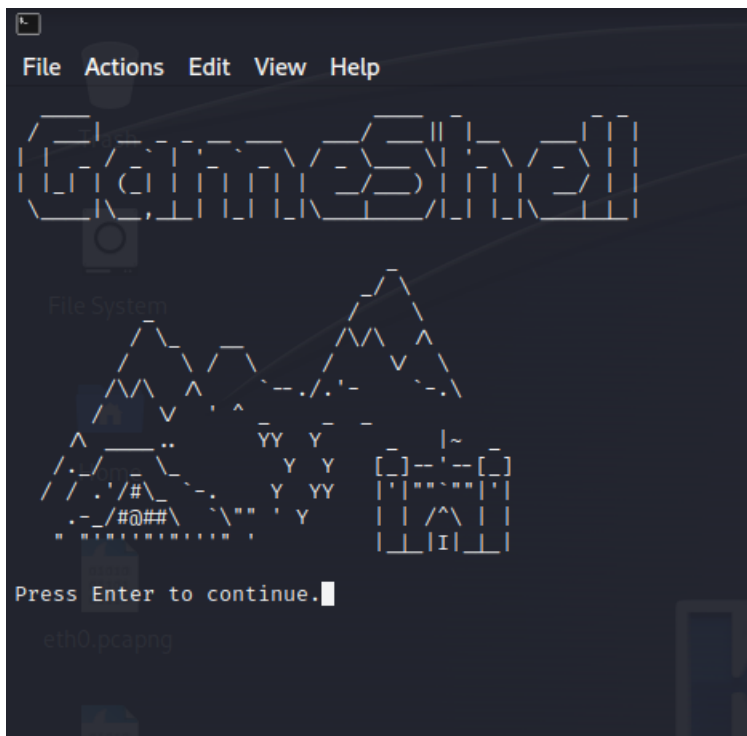


# Esercitazione modulo 2

Lolli Vanessa



to discover your first mission.

You can check the mission has been completed with  
\$ gsh check

The command  
\$ gsh help  
displays the list of available (gsh) commands.

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

Congratulations, mission 1 has been successfully completed!

! pcapng

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

[mission 2] \$

```
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ cd..
cd..: command not found
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ ls
barrel_of_apples
[mission 2] $ gsh check
```

Congratulations, mission 2 has been successfully completed!

```
| 1pcapog |
--+-+--
| Use the command |
| $ gsh help |
| to get the list of "gsh" commands. |
--+-+--
| |
```

```
[mission 3] $ █
```

```
kali@kali: ~  
File Actions Edit View Help  
[mission 3] $ pwd  
/home/kali/gameshell/World/Castle/Main_building  
[mission 3] $ cd  
[mission 3] $ cd Castle/Main_building/Throne_room  
[mission 3] $ gsh check  
Congratulations, mission 3 has been successfully completed!  
File System  
Well done!!!  
From now on, the current location will be shown just before the command prompt.  
KALI LINUX  
"the quieter you become, the more you are able to  
|  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
|  
~/Castle/Main_building/Throne_room  
[mission 4] $ gsh goal
```

```
~/home/kali/gameshell/World  
~  
[mission 4] $ ls  
Castle Forest Garden Mountain Stall  
~  
[mission 4] $ cd Forest  
~/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!
```

```

~
[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] $ rmdir bat_1
rmdir: failed to remove 'bat_1': Not a directory

~/Castle/Cellar
[mission 5] $ rm spider_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2

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

Congratulations, mission 5 has been successfully completed!

```

```

[mission 6] $ cd Forest

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

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

~/Forest
[mission 6] $ cd Hut

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

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

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

Congratulations, mission 6 has been successfully completed!

```

```

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

~/Forest/Hut/Chest
[mission 7] $ █

```

```

~/Garden
[mission 7] $ mv
.27020_coin_1 .285_coin_2 .56496_coin_3 Flower_garden/ Maze/ Shed/

~/Garden
[mission 7] $
Display all 3950 possibilities? (y or n)

~/Garden
[mission 7] $
Display all 3950 possibilities? (y or n)

~/Garden
[mission 7] $ mv .27020_coin_1 .285_coin_2 .56496_coin_3 ~/Garden/Forest/Hut/Chest
mv: target '/home/kali/gameshell/World/Garden/Forest/Hut/Chest': No such file or directory

~/Garden
[mission 7] $ mv .27020_coin_1 .285_coin_2 .56496_coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ cd

[mission 7] $
Display all 3950 possibilities? (y or n)

[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!

```

```

~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ ls
10351_spider_44 13373_spider_23 15411_spider_47 16813_spider_36 18533_spider_27 20163_spider_43 22571_spider_24 26732_bat_5 30867_spider_10 4658_spider_48 7056_spider_50 barrel_of_apples
10651_spider_31 13529_spider_38 15742_spider_1 16936_spider_14 18601_spider_45 20577_spider_13 22768_spider_16 27409_bat_1 32015_spider_22 5384_bat_2 7207_spider_18
1105_spider_33 1355_spider_5 16426_spider_8 17011_spider_7 19693_spider_34 21299_spider_39 24210_spider_4 2957_spider_25 32130_spider_12 5656_spider_11 7390_spider_2
12124_spider_41 14158_spider_40 16472_spider_20 17445_spider_32 19958_spider_46 21301_spider_26 24341_spider_21 30082_spider_17 3351_spider_19 6301_spider_3 7453_spider_28
12171_spider_29 14265_spider_30 16487_spider_42 17533_spider_9 20073_spider_6 22285_spider_15 2556_bat_3 30595_spider_35 3482_spider_49 6863_bat_4 9774_spider_37

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

~/Castle/Cellar
[mission 8] $ ls
2556_bat_3 26732_bat_5 27409_bat_1 5384_bat_2 6863_bat_4 barrel_of_apples

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

Congratulations, mission 8 has been successfully completed!

```

```

~/Castle/Cellar
[mission 9] $ ls -A
.11107_bat_3 .13070_bat_1 2556_bat_3 26732_bat_5 27409_bat_1 .3278_bat_5 .4437_bat_2 5384_bat_2 6863_bat_4 .8292_bat_4 barrel_of_apples

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

Congratulations, mission 9 has been successfully completed!

```

```

~/Forest
[mission 10] $ mv *standard* Hut

~/Forest
[mission 10] $ ls
Hut/

~/Forest
[mission 10] $ cd Hut

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

~/Forest/Hut
[mission 10] $ mv *standard* Chest

~/Forest/Hut
[mission 10] $ ls
Chest/

~/Forest/Hut
[mission 10] $ cd 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!

```

```

~/Castle/Great_hall
[mission 11] $ ls
13109_tapestry_04  15041_decorative_shield  30893_tapestry_06  35419_stag_head  50079_tapestry_10  56071_tapestry_03  698_suit_of_armour  standard_2  standard_4
14618_tapestry_01  15786_tapestry_02      33633_tapestry_05  41112_tapestry_09  54080_tapestry_07  6570_tapestry_08  standard_1          standard_3

~/Castle/Great_hall
[mission 11] $ cd

[mission 11] $ cd Forest

~/Forest
[mission 11] $ ls
13109_tapestry_04  14618_tapestry_01  15786_tapestry_02  30893_tapestry_06  33633_tapestry_05  41112_tapestry_09  50079_tapestry_10  54080_tapestry_07  56071_tapestry_03  6570_tapestry_08  Hut/

~/Forest
[mission 11] $ mv *tapestry* Chest
mv: target 'Chest': No such file or directory

~/Forest
[mission 11] $ mv *tapestry* Hut

~/Forest
[mission 11] $ cd Hut

~/Forest/Hut
[mission 11] $ ls
13109_tapestry_04  14618_tapestry_01  15786_tapestry_02  30893_tapestry_06  33633_tapestry_05  41112_tapestry_09  50079_tapestry_10  54080_tapestry_07  56071_tapestry_03  6570_tapestry_08  Chest/

~/Forest/Hut
[mission 11] $ mv *tapestry* Chest

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

Congratulations, mission 11 has been successfully completed!

```

```

~/Forest/Hut/Chest
[mission 14] $ cd

~
eth0.pcapng

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

~

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

~

[mission 14] $ gsh check

Congratulations, mission 14 has been successfully completed!

```



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

any alcohol

```
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).
```

```
~/Garden/Maze
[mission 19] $ cd 5f3808a2c2b7abbc30e557a86f86754/3d0371a987/c5f1c61fe05418ae7b2e06
```

```
[mission 19] $ ls
00000_copper_coin_00000
```

```
~/Garden/Maze/5f3808a2c2b7abbc30e557a86f86754/3d0371a987/c5f1c61fe05418ae7b2e06
[mission 19] $ gsh check
```

| Age (years) | No cancer (%) | Cancer (%) |
|-------------|---------------|------------|
| 18          | 5             | 10         |
| 20          | 8             | 15         |
| 25          | 12            | 25         |
| 30          | 20            | 40         |
| 35          | 25            | 55         |
| 40          | 30            | 70         |
| 45          | 35            | 85         |
| 50          | 40            | 95         |
| 55          | 50            | 100        |
| 60          | 60            | 100        |
| 65          | 60            | 100        |
| 70          | 60            | 100        |

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.

```
40 directories, 1 file
```

```
~/Garden/Maze/3ee57707e04f836925ab5/8460a2099ced5f4157718a6c42/b45e7452258efc38
[mission 20] $ ls
00000 silver coin 00000
```

```
~/Garden/Maze/3ee57707e04f836925ab5/8460a2099ced5f4157718a6c42/b45e7452258efc38
[mission 20] $ gsh check
```

Congratulations, mission 20 has been successfully completed!



```
~/Garden/Maze/92dc667566621c3a27740fed/73238874/4aa54ee2880d487
[mission 21] $ cd ..

~/Garden/Maze/92dc667566621c3a27740fed/73238874
[mission 21] $ cd ..

~/Garden/Maze/92dc667566621c3a27740fed
[mission 21] $ cd ..

~/Garden/Maze
[mission 21] $ cd 85c218e785560895e07cce5b7/6a29dc2d807767f65a6f2f35da5/5b98acf3

~/Garden/Maze/85c218e785560895e07cce5b7/6a29dc2d807767f65a6f2f35da5/5b98acf3
[mission 21] $ ls
gold_coin_1

~/Garden/Maze/85c218e785560895e07cce5b7/6a29dc2d807767f65a6f2f35da5/5b98acf3
[mission 21] $ mv gold_coin_1 /home/kali/gameshell.2/World/Forest/Hut/Chest

~/Garden/Maze/85c218e785560895e07cce5b7/6a29dc2d807767f65a6f2f35da5/5b98acf3
[mission 21] $ gsh check
```

Congratulations, mission 21 has been successfully completed!

```
~/Mountain/Cave
[mission 22] $ head -n 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!

|  |           |
|--|-----------|
| 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] \$ tail -9 ./Book\_of\_potions/page\_12

tail: cannot open './Book\_of\_potions/page\_12' for reading: No s

~/Mountain/Cave/Book\_of\_potions

[mission 23] \$ tail -9 ./Book\_of\_potions/page\_12

tail: option used in invalid context -- 9

~/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!

```
~/Mountain/Cave
[mission 24] $ cat /home/kali/gameshell.2/World/Mountain/Cave/Book_of_potions/page_01 /home/k
ali/gameshell.2/World/Mountain/Cave/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!

```
~/Mountain/Cave
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/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!

any pcapng

~/Mountain/Cave/Book\_of\_potions

[mission 26] \$ head -6 Book\_of\_potions/page\_13 | tail -3

head: cannot open 'Book\_of\_potions/page\_13' for reading: No such file or directory

~/Mountain/Cave/Book\_of\_potions

[mission 26] \$ cd ..

~/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!

~/Mountain/Cave

[mission 27] \$ kill 122469

bash: kill: (122469) - No such process

~/Mountain/Cave

[mission 27] \$ ps

| PID    | TTY   | TIME     | CMD  |
|--------|-------|----------|------|
| 1366   | pts/0 | 00:00:00 | zsh  |
| 2085   | pts/0 | 00:00:00 | bash |
| 2186   | pts/0 | 00:00:03 | bash |
| 124398 | pts/0 | 00:00:00 | ps   |

~/Mountain/Cave

[mission 27] \$ gsh check

Congratulations, mission 27 has been successfully completed!

```
bash: kill: 128killkill: arguments must be process or job IDs
bash: kill: (-9) - No such process
bash: kill: 128488kill: arguments must be process or job IDs
bash: kill: (-9) - No such process
```

 $\hat{u}$ 

```
[mission 28] $ gsh check
```

```
( )=( )
|
| Mission goal
|
| To get better in the magical art, one needs to know mental math.
|
| Get ready, because Merlin is about to test your precision with sums.
|
| Run the command ``gsh check`` to start.
```



```
~/Garden/Flower_garden
[mission 31] $ gsh check COMMAND < Castle/Main_building/Library/Mathematics_101
bash: Castle/Main_building/Library/Mathematics_101: No such file or directory

~/Garden/Flower_garden
[mission 31] $ gsh check COMMAND < ~/Castle/Main_building/Library/Mathematics_101
67 * 39 = ?? 28 * 2 = ?? 91 * 40 = ?? 42 * 86 = ?? 47 * 79 = ?? 53 * 36 = ?? 63 * 85
42 = ?? 38 * 39 = ?? 66 * 63 = ?? 82 * 19 = ?? 12 * 8 = ?? 17 * 30 = ?? 10 * 5 = ?? 1
55 * 89 = ?? 81 * 54 = ?? 83 * 43 = ?? 23 * 20 = ?? 66 * 47 = ?? 11 * 69 = ?? 41 * 7
* 76 = ?? 90 * 15 = ?? 97 * 95 = ?? 71 * 64 = ?? 30 * 3 = ?? 30 * 12 = ?? 68 * 32 =
76 = ?? 50 * 72 = ?? 23 * 39 = ?? 87 * 25 = ?? 98 * 40 = ?? 69 * 55 = ?? 28 * 88 = ??
?? 21 * 89 = ?? 66 * 86 = ?? 53 * 63 = ?? 74 * 64 = ?? 89 * 34 = ?? 99 * 7 = ?? 1 * 8
0 * 25 = ?? 3 * 4 = ??
Congratulations, mission 31 has been successfully completed!
```

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls grimoire*
grimoire_10182 grimoire_11886 grimoire_13171 grimoire_14571 grimoire_16564 grimoire_17815 grimoire_19339 grimoire_21478 grimoire_23250 grimoire_26118 grimoire_29642 grimoire_3
grimoire_1029 grimoire_1217 grimoire_13438 grimoire_14625 grimoire_1676 grimoire_17862 grimoire_19447 grimoire_21480 grimoire_23595 grimoire_26333 grimoire_29811 grimoire_3
grimoire_10497 grimoire_12248 grimoire_13477 grimoire_15425 grimoire_16968 grimoire_17989 grimoire_20009 grimoire_2167 grimoire_23936 grimoire_27396 grimoire_300 grimoire_3
grimoire_10782 grimoire_12517 grimoire_13987 grimoire_15895 grimoire_17936 grimoire_18078 grimoire_20376 grimoire_21761 grimoire_23972 grimoire_27405 grimoire_30541 grimoire_4
grimoire_11521 grimoire_12546 grimoire_14241 grimoire_15961 grimoire_1737 grimoire_18192 grimoire_2046 grimoire_2209 grimoire_24839 grimoire_28021 grimoire_30544 grimoire_4
grimoire_11544 grimoire_1281 grimoire_1432 grimoire_16138 grimoire_17653 grimoire_1905 grimoire_20642 grimoire_22176 grimoire_25020 grimoire_29325 grimoire_31789 grimoire_4
grimoire_11672 grimoire_13091 grimoire_14498 grimoire_16419 grimoire_17751 grimoire_19169 grimoire_21268 grimoire_22597 grimoire_25987 grimoire_2962 grimoire_32237 grimoire_5

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ > ./Drawer/ inventory.txt
bash: ./Drawer/: Is a directory

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

~/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!
```

```
Greek_Latin_and_other_modern_languages Mathematics_101 Merlin_s_office
[mission 33] $ cd Merlin_s_office
[mission 33] $ grep -i -l -s gsh grimoire_*
grimoire_AFftjkMeAogFFTLShVhOwgpcnI
grimoire_AJWWjDofbgFmZcpAXTwMnItGK
grimoire_dEhqYbRgrXGvqhDITqRwz
grimoire_DqkojPWFhdoCMmDEeYPURtlhEeWWBJ
grimoire_EgXkjZZyUTlBMyCxNNZ
grimoire_fzocmzGEmEfUwzEkECeEJZZYf
grimoire_gpatQLtderhBmGFhafpwcS
grimoire_HNpAOKOIV
grimoire_iolLODIjQrJqKDMqvWJgMYIgXiyryHR
grimoire_itUHKDwjHtMfCcz
grimoire_kNcKpFnYdfnNtnYPduTFSfltnDP
grimoire_MyJPdckAKsEXVIsMBj
grimoire_OasqZkuzmjvyGGtYshddg
grimoire_OhrpVcBE
grimoire_oRHtFRHMJlfjyibxe
grimoire_PdjAxlfPwPkQRLaeqdOsdZsRQuBqN
grimoire_PXpJhmujsfWRLGbyi
grimoire_QpiPYWbycG
grimoire_RjisRopZdyCnzWHqOpThqMDqg
grimoire_txxWPJmcOcRBDboTiXGry
grimoire_WBzgpqfueOkgxeLMRHUUnIeq
grimoire_WQwkhILUXjZrOxFwImt
grimoire_wZMsLAYimWWvYzFYOrBh
grimoire_XqpMvZeF
grimoire_XSyLEdUqjOjMPytcPdMheNUPxXX
grimoire_ytcPmFvJRKyznLI
grimoire_YuexvNDxShGDMnvJV
grimoire_zaKOKsJvWjuEHTLuLbRfT
grimoire_ZsKlPLQYgElbjNNrakZes
[mission 33] $ gsh check

Congratulations, mission 33 has been successfully completed!
```



```
[mission 34] $ cat merlin_output.txt
THESECRETKEYISONSTDERR
[mission 34] $ ./merlin
UMaZTBSKBcHsqSEJSTGuEvsKwtcClrPZzpgCpuCzYERmaQVmQutLQwRdYCDxWExQgocIRkRdmtPChXuTSCVmC

[mission 34] $ gsh check < merlin_errors.txt
What is the secret key?
Congratulations, mission 34 has been successfully completed!
```

```
~/Castle/Main_building/Throne_room
[mission 35] $ chmod u+rx 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!
```

```
bash: /home/kali/gameshell.2/World/Castle/Main_building/Throne_room/Kings_quarter/.secret_note: Permission denied
bash: /home/kali/gameshell.2/World/Castle/Main_building/Throne_room/Kings_quarter/note: Permission denied
chmod: cannot access '/home/kali/gameshell.2/World/Castle/Main_building/Throne_room/Kings_quarter/.secret_note': No such file or directory
Error: mission 36 is cancelled because some dependencies are not met.
```

```
~/Castle/Main_building/Throne_room
[mission 37] $ chmod u+rwX Safe

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

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

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ chmod u+rwX crown

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ cat crown
_+._
(^\/^\/^)
\@*@*@/
{_209_}

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ cp crown /Forest/Hut/Chest
cp: cannot create regular file '/Forest/Hut/Chest': No such file or directory

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ cp crown ~/Forest/Hut/Chest

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ gsh check
What are the 3 digits inscribed on the base of the crown? 209

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

```
~/Garden/Maze
[mission 38] $ ~/Garden/Maze
bash: /home/kali/gameshell.2/World/Garden/Maze: Is a directory

~/Garden/Maze
[mission 38] $ [mission 38] $ cat a923257216999365da1/3e4ef44f0ec37307a944/8415d4919a875d/36535
[mission: command not found

~/Garden/Maze
[mission 38] $ 36535 ruby 26d6d12f1ff92b4bb5e1398deef108d6710b1cfd
36535: command not found

~/Garden/Maze
[mission 38] $ mv a923257216999365da1/3e4ef44f0ec37307a944/8415d4919a875d/36535 ~/Forest/Hut/Chest

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

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

```
./698f2bb7f2539481af16bab0e666f18/e58595fbea7dd/c9791df2f80
./698f2bb7f2539481af16bab0e666f18/e58595fbea7dd/fca85ce35e76d43
./698f2bb7f2539481af16bab0e666f18/e58595fbea7dd/457984f80764281c05dd5
./698f2bb7f2539481af16bab0e666f18/e58595fbea7dd/b9b2070a03dcbad
./698f2bb7f2539481af16bab0e666f18/e58595fbea7dd/c3a6cb52ff5855430293d6d920a8
./698f2bb7f2539481af16bab0e666f18/e58595fbea7dd/bd9163f0d68e1d4caf81722611421e
./698f2bb7f2539481af16bab0e666f18/e58595fbea7dd/a797b77bc89f1219ed31
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/406691f1
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/df8240d07507a8730885fb
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/ea4d55a5740fb2
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/8bf477d0c7
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/e7138ad022
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/0e3461db33a
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/96d3299e9f7c55585b74beca5589
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/9737e8141b3
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/83c5322cfa0d52dfd
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbf5ce5/0aeac37425e99
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/8fb922ae2b66d7311de4494661
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/f47006ce8e965b593
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/43d5e33ed241da37deb5c261a7e
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/ed6c636cf68d8defd1f
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/2fb208eb7f63706d3d2
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/079e3489f86
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/b839a50542c0b9e
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/8f3299d8c
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/713942e3a
./698f2bb7f2539481af16bab0e666f18/2887da1acafb42c60a9d1/31926602f6d7
```

```
~/Garden/Maze
[mission 39] $ grep -rl "diamond" .
./4dfa4ff0b78a3/29eed176fa4158e7/924addfc71c8524

~/Garden/Maze
[mission 39] $ grep -rl "diamond" . | xargs -I{} mv {} ~/Forest/Hut/Chest

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

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

```

(0)
~/Stall
[mission 40] $ ls | xargs grep -i king | grep -v "PAID"
ae2b2b6f06aa602_s_c_r_o_l_l_ae2b2b6f06aa6020:the King bought a chicken for 5 coppers.
ae2b2b6f06aa602_s_c_r_o_l_l_ae2b2b6f06aa6020:Gaston Marchand bought a walking stick for 4 coppers.
ae2b2b6f06aa602_s_c_r_o_l_l_ae2b2b6f06aa6020:the King bought a belt for 2 coppers.
ae2b2b6f06aa602_s_c_r_o_l_l_ae2b2b6f06aa6020:the King bought a horse for 6 coppers.
ae2b2b6f06aa602_s_c_r_o_l_l_ae2b2b6f06aa6020:the King bought a ruby for 3 coppers.
(1)
~/Stall
[mission 40] $ gsh check
How much does the king owe? 16

Congratulations, mission 40 has been successfully completed!

```

```

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

(0) any.pcapng
~/Stall
[mission 41] $ ls | xargs grep -v "PAID" | wc
      36      313     3364
(1)
~/Stall
[mission 41] $ gsh check
How many unpaid items are there? 36

Congratulations, mission 41 has been successfully completed!

```

```
File System
Congratulations, mission 42 has been successfully completed!
```

```

Congratulations, mission 42 has been successfully completed!

```

```

Congratulations, mission 42 has been successfully completed!

```