

Quakelock Sherlock

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1. Installation

The file qlsl.zip contains:

- qlsl.pdf - This file
- qlsl.bsp - Put this in quake\id1\maps

After copying qlsl.bsp into quake\id1\maps, play quake as usual. Then, press the "~" key and type "map qlsl" to play.

2. Introduction

Professor Moriarty has locked Holmes inside a dungeon. Holmes has one shotgun with 25 shells and a lightning gun with 27 cells. There are five corridors and one of them leads to the exit and to safety. The only problem is that there is one shambler in each corridor.

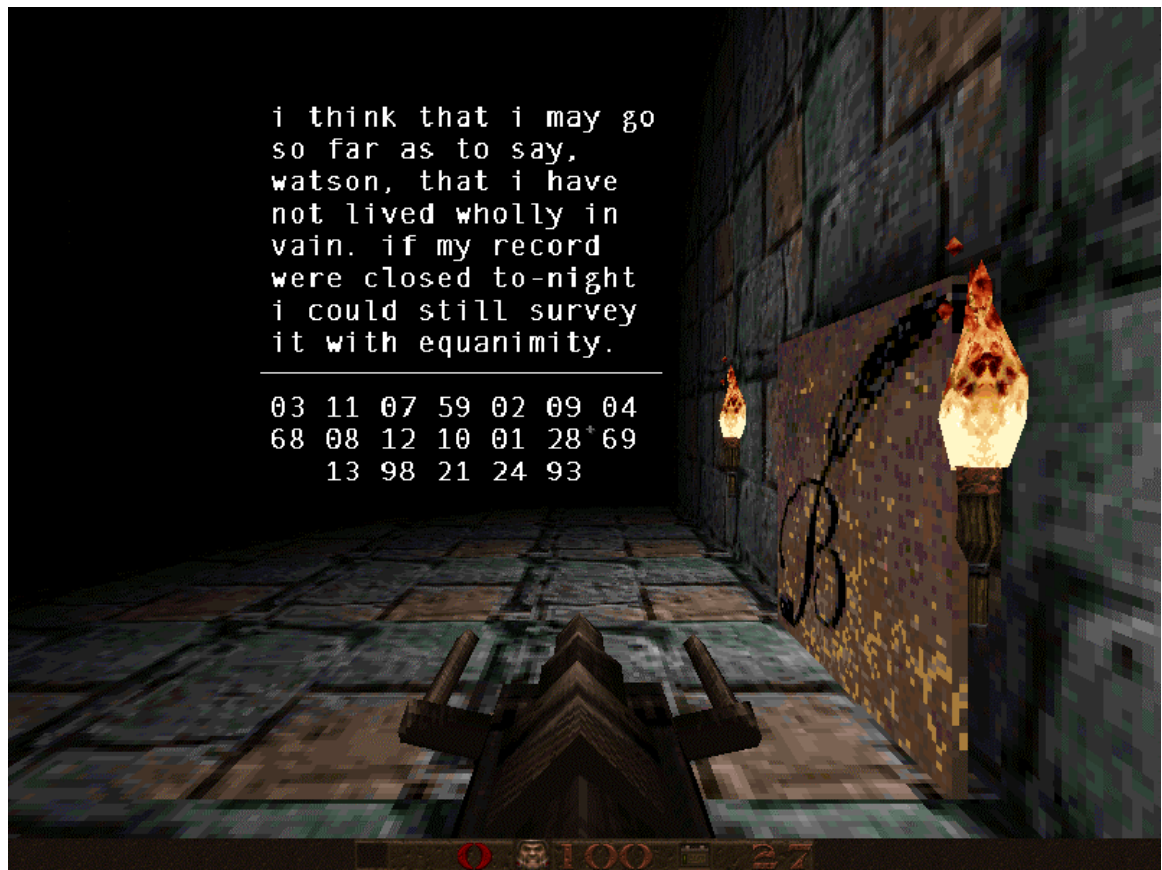
The lightning gun can only kill one shambler before Holmes runs out of ammo. After that, he is left with just shotgun shells—and killing a shambler with a shotgun is a bit like trying to put out a volcano with a glass of water.

So, Holmes has to choose the right exit in the very first attempt. To do this, he has to read the writing on the wall and solve the puzzle, which will point him to the right door.

3. Credits

This level was created with qED Lite 1.0. Textures were managed using TexMex 3.4. The image for the stone walls of the dungeon came from a photo taken by Ian Britton, which was downloaded from freefoto.com. The quote on the wall comes from *The Final Problem* by Sir Arthur Conan Doyle. The methodology of the puzzle was inspired by the cipher created by Thomas Jefferson Beale in 1820. Paul Hoffman's book *Archimedes' Revenge*, which gives a detailed account of the Beale ciphers, was extensively consulted while creating this game.

WARNING: CHEATS AHEAD!!!



If you look at the visual above, it contains characters and numbers.

Let us put all the characters—all 160 of them—in a table and highlight the characters that are referred to by the numbers. Note that we are using the tilde (~) character to represent space.

#	Char	#	Char	#	Char	#	Char
01	i	41	w	81	v	121	i
02	~	42	a	82	a	122	~
03	t	43	t	83	i	123	c
04	h	44	s	84	n	124	o
05	i	45	o	85	.	125	u
06	n	46	n	86	~	126	l
07	k	47	,	87	i	127	d
08	~	48	~	88	f	128	~
09	t	49	t	89	~	129	s
10	h	50	h	90	m	130	t
11	a	51	a	91	y	131	i
12	t	52	t	92	~	132	l
13	~	53	~	93	r	133	l
14	i	54	i	94	e	134	~
15	~	55	~	95	c	135	s
16	m	56	h	96	o	136	u
17	a	57	a	97	r	137	r
18	y	58	v	98	d	138	v
19	~	59	e	99	~	139	e
20	g	60	~	100	w	140	y
21	o	61	n	101	e	141	~
22	~	62	o	102	r	142	i
23	s	63	t	103	e	143	t
24	o	64	~	104	~	144	~
25	~	65	l	105	c	145	w
26	f	66	i	106	l	146	i
27	a	67	v	107	o	147	t
28	r	68	e	108	s	148	h
29	~	69	d	109	e	149	~
30	a	70	~	110	d	150	e
31	s	71	w	111	~	151	q
32	~	72	h	112	t	152	u
33	t	73	o	113	o	153	a
34	o	74	l	114	-	154	n
35	~	75	l	115	n	155	i
36	s	76	y	116	i	156	m
37	a	77	~	117	g	157	i
38	y	78	i	118	h	158	t
39	,	79	n	119	t	159	y
40	~	80	~	120	~	160	.

From the table, let us take the characters corresponding to the numbers on the wall:

03.	t
11.	a
07.	k
59.	e
02.	~
09.	t
04.	h
68.	e
08.	~
12.	t
10.	h
01.	i
28.	r
69.	d
13.	~
98.	d
21.	o
24.	o
93.	r

Put this together and it reads:

TAKE THE THIRD DOOR

So, in order to complete the level, all you have to do is kill the shambler in the middle!