

THE HIDDEN CIRCLE GAZETTE

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VENUES

Squid Games

BY CURT ROSEWOOD — 2025-05-17



A Night of Thrills, Twists and Suspense in 3DXChat

We sat down with the mysterious builder-host Mr. Error behind the wildly popular weekly Squid Games event and got VIP access to all the chaos.

During one of our random room hops we saw a name that caught our attention as a worthy room to check out, so , we dove headfirst into the digital madness of the *Squid Games* room in 3DXChat, a space that feels like stepping straight onto the set of [Netflix's hit series¹](https://en.wikipedia.org/wiki/Squid_Game), minus the deadly consequences (mostly).

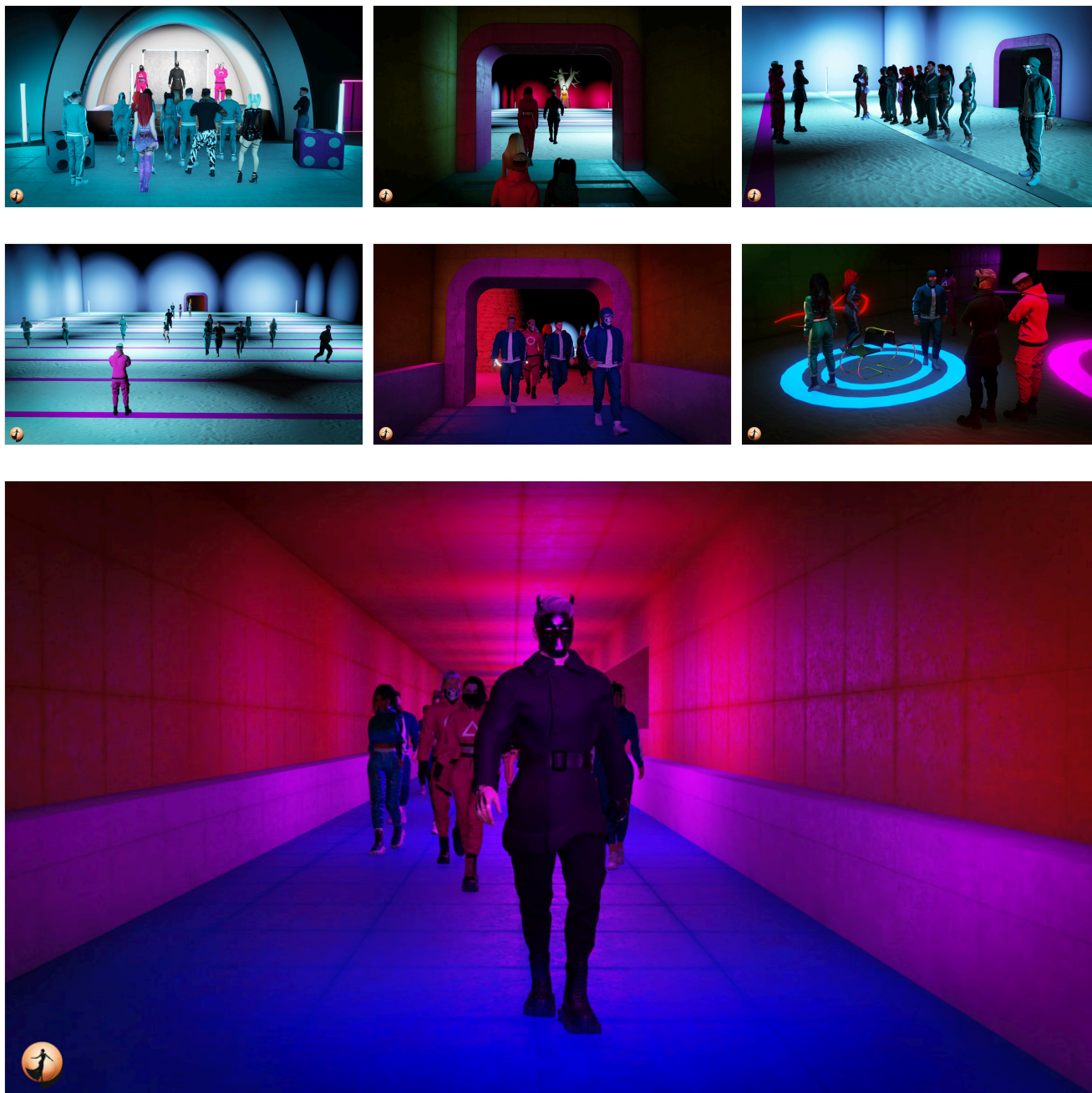
The brainchild of builder and host *Mr. Error*, this immersive experience has become a weekly highlight for players and spectators alike. With games running every Saturday at 9PM CET, the event blends suspense, competition, and just the right amount of playful drama.

We caught up with Mr.Error beforehand to learn more about what goes into building and maintaining a virtual death match that people keep coming back to week after week.

¹https://en.wikipedia.org/wiki/Squid_Game

“It Started With a TV Show and a Crazy Idea”

“I was watching Squid Games ,” Mr. Error told us, “and thought... could this somehow work in 3DX?” He laughed. “Of course, not everything can be done like in the series, the main task is to create that feeling.” That feeling? The mix of tension, excitement, and absurdity that made the show such a global phenomenon, but with a fun, community-driven twist. “I wanted to give people a break from real life,” he said. “And yes, maybe a little break from some of the usual 3DX dramas too.”



Building the Games, Without Blowing Up the Room

Building the room wasn't exactly smooth sailing. “There were definitely some ‘oh no’ moments,” Mr. Error admitted. “You know how it is, one wrong click and half the room disappears.” While he handles some of the building himself, he's quick to credit the help of others in the community. And with plans to bring on more builders and event staff, the future looks promising.

His favorite game? “Some people love the maze, for example. But for me it is the glass bridge,” though he admits it's evolved since the early days. “At first, it was almost impossible to cross. People gave up, or fell off trying to run across big gaps. Now it's easier, but... let's just say people still find ways to cheat.”

“We’re working on that,” he added with a knowing lol.

Behind the Mask: Who is Mr. Error?

A long-time member of 3DXChat, he started building after discovering the creative side of the platform. His passion for design eventually led him to create something bigger than he ever imagined. He also hinted at possible new events in the works, including a test run for Russian-speaking players, while keeping Saturday as the main event. “I don’t push people to come,” he said when asked how he promotes the room. “Those who try it usually say they like it and come back again.” Still, he acknowledged the challenge of drawing in new faces.

“You know how it is,” he joked. “Some people stand at spawn for a few seconds, fly around, then leave. But if they stay... they get it.” And yes, he confirmed it’s an erotic game environment, but with far more depth than many expect. “That’s why I love doing this,” he added. “To show the other side of 3DX. There’s so much talent here, so much creativity.”

Game Night: Walking the Plank

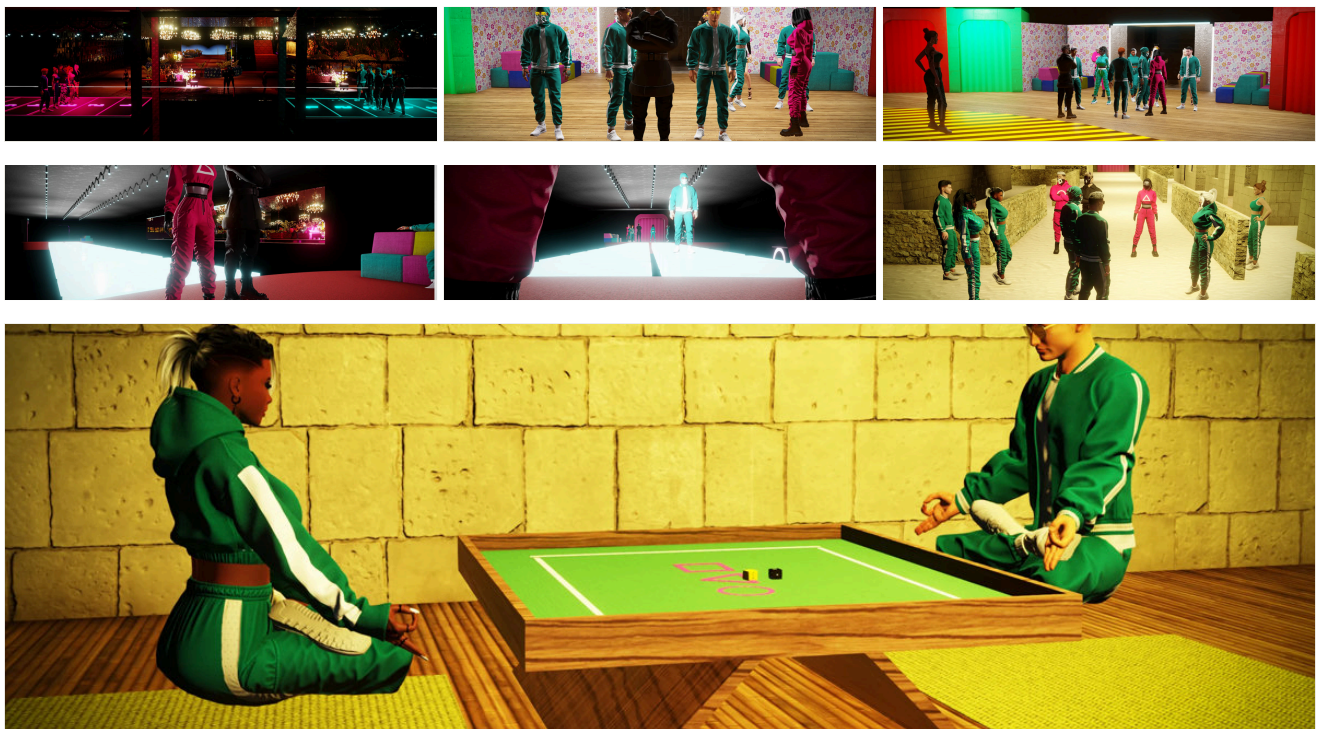
Stepping into Mr. Error’s virtual arena felt like walking straight onto the set ~ and this time, we had front-row seats. The Gazette was granted VIP access to the games, as VIP’s so we donned ourselves in our finest clothes, each placing a gold mask on our faces and took our seats in the hidden VIP areas to get first hand views of the action.

From the moment we stepped inside, any Squid Game fan would instantly recognize the meticulously crafted scenes — the red-and-green color scheme, the imposing doll watching from above, and the sterile white arenas echoing with anticipation. Each game space mirrors key moments from the show:

- The Red Light, Green Light opener, where one wrong move means elimination
- The Marbles Game , where trust and betrayal collide
- The brutal Tug-of-War , where teamwork can still end in betrayal
- And of course, the infamous Glass Bridge , where logic meets luck and one wrong step could send you plummeting

As a long-time fan of the show, it was surreal. This wasn’t just a themed room, it was a living, breathing homage to the series, reimagined for the playful chaos of 3DXChat.

We weren’t just spectators either. Before the first whistle blew, we placed our own small bets on who we thought might win. Two reporters, two picks and only time would tell which instinct paid off.



Game Night Begins: From Practice Runs to Eliminations

The night kicked off with the Red Light, Green Light game, but this was just a practice round. Players lined up nervously as Mr.Error gave the signal. Some moved too soon, others hesitated, clearly not everyone had mastered the rules yet. But no one was eliminated, at least not yet. The clear standout? Potion, who aced the challenge and looked ready for what was coming next. As the real rounds began, the pace picked up. Each game followed the structure of the show, with players being eliminated after every round. One reporter's pick was out early, betrayed by nerves and poor timing. But the others? Still in the running.

Then came the Tug-of-War , and with it, some truly heart-pounding moments. Teams rolled for the highest points, teetering back and forth over the edge of the platform. When one team finally lost and tumbled down, Mr.Error didn't let them off easy. In true Squid Games fashion, he made each member of the losing team name someone else, and that person was eliminated. Harsh? Absolutely. Hilarious? Also absolutely.

Betrayal in the Alleyways and lost in a Maze

Next, players were paired off and led into the alleyway scene, a direct nod to the unforgettable moment in the show where alliances are formed... and then shattered. Mr. Error had explained earlier that this stage was all about personal choice: "It's about you... only the winner advances."

They played in private group chats, a clever way to keep things intense and unpredictable. When the pairs emerged, only one from each remained standing. Now down to four players, the tension was unbearable. Our reporter's choice, walking happily to what ever was to be faced next!

The remaining players entered the maze, a confusing twist of corridors, fake walls, and dead ends. Only two would make it out, and they'd need both brains and luck. After what felt like an eternity (and a few frustrated avatars), two players finally found the exit. Cheers erupted from the crowd. And yes this reporter's pick was still in it.

Final Showdown: Chair, Quiz, and Lucky Game

With just two left ~ Potion and His opponent ~ the final showdown began. Mr. Error raised the stakes: "There are three games: chair, quiz, and lucky game. Whoever wins two is the absolute winner." A roll of the dice decided who picked first and Potion chose the chair game , best of five. It was nail-biting stuff. Mr.Error tried throwing them off with misdirection and teasing, but both players stayed laser-focused. Every round was a close call.

When the dust settled, it was one all.

Now it was time for the final test : a quick-fire math quiz . Five questions. First to get all five right wins. And just like that..... boom: five correct answers. Victory! Our reporter's pick, Potion, stood victorious, crowned champion of the night and awarded 6000 xGolds . The music swelled, it played perfectly in every aspect of the evening, and somewhere in the background, Mr.Error we are sure smiled, proud of another night well-played.



Winner's Words

After the match, we caught up with the newly crowned champion, Potion, who shared his thoughts on the win:

I am really happy to have won this edition of Squid Game and I will certainly also participate in the next. Now I'm on the winners' wall! Potion

He was also happy to hear that he had been our reporters choice from before the first game started.

Final Thoughts

Walking out of the Squid Games room that night, we couldn't help but feel like we'd been part of something special, even if we didn't win the prize money. Whether you're playing, spectating, or just curious, the weekly event offers a unique blend of nostalgia, interactivity, and community spirit. And behind it all stands a humble builder and a fantastic team with big imaginations and a love for bringing people together.

So if you're looking for a thrill without the trauma, a laugh without the pressure, and a place where the games never stop: don't miss the Squid Games room ~ every **Saturday at 9 PM CET** in 3DXChat. VIPs welcome. Cheaters discouraged. Fun guaranteed!

With special thanks to Mr. Error.

Interested players can join the [Squid Games discord](#)².

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²<https://discord.gg/bz6wjtJ9yw>