

## THE WHITE FEATHER CLOAK: Part I

### SOLUTION

About this solution: not every input given below is vital to the completion of the game, but all add to the atmosphere or to the player's understanding. The order of events may be varied to some extent.

Special commands: L or LOOK AROUND redescrines the current location.  
Q ends the game.  
SAVE stores the current position to tape or disc.  
LOAD reloads a saved position.  
Directions can be shortened to N, S, W, E, U, D.  
A response to a 'rude word' input is traditional in adventures; if you wish to test this without soiling your keyboard, type CURSE.

### Introduction

From the poem we learn that Cedric is a young gnomish knight, once squire to the great warrior, Borin the Bold. Together they recovered the White Feather Cloak from the sorcerer Grimbald, who is believed to have died in that fight. The Cloak is the sacred treasure of the gnomes and enables its wearer to fly.

Cedric has just arrived to attend the wedding of Borin and Princess Elsbeth. He finds Borin's house destroyed and Borin missing. Although he does not know it, some of the king's guards are looking for him.

In the game you play not Cedric exactly, but 'a voice in his head' which he sometimes disregards - he has a will of his own.

### The Beginning

Cedric has several options: to enter the house and examine various things there, or to go to the castle and then east to the swamp, north to the woods or west to the inn. However, all these can be done later; the one thing which Cedric must do before being arrested is to collect the pince-nez, which have been lost by one of the other characters.

So: N, N, Around the Castle, Get Pince-nez, Examine Pince-nez, Wear Pince-nez, Accompany Soldiers.

In the final version, Cedric will be able to fight the soldiers successfully without the sword. In this version, however, test the consequences of fighting the soldiers by entering the following commands from the start: In, Examine Debris, Examine Sword, Get Sword, Examine Soulreaper, Out, Fight Soldiers, N.

### The Throne Room

Here Cedric learns of Borin's disappearance and Grimbald's apparent involvement. There is no way to satisfy the king's demands. (In the final version, the text of the king's speeches will be changed to make the situation here clearer.)



So (e.g.): Speak to King; Shrug Shoulders.

### The Cell

Cedric cannot escape, but he will be rescued after a while. The time can be cut down by typing WAIT. Meanwhile, Cedric can look around the cell. Before being released, Cedric faces a test of loyalty.

So: Read Note, Get Bread, Examine Candle, Get Candle, Get Pip, Call the Gaoler, Speak to Gaoler, Examine the Door, Examine the Window, Wait, Listen, No.

If Cedric replies 'Yes', he will be left to wait forever.

### The first riddle: LOVE

#### The Princess

Examine Princess, Kiss Princess, Speak to Princess, Yes, Take belt, Examine belt, Take Handkerchief, Examine Handkerchief, Leave (take note of the Princess's parting words), E, S.

### The second riddle: BLACKSMITH

#### The Wizard

The owl is the wizard. If Cedric annoys him by trying to take things, the owl will turn him into a mouse and the game will end. To test this: Get Bottle, Get Book, Get Censer.

So: Read Book, Speak to Owl, Give the Pince-nez to him (he cannot see clearly enough to read without them), Ask Owl for help, Take the Bowl of Earth, Examine the Earth, Leave, Call Esma.

#### The Wicket Gate

E, S, In, Examine Debris, Get Sword, Examine Sword, Examine Blade, Examine Hilt, Examine Tapestry, Examine Mosaic, W, N, N, Around the Castle, N, Pick Daisies, Yes, Examine Gate.

### The third riddle: TREE

#### The Forest

N, Kill Boar, N, Examine Bird, Examine Bread, Crumble Bread, Climb Tree, N, Cut Roots.

#### The Elves' Clearing

Cedric is still tied up and so cannot reach anything. He must be patient until the elfking arrives, but even once the elfking has noticed him, he needs convincing that the Princess really sent Cedric — and quickly, or he will get bored. The elf with the white jacket was the bird in the forest.

So: Examine Elves, Speak to Elves, Examine Toadstools, Examine Elfking, Speak to Elfking, Shout, Speak to Elfking, Cut Ropes, Get Handkerchief, Unfold Handkerchief, (Now Cedric must get everything else before he takes the pot and the luckpiece.) L, Get (everything), Examine Pot, Get Pot, Examine Luckpiece, Get Luckpiece, Remove Blindfold, S, S, S, E.



## THE WHITE FEATHER CLOAK PART TWO: SOLUTION

### The password

Grimbal's Heart

### The well-bottom

Examine the clumps of light (these are a red herring); Look Up (to find the rungs); Up; Rest; Up to Lid. This cannot be moved, so - Down; Enter Recess; The snake may be examined and spoken to, but it must not be killed; Examine the Churn; Get the Churn; Examine the Back of the Recess; Push the Back; Enter Passage.

### The Dark Passages

These must be negotiated in the dark. The kitchen and thus the lower part of the castle can be reached easily (from the recess:- In; Up; North; West) but not much can be done until the gallery is visited (from the recess:- In; Up; Up; North; West; South; Up; Look through Holes; Pull Lever).

### The Gallery

Examine Pictures; Examine Frames; Examine Poppy; Turn, Pull or Open Poppy; Get Box; Examine Box; Open Box; Examine Seeds; East; Read Writing

### From the East Door

Jump; Throw Button (this stops the floor retracting, making it possible to jump, but it must be done soon after the lever is pulled); Jump; South; Attack Demons; Examine Demons (for a clue as to how to deal with them); Laugh or Sing (to frighten demons); Examine Books; Examine Open Volume (this explains why Grimbal is still alive after being 'killed' by Borin, and is a clue to the location of his soul); South; Read Notes; Get Jar; Examine Jar (the crystals must be dissolved in water (not milk) to make a solution which will work); North; North; Jump; West; West; Read Writing (this is a simple letter-substitution coded riddle: the answer is COAL; but it must be in code); VPSA; West.

### From the West Door

Jump or just South or West (the gaping emptiness is an illusion - the floor is invisible); South; Read Writing (an anagram to be solved in stages); HATE GOOD; LOVE EVIL; FEAR NOUGHT; COME IN; (the wicked slogans are also a clue to the identity of 'Borin').

### Borin

This is a false Borin. Examine Goblets; Speak to Borin; Attack Borin. DO NOT drink the wine or even pick a goblet up; do not try to leave the room before attacking Borin (i.e. by going North or South).



### The Swamp

E, E, Grab Rope (immediately), Look Around, Get Button, Examine Button, W.

### The Inn

W, W, In, Speak to George/'Jarge', Ask for Feather (or, more rudely, just Get Feather), Examine Feather, Examine Prints, Examine Trophies, Leave, W.

### The Moor

Keep going west until the horse appears.

Examine Horse, Catch Horse, Plant the Pip (in the magic Bowl of Earth), Get Apple, Examine Apple, Give Apple to Horse, Get Horse (immediately), Mount Horse.

### The Wilderness

Rub Eyes with Ointment, Look Around, N, N, Examine Trough, W, W, Climb Rubble, Move Rubble, W, Examine Door.

### The fourth riddle: MOON

### The Chapel

N, N, Examine Alcove, Climb Shelves, Get Page, Examine Page, Down, S, Climb Steps, E, Examine Water, Examine Fish, Mount Fish.

If everything needed for the next part is not carried when Cedric tries to mount the fish, there is a warning. If necessary, Cedric can escape the cellar beside the river by climbing the eroded wall. He can also return to the forest by rubbing the luckpiece - but this should only be done in the wilderness, not in the village.



### The bedroom

This is only in the Commodore version; between 'Borin's' room and the stairwell. Examine Skins; Get Skins; South.

### From the stairwell

Up; North (to see the battlements); Down; Down; North; North; Examine Door; DECAY; North; Examine Bush; Pick Rose; Examine Rose; Examine Bush; Pull or Uproot Bush; Examine Hole; Get Amulet; South; South; East; NE.

### The kitchen

The ogress must be disposed of for two reasons: she will not let the brownie talk to Cedric, and she keeps adding fuel to the fire so that it is too high to light the candle (which is only a stump).

Examine the Brownie (indicates that he may be able to translate the page); Attack Ogress; Random moves until the ogress leaves the room; Drug Soup or Put Seeds/In Soup; Random moves until the ogress falls asleep; Speak to the Brownie; Show the Page; Give the Luckpiece to the Brownie (this will enable him to fly back to the forest, thus beating the spell. Make a note of the verse — it is vital); West.

### The dining hall

Not much to do here. The parrot is only in the Commodore version: Examine Parrot; Speak to Parrot; Get Parrot; Kill Parrot — but it is purely ornamental, except for providing evidence of Grimbald's vanity; East; South.

### The Hall of Mirrors

Examine Statue (this is the "sweet unbreathing" in the elfish spell); Get Mirror; West; Drop Mirror; Scatter Petals (of Rose); East; Speak to Nymph; Examine Nymph; Ask for the Cloak; North; Light Candle; East; South; South; Pull Lever.

### Gargoyle Room

West or Examine Gargoyles or Attack Gargoyles (these are the "cold death-dealing" in the spell); Examine Flame; Burn Feather (we learnt from 'Jarge' in Part One that this is a "fire-breather's plume"); Examine Masks; Examine Gargoyles; Get Ring; Examine Ring; Wear Ring; East; North; North; West; South; Enter Mirror (only possible wearing ring); Out; Give Ring to Nymph; Wear Cloak; go back to Gargoyle Room (N; E; S; S; W) West.

### The Hall of Magic

Examine the Well; Get Egg; Examine Egg (here is Grimbald's soul); West.

### The Chair

Examine Chair; Sit on Chair; Kiss the Snake (the player will normally have tried this before, attempting to 'disenchant' the snake); Wait, or Random moves until Cedric is himself again. Drink Milk; Get Blood or Fill Churn; Look Around; Get everything lying on the ground; Wear Cloak; (Fly) Up.



## The Ending Sequence

From the Chair Room, go to the well to fill the jar with water (a churn full of water could also be used to fill the jar) — E; E; E; N; D; D; Out; D; D; D; D; Fill Jar; U; U; U; U; In; In; U; N; W; SW.

From the courtyard: Fly Up; North (the blood distracts the birds); North; North; Fly Up; In.

In the Silver Tower: Examine Chains; Dissolve Chains (using the solution; Pour Solution over Chains or Empty Jar over Chains are also possible); Speak to Borin; Out; (Speak to Borin now will prompt the player); Break Egg; Break Egg. THE END!

N.B. When Cedric tries to leave the tower, the game will end unless he has the egg and has the means to free Borin (or has already freed Borin). If he does not have the amulet (which the player should know about from the poem) Grimbald's magical bolt will turn him to stone. If he does not free Borin before trying to break the egg, or delays for an instant after Borin tackles Grimbald, Grimbald will get away with the egg (this will also happen if he tries to break the egg anywhere else).