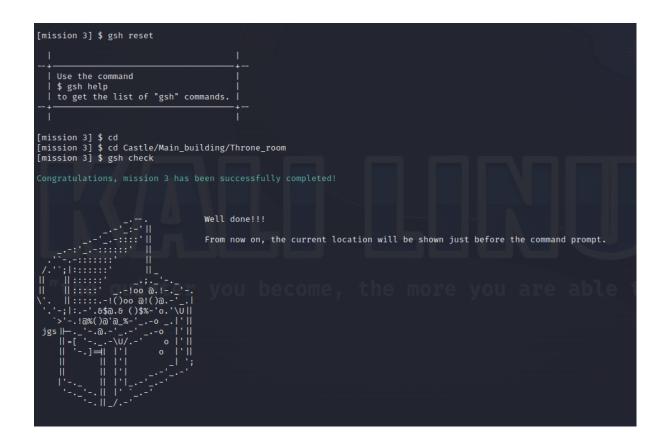
```
[mission 2] $ gsh goal
             Mission goal
            Go the castle's cellar.
            Secondary objective
            Understand the difference between ``cd -`` and ``cd ..``.
            Useful commands
            Jump back to the location you were in prior to your last move.
            cd ..
Move to the parent directory (one step back along the path to your current
            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] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar
[mission 2] $ gsh check
```

```
[mission 1] $ gsh goal
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".
        Show the path to your current location.

Remark: ``pwd`` is an abbreviation for "print working directory".
        Show a list of locations that are currently accessible. Remark: ``ls`` is an abbreviation of "list".
        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.
    \bigvee
[mission 1] $ pwd
/home/kali/gameshell/World
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd Castle
[mission 1] $ pwd
/home/kali/gameshell/World/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] $ Second_floor
Second_floor: command not found
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_floor
[mission 1] $ cd Top_of_the_floor: No such file or directory
[mission 1] $ cd Top_of_the_tower
[mission 1] $ gsh check
```



```
~/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 Forest
bash: cd: Forest: No such file or directory
~/Castle/Main_building/Throne_room
[mission 4] $ pwd
/home/kali/gameshell/World/Castle/Main_building/Throne_room
~/Castle/Main_building/Throne_room
[mission 4] $ cd
[mission 4] $ pwd
/home/kali/gameshell/World
[mission 4] $ ls
Castle Forest Garden Mountain Stall
[mission 4] $ cd Forest
~/Forest
[mission 4] $ mkdir Hut
~/Forest
[mission 4] $ cd Hut
~/Forest/Hut
[mission 4] $ mkdir Chest
~/Forest/Hut
[mission 4] $ gsh check
```