

Missioni del gioco GameShell

```
~/Castle/Cellar
[mission 43] $ gsh goal

/ \
|   |
|   | Congratulations!
|   |
|   | You have finished all the missions.
|   |
|   | You can now quit GameShell, or go back to some old missions.
|   |
|   | Use ``gsh HELP`` to get a list of all GameShell commands.
|   | The commands ``gsh index`` and ``gsh goto N`` are particularly interesting.
|   |
|   | Note: the admin password has been changed to 'qwerty'.
|   |
\   \
```

#1 comandi utilizzati

- "pwd" per visualizzare la directory corrente
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cd" per cambiare directory

```
[mission 1] $ pwd
/home/kali/gameshell.1/World
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd Castle
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ cd First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ gsh check

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

#2 comandi utilizzati

- "cd" per cambiare directory (opzione - per tornare alla directory precedente, opzione .. per spostarsi nella directory padre)
- "pwd" per visualizzare la directory corrente
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory

```
[mission 2] $ pwd
/home/kali/gameshell.1/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
/home/kali/gameshell.1/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell.1/World/Castle/Main_tower/First_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell.1/World/Castle/Main_tower
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell.1/World/Castle
[mission 2] $ cd Cellar
[mission 2] $ gsh check

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

#3 comandi utilizzati

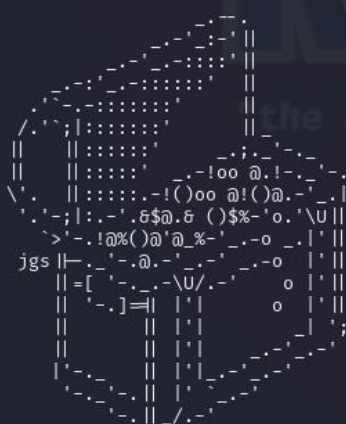
- "cd" per cambiare directory

```
[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.



#4 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "mkdir" per creare una directory

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

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

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ ls

~/Forest
[mission 4] $ mkdir Hut

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

#5 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "rm" per rimuovere una directory

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

~
[mission 5] $ cd Castle/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!
```

#6 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "mv" per spostare una directory

```
~/Castle/Cellar
[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 /home/kali/gameshell/World/Forest/Hut/Chest

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

~/Garden
[mission 6] $ cd /home/kali/gameshell/World/Forest/Hut/Chest

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

~/Forest/Hut/Chest
[mission 6] $ █

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

Congratulations, mission 6 has been successfully completed!
```

#7 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -a per visualizzare anche eventuali cartelle e file nascosti)
- "mv" per spostare una directory

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

~
[mission 7] $ cd Garden

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

~/Garden
[mission 7] $ ls -a
.  ..  .20178_coin_2  .54621_coin_1  .55225_coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .*coin_* /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

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

~/Garden
[mission 7] $ ls -a
.  ..  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ cd /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 7] $ ls -a
.  ..  .20178_coin_2  .54621_coin_1  .55225_coin_3  coin_1  coin_2  coin_3

~/Forest/Hut/Chest
[mission 7] $ gsh check

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

#8 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -a per visualizzare anche eventuali cartelle e file nascosti)
- "rm" per rimuovere una directory
- "*" simbolo jolly per indicare qualsiasi carattere

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

~
[mission 8] $ cd Castle/Cellar

~/Castle/Cellar
[mission 8] $ ls -a
.                11141_spider_49  13047_spider_14  15383_spider_1
..               12293_spider_43  13103_spider_15  16036_spider_12
10219_spider_16  12355_spider_9   13456_spider_47  16663_spider_6
1072_spider_26   12584_spider_37  13590_bat_1     16787_spider_40
10977_spider_41  12749_spider_8   13601_spider_44  16980_spider_45

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

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

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

#9 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -a per visualizzare anche eventuali cartelle e file nascosti)
- "rm" per rimuovere una directory
- "*" simbolo jolly per indicare qualsiasi carattere

```
~/Castle/Cellar
[mission 9] $ ls -a
.                .12323_spider_29  .13710_spider_9  .16549_spider_28  .18754_spider_15  .20189_spider_37  .2247_spider_49  .25676_spider_47  .28137_spider_8
..               .12768_spider_45  .13910_bat_5     .17152_spider_22  .18874_spider_25  .20305_spider_46  .22635_spider_14  .26901_spider_23  .28392_spider_19
.10259_spider_33 .12813_spider_31  .15431_spider_39 .1761_spider_5    .19347_spider_10 .21098_spider_21  .23932_bat_4     .2706_spider_12  .28882_spider_4
.10559_spider_34 .12961_spider_13  .15493_bat_3     .18209_spider_20  .19909_bat_3     .21439_spider_44  .24237_spider_32  .27084_spider_6  .30157_spider_1
.11721_spider_24 .13114_spider_7   .15831_spider_42  18273_bat_1      .20036_spider_26  .22044_spider_38  .24496_spider_36  .28058_spider_40  .30312_bat_2

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

~/Castle/Cellar
[mission 9] $ ls -a
.                .13910_bat_5     .15493_bat_3     18273_bat_1      19909_bat_3      23932_bat_4      .30312_bat_2     30690_bat_5      .30832_bat_1     31268_bat_2      .4732_bat_4      barrel_of_apples

~/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.
"the quieter you become, the more you are able to"

jgs
```

#10 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cp" per copiare una directory

```
~/Castle/Great_hall
[mission 10] $ ls
10195_stag_head 37173_suit_of_armour 6472_decorative_shield standard_1 standard_2 standard_3 standard_4

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

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

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

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

~/Castle/Great_hall
[mission 10] $ ls
10195_stag_head 37173_suit_of_armour 6472_decorative_shield standard_1 standard_2 standard_3 standard_4

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

~/Forest/Hut/Chest
[mission 10] $ ls
coin_1 coin_2 coin_3 standard_1 standard_2 standard_3 standard_4

~/Forest/Hut/Chest
[mission 10] $ gsh check

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

#11 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cp" per copiare una directory
- "*" simbolo jolly per indicare qualsiasi carattere

```
~/Castle/Great_hall
[mission 11] $ ls
13977_tapestry_10 23944_tapestry_03 33217_tapestry_02 44586_tapestry_01 49898_tapestry_05
23403_tapestry_07 31524_tapestry_05 39047_suit_of_armour 49462_tapestry_04 52471_tapestry_06

~/Castle/Great_hall
[mission 11] $

~/Castle/Great_hall
[mission 11] $ cp *_tapestry_* /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

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

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

[illegible]


```

      88Z8888
    6888$88
      88888
    88888
      88Z88
    888ZD8
      88ZZ88
    ZZ$M88D
  77MMMMMM88M      I~:Z88
NN877$MNNNNMMM    MM::=I7
NNNNNNNNNNNNNNN  NMM88MI
DDDDDDDDDDNNNNNNNN8MMM
  8888888DDNNNNNNNNMM
  8OZZZO88DDNNNNNNNN
    Z$7$ZO88DNNNNNN
    Z$7$ZO88DNNNN
  NNZZO88DDNNNNNNNN
NNNNNNNNNNNNNNNNNN

  Ceci n'est pas un fichier

```

#13 comandi utilizzati

- "cal" (anche con opzione ANNO) per visualizzare il calendario del mese corrente o dell'anno indicato

```
~/Castle/Main_tower/First_floor
[mission 13] $ cal
      July 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

~/Castle/Main_tower/First_floor
[mission 13] $ cal 1948
      1948
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  5  6  7  8  9 10 11 12 13
 4  5  6  7  8  9 10 11 12 13 14 15 16 17 18 19 20 21
11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27
18 19 20 21 22 23 24 25 26 27 28 29 30 31
25 26 27 28 29 30 31 29 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  6  7  8  9 10 11 12
 4  5  6  7  8  9 10 11 12 13 14 15 16 17 18 19
11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26
18 19 20 21 22 23 24 25 26 27 28 29 30
25 26 27 28 29 30 30 31 27 28 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
 4  5  6  7  8  9 10 11 12 13 14 15 16 17 18 19
11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
18 19 20 21 22 23 24 25 26 27 28 29 30 31
25 26 27 28 29 30 31 29 30 31 26 27 28 29 30

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

~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 10-20-1948?
1 : Monday
2 : Tuesday
3 : Wednesday
4 : Thursday
5 : Friday
6 : Saturday
7 : Sunday
Your answer: 3

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

#14 comandi utilizzati

- "alias" per creare l'alias di un comando

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

~/Castle/Main_tower/First_floor
[mission 14] $ la
.nice_rock  painting_dyWcaGSw  painting_FggXgxSY  painting_GEaRLLRo  Second_floor/

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

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

#15 comandi utilizzati

- "cd" per cambiare directory
- "nano" per creare un file di testo
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory

```
~/Castle/Main_tower/First_floor
[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!
```

#16 comandi utilizzati

- "alias" per creare un alias

```
~/Forest/Hut/Chest
[mission 16] $ alias journal='nano /home/kali/Giochi/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).
```

#17 comandi utilizzati

- "rm" per rimuovere una directory
- tasto TAB per inserimento automatico

```
~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc/

~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 17] $ la
cKUKZAqxWcbEPkcW_spider_queen_KVgtoVfUDfajlxKk NOCwrWgYuhmXTvSt_baby_bat_fwXLehQCAWTflxrO

~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 17] $ rm cKUKZAqxWcbEPkcW_spider_queen_KVgtoVfUDfajlxKk

~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 17] $ gsh check
Perfect, it took you only 20 seconds to complete this mission!

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

#18 comandi utilizzati

- "xeyes" per attivare due occhi che seguono il mouse
- tasto TAB per inserimento automatico

```
~/Castle/Cellar/.Lair_of_the_spider_queen qqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 18] $ xeyes
^C
~/Castle/Cellar/.Lair_of_the_spider_queen qqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 18] $ xeyes &
[1] 71686

~/Castle/Cellar/.Lair_of_the_spider_queen qqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 18] $ gsh check

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

#19 comandi utilizzati

- "cd" per cambiare directory
- "mv" per spostare un file
- tasto TAB per inserimento automatico
- navigazione da interfaccia per individuare il percorso file

```
~/Garden/Maze  
[mission 19] $ cd ab2eec0e90bd8e833c45373d388334/3a76906c/371d9b11/  
~/Garden/Maze/ab2eec0e90bd8e833c45373d388334/3a76906c/371d9b11  
[mission 19] $ ls  
00000_copper_coin_00000  
  
~/Garden/Maze/ab2eec0e90bd8e833c45373d388334/3a76906c/371d9b11  
[mission 19] $ mv *_copper_coin_* /home/kali/Giochi/gameshell/World/Forest/Hut/Chest  
  
~/Garden/Maze/ab2eec0e90bd8e833c45373d388334/3a76906c/371d9b11  
[mission 19] $ gsh check  
  
Congratulations, mission 19 has been successfully completed!  
  
Congratulations!  
  
From now on, the command ``ls`` will try using a color code to make it easier to differentiate between directories and several kinds of files.  
  
jgs |  
  
You are back at the entrance of the maze ...
```

#20 comandi utilizzati

- "cd" per cambiare directory
- "mv" per spostare un file
- tasto TAB per inserimento automatico
- navigazione da interfaccia per individuare il percorso

```
~/Garden/Maze
[mission 20] $ cd 5324321b18db4a8/b5fc81d3877b/f034811cbdd/

~/Garden/Maze/5324321b18db4a8/b5fc81d3877b/f034811cbdd
[mission 20] $ mv *silver_coin* /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Garden/Maze/5324321b18db4a8/b5fc81d3877b/f034811cbdd
[mission 20] $ gsh check

Congratulations, mission 20 has been successfully completed!

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

#21 comandi utilizzati

- "mv" per spostare un file
- tasto TAB per inserimento automatico
- "find" per cercare un file all'interno di directory e sottodirectory

```
~/Garden/Maze
[mission 21] $ find . -type f -iname "*coin*"
./1cdc00ecf39fa/7d38c789c870f99dc4dc6e5c50/3beae46b01555ff5/gold_coin_1
./a0bcfebc9/ec4bd702b8e0d5a20e6af8b965/ca722e053/Gold_Coin_2

~/Garden/Maze
[mission 21] $ mv /home/kali/Giochi/gameshell/World/Garden/Maze/1cdc00ecf39fa/7d38c789c870f99dc4dc6e5c50/3beae46b01555ff5/gold_coin_1 /home/kali/Giochi/gameshell/World/Forest/Hut/Chest/

~/Garden/Maze
[mission 21] $ mv /home/kali/Giochi/gameshell/World/Garden/Maze/a0bcfebc9/ec4bd702b8e0d5a20e6af8b965/ca722e053/Gold_Coin_2 /home/kali/Giochi/gameshell/World/Forest/Hut/Chest/

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

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

#22 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "pwd" per visualizzare la directory corrente
- "cd" (opzione .. per spostarsi nella directory padre)
- per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "file" per visualizzare la tipologia di un file
- "cat" per visualizzare il contenuto di un file
- "head" (opzione -N per stampare le prime N righe di un file)

```

~
[mission 22] $ pwd
/home/kali/Giochi/gameshell/World

~ Trash
[mission 22] $ find . -type d -iname "*ave*"
./Mountain/Cave

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

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

~ Devices
~/Mountain/Cave
[mission 22] $ file servillus
servillus: ASCII text

~/Mountain/Cave
[mission 22] $ cat servillus
3b61e9dc6817d6d3dc1d1600560fc7006db4c8e6@26597

      ^/\      .
     ^  \V'    0 o
    /_  \ I    .
   //.. \ I
  \].`[/ I
 /l\j\ (] . o
/. ~ , \ I .
 \L_j^ \ I o
  \--v} I o .
   |   | I
   |   | I c('____')o
   |   | I \._____/
 _/j L l\ I _//^__^\\_

Row

```

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

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

~/Mountain/Cave
[mission 22] $ head -6 Book_of_potions/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!

#23 comandi utilizzati

- "cd" (con opzione .. per spostarsi nella directory padre) per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "tail" (con opzione -N per stampare le ultime N righe di un file)

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

~/Mountain/Cave/Book_of_potions
[mission 23] $ ls
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. 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 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) 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/Book_of_potions
[mission 23] $ cd ..

~/Mountain/Cave
[mission 23] $ tail -9 Book_of_potions/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!
```

#24 comandi utilizzati

- "cd" (con opzione .. per spostarsi nella directory padre) per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file

```
~/Mountain/Cave
[mission 24] $ ls
Book_of_potions/ servillus

~/Mountain/Cave
[mission 24] $ cat servillus
94ae3076a8ced9cb9c2046a57ecb7081e9bc9d11@48369

      ^\          .
     /V\         |
    /.. \        I   0 0
   //... \       I   .
  \|.. \|/       I   .
   \|./j\       ( )   0
  /.. ~~~ \^I    .
 \|L_j^I        o
 \|V--v} I      o .
 |         I
 |         I c(_____)o
 |         l I
 |         l I
 _/j_ L l \_I _//^--^/_ Row
~~~~~

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

~/Mountain/Cave/Book_of_potions
[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] $ ls
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] $ cd ..

~/Mountain/Cave
[mission 24] $ cat Book_of_potions/page_01 Book_of_potions/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!
```

#25 comandi utilizzati

- "cd" (con opzione .. per spostarsi nella directory padre) per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "|" operatore pipe per concatenare istruzioni
- "tail" (con opzione -N per stampare le ultime N righe di un file)

```
~/Mountain/Cave
[mission 25] $ ls
Book_of_potions/ servillus

~/Mountain/Cave
[mission 25] $ cd Book_of_potions

~/Mountain/Cave/Book_of_potions
[mission 25] $ ls
page_01 page_02 page_03 page_04 page_05 page_06 page_07 page_08

~/Mountain/Cave/Book_of_potions
[mission 25] $ 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 25] $ cat page_03
Elixir of youth
_____

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.

~/Mountain/Cave/Book_of_potions
[mission 25] $ cat page_04
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/Book_of_potions
[mission 25] $ cd ..
```

```
~/Mountain/Cave
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -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!
```

#26 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "|" operatore pipe per concatenare istruzioni
- "tail" (con opzione -N per stampare le ultime N righe di un file)
- "head" (con opzione -N per stampare le prime N righe di un file)

```
~/Mountain/Cave
[mission 26] $ cat Book_of_potions/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
[mission 26] $ cat Book_of_potions/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] $ head -6 Book_of_potions/page_13 | tail -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!

#27 comandi utilizzati

- "ps" per visualizzare i processi attivi
- "kill" per stoppare un processo attivo

```
~/Mountain/Cave
[mission 27] $ ps
  PID TTY          TIME CMD
 20701 pts/2        00:00:00 zsh
 20767 pts/2        00:00:00 bash
 20793 pts/2        00:00:01 bash
 71686 pts/2        00:00:03 xeyes
227554 pts/2        00:00:00 spell
229249 pts/2        00:00:00 ps

~/Mountain/Cave
[mission 27] $

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

kill 227554

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

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

#28 comandi utilizzati

- "ps" per visualizzare i processi attivi
- "kill" per stoppare un processo attivo (con opzione -9 per forzare la terminazione immediata)

```
kill -9 229765

~/Mountain/Cave
[mission 28] $ kill -9 236970

~/Mountain/Cave
[mission 28] $ ps
  PID TTY          TIME CMD
 20701 pts/2        00:00:00 zsh
 20767 pts/2        00:00:00 bash
 20793 pts/2        00:00:01 bash
 71686 pts/2        00:00:03 xeyes
238589 pts/2        00:00:00 ps

~/Mountain/Cave
[mission 28] $ gsh check

Congratulations, mission 28 has been successfully completed!
```

#29 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "rm" per rimuovere una directory
- "*" simbolo jolly per indicare qualsiasi carattere
- "pstree" per visualizzare l'albero dei processi attivi
- "kill" per stoppare un processo attivo

```
~/Castle/Cellar
[mission 29] $ pstree -p 20036
sudo(20036)---sudo(20053)---su(20054)---zsh(20055)---su(20070)---zsh(20701)---bash(20767)---bash(20793)---mischievous_imp(321564)---spell(321597)---sleep(322847)
├── spell(321599)---sleep(322700)
├── spell(321601)---sleep(322774)
├── tail(321602)
├── nice_fairy(321563)---spell(321571)---sleep(322848)
├── spell(321572)---sleep(322691)
├── spell(321573)---sleep(322769)
├── tail(321574)
├── pstree(322849)
└── xeyes(71686)

~/Castle/Cellar
[mission 29] $ kill 321597

~/Castle/Cellar
[mission 29] $ kill 321599

~/Castle/Cellar
[mission 29] $ kill 321601

~/Castle/Cellar
[mission 29] $ ls
12863_coal      14178_coal      19850_snowflake  25706_snowflake  3462_snowflake   40823_coal      4450_snowflake   52444_coal      5546_snowflake   57504_coal      61510_snowflake  9761_bat_2
1313_coal      14511_snowflake  20089_snowflake  26246_bat_5     36109_snowflake  42081_snowflake  45935_coal      52444_snowflake  55895_snowflake  57504_snowflake  62073_coal      barrel_of_apples
13371_snowflake 15928_snowflake  20289_coal      2639_snowflake  36595_snowflake  4222_coal       47009_snowflake  52715_snowflake  56357_coal      58952_snowflake  60307_snowflake
13590_bat_1     16108_snowflake  21224_coal      26650_coal      38047_snowflake  42485_snowflake  47729_coal      5277_snowflake  56773_snowflake  59656_snowflake  646_coal
13700_coal      16454_coal      21812_coal      2728_snowflake  39429_coal      42915_snowflake  4845_coal       53099_snowflake  56846_coal      59901_coal      7355_snowflake
13700_snowflake 17008_bat_3     22462_snowflake  2877_coal       40208_snowflake  43150_coal      48585_snowflake  53645_coal      56988_snowflake  60187_snowflake  8462_snowflake
14117_snowflake 17435_snowflake  23041_snowflake  2877_snowflake  40597_coal      4344_bat_4     50067_snowflake  54561_coal      56945_snowflake  60379_coal      8751_snowflake

~/Castle/Cellar
[mission 29] $ rm *_coal

~/Castle/Cellar
[mission 29] $ gsh check

Congratulations, mission 29 has been successfully completed!

Killed
```

#30 comandi utilizzati

nessuno

```
~/Castle/Cellar
[mission 30] $ gsh check
10 + 40 = ?? 50
20 + 64 = ?? 84
8 + 35 = ?? 43
73 + 39 = ?? 112
93 + 18 = ?? 111

Congratulations, mission 30 has been successfully completed!
```

#31 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "pwd" per visualizzare la directory corrente
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "*" simbolo jolly per indicare qualsiasi carattere
- "<" operatore che inserito dopo un comando e prima di un file, legge il file per quel comando

```
~
[mission 31] $ pwd
/home/kali/Giochi/gameshell/World
Devices
~
[mission 31] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/
~
[mission 31] $ find . -type d -iname "*library"
./Castle/Main_building/Library
~
[mission 31] $ cd Castle/Main_building/Library
~/Castle/Main_building/Library
[mission 31] $ ls
Greek_Latin_and_other_modern_languages Mathematics_101 Merlin_s_office/
~/Castle/Main_building/Library
[mission 31] $ cat Mathematics_101
3055
3564
6402
1760
1092
923
3
664
473
2976

~/Castle/Main_building/Library
[mission 31] $ gsh check < Mathematics_101
41 * 65 = ?? 44 * 82 = ?? 46 * 96 = ?? 100 * 20 = ?? 24 * 51 = ?? 51 * 25
* 74 = ?? 18 * 95 = ?? 48 * 68 = ?? 62 * 44 = ?? 22 * 49 = ?? 45 * 79 = ?
= ?? 1 * 43 = ?? 78 * 28 = ?? 49 * 81 = ?? 89 * 87 = ?? 81 * 63 = ?? 61
? 64 * 49 = ?? 89 * 51 = ?? 81 * 75 = ?? 10 * 93 = ?? 99 * 79 = ?? 77 * 2
50 * 4 = ?? 39 * 35 = ?? 39 * 15 = ?? 98 * 24 = ?? 51 * 64 = ?? 70 * 49 =
63 = ?? 49 * 42 = ?? 2 * 17 = ?? 72 * 97 = ?? 11 * 22 = ?? 37 * 21 = ?? 4
Congratulations, mission 31 has been successfully completed!

While you are waiting, a snail goes by...
```

#32 comandi utilizzati

- "pwd" per visualizzare la directory corrente
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "*" simbolo jolly per indicare qualsiasi carattere
- ">" operatore che inserito dopo un comando e prima di un file, inserisce il risultato del comando nel file

```
~/Castle/Main_building/Library
[mission 32] $ ls
Greek_Latin_and_other_modern_languages  Mathematics_101  Merlin_s_office/

~/Castle/Main_building/Library
[mission 32] $ cd Merlin_s_office/

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls
candle          grimoire_10651  grimoire_12401  grimoire_15050  grimoire_16768  grimoire_18461  grimoir
Drawer/         grimoire_10996  grimoire_13165  grimoire_15195  grimoire_1705   grimoire_18856  grimoir
grimoire_1000    grimoire_11029  grimoire_13330  grimoire_15364  grimoire_17132  grimoire_19000  grimoir
grimoire_10141  grimoire_1117   grimoire_13537  grimoire_15468  grimoire_17351  grimoire_19458  grimoir
grimoire_10268  grimoire_11317  grimoire_13845  grimoire_16003  grimoire_17393  grimoire_20301  grimoir
grimoire_10427  grimoire_11925  grimoire_14614  grimoire_16174  grimoire_17413  grimoire_20903  grimoir
grimoire_10542  grimoire_12336  grimoire_14646  grimoire_16767  grimoire_18020  grimoire_21065  grimoir
```

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls grimoire_* > Drawer/inventory.txt
```

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ gsh check
```

Congratulations, mission 32 has been successfully completed!

While you are waiting, a snail goes by ...

#33 comandi utilizzati

- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "*" simbolo jolly per indicare qualsiasi carattere
- ">" operatore che inserito dopo un comando e prima di un file, inserisce i risultati che restituiscono errore del comando nel file
- "/dev/null" cartella che viene utilizzata per scartare i dati che vengono inviati ad essa
- "grep" per cercare una stringa di testo all'interno di un file (-l restituisce solo il nome file, -i ignora la distinzione tra maiuscole e minuscole)

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ ls
candle
Drawer/
grimoire_ABJkJJTDOVOSmVB
grimoire_ABVSyAsPfeqzsgGGWYVTSdcOiRlyG
grimoire_AFwvxVCWwku
grimoire_AuvtbjNibFdrTVhPF
grimoire_AWFbmmkIEGniHzNLrbfXynSAHSqtR
grimoire_BdAKlayBGtRsXs
grimoire_bIBYEUCPo
grimoire_BiUxTFcMudANxmLVEy
grimoire_BKNXFfptxNhGorBaaXNyYXLXevl
grimoire_BOERaCgDOLELUfOr
grimoire_BxmyBWUMcOBXLcnPJ
grimoire_CbeHHwdKvntplKHvDdbgpeWeMal
grimoire_CgKTQOpLGyIORefRvnFagdFgcR
grimoire_CvsMIZDrOBhTHwYrEaErCuJW
grimoire_CYJBjSrPdTTEFckk
grimoire_DEBRxTAHDABUGZWulb
grimoire_dowFGUOWIkkeqWcABoGSu
grimoire_DsEjAhDcmtOtWI
grimoire_epJQOVfIVHal
grimoire_EZVzPrWgvjK
grimoire_ffakLUPwGlxMdqEwMwPZpBzu
grimoire_fKtQNzDAGGoexyoKarRf
grimoire_FlmZnrMeJXwQrdazG
grimoire_fpjTLgWulF
grimoire_fVRvYMSSVvJqPyweEVHldICu
grimoire_GibeDiUSpuwNyAkVUHZPtsf
grimoire_GwxuaaBt
grimoire_gXvuJaHF
grimoire_HnrWjHvdOGknDqlzhMZdlXJF
grimoire_hVAkFNpivmOGFDvDwSDMYTva
grimoire_hWmxOYwMBmeYmuIZjtdyQKgv
grimoire_hWVwvKFenyANZJWek
grimoire_IGmpckkwh
grimoire_iHVFTNDYHwKxfbvJzYLka
grimoire_IRDiGxGvpyYOKjbNLbJI
grimoire_iuqrJcJCRAIbyXLtudaFaR
grimoire_IZJDNlNgRkTTKL
grimoire_JBdBLaNEzLfoIok
grimoire_JIfjUEOBnP
grimoire_kDHDiKjbntWoaGNzSS

~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ grep -l -i "gsh" grimoire_*
grep: grimoire_ABJkJJTDOVOSmVB: Permission denied
grimoire_ABVSyAsPfeqzsgGGWYVTSdcOiRlyG
grep: grimoire_AFwvxVCWwku: Permission denied
grimoire_AuvtbjNibFdrTVhPF
grep: grimoire_AWFbmmkIEGniHzNLrbfXynSAHSqtR: Permission denied
grep: grimoire_BdAKlayBGtRsXs: Permission denied
grimoire_bIBYEUCPo
grep: grimoire_BiUxTFcMudANxmLVEy: Permission denied
grimoire_BKNXFfptxNhGorBaaXNyYXLXevl
grep: grimoire_BOERaCgDOLELUfOr: Permission denied
grimoire_BxmyBWUMcOBXLcnPJ
grimoire_CbeHHwdKvntplKHvDdbgpeWeMal
grep: grimoire_CgKTQOpLGyIORefRvnFagdFgcR: Permission denied
grimoire_CvsMIZDrOBhTHwYrEaErCuJW
grimoire_CYJBjSrPdTTEFckk
grep: grimoire_DEBRxTAHDABUGZWulb: Permission denied
grimoire_DsEjAhDcmtOtWI
grimoire_ffakLUPwGlxMdqEwMwPZpBzuMtSMAVv
grimoire_fKtQNzDAGGoexyoKarRf
grep: grimoire_fpjTLgWulF: Permission denied
```

```

~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ grep -l -i gsh grimoire_* 2>/dev/null
grimoire_ABVSyAsPfeqzsgGGWYVTSdcOiRlYG
grimoire_AuvtbjNibFdrTVhPF
grimoire_bIBYEUCPo
grimoire_BKNXFfptxNhGorBaaXNyYXlXevl
grimoire_BxmyBWUMcOBXLcnPJ
grimoire_CbeHHwdKvntplKHVdDbgpeWeMal
grimoire_CvsMIZDrOBhTHwYrEaErCuJW
grimoire_CYJBjSrPdTTEFcck
grimoire_DsEjAhDcmtOtWI
grimoire_ffakLUPwGlXmdqEwMwPZpBzuMtSMAVv
grimoire_fKtQNzDAGGoexyoKarRf
grimoire_hVAkFNPivmOGFDvDwSDMYTvawmRJyTU
grimoire_hWmxOYWMbmeYmuIZjtdyQKgwmjjaQ
grimoire_iuqrJcJCRAIbYXlTudAFaR
grimoire_IzJDnNLNgRkTTKL
grimoire_kGhJtWpHPjDetx
grimoire_kGmfXzmKFBYAE
grimoire_mvRPEScMhkqDmpHNOeRIbKrgqAI
grimoire_OfwpJGJoqpxdMhPjLMKhQe
grimoire_PvnNCHtJrkyeJvp
grimoire_QxjJoVETIJIpWBBzONoFReBuarxMU
grimoire_rfmPGKGuIidqpMqHdplu
grimoire_RTNUWSbtmPHkifuIdbarZmra
grimoire_RtYaMjGstcljByelzbNSEybfmbLEFdm
grimoire_sqESjFxiNBIdHtIMw
grimoire_tEtMXVGyVwUhp
grimoire_vVtNVBqT
grimoire_YpwSjQLFnXkIeZKxfRY

~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ gsh check

Congratulations, mission 33 has been successfully completed!

```

#34 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "./" per lanciare un file eseguibile
- "2>" operatore che inserito dopo un comando e prima di un file, inserisce i risultati che restituiscono errore del comando nel file
- "<" operatore che inserito dopo un comando e prima di un file, legge il file per quel comando

```

~/Castle/Observatory
[mission 34] $ ./merlin 2> merlin_error.txt
THESECREKEYISONSTDERR

~/Castle/Observatory
[mission 34] $ cat merlin_error.txt
AzrppjmLDhAEYilphfPNpTobsAbjKtufCTDLrUpGJLkXtyClNpvOshdTEPhQETvmJxI

~/Castle/Observatory
[mission 34] $ gsh check < merlin_error.txt
What is the secret key?
Congratulations, mission 34 has been successfully completed!

```

#35 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -l per visualizzare le permission)
- "chmod" per modificare le permission di un file o directory (opzione u+rw per dare all'utente permission di lettura scrittura ed esecuzione)

```
~  
[mission 35] $ find . -type d -iname "*arter"  
./Castle/Main_building/Throne_room/Kings_quarter  
find: './Castle/Main_building/Throne_room/Kings_quarter': Permission denied  
  
~  
[mission 35] $ cd Castle/Main_building/Throne_room/Kings_quarter  
bash: cd: Castle/Main_building/Throne_room/Kings_quarter: Permission denied  
  
~  
[mission 35] $ cd Castle/Main_building/Throne_room  
  
~/Castle/Main_building/Throne_room  
[mission 35] $ ls -l  
total 4  
d----- 2 kali kali 4096 Jul 15 03:32 Kings_quarter/  
  
~/Castle/Main_building/Throne_room  
[mission 35] $ chmod u+rw Kings_quarter  
  
~/Castle/Main_building/Throne_room  
[mission 35] $ ls -l  
total 4  
drwx----- 2 kali kali 4096 Jul 15 03:32 Kings_quarter/  
  
~/Castle/Main_building/Throne_room  
[mission 35] $ cd Kings_quarter  
  
~/Castle/Main_building/Throne_room/Kings_quarter  
[mission 35] $ gsh check  
  
Congratulations, mission 35 has been successfully completed!
```

#36 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -l per visualizzare le permission e -la per visualizzare anche i file nascosti)
- "chmod" per modificare le permission di un file o directory (opzione 777 per assegnare le massime permission)

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ ls -l
total 4
-rw-r--r-- 1 kali kali 11 Jul 15 12:01 note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat note
0123456789
```

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ chmod 777 note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ ls -l
total 4
-rwxrwxrwx 1 kali kali 11 Jul 15 12:03 note
```

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat note
0123456789
```

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ ls -la
total 16
drwx--x--x 2 kali kali 4096 Jul 15 12:01 ./
drwxr-xr-x 3 kali kali 4096 Jul 15 03:32 ../
-rwxrwxrwx 1 kali kali 11 Jul 15 12:09 note
--w----- 1 kali kali 10 Jul 15 12:09 .secret_note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ chmod 777 .secret_note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat .secret_note
979047227

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ gsh check
What's the combination to open the King's safe? 979047227

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

#37 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -l per visualizzare le permission e -la per visualizzare anche i file nascosti)
- "chmod" per modificare le permission di un file o directory (opzione 777 per assegnare le massime permission)
- "mv" per spostare una directory

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 37] $ cd ..

~/Castle/Main_building/Throne_room
[mission 37] $ ls -la
total 16
drwxr-xr-x 4 kali kali 4096 Jul 15 12:10 ./
drwxr-xr-x 4 kali kali 4096 Jul 15 03:32 ../
drwx--x--x 2 kali kali 4096 Jul 15 12:01 Kings_quarter/
d----- 2 kali kali 4096 Jul 15 12:10 Safe/

~/Castle/Main_building/Throne_room
[mission 37] $ chmod 777 Safe

~/Castle/Main_building/Throne_room
[mission 37] $ ls -la
total 16
drwxr-xr-x 4 kali kali 4096 Jul 15 12:10 ./
drwxr-xr-x 4 kali kali 4096 Jul 15 03:32 ../
drwx--x--x 2 kali kali 4096 Jul 15 12:01 Kings_quarter/
drwxrwxrwx 2 kali kali 4096 Jul 15 12:10 Safe/

~/Castle/Main_building/Throne_room
[mission 37] $ cd Safe

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ ls -la
total 12
drwxrwxrwx 2 kali kali 4096 Jul 15 12:10 ./
drwxr-xr-x 4 kali kali 4096 Jul 15 12:10 ../
----- 1 kali kali 48 Jul 15 12:10 crown

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ chmod 777 crown

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ cat crown
(._.+._)      jgs
(^\/^\/^\/)
\@*\@*\@/
{_328_}

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ mv crown /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ ls

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ gsh check
What are the 3 digits inscribed on the base of the crown? 328

Congratulations, mission 37 has been successfully completed!
```

#38 comandi utilizzati

- "cd" per cambiare directory
- "find" per cercare un file all'interno di directory e sottodirectory
- "mv" per spostare una directory

```
~/Castle/Main_building/Throne_room/Safe
[mission 38] $ cd /home/kali/Giochi/gameshell/World/Garden/Maze/

~/Garden/Maze
[mission 38] $ find . -type f
./3f0da43733d1c8399782dbfc3cad70/d1819d80687700a2c26e0452152d/805af7589ed209879799b2edf07d/7069
./ac8ac99a14de0f24be739ba9db0653/c16dc3e0812e/5264a981c87e170af4/46051
./6793e1e029ac2/315f14a4665cd59a247f083/c697b8a03f16e8fb74e5602fec/6035
./e16b096cbd0d14e4562caf59d1fbf/3762a9e9c40/4f8f813aa70f16aaaa39a0c4/51031
./e16b096cbd0d14e4562caf59d1fbf/608c8ffa8606842901f/a3f8a51e5d905fde9bcc1b/55825
./bc310426807d26fc/42ee2954/664908173425daca1f1a01f8e9678/48708

~/Garden/Maze
[mission 38] $ mv ./3f0da43733d1c8399782dbfc3cad70/d1819d80687700a2c26e0452152d/805af7589ed209879799b2edf07d/7069 /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Garden/Maze
[mission 38] $ mv ./ac8ac99a14de0f24be739ba9db0653/c16dc3e0812e/5264a981c87e170af4/46051 /home/kali/Giochi/gameshell/World/Forest/Hut/Chest
```

```
~/Garden/Maze
[mission 38] $ gsh check

Congratulations, mission 38 has been successfully completed!
```

#39 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "mv" per spostare una directory
- "grep" per cercare una stringa di testo all'interno di un file (-l restituisce solo il nome file, -i ignora la distinzione tra maiuscole e minuscole)
- "|" operatore pipe per concatenare istruzioni
- "xargs" per prendere il risultato di un comando e utilizzarlo in un altro comando (opzione -l utilizzata per sostituire un segnaposto con gli argomenti di input)

```
~/Garden/Maze
[mission 39] $ find . -type f | xargs grep -l -i "diamond" | xargs -I {} mv {} /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Garden/Maze
[mission 39] $ gsh check

Congratulations, mission 39 has been successfully completed!
```


#40 comandi utilizzati

- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "grep" per cercare una stringa di testo all'interno di un file (-v restituisce le righe che non contengono la stringa indicata)
- "|" operatore pipe per concatenare istruzioni
- "xargs" per prendere il risultato di un comando e utilizzarlo in un altro comando (opzione -I utilizzata per sostituire un segnaposto con gli argomenti di input)

```
(0)
~/Stall
[mission 40] $ ls
0002b389de_boring_object_0002b389deec2ed9  3e3e3d70a4b5e5_boring_object_3e3e3d70a4b5e576  7ff55cd39_boring_objec
000d27d1a6e6b94_boring_object_000d27d1a6e6b94a  3e501cf9f122_boring_object_3e501cf9f122b51e  80183e4620ed1d1_boring
001d3bb72b20ec_boring_object_001d3bb72b20ec06  3e6678702461a16_boring_object_3e6678702461a161  802119800e6d_boring_ob
00271e11f04635f_boring_object_00271e11f04635ff  3e7da2f7f312255_boring_object_3e7da2f7f312255b  8036fbb242340bc_boring
002ff1181152f_boring_object_002ff1181152fb08  3e87d8c3f424_boring_object_3e87d8c3f4245f53  803a198c9ec3201_boring
0031bba9a1c6_boring_object_0031bba9a1c67633  3e91c5e29d_boring_object_3e91c5e29d8ddd00  803b730f1f9d46_boring_
003383f8db_boring_object_003383f8db5a2688  3e93ceee4544ac_boring_object_3e93ceee4544ac1c  8059fd9d016a57a_boring
0047ba5d14fe_boring_object_0047ba5d14fee840  3ebcadd9_boring_object_3ebcadd9c73d3d3a  80831f5df15071e_boring
004c088923_boring_object_004c088923b057a1  3ebcb788853_boring_object_3ebcb78885316bfd  809a1eaf2_boring_objec
00764677dd6_boring_object_00764677dd67234a  3edcd3d659_boring_object_3edcd3d6590fc514  809b9544_boring_object
00852fccdd9_boring_object_00852fccdd99f1ce  3ee94c6045a4_boring_object_3ee94c6045a459cc  80a50e1b1f3_boring_obj
008d2a11_boring_object_008d2a1117acdb6f  3eed0bdf603679_boring_object_3eed0bdf603679b2  80a5bfa176e382_boring_
0092030b3_boring_object_0092030b34a4b8ca  3eedc88dc8332_boring_object_3eedc88dc8332d3f  80b02803f07_boring_obj
0093f4bac00_boring_object_0093f4bac00a9d42  3ef728bdc8d8a_boring_object_3ef728bdc8d8aba1  80ba0facd975_boring_ob
00c4a3aec0f676_boring_object_00c4a3aec0f67661  3f07e4386c4a6_boring_object_3f07e4386c4a60be  80bcb4825c_boring_obje
00ceac5572_boring_object_00ceac5572cd3d11  3f4c1dbf1_boring_object_3f4c1dbf1e02ba60  80d9c25c4dd_boring_obj
00f46286da698b_boring_object_00f46286da698b53  3f791e92_boring_object_3f791e9270990fe9  8109352ae9f6_boring_ob
01001d686079_boring_object_01001d6860790967  3f7caf03c64c8_boring_object_3f7caf03c64c88d6  811273003480_boring_ob
01069d67c49d1_boring_object_01069d67c49d1895  3f8bfff4d_boring_object_3f8bfff4dcd3eba2f  8115eda28_boring_objec
01155782_boring_object_0115578202fa3854  3f9b0ec7b_boring_object_3f9b0ec7bba9ee2f  8118fea99b271_boring_o
011d508b_boring_object_011d508b39e1bedf  3fc30db80d52f_boring_object_3fc30db80d52f5e2  81315bc3fb2a_boring_ob
013332323cfd8_boring_object_013332323cfd8d6c  3fc46855d477b_boring_object_3fc46855d477b165  8137123366d9441_boring
0154dc3fb6f7_boring_object_0154dc3fb6f7ba82  3fe7204088c8cc6_boring_object_3fe7204088c8cc69  8141cafa851b4d_boring_
01573934024b570_boring_object_01573934024b570f  3fe8e0a1c_boring_object_3fe8e0a1c8681a8e  815922d0b7ea5a_boring_
015bcca57e36_boring_object_015bcca57e36a36d  3feda953d37_boring_object_3feda953d374f726  815f40c3f73d4_boring_o
01649392c50dd_boring_object_01649392c50dd1d2  3ff15cc1fa_boring_object_3ff15cc1fa78aa4c  8164b2d0738dea6_boring
017fd4f27dc55_boring_object_017fd4f27dc55da5  3ff6f3ba3cde_boring_object_3ff6f3ba3cde979d  818878436_boring_objec
```

```
~/Stall
[mission 40] $ ls | grep -v boring_object | xargs -I {} grep King {} | grep -v "PAID"
the King bought a horse for 5 coppers.
the King bought a horse for 4 coppers.
the King bought a dented helmet for 2 coppers.
the King bought a dented helmet for 2 coppers.
the King bought a chicken for 3 coppers.
(2)
~/Stall
[mission 40] $ gsh check
How much does the king owe? 16

Congratulations, mission 40 has been successfully completed!
```

#41 comandi utilizzati

- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "grep" per cercare una stringa di testo all'interno di un file (-v restituisce le righe che non contengono la stringa indicata -c restituisce il conteggio delle righe)
- "|" operatore pipe per concatenare istruzioni
- "xargs" per prendere il risultato di un comando e utilizzarlo in un altro comando (opzione -I utilizzata per sostituire un segnaposto con gli argomenti di input)

```
(0)
~/Stall
[mission 41] $ ls | grep -v boring_object | xargs -I {} grep -cv "PAID" {}
65
(1)
~/Stall
[mission 41] $ gsh check
How many unpaid items are there? 65

Congratulations, mission 41 has been successfully completed!
```

#42 comandi utilizzati

- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "|" operatore pipe per concatenare istruzioni
- "<" operatore che inserito dopo un comando e prima di un file, legge il file in base a quel comando
- "tr" sostituisce un set di caratteri con un altro specificato

```
~/Stall
[mission 42] $ pwd
/home/kali/Giochi/gameshell/World/Stall

~/Stall
[mission 42] $ find . -type d -iname "*Merl*"

~/Stall
[mission 42] $ cd

~
[mission 42] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/

~
[mission 42] $ find . -type d -iname "*Merl*"
./Castle/Main_building/Library/Merlin_s_office

~
[mission 42] $ cd Castle/Main_building/Library/Merlin_s_office/

~/Castle/Main_building/Library/Merlin_s_office
[mission 42] $ cd Drawer/

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ ls -a
./ ../ ink_and_scroll inventory.txt secret_message

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ cat secret_message
tqdq ue yk iuxx:
kag iuxx sqf yk otqef, mzp qhqdkftuzs uf oazfmuze.
ftue otqef ue uz ftq oqxxmd, mzp ftq iadp fa ymwq
uf dq-mbbqmd ue: iawv
yqdxuz ftq qzotmfqd
```