Chakravyuham, the flagship online treasure hunt hosted by *Sycamore Labs*, was held on March 15th and 16th, 2025, and witnessed a phenomenal response from across the country. Designed to test mental agility, pattern recognition, cryptic reasoning, and sheer determination, the event drew over **1,870 registrations**, with **1,243 participants** actively competing across two evenings packed with puzzles, tension, and digital thrill. Running from 6:00 PM to 11:00 PM on both days, the event spanned **eight uniquely themed levels**, each crafted to push participants deeper into the labyrinth.

Hosted on Sycamore Labs' custom-built platform, the game presented clues through an exciting mix of image puzzles, steganography, source-code digging, mythological references, and AI-generated red herrings. With each level featuring a new narrative twist, participants had to draw from mythology, modern tech, pop culture, and web-sleuthing skills to proceed. Real-time leaderboards kept the pressure high, and the competition intense, as players raced to outwit not just the puzzles—but each other.

The event concluded with **Team CipherSleuths** emerging as the overall winners, bagging the top prize of **Rs. 15,000** and an **internship offer from Sycamore Labs**. Second place went to **SoloWolf (Karthik R from VIT)**, who impressed with a solo performance, while **Mystic404** secured third place. A special shoutout was given to *BinaryBrains*, who set a record for the fastest Level 5 clearance, solving it in just under nine minutes. The **top 20 finalists** received certificates and were featured on Sycamore Labs' LinkedIn and Instagram for their performance.

In terms of engagement, *Chakravyuham* saw more than **48,000 hits** on the website during the two-day window. On average, players spent over **40 minutes per level**, reflecting the complexity and depth of the puzzles. A total of **742 participants** cleared at least three levels, while 501 players were unable to finish, underscoring the event's challenging nature. Participants came not only from India but also from countries like the UAE, Germany, Singapore, and the USA, making it a truly global affair.

The event was promoted through a strategic social media campaign, Discord community drops, and collaboration with over **12 student bodies**, including GDSC, IEEE, and EDC chapters. Teaser videos and cryptic reels posted on Instagram gained over **32K views**, fueling curiosity and building hype in the lead-up to the launch. The event served as a major talking point across college forums and digital communities during the weekend.

Overall, *Chakravyuham 2025* proved to be more than just a treasure hunt—it was an immersive, interactive test of logic and creativity. It strengthened Sycamore Labs' position as a hub for digital innovation and puzzle culture, and left participants eagerly awaiting the next edition. Plans are already underway for an even more expansive version in 2026.