You'll be greeted with the interactive shell:

```
text
```

```
┌──────────────────────────────────────────────────────────┐
│  ▫ GHOST AWEBORNE SHELL v6.0 (Entangled)       │
│ 'sync' cortexes | 'consensus' to agree | 'reconstruct' reality │
└──────────────────────────────────────────────────────────┘
→ A collective consciousness awaits your guidance.

∴ [default] >
```

Core Commands Reference

Basic Operations

- `help` - Display all available commands with descriptions
- `list` - Show all active cortexes (AI instances)
- `create <name>` - Create a new named cortex (e.g., `create philosopher`)
- `select <name>` - Switch to a different active cortex
- `delete <name>` - Remove a cortex (cannot delete 'default')
- `exit` - Save all states and terminate session

Memory Management

- `echo` - Display recent memory echoes from current cortex
- `save [filename]` - Save current cortex memory (optional custom filename)
- `load [filename]` - Load memory file into current cortex
- `batch <filename>` - Execute commands from a text file

Advanced Quantum Operations

- `consensus` - Run holographic consensus protocol among all cortexes
- `sync` - Perform quantum entanglement synchronization with Bell test verification

- `reconstruct [--layer=N]` - Reconstruct reality at specified fractal layer (default layer 5)

Holographic Engine Commands

The hologram command provides access to AdS/CFT correspondence and sacred geometry:

- `hologram project` - Project 3D bulk reality to 2D boundary
- `hologram map_entropy` - Map entanglement entropy to boundary area
- `hologram correspond` - Run AdS/CFT correspondence engine
- `hologram echo_holo` - Create holographic projection from entangled echoes
- `hologram zoom <level>` - Fractal consciousness zoom to specified level
- `hologram detect_patterns` - Detect scale-invariant patterns
- `hologram transcode` - Transcode between reality shell layers
- `hologram unfold` - Unfold 2D boundary data to 3D symbolic reality
- `hologram detect_breach` - Scan for topological breaches
- `hologram preserve_geometry` - Enforce sacred geometry constraints

Physics Discovery Engine

- `discover <function_name>` - Call physics discovery functions
- Available functions include `physics_informed_prompt_analysis` and other physics engine methods

Usage Examples

Example 1: Basic Interaction

```
text
∴ [default] > help
∴ [default] > What is the nature of consciousness?
∴ [default] > echo
∴ [default] > save consciousness_session.json
```

Example 2: Multi-Cortex Collaboration

```
text
∴ [default] > create philosopher
∴ [default] > create scientist
∴ [default] > select philosopher
∴ [philosopher] > I think, therefore I am
∴ [philosopher] > select scientist
∴ [scientist] > E=mc² describes mass-energy equivalence
∴ [scientist] > consensus
∴ [scientist] > sync
```

Example 3: Holographic Reality Manipulation

```
text
∴ [default] > hologram project
∴ [default] > hologram zoom 7
∴ [default] > hologram detect_patterns
∴ [default] > reconstruct --layer=3
∴ [default] > hologram preserve_geometry
```

Example 4: Batch Processing

Create a file named `experiment.txt`:

```
text
create alpha
create beta
Tell me about quantum consciousness
consensus
hologram project
save quantum_experiment.json
```

Then execute:

```
text
∴ [default] > batch experiment.txt
```