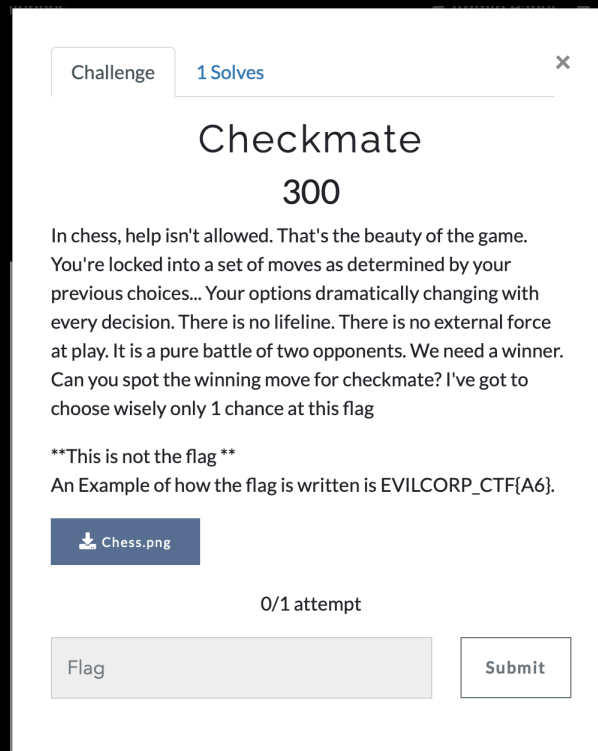# MR. ROBOT

1. This challenge is about a move in chess, notice that there is only 1 attempt allowed just like in chess there is no undos. Download the PNG to see what moves makes checkmate.

1. So looking at the PNG there is one move that makes checkmate, from knowing how to play chess the move is bishop to H6, next photo will show how this makes checkmate.

3. So when bishop moves to H6 the king is vulnerable to the bishop at F8 and G7 and notice the king can't move to G8 or E8 due to the knight being able to take the king so the king can't move anywhere causing a checkmate.

3. Input the H6 into the brackets and move on.

Challenge   1 Solves   ×

Checkmate
300

In chess, help isn't allowed. That's the beauty of the game. You're locked into a set of moves as determined by your previous choices... Your options dramatically changing with every decision. There is no lifeline. There is no external force at play. It is a pure battle of two opponents. We need a winner. Can you spot the winning move for checkmate? I've got to choose wisely only 1 chance at this flag

**This is not the flag **
An Example of how the flag is written is EVILCORP_CTF{A6}.

⬇ Chess.png

0/1 attempt

EVILCORP_CTF{H6}   Submit