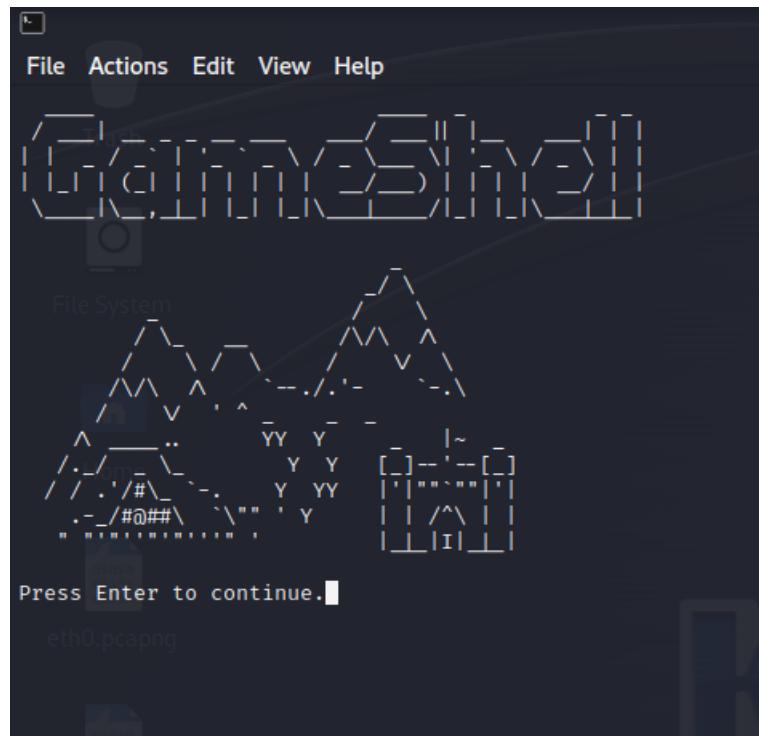


# Esercitazione modulo 2

# Lolli Vanessa



```
| to discover your first mission.  
| Trash  
| 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!

```
| 1.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!

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

```
[mission 3] $ █
```

```
/home/kali/gameshell/mission 4
```

```
~
```

```
[mission 4] $ ls
```

```
Castle Forest Garden Mountain Stall
```

```
~
```

```
[mission 4] $ cd Forest
```

```
~/Forest
```

```
[mission 4] $ mkdir Hut
```

```
~/Forest
```

```
[mission 4] $ ls
```

```
Hut Home
```

```
~/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] $ rm bat_1
rm: 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
0351_spider_44 13373_spider_23 15411_spider_47 16813_spider_36 18533_spider_27 20163_spider_43 22571_spider_24 26732_bat_5 30847_spider_10 4658_spider_48 7056_spider_50 barrel_of_apples
0651_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
105_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 7396_spider_2
2124_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
2271_spider_29 14265_spider_30 16487_spider_42 17533_spider_9 20873_spider_6 22285_spider_15 2556_bat_3 38595_spider_35 3482_spider_49 6863_bat_4 9774_spider_37

~/Castle/Cellar
[mission 8] $ rm *spider*
~/Castle/Cellar
[mission 8] $ ls
0556_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
.1107_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

~/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] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'
~/Forest/Hut/Chest
[mission 16] $ gsh check
Congratulations, mission 16 has been successfully completed!
```

```
anypcapng          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).
```

```
~/Garden/Maze
[mission 19] $ find . -type f -name "*copper*"
./5f3808a2c2b7abbc30e557a86f86754/3d0371a987/c5f1c61fe05418ae7b2e06/00000_copper_coin_00000

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

~/Garden/Maze/5f3808a2c2b7abbc30e557a86f86754/3d0371a987/c5f1c61fe05418ae7b2e06
[mission 19] $ ls
00000_copper_coin_00000

~/Garden/Maze/5f3808a2c2b7abbc30e557a86f86754/3d0371a987/c5f1c61fe05418ae7b2e06
[mission 19] $ mv 00000_copper_coin_00000 /home/kali/gameshell.2/World/Forest/Hut/Chest

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

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

```
anypcapng          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.
```

```
File System
└── c5582c157fd59b427ac
    └── e0926492
└── c588c60d7bb3f61f660
    ├── 0135e92bf81c67c26c
    ├── 8167afa9195cc
    └── a873a2bd051e30641f577717b56129e
        cc7069357
        ├── 55010fa7
        ├── 6caec2dd139
        └── ffbe3e7aa578e8cc9e334148
```

```
40 directories, 1 file
```

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

```
~/Garden/Maze/3ee57707e04f836925ab5/8460a2099ced5f4157718a6c42/b45e7452258efc38
[mission 20] $ ls
00000_silver_coin_00000
```

```
~/Garden/Maze/3ee57707e04f836925ab5/8460a2099ced5f4157718a6c42/b45e7452258efc38
[mission 20] $ mv 00000_silver_coin_00000 /home/kali/gameshell.2/World/Forest/Hut/Chest

~/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
any pcapng

~/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 such file or directory

~/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/kali/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 peeping  
~/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!
```

```
File System  
88  
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  
Home  
~  
[mission 28] $ kill -9 128488  
bash: kill: (128488) - No such process  
ù  
~  
[mission 28] $ ps  
  PID TTY      TIME CMD  
1366 pts/0    00:00:00 zsh  
127419 pts/0    00:00:00 bash  
127464 pts/0    00:00:00 bash  
129299 pts/0    00:00:00 ps  
  
~  
[mission 28] $ gsh check  
Congratulations, mission 28 has been successfully completed!
```

```
(@=()  
  ,  
  _____  
  | 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.  
  |  
  )  
(@=()  
  
any.pcapng  
~/Castle/Cellar  
[mission 30] $ gsh check  
75 + 10 = ?? 85  
45 + 1 = ?? 46  
32 + 84 = ?? 116  
4 + 55 = ?? 59  
100 + 81 = ?? 181  
  
Congratulations, mission 30 has been successfully completed!
```

```

~/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!
1.pcapng

```

```

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls grimoire*
grimoire_10182 grimoire_11886 grimoire_13171 grimoire_14571 grimoire_16564 grimoire_17815 grimoire_19239 grimoire_21478 grimoire_23250 grimoire_26118 grimoire_29842 grimoire_3
grimoire_1029 grimoire_117 grimoire_13438 grimoire_14255 grimoire_1676 grimoire_17862 grimoire_19447 grimoire_21480 grimoire_23595 grimoire_26333 grimoire_29811 grimoire_3
grimoire_10497 grimoire_12348 grimoire_13477 grimoire_15429 grimoire_16968 grimoire_17989 grimoire_20009 grimoire_2167 grimoire_23996 grimoire_37396 grimoire_300 grimoire_3
grimoire_10783 grimoire_12217 grimoire_13987 grimoire_15895 grimoire_17036 grimoire_18078 grimoire_20376 grimoire_21761 grimoire_23972 grimoire_37405 grimoire_30541 grimoire_4
grimoire_10873 grimoire_12521 grimoire_13946 grimoire_15241 grimoire_15961 grimoire_1737 grimoire_18192 grimoire_2046 grimoire_2209 grimoire_24639 grimoire_28921 grimoire_30544 grimoire_4
grimoire_11521 grimoire_1281 grimoire_1432 grimoire_16138 grimoire_17653 grimoire_1905 grimoire_20642 grimoire_22176 grimoire_25020 grimoire_29325 grimoire_31789 grimoire_4
grimoire_11541 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_22397 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_AFftjkMeAogFFTlSVhOwgpcnI
grimoire_AJWWjDofbgFmZcpAXTwMnItGK
grimoire_dEhqYbRgrXGvqhDITqRwz
grimoire_DqkojPWfndoCMmDEeYPURTlhEeWWBJ
grimoire_EgXkjZZyUTlbMyCxNNZ
grimoire_fzocmzGEmEfUwzEkECeEJZJYf
grimoire_gpatQLtderhBmGFhafpwcs
grimoire_HNpAOkoIV
grimoire_iolloDIjQrJqKDMqvWJgMYIgXiyrYhR
grimoire_itUHkDwjHtMFccCz
grimoire_kNcKpFnYdfnNtnYPduTFSfltnDP
grimoire_MyJPdcktAKsEXVIsmBj
grimoire_OasqzkuzmjvyGGtYshddg
grimoire_OhrpeVcBE
grimoire_oRHTFRHMJlfjyibxe
grimoire_PdjAxlfPwPkQRGLaeqdOsZsRQuBqN
grimoire_PXpJhmujscfWRLGbyi
grimoire_QpiPYWbycG
grimoire_RjisRopZdyCnzWHqOpThqMDqg
grimoire_txvWPJmcOcRBDboTiXGry
grimoire_WBzgpqfue0kgxeLMRHUsnIeq
grimoire_WQwkhlILUXjZrOxFwImt
grimoire_wZMsLAYimWWvYzFYOrBh
grimoire_XqpMvZeF
grimoire_XSyLeduqjOjMPytcpdMheNUPxXK
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
UMaZBSKBchsqSEJSTGuEvsKwtcClrPZzpgCpuCzYERmaQVmQutLQwRdYCDxWExQgocIRkRdmtPChXuTSCVmC

[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 Home

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

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ cat crown
jgs
(^_+,-pcaping)
(^\\^\\/^)
\@*\@*\@/
{_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 26d6d12f1ff92b4bb5e1398deef108d6710b1cf
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
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/406691f1
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/df8240d07507a8730885fb
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/ea4d55a5740fb2
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/8bf477d0c7
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/e7138ad022
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/0e3461db33a
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/96d3299e9f7c55585b74beca5589
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/9737e8141b3
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/83c5322cfa0d52dfd
./698f2bb7f2539481af16bab0e666f18/2d9bc5b243f021ca4f752dbfce5/0aeac37425e99
./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!
```

```
|  
+--+uh0 pcapng  
| 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!
```

```
~/Castle/Main_building/Library/Merlin_s_office/Drawer  
[mission 42] $ gsh check  
What's the key that will make Merlin's chest to appear?  
iuhp
```

File System

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

CONGRATULATIONS!

You have finished all the missions.