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+--+
| Home
```

```
~/Garden/Maze
[mission 20] $ tree
```

```
+-+ 20ec19fef08259c0965c2c
|   +--+ 1dde201a1d2a2ea1d02e1
|       |   +--+ 1b8ecd58e607d33c378ea25
|           |   +--+ 767426d26a68572
|               |   +--+ ce7868aa60bf1c67c
|       +--+ 216f1f93
|           |   +--+ 07b98c5fb925
|               |   +--+ 72b1398070eabef5a8fff85304c91fa
|                   |   +--+ c283db86eb8c385
|           +--+ e5e512dbfb76310
|               |   +--+ 50d68a58
|                   |   +--+ 951b32b523143515d58c5a663c96
|                       |   +--+ bf59751714d8e39e2b3757e
|       +--+ 946dd2ac2cf58
|           |   +--+ 16b705944
|               |   +--+ 049e825a821b82
|                   |   +--+ 6f3225a8c85e6d78f83a5f1b1545786
|                       |   +--+ 950b5aba691d86956a352b165cc
|               +--+ 52a4c690ffcdba7aadff189b6f1
|                   |   +--+ 0f7b14703c6af1369aab961af43
|                       |   +--+ 2451784424b
|                           |   +--+ a841a446648536d986
|               +--+ b55ad813e955c746ec41
|                   |   +--+ 0c939748
|                       |   +--+ 6f75e7de
|                           |   +--+ bf4d6d17
|       +--+ ed3b8c7e8a
|           |   +--+ 0f2bcf25ed51f72eeaa6bb3b3ef51
|               |   +--+ 1ec7d18263220b
|                   |   +--+ 00000_silver_coin_00000
|                       |   +--+ 50f05f8d4e8413db25528a
|                           |   +--+ 9f6703c5647761aa26d14e2ddb19
|               +--+ b77d201002fb8009bd
|                   |   +--+ 1abf5b35b01cc2c7531221359c226d
|                       |   +--+ 5e7d80a6f725b8eed90c30a1d
|                           |   +--+ 61ab9099e0fadeed
|               +--+ e6a55dcdf50355b
|                   |   +--+ 3f832101a05d1a403b1
|                       |   +--+ 4c3228bf78ea
|                           |   +--+ bb58fe9f74
```

```
40 directories, 1 file
```

```
~/Garden/Maze
[mission 20] $ cd ed3b8c7e8a/0f2bcf25ed51f72eeaa6bb3b3ef51/1ec7d18263220b/
```

```
~/Garden/Maze/ed3b8c7e8a/0f2bcf25ed51f72eeaa6bb3b3ef51/1ec7d18263220b
[mission 20] $ ls
00000_silver_coin_00000
```

```
~/Garden/Maze/ed3b8c7e8a/0f2bcf25ed51f72eeaa6bb3b3ef51/1ec7d18263220b
[mission 20] $ mv 00000_silver_coin_00000 /home/kali/gameshell.2/World/Forest/Hut/Chest
```

```
~/Garden/Maze/ed3b8c7e8a/0f2bcf25ed51f72eeaa6bb3b3ef51/1ec7d18263220b
[mission 20] $ gsh check
```

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

```
You are back at the entrance of the maze ...
```

```
File System
+--+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+--+
| Home
```

```
~/Garden/Maze
[mission 21] $
```

```

~/Garden/Maze/4777c8c9e77c98/71931005f
[mission 20] $ ls
47460c6fd7c83a1a3c10c591e45f2e/ ad04bd6e90494a24b1d85d/ b45d58310ec951/

~/Garden/Maze/4777c8c9e77c98/71931005f
[mission 20] $ cd ad04bd6e90494a24b1d85d/
[mission 20] $ ls
00000_silver_coin_00000

~/Garden/Maze/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[mission 20] $ mv 00000_silver_coin_00000 /home/kali/gameshell.2/World/Forest/Hut/Chest
mv: cannot stat '00000_silver_coin_00000': No such file or directory

~/Garden/Maze/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[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/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[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/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[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/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[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/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[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/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[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/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[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/4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d
[mission 20] $ gsh check
There is no silver coin in your chest!

Sorry, mission 20 hasn't been completed.

You are back at the entrance of the maze ...

+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
|
```

~/Garden/Maze  
[mission 20] \$ tree

```

.
├── 20ec19fef08259c0965c2c
│   ├── 1dde201a1d2a2ea1d02e1
│   │   ├── 1b8ecd558e607d33c378ea25
│   │   ├── 767426d26a68572
│   │   └── ce7868aa60bf1c67c
│   ├── 216f1f93
│   │   ├── 07b98c5fbb925
│   │   ├── 72b1398070eabef5a8fff85304c91fa
│   │   ├── c283bd86eb6bc385
│   │   ├── e5e512dbfb76310
│   │   ├── 50d68a58
│   │   ├── 951b32b523143515d58c5a663c96
│   │   └── bf59751714d8e39e2b3757e
│   ├── 946dd2ac2cf5f8
│   │   ├── 16b705944
│   │   │   ├── 049e825a821b82
│   │   │   ├── 6f3225a8c85e6d78f83a5f1b1545786
│   │   │   ├── 950b5aba691d86956a352b165cc
│   │   │   └── 52a4c690ffcd8a4adff189b6f1
│   │   ├── 0f7b14703c6af1369aab961af43
│   │   ├── 2451784424b
│   │   ├── a841a46648536d986
│   │   ├── b55ad813e955c746ec41
│   │   ├── 0c939748
│   │   ├── 6f75e7de
│   │   └── bf4d6d17
│   ├── ed3b8c7e8a
│   │   ├── 0f2bcf25ed51f72eeaa6bb3b3ef51
│   │   │   ├── 1ec7d18263220b
│   │   │   │   └── 00000_silver_coin_00000
│   │   │   ├── 50f05f8d4e8413db25528a
│   │   │   ├── 9f6703c5647761aa26d14e2ddb19
│   │   │   └── b77d201002fb8009bd
│   │   ├── 1abf5b35b01cc2c7531221359c226d
│   │   ├── 5e7d80a6f725b6eed90c30a1d
│   │   ├── 61ab9099e0fadeed
│   │   ├── e6a55dcdf50355b
│   │   ├── 3f832101a05ad1a403b1
│   │   ├── 4c3228bf78ea
│   │   └── bb58fe9f74

```

40 directories, 1 file

~/Garden/Maze  
[mission 20] \$ cd ed3b8c7e8a/0f2bcf25ed51f72eeaa6bb3b3ef51/1ec7d18263220b/

~/Garden/Maze/ed3b8c7e8a/0f2bcf25ed51f72eeaa6bb3b3ef51/1ec7d18263220b  
[mission 20] \$ ls  
00000\_silver\_coin\_00000

```
./a35d6d9766ab659db152/9266f9c51e2f0d1a:  
09c126e3fb/ 0eda9027d24d3c4477e6343/ bc797d99d3e52d63/
```

```
./a35d6d9766ab659db152/9266f9c51e2f0d1a/09c126e3fb:
```

```
./a35d6d9766ab659db152/9266f9c51e2f0d1a/0eda9027d24d3c4477e6343:
```

```
./a35d6d9766ab659db152/9266f9c51e2f0d1a/bc797d99d3e52d63:
```

```
./b7e10ece11c9263de2:  
195d6ae983a76110bfdab6/ 8285fa6a5a43a46e9/ 9337232b496/
```

```
./b7e10ece11c9263de2/195d6ae983a76110bfdab6:  
4db773a2588ae0ddacb158056d797/ 7074333c8b6316f4/ f8e9fb0244d6327bb17a2fb5/
```

```
./b7e10ece11c9263de2/195d6ae983a76110bfdab6/7074333c8b6316f4:
```

```
./b7e10ece11c9263de2/195d6ae983a76110bfdab6/f8e9fb0244d6327bb17a2fb5:
```

```
./b7e10ece11c9263de2/8285fa6a5a43a46e9:  
72b143e3279339c99bb2d76b/ 795ce286c93fa2398ed5603/ dd3b89c016a/
```

```
./b7e10ece11c9263de2/8285fa6a5a43a46e9/72b143e3279339c99bb2d76b:
```

```
./b7e10ece11c9263de2/8285fa6a5a43a46e9/795ce286c93fa2398ed5603:
```

```
./b7e10ece11c9263de2/8285fa6a5a43a46e9/dd3b89c016a:
```

```
./b7e10ece11c9263de2/9337232b496:  
4864bd9207d28bd1dc70/ a4d22abdc9/ c51ed55aefc817845ca1254de/
```

```
./b7e10ece11c9263de2/9337232b496/4864bd9207d28bd1dc70:
```

```
./b7e10ece11c9263de2/9337232b496/a4d22abdc9:
```

```
./b7e10ece11c9263de2/9337232b496/c51ed55aefc817845ca1254de:
```

```
~/Garden/Maze
```

```
[mission 20] $ tree
```

```
+- 4777c8c9e77c98
  +- 2cbfc407b81c7a7a9477344aa65a91
    +- 56a074666
    +- 7ba600332a5a414c926a5ba121535c
    +- f792cf181ea
    +- 468d66e99cf712bc9e32
      +- 74b2b4063b035a6
      +- f4fde5c1b6bc2928f9d5ef2cbe57a
      +- fc68e8c47a11
    +- 71931005f
      +- 47460c6fd7c83a1a3c10c591e45f2e
      +- ad04bd6e90494a24b1d85d
        +- 00000_silver_coin_00000
    +- b45d58310ec951
```

```
+- a35d6d9766ab659db152
  +- 2364af26a5204f67c3ae045
    +- 5714b0e099a1514557b8a5010750e90
    +- 7569e86f7
    +- a6adfc1925e7332
  +- 7d71767b67050
    +- cde70318
    +- db3e4060f2e1900b0c7a3b4
    +- e218c74e2c4401
  +- 9266f9c51e2f0d1a
    +- 09c126e3fb
    +- 0eda9027d24d3c4477e6343
    +- bc797d99d3e52d63
```

```
+- b7e10ece11c9263de2
  +- 195d6ae983a76110bfdab6
    +- 4db773a2588ae0ddacb158056d797
    +- 7074333c8b6316f4
    +- f8e9fb0244d6327bb17a2fb5
  +- 8285fa6a5a43a46e9
    +- 72b143e3279339c99bb2d76b
    +- 795ce286c93fa2398ed5603
    +- dd3b89c016a
  +- 9337232b496
    +- 4864bd9207d28bd1dc70
    +- a4d22abdc9
    +- c51ed55aefc817845ca1254de
```

```
40 directories, 1 file
```

```
~/Garden/Maze
[mission 20] $ cd 4777c8c9e77c98/71931005f/
```

```
~/Garden/Maze/4777c8c9e77c98/71931005f
[mission 20] $ ls
```

```
47460c6fd7c83a1a3c10c591e45f2e/ ad04bd6e90494a24b1d85d/ b45d58310ec951/
```

```

~/Garden/Maze
[mission 20] $ gsh goal

()=(_____) (_____) (_____)
| Mission goal
| _____
| Find the silver coin in the maze in the garden and move it to your chest using the shell.
| _____
| Useful commands
| _____
| Home
| ls -R
| Print the list of all files / directory, including those in sub-directories (recursively).
| tree
| Print the tree of files and directories, starting from the current working directory.
()=(_____) (_____) (_____)

~/Garden/Maze
[mission 20] $ ls
4777c8c9e77c98/ a35d6d9766ab659db152/ b7e10ece11c9263de2/

~/Garden/Maze
[mission 20] $ ls -R
::
4777c8c9e77c98/ a35d6d9766ab659db152/ b7e10ece11c9263de2/
./4777c8c9e77c98: 2cbfc407b81c7a79477344aa65a91/ 468d66e99cf712bcb9e32/ 71931005f/
./4777c8c9e77c98/2cbfc407b81c7a79477344aa65a91: 56a074666/ 7ba600332a5a414c926a5ba121535c/ f792cf181ea/
./4777c8c9e77c98/2cbfc407b81c7a7a9477344aa65a91/56a074666:
./4777c8c9e77c98/2cbfc407b81c7a7a9477344aa65a91/7ba600332a5a414c926a5ba121535c:
./4777c8c9e77c98/2cbfc407b81c7a7a9477344aa65a91/f792cf181ea:
./4777c8c9e77c98/468d66e99cf712bcb9e32: 74b2b4063b035a6/
74b2b4063b035a6/ f4fde5c1b6bc2928f9d5ef2cbe57a/ fc68e8c47a11/
./4777c8c9e77c98/468d66e99cf712bcb9e32/74b2b4063b035a6:
./4777c8c9e77c98/468d66e99cf712bcb9e32/f4fde5c1b6bc2928f9d5ef2cbe57a:
./4777c8c9e77c98/468d66e99cf712bcb9e32/fc68e8c47a11:
./4777c8c9e77c98/71931005f: 47460c6fd7c83a1a3c10c591e45f2e/
47460c6fd7c83a1a3c10c591e45f2e/ ad04bd6e90494a24b1d85d/ b45d58310ec951/
./4777c8c9e77c98/71931005f/47460c6fd7c83a1a3c10c591e45f2e:
./4777c8c9e77c98/71931005f/ad04bd6e90494a24b1d85d: 00000_silver_coin_00000
./4777c8c9e77c98/71931005f/b45d58310ec951:
./a35d6d9766ab659db152: 2364af26a5204f67c3ae045/
2364af26a5204f67c3ae045/ 7d71767b67050/ 9266f9c51e2f0d1a/
./a35dd9766ab659db152/2364af26a5204f67c3ae045: 5714b0e099a1514557b8a5010750e90:
5714b0e099a1514557b8a5010750e90/ 7569e86f7/ a6adfc1925e7332/
./a35d6d9766ab659db152/2364af26a5204f67c3ae045/5714b0e099a1514557b8a5010750e90:
./a35d6d9766ab659db152/2364af26a5204f67c3ae045/7569e86f7:
./a35d6d9766ab659db152/2364af26a5204f67c3ae045/a6adfc1925e7332:
./a35d6d9766ab659db152/7d71767b67050: cde70318/
cde70318/ db3e4060f2e1900b0c7a3b4/ e218c74e2c4401/
./a35d6d9766ab659db152/7d71767b67050/cde70318:
./a35d6d9766ab659db152/7d71767b67050/db3e4060f2e1900b0c7a3b4:
./a35d6d9766ab659db152/7d71767b67050/e218c74e2c4401:
./a35d6d9766ab659db152/9266f9c51e2f0d1a: 09c126e3fb/
09c126e3fb/ 0eda9027d24d3c4477e6343/ bc797d99d3e52d63/
./a35d6d9766ab659db152/9266f9c51e2f0d1a/09c126e3fb:

```

```
~/Garden/Maze/f05fe3312cca67d6f935961fe5f/7f524434e21d5/df170f5167
[mission 19] $ cd

~
[mission 19] $ cd Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 19] $ ls
1294_tapestry_10  23634_tapestry_02    55347_tapestry_08  coin_1        standard_1
17471_tapestry_07 41434_tapestry_05    56080_tapestry_03  coin_2        standard_2
1f18cde5be12e96/ 4651_tapestry_09    57453_tapestry_06  coin_3        standard_3
21306_tapestry_04 550296a8ced0a50bee6/ 58956_tapestry_01  painting_SPCTAngL standard_4

~/Forest/Hut/Chest
[mission 19] $ gsh check
There is no copper coin in your chest!

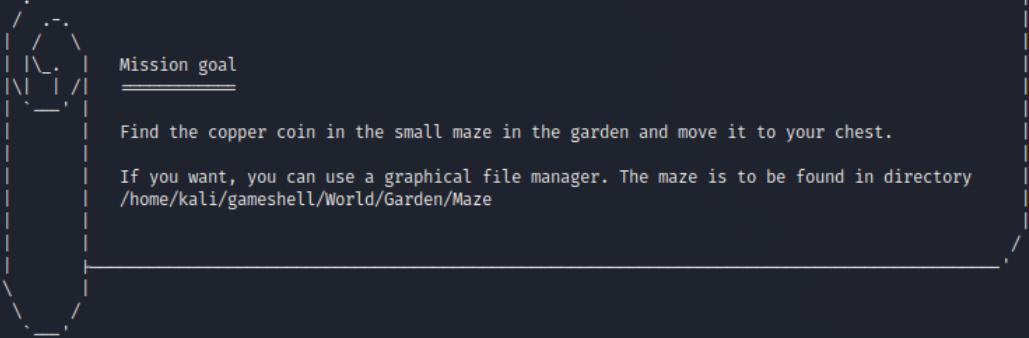
Sorry, mission 19 hasn't been completed.

+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+

~/Forest/Hut/Chest
[mission 19] $ cd

~
[mission 19] $ gsh goal
/ \_.. _____ . / \
\_\_ \_|| Mission goal \_ \_
| | | |
| | | Find the copper coin in the small maze in the garden and move it to your
| | | chest.
| | |
| | | If you want, you can use a graphical file manager. The maze is to be found in
| | | directory
| | | /home/kali/gameshell.2/World/Garden/Maze
/ \_.. _____ . / \
\_\_ \_|| \_ \_||

~[mission 19] $ cd Garden/Maze
~/Garden/Maze
[mission 19] $ ls
82ab09accf96d/ d02dc654408/
~/Garden/Maze
[mission 19] $ cd 82ab09accf96d/
~/Garden/Maze/82ab09accf96d
[mission 19] $ ls
75b2066f4f069d56fce/ b3ba2cab93e0cd82b922f2ae87457a/
~/Garden/Maze/82ab09accf96d
[mission 19] $ cd b3ba2cab93e0cd82b922f2ae87457a/
~/Garden/Maze/82ab09accf96d/b3ba2cab93e0cd82b922f2ae87457a
[mission 19] $ ls
4ba59dd6407383264/ b725afeaae8e0b6f7cc0e0d20a29b42/
~/Garden/Maze/82ab09accf96d/b3ba2cab93e0cd82b922f2ae87457a
[mission 19] $ cd b725afeaae8e0b6f7cc0e0d20a29b42/
~/Garden/Maze/82ab09accf96d/b3ba2cab93e0cd82b922f2ae87457a/b725afeaae8e0b6f7cc0e0d20a29b42
[mission 19] $ mv 00000_copper_coin_00000 /home/kali/gameshell.2/World/Forest/Hut/Chest
mv: cannot stat '00000_copper_coin_00000': No such file or directory
~/Garden/Maze/82ab09accf96d/b3ba2cab93e0cd82b922f2ae87457a/b725afeaae8e0b6f7cc0e0d20a29b42
[mission 19] $ gsh check
Congratulations, mission 19 has been successfully completed!
```



Mission goal  
=====

Find the copper coin in the small maze in the garden and move it to your chest.

If you want, you can use a graphical file manager. The maze is to be found in directory /home/kali/gameshell/World/Garden/Maze

```
~  
[mission 19] $ cd /home/kali/gameshell/World/Garden/Maze  
~/Garden/Maze  
[mission 19] $ la  
00db4b8b/ d798e2cfbe75e8f3e43/  
~/Garden/Maze  
[mission 19] $ █
```

Cerca

```

~ [mission 14] $ gsh goal

()=(_
| Mission goal
| =====
| Checking for hidden files is taking too long!
| Create an alias "la" to run the command ``ls -A`` in order to list all files, including hidden ones, with only 2 letters.
| Define the synonym
| la
| for the command
| ls -A
| and check that it works as expected.
| How fortunate, there is a nice rock hidden just where you are.
|
| Useful commands
| =====
| alias STRING='COMMAND'
| Create a synonym for a string, that will stand for a command.
()=(_
| =====

~ [mission 14] $ la='ls -A'

~ [mission 14] $ la
la: command not found

~ [mission 14] $ alias la='ls -A'

~ [mission 14] $ la
.bashrc Castle/ Forest/ Garden/ .lessht Mountain/ .nice_rock Stall/

~ [mission 14] $ gsh check
Congratulations, mission 14 has been successfully completed!

```

```

[mission 18] $ gsh goal
^
(   )
| / | 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 &
| / | Run the command in the background.
| / |
| / | Control-c
| / | This key binding usually interrupts the current command by sending it the "INT" signal.
(   )^

~ [mission 18] $ xeyes
^c

~ [mission 18] $ xeyes &
[3] 231365

~ [mission 18] $ cd Castle
~/Castle
[mission 18] $ la
cellar/ Great_Hall/ Main_Building/ Main_Tower/ Observatory/
~/Castle
[mission 18] $ gsh check
Congratulations, mission 18 has been successfully completed!

```



"the quieter you become, the more you are noticed."

```
/. 
| \`ash 
|   Mission goal 
|   ====== 
|     Nostradamus predicted a spectacular star conjunction on the 11-17-1997. 
|     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. 
| 
|   / 
|   /. 

~ 
[mission 13] $ cal 
December 2023 
Su Mo Tu We Th Fr Sa 
        1 2 
3 4 5 6 7 8 9 
10 11 12 13 14 15 16 
17 18 19 20 21 22 23 
24 25 26 27 28 29 30 
31 

~ 
[mission 13] $ cal YEAR 
cal: not a valid year YEAR 

~ 
[mission 13] $ cal 1997 
          1997 
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 3 4           1           1 2 3 4 5 6 7 
5 6 7 8 9 10 11 2 3 4 5 6 7 8 2 3 4 5 6 7 8 
12 13 14 15 16 17 18 9 10 11 12 13 14 15 9 10 11 12 13 14 15 
19 20 21 22 23 24 25 16 17 18 19 20 21 22 16 17 18 19 20 21 22 
26 27 28 29 30 31 23 24 25 26 27 28 23 24 25 26 27 28 29 
30 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 3 4 5           1 2 3           1 2 3 4 5 6 7 
6 7 8 9 10 11 12 4 5 6 7 8 9 10 8 9 10 11 12 13 14 
13 14 15 16 17 18 19 11 12 13 14 15 16 17 15 16 17 18 19 20 21 
20 21 22 23 24 25 26 18 19 20 21 22 23 24 22 23 24 25 26 27 28 
27 28 29 30 31 25 26 27 28 29 30 29 30 

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

~ 
[mission 13] $ gsh check 
What was the day of the week for the 11-17-1997? 
1 : Monday 
2 : Tuesday 
3 : Wednesday 
4 : Thursday 
5 : Friday 
6 : Saturday 
7 : Sunday 
Your answer: 1 

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

```
~/castle/Great_hall
[mission 12] $ gsh goal
  _/\_ 
  (\_/\_) Mission goal
  || While wandering around the first floor of the main tower, some magnificent paintings catch your eye. Add a copy of the oldest one to your chest.
  || Secondary objectives
  || Take a moment to admire the sheer beauty of the paintings.
  || Useful commands
  || ls -l
  || Print the list of files of the current directory, with additional information including last modification date.
  || cat FILE
  || Display the contents of the file.
  _/\_ 
  (\_/\_)

~/castle/Great_hall
[mission 12] $ cd

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

~/Castle
[mission 12] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/
~/Castle
[mission 12] $ cd Main_tower

~/Castle/Main_tower
[mission 12] $ ls
First_floor/
~/Castle/Main_tower/First_floor
[mission 12] $ cd First_floor
~/Castle/Main_tower/First_floor
[mission 12] $ ls
painting_EDXYZMj painting_SPCTAngl painting_udSUQjdp Second_floor/
~/Castle/Main_tower/First_floor
[mission 12] $ `cd First_floor
~/Castle/Main_tower/First_floor
[mission 12] $ ls -i
total 16
-rw-r--r-- 1 kali kali 1055 Feb 26 2010 painting_EDXYZMj
-rw-r--r-- 1 kali kali 1583 Dec 21 1988 painting_SPCTAngl
-rw-r--r-- 1 kali kali 1454 Feb 20 2004 painting_udSUQjdp
drwxr-xr-x 3 kali kali 4096 Dec 19 03:49 Second_floor/
~/Castle/Main_tower/First_floor
[mission 12] $ cat painting_SPCTAngl
9843812abb3e24bd481ec3d062ea0d03b4b9959823
  _/\_ 
  (\_/\_) 88Z8888
          D888$88
          88888
          8888
          88Z88
          888ZD8
          88Z28
          Z8ZMD8
          88Z288
77WWWWWWBWW  1-288
N887$MMNNMM MM:-17
NNNNNNNNNNNNNN NMMB8MT
DDDDDDDDDDNNNNNNNNNNBMM
88888888DDNNNNNNNNNN
80ZZ088BDNNNNNNNN
Z7$Z08BDNNNNNN
Z7$Z08BDNNNNNN
NNZZ08BDNNNNNNNN
NNNNNNNNNNNNNNNNNN
Ceci n'est pas un fichier
~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_SPCTAngl /home/kali/gameshell/World/Forest/Hut/Chest
~/Castle/Main_tower/First_floor
[mission 12] $ gsh check
Congratulations, mission 12 has been successfully completed!
```

```

-/Castle/Cellar
[mission 17] $ la
10789_bat_2 .12297_bat_2 .14282_bat_1 22212_bat_5 22910_bat_1 31521_bat_3 .448_bat_5 .6759_bat_4 7734_bat_4 barrel_of_apples .Lair_of_the_spider_queen FF0mrlGFQpF0Leq vjJlXzuFDlbEvuRP/
-/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ FF0mrlGFQpF0Leq vjJlXzuFDlbEvuRP/
-/Castle/Cellar/.Lair_of_the_spider_queen FF0mrlGFQpF0Leq vjJlXzuFDlbEvuRP
[mission 17] $ la
IsafWzsm0coUoF_spider_queen_g2UubRkTpwnAvA vosAuF_MqyFlupX_baby_bat_sXuiVxouikzaWLE
-/Castle/Cellar/.Lair_of_the_spider_queen FF0mrlGFQpF0Leq vjJlXzuFDlbEvuRP
[mission 17] $ rm IsafWzsm0coUoF_spider_queen_g2UubRkTpwnAvA
-/Castle/Cellar/.Lair_of_the_spider_queen FF0mrlGFQpF0Leq vjJlXzuFDlbEvuRP
[mission 17] $ gsh check
Good, but you took 56 seconds. You needed to take less than 20 seconds...
Sorry, mission 17 hasn't been completed.

You are back in the cellar.

|-----|
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
|-----|
```

```

-/Castle/Cellar
[mission 17] $ gsh reset
|-----|
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
|-----|
```

```

-/Castle/Cellar
[mission 17] $ la
10789_bat_2 .12297_bat_2 .14282_bat_1 22212_bat_5 22910_bat_1 31521_bat_3 .448_bat_5 .6759_bat_4 7734_bat_4 barrel_of_apples .Lair_of_the_spider_queen KQMedRdpMPHVKNc SofBgaQRexGcrXvi/
-/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ KQMedRdpMPHVKNc SofBgaQRexGcrXvi/
-/Castle/Cellar/.Lair_of_the_spider_queen KQMedRdpMPHVKNc SofBgaQRexGcrXvi
[mission 17] $ gsh reset
You are back in the cellar.

|-----|
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
|-----|
```

```

-/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ GQliOy0BtowcZYCX EMsldI1NgJpasErk/
-/Castle/Cellar/.Lair_of_the_spider_queen GQliOy0BtowcZYCX EMsldI1NgJpasErk
[mission 17] $ la
FB01xd0xQmXo_baby_bat_QMWNQjHUFglxQ OwmWVylwzURRh_spider_queen_rt1shqflyesurly
-/Castle/Cellar/.Lair_of_the_spider_queen GQliOy0BtowcZYCX EMsldI1NgJpasErk
[mission 17] $ gsh check
Perfect, it took you only 14 seconds to complete this mission!
Congratulations, mission 17 has been successfully completed!
```

```

-/Castle/Great_hall
[mission 11] $ gsh goal
(0)====>oooooooooooooooooooooooooooo<=(0)
\-----|
| Mission goal
|-----|
| The tapestries in the castle's great hall are also particularly beautiful. Put a copy of each in your chest.
|-----|
| Useful commands
|-----|
| cp FILE1 FILE2 ... FILEn DIRECTORY
| Copy the files to the directory.
| Remark: "cp" is an abbreviation of "copy".
|-----|
| Shell patterns
|-----|
| *
| The "*" character stands for any sequence of characters
| (including an empty sequence).
| ?
| The "?" character stands in for any single character.
|-----|
(0)====>oooooooooooooooooooo<=(0) r you become, the more you are able to hear"
```

```

-/Castle/Great_hall
[mission 11] $ ls
1294_tapestry_10 16224_stag_head 17471_tapestry_07 19789_suit_of_armour 21306_tapestry_04 23634_tapestry_02 41422_decorative_shield 41434_tapestry_05 4651_tapestry_09 55347_tapestry_08 56800_tapestry_01 57451_tapestry_06 58956_tapestry_01 standard_1 standard_2 standard_3 standard_A
-/Castle/Great_hall
[mission 11] $ cp *.tapestry_* /home/kali/gameshell/World/Forest/Hut/Chest
cp: *.tapestry_*: No such file or directory
-/Castle/Great_hall
[mission 11] $ cp *.tapestry_* /home/kali/gameshell/World/Forest/Hut/Chest
-/Castle/Great_hall
[mission 11] $ gsh check
Congratulations, mission 11 has been successfully completed!
```

```
[mission 10] $ gsh goal
[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
40134_stag_head 43566_suit_of_armour 63172_decorative_shield standard_1 standard_2 standard_3 standard_4
~/Castle/Great_hall
[mission 10] $ cp *standard_* /home/kali/gameshell/World/Forest/Hut/Chest
~/Castle/Great_hall
[mission 10] $ gsh check
Congratulations, mission 10 has been successfully completed!
```

```
[/castle/cellar]
[mission 9] $ gsh goal
[mission 9] $ ls
A
[mission 9] $ rm *.spider*
rm: cannot remove `*.spider*': No such file or directory
~/castle/cellar
[mission 9] $ rm *.spider*
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!
```

Congratulations !  
From now on, the "ls" command will automatically show a "/" character at the end of directories.

```
~/Forest/Hut/Chest
[mission 16] $ gsh goal
System
  Mission goal
    Create an alias "journal" in order to easily edit your journal file wherever you are.

    Details
      To edit the journal file with ``nano`` from, for example, the cellar or the throne room, you need to give the full path to the file: ``~/Forest/.../journal.txt``.
      To avoid typing this long command each time, you can create an alias just like
        alias la='ls -a'

    Useful commands
      nano FILE
      Edit the file from the shell.
      (If the file does not exist, it will be created.)
      alias STRING='COMMAND'
      Create a synonym for a string, that will stand for a command.

    Note
      If (and only if) you know what you're doing, you can use the ``EDITOR`` variable to define your favorite editor and use it in the alias.

~/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!

          Congratulations!
          From now on you can use the file
          ``~-gshrc``
          to record aliases. More information can be found in the file (it has been created for you).


```

```
[mission 15] $ gsh goal


Mission goal
=====
Create a file named "journal.txt" in your chest and write a short message in it.
You can use this file to record your notes and solutions for the upcoming missions.

Details
-----
``nano`` is a command-line text editor. You can use it whenever you need to edit a file from the shell.

Useful commands
=====
nano FILE
Edit the file from the shell.
(If the file does not exist, it will be created.)

Keybindings are listed at the bottom of the screen (the ``^`` symbol means "Control"). The most important ones are:
  Control-x    quit
  Control-o    save
  Control-w    search for a string

Remark: do not use Control-s or Control-z!


~
[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!
```

```
~ [mission 14] $ gsh goal

()=(_
| Mission goal
| =====
| Checking for hidden files is taking too long!
| Create an alias "la" to run the command ``ls -A`` in order to list all files, including hidden ones, with only 2 letters.
| Define the synonym
| la
| for the command
| ls -A
| and check that it works as expected.
| How fortunate, there is a nice rock hidden just where you are.
|
| Useful commands
| =====
| alias STRING='COMMAND'
| Create a synonym for a string, that will stand for a command.
)_)=(_
| @=()

~ [mission 14] $ la='ls -A'

~ [mission 14] $ la
la: command not found

~ [mission 14] $ alias la='ls -A'

~ [mission 14] $ la
.bashrc Castle/ Forest/ Garden/ .lesshst Mountain/ .nice_rock Stall/

~ [mission 14] $ gsh check
Congratulations, mission 14 has been successfully completed!
```

```

/ \
|   \ash
|     Mission goal
|       ====
|         Nostradamus predicted a spectacular star conjunction on the 11-17-1997.
|         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.
|           /
|           /.
|           /.
|           /.

~ [mission 13] $ cal
December 2023
Su Mo Tu We Th Fr Sa
      1 2
3 4 5 6 7 8 9
10 11 12 13 14 15 16
17 18 19 20 21 22 23
24 25 26 27 28 29 30
31

~ [mission 13] $ cal YEAR
cal: not a valid year YEAR

~ [mission 13] $ cal 1997
          1997
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 3 4      1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
      1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 30 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 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 25 26 27 28 29 30 31 29 30

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

~ [mission 13] $ gsh check
What was the day of the week for the 11-17-1997?
1 : Monday
2 : Tuesday
3 : Wednesday
4 : Thursday
5 : Friday
6 : Saturday
7 : Sunday
Your answer: 1

Congratulations, mission 13 has been successfully completed!

```



```
~/Castle/Great_hall
[mission 11] $ gsh goal

====>ooooooooooooooo>(o)
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                                                                \_ \
                                                               
```

**Mission goal**

The tapestries in the castle's great hall are also particularly beautiful. Put a copy of each in your chest.

**Useful commands**

- cp FILE1 FILE2 ... FILEn DESTNAME  
Copy file(s) to the directory.  
Remark: "cp" is an abbreviation of "copy".

**Shell patterns**

- \*: The "\*" character stands in for any sequence of characters (including an empty sequence).
- ? The "?" character stands in for any single character.

```
(o)====>ooooooooooooooo>(o)
```

```
[mission 11] $ ls
1204_tapestry_10 1622k_stag_head 17471_tapestry_07 19769_suit_of_armour 21308_tapestry_04 2363u_tapestry_02 41422_decorative_shield 4143u_tapestry_05 4651_tapestry_09 55347_tapestry_08 56800_tapestry_03 57453_tapestry_06 58956_tapestry_01 standard_1 standard_2 standard_3 standard_4
```

```
~/Castle/Great_hall
[mission 11] $ cp *.tapestry_* /home/kali/gameshell/World/Forest/Hut/Chest
cp: cannot stat '*tapestry_*': No such file or directory
```

```
~/Castle/Great_hall
[mission 11] $ cp *.tapestry_* /home/kali/gameshell/World/Forest/Hut/Chest
```

```
~/Castle/Great_hall
[mission 11] $ gsh check
Congratulations, mission 11 has been successfully completed!
```

**Mission goal**

You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnoticed, put a copy (same name, same content) of each in your chest.

**Useful commands**

- cp FILE DIRNAME  
Copy the file to the directory.  
Remark: "cp" is an abbreviation of "copy".

```
[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
40134_stag_head 43566_suit_of_armour 63172_decorative_shield standard_1 standard_2 standard_3 standard_4
```

```
~/Castle/Great_hall
[mission 10] $ cp *standard_* /home/kali/gameshell/World/Forest/Hut/Chest
```

```
~/Castle/Great_hall
[mission 10] $ gsh check
Congratulations, mission 10 has been successfully completed!
```

```

-/Castle/Cellar
[mission 8] $ gsh goal

(0)--->ooooooooooooooo...ooooooooooooooo...ooooooooooooooo...=(0)
| |
| | Mission goal
| |
| | The spiders are getting clever: they found a way to hide.
| | Get rid of all the spiders that are hiding in the cellar without disturbing the bats.
| |
| | Shell patterns
| |
| | *
| | The "*" character stands for any sequence of characters (including an empty sequence).
| |
| | ?
| | The "?" character stands for any single character.
| |
| | Remark
| |
| | The wildcards "*" and "?" don't see hidden files, you need to add an explicit dot at the start of the pattern.
| |
(0)--->ooooooooooooooo...ooooooooooooooo...ooooooooooooooo...=(0)
| |

-/Castle/Cellar
[mission 8] $ ls *
10000_spider_19 .13726_spider_37 .14758_spider_42 .16089_spider_43 .17970_spider_20 .20438_spider_25 .23781_spider_15 .24269_spider_33 .26719_spider_7 .28088_spider_44 .38785_spider_24 .31521_bat_3 .6837_spider_17 .7966_spider_36 barrel_of_apples
1005_spider_5 .11874_spider_28 .14158_spider_2 .1591_spider_47 .16096_spider_40 .18042_bat_1 .22212_bat_5 .23838_spider_21 .24793_spider_41 .27521_spider_45 .29128_spider_3 .30722_spider_8 .32046_spider_31 .34759_bat_4 .8668_spider_1
1008_spider_14 .11881_spider_35 .14165_spider_29 .15921_spider_45 .18047_bat_2 .22215_bat_6 .23839_spider_22 .24794_spider_42 .27522_spider_46 .29129_spider_4 .30723_spider_9 .32047_spider_30 .34760_bat_5 .8669_spider_2
10788_bat_2 .13386_spider_18 .17178_spider_14 .19729_spider_39 .23087_spider_6 .239_spider_18 .26313_spider_32 .28675_spider_46 .30846_spider_5 .31595_spider_22 .448_bat_1 .7959_spider_12 .9545_spider_29

-/Castle/Cellar
[mission 8] $ rm *.spider*
rm: cannot remove '*.spider*': No such file or directory
-/Castle/Cellar
[mission 8] $ rm *.spider*
rm: cannot remove '*.spider*': No such file or directory
-/Castle/Cellar
[mission 8] $ rm -*.spider*
-/Castle/Cellar
[mission 8] $ gsh check
Congratulations, mission 8 has been successfully completed!


From now on, the "ls" command will automatically show a "/" character at the end of directories.

[mission 8] $ gsh goal

(0)--->ooooooooooooooo...ooooooooooooooo...ooooooooooooooo...=(0)
| |
| | Mission goal
| |
| | Get rid of all the spiders that are crawling in the cellar. Again, do not do not disturb the bats.
| |
| | Shell patterns
| |
| | *
| | The "*" character stands for any sequence of characters
| | (including an empty sequence).
| |
| | ?
| | The "?" character stands for any single character.
| |
| | Those wildcards can be used to denote lists of existing files / directories in the current working directory.
| |
| | For example: if the current folder contains
| | file1=Folder-1 file1=1 potato
| | then:
| |   *   --> file1= Folder-1 file1=1 potato
| |   *   --> file1=1 potato
| |   **  --> Folder-1 potato
| |   ??  --> errors: no matching file
| |   ??- --> file1=1
| |
(0)--->ooooooooooooooo...ooooooooooooooo...ooooooooooooooo...=(0)
| |

[mission 8] $ cd Castle/Cellar
-/Castle/Cellar
[mission 8] $ ls *
12674_spider_15 .12674_spider_47 .14048_spider_23 .15581_spider_11 .17868_spider_32 .19405_spider_39 .22668_spider_16 .25902_spider_45 .27492_spider_24 .28082_spider_13 .29725_spider_33 .31521_bat_3 .3262_spider_43 .5035_spider_48 .5527_spider_19 .6988_spider_20 .780_spider_8 .8660_spider_21
18210_spider_36 .18210_spider_15 .18210_spider_47 .18210_spider_2 .18210_spider_3 .18210_spider_35 .18210_spider_38 .18487_spider_28 .18487_spider_38 .18992_spider_18 .20999_spider_5 .22918_bat_1 .26684_spider_27 .28145_spider_33 .31541_spider_49 .38641_spider_9 .31541_spider_18 .443_spider_4 .517_spider_4 .6838_spider_12 .7323_spider_17 .784_spider_26
18210_spider_36 .18210_spider_15 .18210_spider_47 .18210_spider_2 .18210_spider_3 .18210_spider_35 .18210_spider_38 .18487_spider_28 .18487_spider_38 .18992_spider_18 .20999_spider_5 .22918_bat_1 .26684_spider_27 .28145_spider_33 .31541_spider_49 .38641_spider_9 .31541_spider_18 .443_spider_4 .517_spider_4 .6838_spider_12 .7323_spider_17 .784_spider_26
barrel_of_apples

-/Castle/Cellar
[mission 8] $ rm *.spider*
rm: cannot remove '*.spider*': No such file or directory
-/Castle/Cellar
[mission 8] $ rm *.spider*
rm: cannot remove '*.spider*': No such file or directory
-/Castle/Cellar
[mission 8] $ rm -*.spider*
rm: cannot remove '-*.spider*': No such file or directory
-/Castle/Cellar
[mission 8] $ rm +*.spider*
-/Castle/Cellar
[mission 8] $ gsh check
Congratulations, mission 8 has been successfully completed!

```

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

Mission goal
_____
Collect all the coins hidden in the garden in front of the castle, and put them in your chest (in your hut in the forest).

Secondary objective
_____
Learn how to use the "Tab" key to go faster.

Useful commands
_____
ls -A
List all the files of the current directory, including hidden files. (A file is "hidden" when its name starts with a dot.)

Tab
The tabulation key "completes" the name of a file or directory once you have typed the beginning of its name. This only works if there is only one possible completion.

Tab-Tab
Pressing tabulation twice successively shows a list of possible completions.

~/Garden
[mission 7] $ ls -A
.1076_coin_1 .20319_coin_2 .51784_coin_3 Flower_garden Maze Shed
~/Garden
[mission 7] $ mv .
./           .1076_coin_1 .20319_coin_2 .51784_coin_3
~/Garden
[mission 7] $
Display all 3950 possibilities? (y or n)
~/Garden
[mission 7] $ mv .1076_coin_1 .20319_coin_2 .51784_coin_3 /home/kali/gameshell/World/Forest/Hut/Chest
~/Garden
[mission 7] $ gsh chesk
Error: unknown gsh command 'chesk'.
Use one of the following commands: check, goal, help, reset
~/Garden
[mission 7] $ gsh check
Congratulations, mission 7 has been successfully completed!
```

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

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 Chest/Hut/Forest
mv: target 'Chest/Hut/Forest': No such file or directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 /Forest/Hut/Chest
mv: target '/Forest/Hut/Chest': No such file or directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ... /Forest/Hut/Chest
mv: target '../Forest/Hut/Chest': No such file or directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ./Chest
mv: target './Chest': No such file or directory

~/Garden
[mission 6] $ cd

~
[mission 6] $ cd Forest

~/Forest
[mission 6] $ ls
Hut

~/Forest
[mission 6] $ cd Hut

~/Forest/Hut
[mission 6] $ ls
Chest

~/Forest/Hut
[mission 6] $ cd

~

[mission 6] $ cd Garden

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/World/Forest/Hut/Chest

~/Garden
[mission 6] $ gsh goal


/ \
|   \ Mission goal
\   /
\   \
Collect all the coins that you can find in the garden in front of the castle, and put them in your chest in your hut in the forest.

Useful commands
_____
mv FILE1 FILE2 ... FILEn DIRECTORY
Move the files to the directory.
Remark: "mv" is an abbreviation of "move".
_____
The "~" symbol is an abbreviation for the initial directory.
Example: wherever you are, "~/Tavern" denotes the directory (or file) "Tavern" in the initial directory.


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

~/Garden
[mission 6] $ gsh check
Congratulations, mission 6 has been successfully completed!

```

```
[mission 8] $ gsh goal
</> Mission goal
  || Get rid of all the spiders that are crawling in the cellar. Again, do not do not disturb the bats.
  || shell patterns
  ||
  || The "*" character stands in for any sequence of characters
  || (including an empty sequence).
  ||
  || The "?" character stands in for any single character.
  ||
  || Those wildcards can be used to denote lists of existing files / directories in the current working directory.
  ||
  || For example: if the current folder contains
  ||     file-1 file-2A potato
  || then
  ||     *      --- file-1 file-2A potato
  ||     ??     --- folder-1
  ||     **    --- file-1 file-2A potato
  ||     ??*   --- folder-1
  ||     *?    --- file-1 file-2A
  ||
</>

[mission 8] $ cd castle/cellar
</castle/cellar>
[mission 8] $ ls -A
10369_spider_7 10823_spider_15 12674_spider_47 14048_spider_20 15581_spider_11 17868_spider_32 19495_spider_39 2268_spider_16 25922_spider_46 27092_spider_13 29729_spider_37 31521_bat_1 3282_spider_43 5635_spider_37 5527_spider_19 6980_spider_20 700_spider_8 8660_spider_21
10370_spider_10 10824_spider_16 12675_spider_48 14049_spider_21 15582_spider_12 17869_spider_33 19496_spider_40 22681_spider_47 27093_spider_14 29730_spider_38 31522_bat_2 32823_spider_44 5636_spider_38 5528_spider_21 6981_spider_21 701_spider_9 8661_spider_22
10601_spider_31 11070_spider_14 14446_spider_35 1541_spider_2 17839_spider_48 22272_bat_3 22956_spider_42 26797_spider_23 28264_spider_1 29733_spider_25 31521_spider_39 32824_spider_49 4788_spider_22 619_spider_41 7734_bat_4 8441_spider_34

</castle/cellar>
[mission 8] $ rm *.spider_
rm: cannot remove `*.spider_': No such file or directory
</castle/cellar>
[mission 8] $ rm +*spider
rm: cannot remove `+*spider': No such file or directory
[mission 8] $ rm spider_
rm: cannot remove `spider_': No such file or directory
</castle/cellar>
[mission 8] $ rm _spider_
rm: cannot remove `_spider_': No such file or directory
</castle/cellar>
[mission 8] $ rm *_spider_
rm: cannot remove `*_spider_': No such file or directory
</castle/cellar>
[mission 8] $ rm *spider*
rm: cannot remove `*spider*': No such file or directory
</castle/cellar>
[mission 8] $ rm .spider_
rm: cannot remove `._spider.': No such file or directory
</castle/cellar>
[mission 8] $ gsh check
Congratulations, mission 8 has been successfully completed!
```

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

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 Chest/Hut/Forest
mv: target '/Chest/Hut/Forest': No such file or directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 /Forest/Hut/Chest
mv: target '/Forest/Hut/Chest': No such file or directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ... /Forest/Hut/Chest
mv: target '/Forest/Hut/Chest': No such file or directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ./Chest
mv: target './Chest': No such file or directory

~/Garden
[mission 6] $ cd

~
[mission 6] $ cd Forest

~/Forest
[mission 6] $ ls
Hut

~/Forest
[mission 6] $ cd Hut

~/Forest/Hut
[mission 6] $ ls
Chest

~/Forest/Hut
[mission 6] $ cd

~
[mission 6] $ cd Garden

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/World/Forest/Hut/Chest

~/Garden
[mission 6] $ gsh goal


/ \
|   \ Mission goal
\   /
\   \
Collect all the coins that you can find in the garden in front of the castle, and put them in your chest in your hut in the forest.


Useful commands

mv FILE1 FILE2 ... FILEn DIRECTORY
Move the files to the directory.
Remark: "mv" is an abbreviation of "move".


The "~" symbol is an abbreviation for the initial directory.
Example: wherever you are, "~/Tavern" denotes the directory (or file) "Tavern" in the initial directory.

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

~/Garden
[mission 6] $ gsh check
Congratulations, mission 6 has been successfully completed!

```

```
~/Forest/Hut
[mission 5] $ gsh goal

    / \
    |   Mission goal
    \_|
        Go back to the cellar and get rid of all the spiders. Leave the bats alone: they appear on the castle's coat of arms and are said to confer luck.

    Useful commands
    =====

    rm FILE1 FILE2 ... FILEn
    Delete the files (permanently).
    Remark: "rm" is an abbreviation for "remove".
    /|_



~/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] $ ls
barrel_of_apples bat_1 bat_2

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

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

```
~/Castle/Main_building/Throne_room
[mission 4] $ gsh goal

( _/\_.. _____ _/\_
 \|/_ \_||| Mission goal ||| _/\_
 ||| _____ ||| \|/_ )
 ||| Build a "Hut" in the forest, and then build a "Chest" in the hut. |||
 ||| _____ |||
 ||| Useful commands |||
 ||| _____ |||
 ||| mkdir DIRECTORY |||
 ||| Create a new directory inside the current directory. |||
 ||| Remark: `mkdir` is an abbreviation for "make directory". |||
( _/\_.. _____ _/\_
 \|/_ \_||| _/\_
 ||| \|/_ )
```

~/Castle/Main\_building/Throne\_room  
[mission 4] \$ cd

~  
[mission 4] \$ pwd  
/home/kali/gameshell/World

~  
[mission 4] \$ cd Castle

~/Castle  
[mission 4] \$ cd

~  
[mission 4] \$ cd Forest

~/Forest  
[mission 4] \$ mkdir Hut

~/Forest  
[mission 4] \$ cd Hut

~/Forest/Hut  
[mission 4] \$ touch Chest

~/Forest/Hut  
[mission 4] \$ rm Chest

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

~/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!

```
--+
| _____ |--+
| Use the command | |
| $ gsh help | |
| to get the list of "gsh" commands. | |
--+-----+--+
|
```

```
[mission 3] $ gsh goal

  ^_____
(0)==>oooooooooooooooooooooooooooooooooooooooooooooooooooooooooo
|                                             \)=(0)
|
|  )  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.
|  )
|  \-----
|  (  \=====
|  /_____
(0)==>oooooooooooooooooooooooooooooooooooooooooooooooooooooo
|                                             \)=(0)
|_____|

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

Congratulations, mission 3 has been successfully completed!



Well done!!!
From now on, the current location will be shown just before the command prompt.

+---+-----+-----+
|   | Use the command
|   | $ gsh help
|   | to get the list of "gsh" commands.
+---+-----+-----+
```

```
~/Forest/Hut
[mission 5] $ gsh goal

    / \
    |   Mission goal
    \_|
        Go back to the cellar and get rid of all the spiders. Leave the bats alone: they appear on the castle's coat of arms and are said to confer luck.

    Useful commands
    =====

    rm FILE1 FILE2 ... FILEn
    Delete the files (permanently).
    Remark: "rm" is an abbreviation for "remove".
    /|_



~/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] $ ls
barrel_of_apples bat_1 bat_2

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

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

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

Mission goal
_____
Collect all the coins hidden in the garden in front of the castle, and put them in your chest (in your hut in the forest).

Secondary objective
_____
Learn how to use the "Tab" key to go faster.

Useful commands
_____
ls -A
List all the files of the current directory, including hidden files. (A file is "hidden" when its name starts with a dot.)

Tab
The tabulation key "completes" the name of a file or directory once you have typed the beginning of its name. This only works if there is only one possible completion.

Tab-Tab
Pressing tabulation twice successively shows a list of possible completions.

~/Garden
[mission 7] $ ls -A
.1076_coin_1 .20319_coin_2 .51784_coin_3 Flower_garden Maze Shed
~/Garden
[mission 7] $ mv .
./          .1076_coin_1 .20319_coin_2 .51784_coin_3
~/Garden
[mission 7] $
Display all 3950 possibilities? (y or n)
~/Garden
[mission 7] $ mv .1076_coin_1 .20319_coin_2 .51784_coin_3 /home/kali/gameshell/World/Forest/Hut/Chest
~/Garden
[mission 7] $ gsh chesk
Error: unknown gsh command 'chesk'.
Use one of the following commands: check, goal, help, reset
~/Garden
[mission 7] $ gsh check
Congratulations, mission 7 has been successfully completed!
```

```
~/Castle/Main_building/Throne_room
[mission 4] $ gsh goal

( _/\_.. _____ _/\_
 \|/_ \_||| Mission goal ||| _/\_
 ||| _____ ||| \|/_ )
 ||| Build a "Hut" in the forest, and then build a "Chest" in the hut. |||
 ||| _____ |||
 ||| Useful commands |||
 ||| _____ |||
 ||| mkdir DIRECTORY |||
 ||| Create a new directory inside the current directory. |||
 ||| Remark: `mkdir` is an abbreviation for "make directory". |||
( _/\_.. _____ _/\_
 \|/_ \_||| _/\_
 ||| \|/_ )
```

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

~
[mission 4] $ pwd
/home/kali/gameshell/World

~
[mission 4] $ cd Castle

~/Castle
[mission 4] $ cd

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut

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

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

~/Forest/Hut
[mission 4] $ ls

~/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!

```
--+
| _____ | |
| Use the command | |
| $ gsh help | |
| to get the list of "gsh" commands. | |
--+ _____ +--
```

```
[mission 2] $ gsh goal
/ \_.. _____ ._/\_\
( \_/_|| Mission goal ||\_/\_
|| _____ ||\_\_/
|| Go the castle's cellar. ||\_\_/
|| Secondary objective ||\_\_/
|| _____ ||\_\_/
|| Understand the difference between ``cd -`` and ``cd ..``. ||\_\_/
|| _____ ||\_\_/
|| Useful commands ||\_\_/
|| _____ ||\_\_/
|| cd - ||\_\_/
|| Jump back to the location you were in prior to your last move. ||\_\_/
|| cd .. ||\_\_/
|| Move to the parent directory (one step back along the path to your current location). ||\_\_/
|| pwd ||\_\_/
|| See the path to your current location. ||\_\_/
|| _____ ||\_\_/
/ \_.. _____ ._/\_\
( \_/_||\_\_/
||\_\_/
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ ls
[mission 2] $ cd Second_floor
bash: cd: Second_floor: No such file or directory
[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 ..
[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
bash: cd: cellar: No such file or directory
[mission 2] $ cd Cellar
[mission 2] $ gsh check
Congratulations, mission 2 has been successfully completed!
```

```
[mission 3] $ gsh goal
^
(0)==>ooooooooooooooooooooooo
(
  ) 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.
  (
  )
  /.....
(0)==>ooooooooooooooooooooooo
\/
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check
```

Congratulations, mission 3 has been successfully completed!



Well done!!!  
From now on, the current location will be shown just before the command prompt.

|  
+-----+  
| Use the command  
| \$ gsh help  
| to get the list of "gsh" commands.  
+-----+

File Actions Edit View Help

+  
+ Mission goal  
| \_\_\_\_\_  
  
| Go to the top of the main tower of the castle.  
|  
| Useful commands  
| \_\_\_\_\_  
  
| cd LOCATION  
| Move to the given location.  
|  
| Remark: ``cd`` is an abbreviation for "change directory".  
|  
| Home  
  
| pwd  
| Show the path to your current location.  
|  
| Remark: ``pwd`` is an abbreviation for "print working directory".  
  
|  
| ls  
| Show a list of locations that are currently accessible.  
|  
| Remark: ``ls`` is an abbreviation of "list".  
  
|  
| gsh check  
| Check if the mission objective has been achieved.  
  
|  
| gsh reset  
| Restart the mission from the beginning.

Remarks

UPPERCASE words appearing in commands are meta-variables: you need to  
replace them by appropriate (string) values.

Most filesystems treat uppercase and lowercase characters differently.  
Make sure you use the correct path.

[mission 1] \$ pwd  
/home/kali/gameshell/World  
[mission 1] \$ ls  
Castle Forest Garden Mountain Stall  
[mission 1] \$ cd castle  
bash: cd: castle: No such file or directory  
[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 Firsr\_floor  
bash: cd: Firsr\_floor: No such file or directory  
[mission 1] \$ cd First\_floor  
[mission 1] \$ ls  
Second\_floor  
[mission 1] \$ cd Second\_floor  
[mission 1] \$ ls

```
[mission 2] $ gsh goal
/ \_.. _____ ._/\_\
( \_/_|| Mission goal ||\_/\_
|| _____ ||\_\_/
|| Go the castle's cellar. ||\_\_/
|| Secondary objective ||\_\_/
|| _____ ||\_\_/
|| Understand the difference between ``cd -`` and ``cd ..``. ||\_\_/
|| _____ ||\_\_/
|| Useful commands ||\_\_/
|| _____ ||\_\_/
|| cd - ||\_\_/
|| Jump back to the location you were in prior to your last move. ||\_\_/
|| cd .. ||\_\_/
|| Move to the parent directory (one step back along the path to your current location). ||\_\_/
|| pwd ||\_\_/
|| See the path to your current location. ||\_\_/
|| _____ ||\_\_/
/ \_.. _____ ._/\_\
( \_/_||\_\_/
||\_\_/
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ ls
[mission 2] $ cd Second_floor
bash: cd: Second_floor: No such file or directory
[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 ..
[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
bash: cd: cellar: No such file or directory
[mission 2] $ cd Cellar
[mission 2] $ gsh check
Congratulations, mission 2 has been successfully completed!
```

File Actions Edit View Help

+  
+ Mission goal  
| \_\_\_\_\_  
  
| Go to the top of the main tower of the castle.  
|  
| Useful commands  
| \_\_\_\_\_  
  
| cd LOCATION  
| Move to the given location.  
|  
| Remark: ``cd`` is an abbreviation for "change directory".  
|  
| Home  
  
| pwd  
| Show the path to your current location.  
|  
| Remark: ``pwd`` is an abbreviation for "print working directory".  
  
|  
| ls  
| Show a list of locations that are currently accessible.  
|  
| Remark: ``ls`` is an abbreviation of "list".  
  
|  
| gsh check  
| Check if the mission objective has been achieved.  
  
|  
| gsh reset  
| Restart the mission from the beginning.

Remarks

\_\_\_\_\_  
  
| UPPERCASE words appearing in commands are meta-variables: you need to  
| replace them by appropriate (string) values.

| Most filesystems treat uppercase and lowercase characters differently.  
| Make sure you use the correct path.

+  
+  
  
[mission 1] \$ pwd  
/home/kali/gameshell/World  
[mission 1] \$ ls  
Castle Forest Garden Mountain Stall  
[mission 1] \$ cd castle  
bash: cd: castle: No such file or directory  
[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 Firsr\_floor  
bash: cd: Firsr\_floor: No such file or directory  
[mission 1] \$ cd First\_floor  
[mission 1] \$ ls  
Second\_floor  
[mission 1] \$ cd Second\_floor  
[mission 1] \$ ls