

# Flag Command

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Difficulty: Very Easy

Classification: Official

#### **Description:**

Embark on the "Dimensional Escape Quest" where you wake up in a mysterious forest maze that's not quite of this world. Navigate singing squirrels, mischievous nymphs, and grumpy wizards in a whimsical labyrinth that may lead to otherworldly surprises. Will you conquer the enchanted maze or find yourself lost in a different dimension of magical challenges? The journey unfolds in this mystical escape!

### **Objective**

Find a secret command in json response and use it to get the flag

## **Application Overview**

Visiting the home page we are provided with the following page:

```
You abruptly find yourself lucid in the middle of a bizarre, alien forest.

How the held did you end up here: "pile through the gnarled trees, setting the hairs on your neck on edge. Elancing around, you spot a gangly, grinning figure lucking in the shadows, muttering 'Xclowln' like some sort of deranged mantra, clearly waiting for you to pass out or something. Creepy much? Heads up! This forest isn't your grandmother's backyard.

It's packed with enough freeks and frights to make a horror movie blush. Time to find your way out. The stakes 'Oh, nothing blg. Just your friends, plunged into an abyss of darkness and despair.

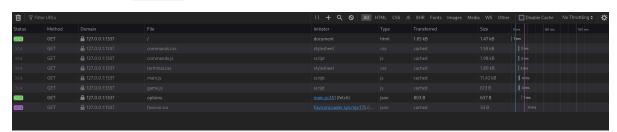
Punch in 'start' to kick things off in this twisted adventure!

>>>
```

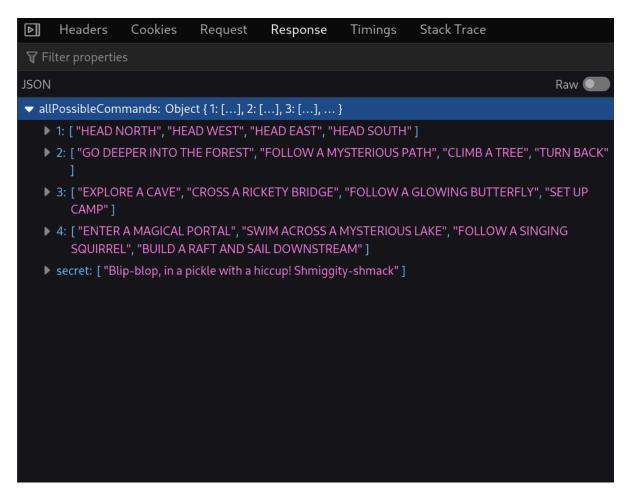
We can play the game but none of the option leads us to the flag

## **Solution**

If we simply look at the developer's tool network tab and reload the page, we can see it makes a web request to the options endpoint



Looking at the response of this endpoint. There is a secret command whose value is "Blip-blop, in a pickle with a hiccup! Shmiggity-shmack".



If we start the game and enter the secret value we get the flag.