

**babygame01**

### Description

Get the flag and reach the exit.

Additional details will be available after launching your challenge instance.

I ran the instance and it indeed was a game.

```
Player position: 3 4  
End tile position: 29 89  
Player has flag: 0
```

A large grid of dots representing a game map. The player's position is at row 3, column 4, indicated by a small circle. The end tile position is at row 29, column 89. The player has a flag.

X

The '@' was the player.

I found out you could spam aswd's to get multiple inputs in.

I played around for a while, tried to find any glitches or stuff i could exploit.  
I found out that you could go off the map from the top and bottom, going too far right or left just puts you in the next line or the previous.

I thought maybe going off the map somewhere I would find something.

A few minutes of aswd'ing later, I saw a change in the Player Has flag variable:

```
End tile position: 29 89  
Player has flag: 64  
.....
```

I moved around a bit more and it changed to 46

Then when I reached the X :

```
.....  
You win!  
flage  
picoCTF{gamer_m0d3_enabled_f3416ca2}
```

ez

**picoCTF{gamer\_m0d3\_enabled\_f3416ca2}**