


Escape ed Part 2

To quit ed, you can find a site like this:

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https://www.tutorialspoint.com/unix_commands/ed.htm		
		command-line option <code>-p</code> string, the command prompt is by default turned on.
	q	Quits ed.
	Q	Quits ed unconditionally. This is similar to the <code>q</code> command, except that unwritten changes are discarded without warning.

Or, you can guess that it works like more, less, and many other Linux apps, and uses 'q'.

```
Oh, many UNIX tools grow old, but this one's showing gray.
That Pepper LOLs and rolls her eyes, sends mocking looks my way.
I need to exit, run - get out! - and celebrate the yule.
Your challenge is to help this elf escape this blasted tool.

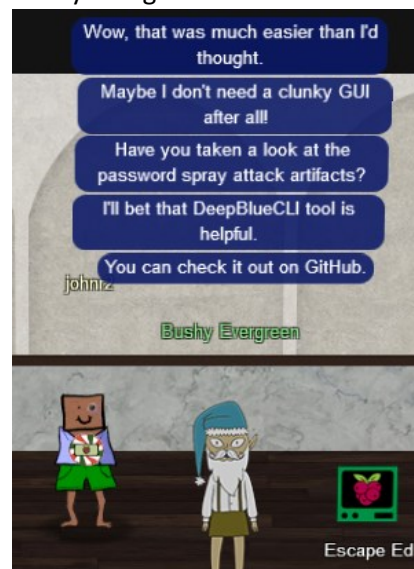
-Bushy Evergreen

Exit ed.
1100
q
Loading, please wait.....

You did it! Congratulations!

elf@532d6b858fc1:~$
```

That wasn't hard. If you are playing the game, you can get hints for the next Objective by clicking on Bushy Evergreen.



You can recover older things he's said by clicking on the drop-down by current area. Note: if you are just doing the terminals directly and not playing the game, you can skip this.

