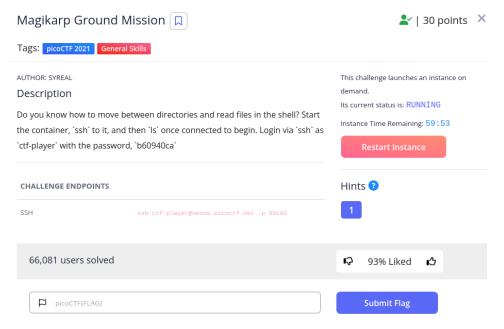
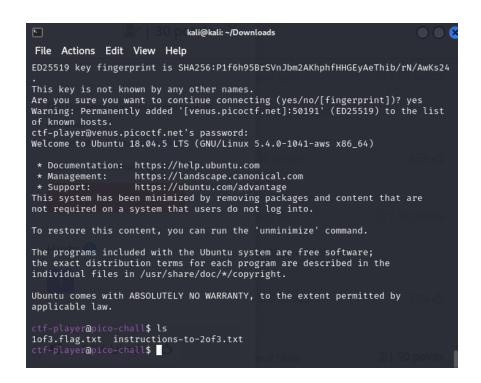
Magikarp Ground Mission



Magikarp Ground Mission challenge

The target stated by the challenge seems simple enough that is to ssh to the endpoint given and to find the flag inside it.



Magikarp Ground Mission 1

So we need to find all 3 parts of the flag since there is intructions here it's actully just follow the manual (RTFM)

```
ctf-player@pico-chall$ ls

1of3.flag.txt instructions-to-2of3.txt

ctf-player@pico-chall$ cat 1of3.flag.txt

picoCTF{xxsh_

ctf-player@pico-chall$ 6
```

Part 1

```
ctf-player@pico-chall$ cat instructions-to-2of3.txt
Next, go to the root of all things, more succinctly `/`
ctf-player@pico-chall$ cd /
ctf-player@pico-chall$ ls
2of3.flag.txt dev instructions-to-3of3.txt media proc sbin tmp
        etc lib
bin
                                            mnt root srv
                                                                 usr
             home lib64
                                              opt
boot
                                                    run sys
                                                                 var
ctf-player@pico-chall$ cat 2of3.flag.txt
Out_Of_\/\/4t3r_
ctf-player@pico-chall$ cat instructions-to-3of3.txt
Lastly, ctf-player, go home... more succinctly `~`
ctf-player@pico-chall$ cd
ctf-player@pico-chall$ ls
3of3.flag.txt drop-in
ctf-player@pico-chall$ cat drop-in/
cat: drop-in/: Is a directory
 tf-player@pico-chall$ cat 3of3.flag.txt
c1754242}
ctf-playeropico-chall$
```

Okay simple enough, RTFM and get all the flag parts

Magikarp Ground Mission 2