

KOKOTONI WILF SOLUTION

This Solution for Kokotoni Wilf appeared in C+VG (Computer & Video Games) in the February 1985 issue, it was probably for the spectrum version however it should work fine for the C64 version too. This solution was scanned and converted exclusively for GameBase64 by 'The Gamebase Team' on 26 September 2003. Enjoy!

LEGEND has it that several hundred years ago in a province in Northern Europe there existed a great Magician who was known by the people of the time as Ulrich. Ulrich discovered that there had once existed a legendary Dragon Amulet, the fragments of which had become scattered throughout time. Ulrich wished to recover all the fragments but by the time of his discovery had become too old and infirm to undertake the task by himself.

So Ulrich commanded his athletic protegee Kokotoni Wilf, to recover all of the fragments for him. Ulrich sent Wilf back in time more than a million years to a period when dinosaurs still roamed the Earth. Initially the only assistance Ulrich gave Wilf was to provide him with a set of wings.

Only when all of the fragments had been collected from a particular Time-Zone was Ulrich able to offer further help by creating a glowing Time-Zone which enabled Wilf to travel to another Time-Zone where more fragments of the Amulet were to be found.

GENERAL TIPS:

Kokotoni Wilf is a big game and will take several hours to complete - even if you are an expert - so the first tip is STAY CALM. Any attempt to make short cuts is sure to lead to trouble and loss of one of Wilf's precious lives.

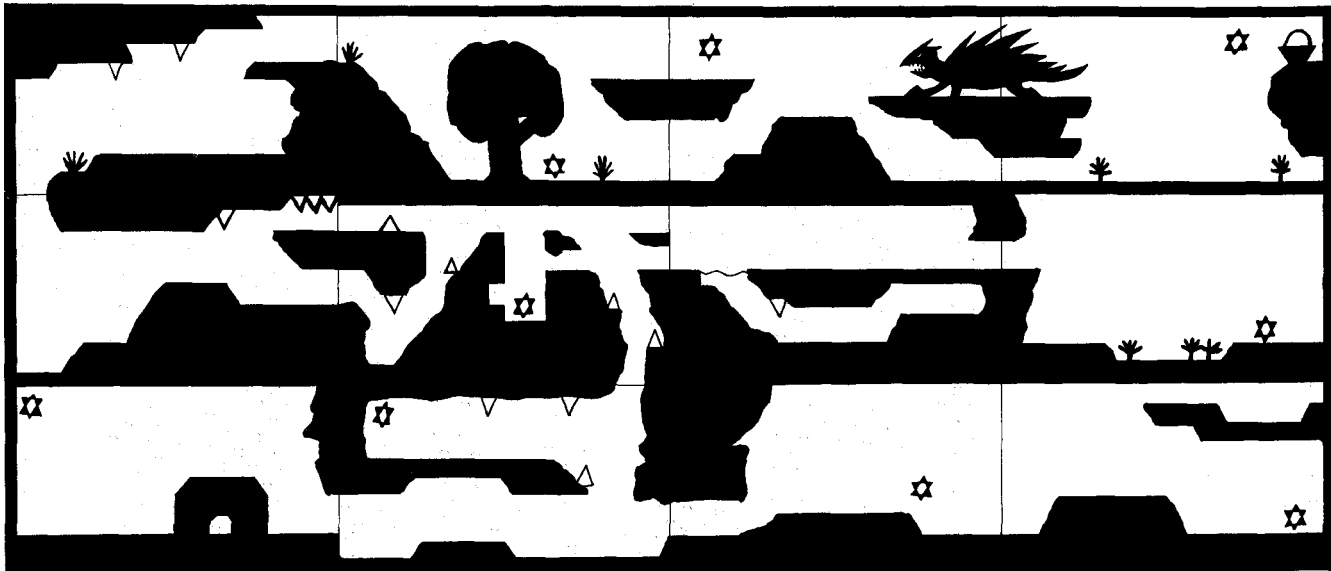
Secondly, there are a number of Kill-Colours in the game, and objects of these colours can be harmful to Wilf so be very careful when manoeuvring around yellow, purple and cyan obstacles, however innocuous they may at first appear.

Thirdly, all moving objects, animal or otherwise, are out to prevent Wilf from recovering all the fragments of the Amulet. Touch them at your peril!

SPECIFIC TIPS:

Although it's possible to start Kokotoni Wilf on either Time-Zones 1, 2 or 3 by depressing the appropriate key before commencing play, we'll assume that we've started on TimeZone 1. Wilf is easily controlled by just three keys which move him left and right and up. Repeated pressing of the "Up" key can be used to make Wilf hover and the skilled player can with practice learn to fly Wilf into and out of some pretty tight corners!

Time-Zone 1:



This is a doddle to the practised player, but can present enough problems to the beginner to warrant a few lines.

Screen 1: Wilf starts at the top left of the screen and floats down safely unless told to do otherwise. The fragment of the Amulet here is positioned just over the pterodactyl's nest. Don't venture into the nest - those baby flying dinosaurs can frighten a life out of Wilf!

Screen 2: Shouldn't present a problem, just watch out for those dinosaur's tongues!

Screen 3: Hover over the top of the flying dinosaur and as it flies underneath let Wilf fall under gravity. You should now be showing three items collected on the screen.

Screen 4: Takes Wilf into the first of many cave scenes. Mind those stalagmites, they can give Wilf an awful headache. Collect the fragment and exit this screen by falling under gravity down the tunnel at the bottom left hand corner.

Screen 5: Fall under gravity down the extreme left-hand side of this screen if you want to help Wilf avoid losing another precious life.

Screen 6: Of the two entrances to this screen from the left the safest is the upper one. Stop immediately you enter the screen and fly over the dangerously placed stalagmite on the cavern floor. Recover the fragment by entering the tunnel via the horizontal passage.

Screen 7: Can be tackled now or left to later, either way it has to be completed before Ulrich can create the Time-Gate which will allow Wilf to travel to the next Time-Period. Collecting the fragment is easy, but if you're a little slow getting out of the pool you'll be trapped by the fish. Best thing to do here is flee to the right and wait for the fish to retreat. Passing the man-eating plant requires some considerable fleetness of finger. Try hovering immediately beneath the stalagmite, as the plant begins to fall, fly up and over to the right, this will take you to screen 8.

Screen 8: Requires Wilf to accomplish a tricky little manoeuvre to recover this piece of the Amulet, hovering between the jumping plants is advised.

Screen 9: Can be a tricky one. After flying past the circling birds, Wilf's best plan of attack here is to fly over the pterodactyl and fall under gravity down the right side of the screen. On reaching the fragment, a diagonal flightpath should get Wilf safely out of reach of the dinosaur very quickly.

Screen 10: Requires Wilf to fly in from the left so that he avoids the pacing wolf. The highly toxic mushrooms on this screen are also not a recommended part of a healthy diet for Wilf.

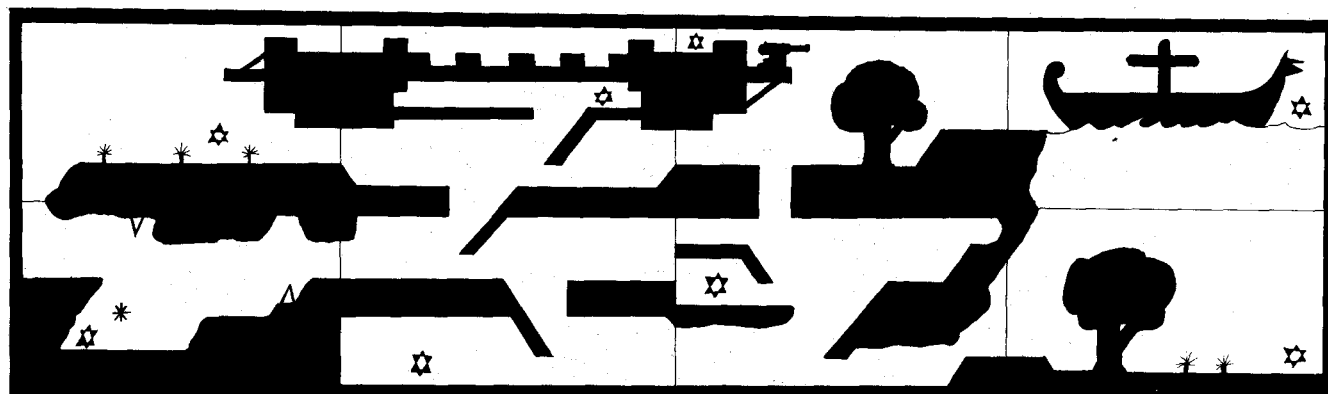
Screen 11: Is Wilf's next port of call requiring him to retrace his steps through screens 7 and 6 to reach it?

Screen 12: Is reached by retracing through screens ten and eleven and should not present any problems to Wilf.

By now, the screen should be showing 'Items Collected - 12'; if it isn't, Wilf has forgotten to collect one of the fragments from a screen he has visited. When that twelfth fragment is recovered (and not before) Ulrich creates a Time-Gate to enable Wilf to travel to the next period where more fragments of the Amulet are to be found. The TimeGate is located on screen 3 and flashes, demonstrating that it's different to a fragment which is similar in appearance.

The simple act of making contact with the Time-Gate enables Wilf to travel through to the next Time Zone. From here on, it isn't necessary to describe every screen in detail, so a few general comments about the important screens on each Time-Zone should provide all the help required.

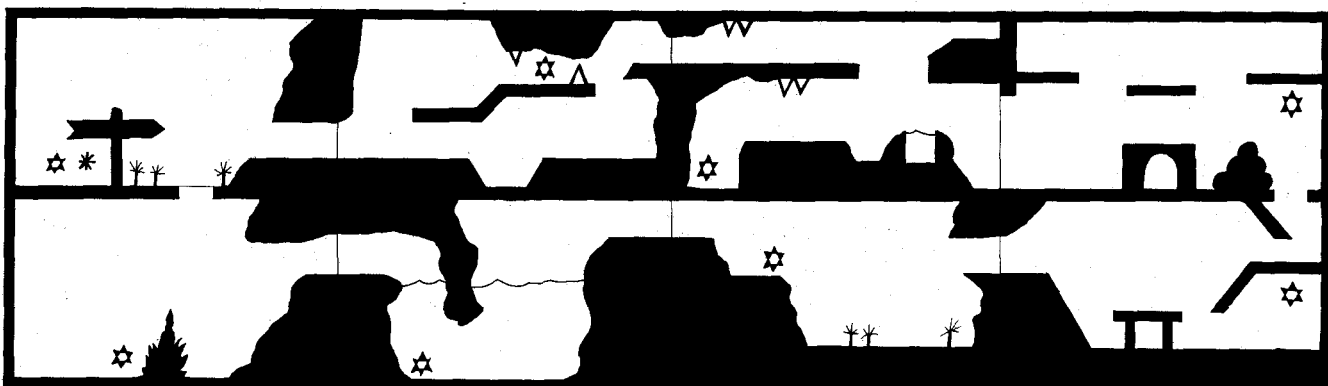
Time-Zone 2:



Time Zone 2 AD 1066

The fragment on screen fourteen is deviously placed behind the archer. To reach this, walk through the horizontal passage at the base of the castle to screen fourteen. Note that, with care, Wilf can reach screen nineteen by swimming down through the moat on screen fourteen. Also it's useful to know that screen eighteen can't be reached from screen seventeen because a monk guarding the left entrance to screen eighteen will not let Wilf through. The Time-Gate on this Time-Zone is located on screen seventeen.

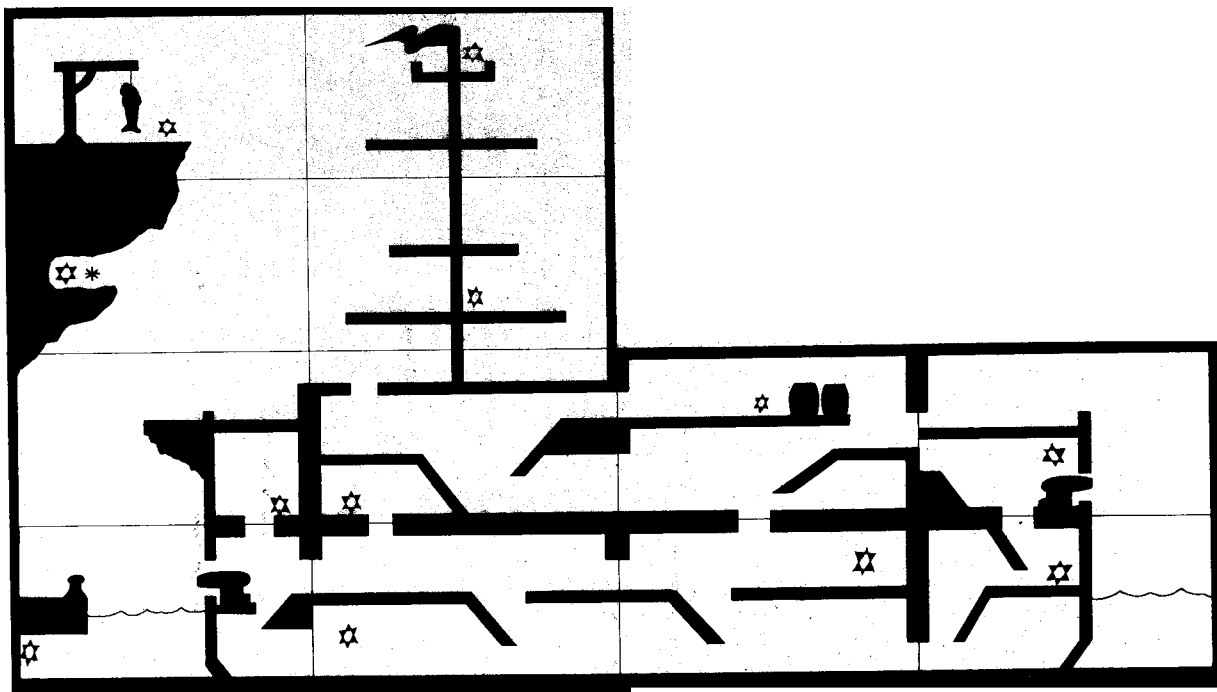
Time-Zone 3:



Time Zone 3 AD 1467

The cause of all those phone calls! If you thought getting off Time-Zone 3 was impossible, don't worry, you're not alone. Answering the phone to all the people who got stuck at this stage must have occupied us for about half of the month of September! The solution is very simple really. There's a secret passage on screen twenty-five at the top centre of the screen which allows access to screen twenty-four without the need to try squeezing past the 'impassable' bird guarding the corridor between screens twenty-four and the adjacent twenty-three. Screen twenty-seven seems to have caused a few headaches too. The best way to retrieve the fragment on this screen is to fly under the bird protecting the Amulet and, having touched it, turn immediately upward and to the right in order to escape before it returns. Passing the Sabre Tooth Tiger in order to reach screen twenty-six is best achieved by hovering under the nose of the Tiger then, as the cloud passes overhead, flying up and left at top speed before the cloud comes back. You won't be too surprised to learn that the Time-Gate to Time-Zone 4 is located on the elusive screen twenty-seven.

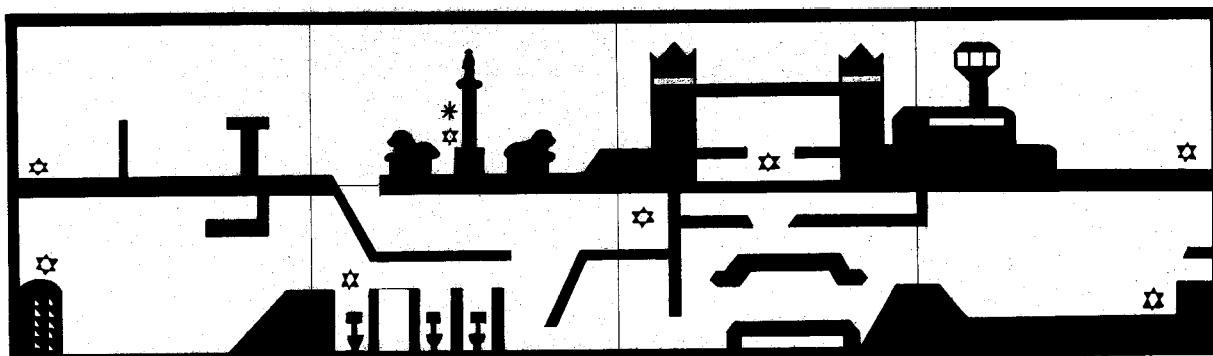
Time-Zone 4:



Time Zone 4 AD 1784

Time-Zone 4 is another of the larger Time-Zones, with twelve screens set on an old Tall Ship. By this stage, few of the screens should present Wilf with insurmountable problems. There are no secret passages on the ship. However, some of the fragments are not readily accessible and require Wilf to take a detour as in Time-Zone 2 to reach them. Of particular note are the fragments on screen thirty-three and thirty-four which must be reached via screens forty and thirty-nine respectively. Screen thirty-six is noteworthy; although it appears to be accessible from below, any attempt to pass the bird and the sailor on screen thirty-seven is doomed to failure. The only way onto the screen is via screen thirty-five. The Time-Gate to Time-Zone 5 is to be found on screen thirty-one.

Time-Zone 5:

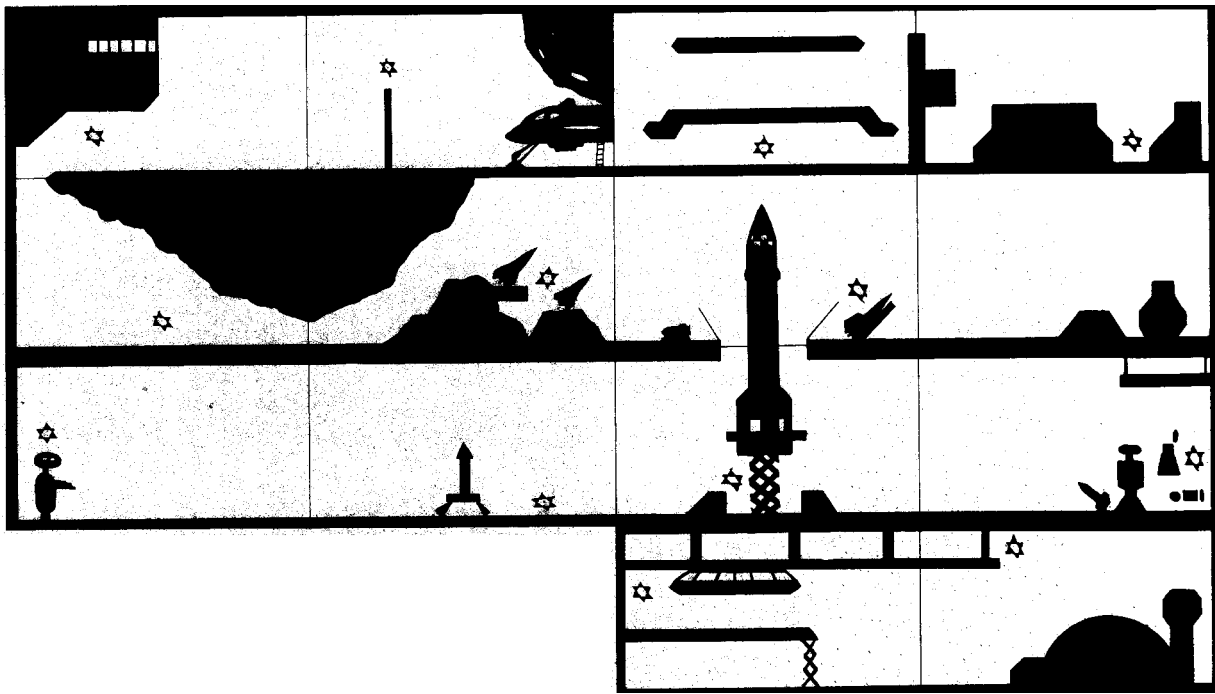


Time Zone 5 AD 1984

By the time Wilf has reached this stage in the game, few of the obstacles should be a major cause for concern. Passing the control tower on screen forty-one requires pixel-perfect manoeuvring but as possible with practice. The birds on screen forty-three also appear to present a difficult hurdle, but a keen eye will identify a 'safe' area between their flightpaths which

Wilf should aim for. Once hovering safely in this area, Wilf simply waits for the appropriate opportunity to 'nip-in' and collect the fragment. Screens forty-six, forty-seven and forty-eight feature a character familiar to all arcade adventure game players, 'Manic Willy' or, in this case, a spanner wielding Mechanic Willy. You won't be surprised to find that the penultimate Time-Gate is located on the demanding screen forty-three.

Time-Zone 6:



Time Zone 6 AD 2001

The largest Time-Zone of all and probably the most demanding. Time-Zone 6 has fourteen screens and, the most awkwardly located Time-Gate of all (well, what did you expect on the last Time-Zone?) The most important thing to be aware of here is that Wilf will need as many chances as you can give him to recover the fragment on screen fifty-seven and then touch the TimeGate that appears on the screen, so don't go making unnecessary sacrifices at this late stage. Screen sixty-one can catch you off-guard especially if, by the time you reach this stage, it's 3.30am and you've been playing solidly for 8 hours! The best thing to do when descending to this screen is to fly diagonally down and to the right as you enter screen sixty-one. This way you will just about avoid the shuttle which will otherwise crash at full speed into the side of an unsuspecting Wilf.

On making contact, the final Time-Gate will transport Will to a screen which reveals why Ulrich sent him to collect all the fragments of the legendary Dragon Amulet. Under no circumstances should you touch any of the keys when guiding Wilf to the last Time-Gate as this will have the effect of erasing the message and returning Wilf to the first Time-Zone.

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