

CHAKRAVYUH

- GAME DEV

Game :

Dungeon of Dharma

- Press Ctrl key in the keyboard for the cursor to be visible at the beginning of the game.
- The player enters their team ID in the given slot and clicks "Start" to begin the game.
- Controls and objectives are provided within the game.
- The objective is to solve riddles and use the found keywords to open chests.
- There is no time limit, but the first team to solve the game gains an advantage.

Labyrinth Lunacy

- The player spawns in a maze and must navigate to the center to collect a key.
- Movement controls include the WASD keys, arrow keys, and Shift for sprinting.
- Multiple doors block the way; each can be opened by finding the corresponding key. Once a key is collected, its door automatically opens.
- After collecting the central key, the player must return to the spawn position to complete the level.
- The maze contains traps, and players can respawn if they die.

Note:

- Keywords are displayed after the completion of each level.
Concatenate them to form the final keyword, then verify it with the host.
- Each team receives unique keywords according to their team ID.