

**Sonal Mehta – Final Year, BITS Pilani:**

*"Chakravyuham was absolutely mind-bending! I've never had this much fun being this confused. Every level felt like unlocking a secret world, and the mythology twist in Level 6 was chef's kiss."*

**Karthik R. (aka SoloWolf) – 2nd Place Winner:**

*"The hunt was intense! As a solo player, I wasn't expecting to place at all. Some of the clues required serious out-of-the-box thinking—felt like a real digital escape room."*

**Amaan Qureshi – Delhi University:**

*"I loved the dark web-themed level. Whoever designed that deserves an award! The UI, pacing, and leaderboard were on point. It was my first online hunt, but definitely not my last."*

**Meghana K – Team CipherSleuths (Winners):**

*"This wasn't just a game—it was a full experience. We were calling each other, screen sharing, debating riddles for hours. The moment we cracked Level 8—we screamed!"*

**Judge & Organizer Feedback:****Arvind S. – Game Designer, Sycamore Labs:**

*"We wanted to blend tech and storytelling, and the response was beyond expectations. Seeing players analyze EXIF data, dig into source code, and solve puzzles at 11 PM—it was thrilling."*

**Shreya Thomas – Lead Event Coordinator:**

*"This was our most ambitious digital event yet, and the community showed up! The Discord was buzzing, and people even formed alliances mid-game. We already have people asking when the next one is."*

**Audience & Observer Comments (via Instagram & Discord):****@puzzlequeen777:**

*"My brain hurts. I love it. More hunts like Chakravyuham please."*

**@techy\_boi007:**

*"Best online event this semester. And the fact that it was FREE? Insane value. Well done, Sycamore Labs!"*

**@akaTheDecoder:**

*"Level 4 haunted my dreams. In a good way."*

**@silentroot:**

*"I'm a software dev and I still couldn't get past Level 7. Absolute respect to the winners."*