



Logical Labyrinth

Enter a world where patterns whisper secrets and every symbol hides a doorway to the unknown. Here, puzzles are not just challenges, they're battlegrounds, and your mind is the only weapon you carry. Each solution is a step forward, each mistake a trap laid by the very codes you seek to conquer. The clock moves unbothered, the pressure sharpens, and the room waits for the few who can see meaning inside the chaos. Decode, deduce, and endure, the game begins the moment you dare to think.

Round 1:

Welcome to the Battle Grid, where a simple 3×3 board becomes a warzone of intellect. Every square you claim is earned through codes cracked, puzzles solved, and decisions made under pressure. Here, speed is a weapon, strategy is survival, and hesitation is defeat. Complete the corresponding puzzle with the numbered box on the grid to claim it if the opponent has not already. Your team wins if you claim 3 boxes in a row horizontally, vertically or diagonally, like you do in tic tac toe, before the opponent. In case of a draw, the grid is reset. You cannot start attempting to solve a puzzle before declaring the box number out to your invigilator and can only mark the spot on the grid once your invigilator approves your solution. Speed wins.

Delegate Cap: 2

Round 2 :

The moment you enter Newton Labs, the room shifts from silence to suspicion. Every clue becomes a whisper, every cipher a locked door, and every detail a threat waiting to be decoded. This is a crime scene of logic, where evidence lies, alibis crumble, and only those who see beyond the obvious will uncover the truth buried beneath the chaos. Your task is simple to read but deadly to solve: navigate the shadows, piece together the night of the murder, and expose the mind behind the crime before time runs out. Find the cold hearted murderer, his intentions and his methods within the given time to triumph.

Delegate Cap: 3

Puzzles:

1. Caesar
2. Viginere
3. Atbash
4. Railfence
5. Pigpen
6. Tic Tac Toe
7. Suduko
8. Hashi