

# Solution to The Count of Monte Cristo

Alex Weingart

The Algorithm:

- 1) The letter of the current square dictates the direction. I.e., a C, according to the compass, would tell you to go up.
- 2) The orientation of the compass changes depending on your last move (“there are no real compasses in prison”). For example, if your previous move was upper left, you are facing the upper left, and that is your “north”. A, B, C, or D would tell you to continue in that direction.

The Moves:

- 1) Orientation: Up + Letter: C = Up (H)
- 2) Orientation: Up + Letter: H = Right (A)
- 3) Orientation: Right + Letter: A = Right (T)
- 4) Orientation: Right + Letter: T = Up-Left (E)
- 5) Orientation: Up-Left + Letter: E = Up (A)
- 6) Orientation: Up + Letter: A = Up (U)
- 7) Orientation: Up + Letter: U = Left (D)
- 8) Orientation: Left + Letter: D = Left (I)
- 9) Orientation: Left + Letter: F = Up (F)

The Solution:

L	I	V	E		O	O	D	O	S	I
A	D	D	R		C	H	R	E	F	R
U	N	D	E	R	M	A	O	E	I	P
N	O	O	D	E	B		W	N	N	S
D	I	E	K	P	H	A		P	E	E
R	E	V	E	N	E	G	L	L	S	E
Y	E	L	P	E	E	E	E	W	I	N
Q	E	L	B	A	H	T	U	A	L	G
U	T	V	I	L	N	L	A	T	L	A
I	O	I	I	I	A	B	B	E	I	B
L	U	C	K	M	A	M	O	R	K	H

**CHATEAU D'IF** (the name of the Count's prison)