

Arborea Walkthrough

Welcome to Arborea.

As the game begins, you're in some sort of simulation, and your goal is to find "the kernel", though you're not sure what that means yet.

Time to start exploring.

A lot of this adventure's puzzles can be solved in different orders; this walkthrough only presents one of the quickest/easiest. That means, of course, that you might want to jump into the middle of this walkthrough for a clue. If you do, I have tried to indicate what you will need to have achieved/have in your possession at that point in order to proceed.

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Getting Started

You're in a forest, and there doesn't seem to be anywhere available for you to go by moving in any of the expected directions. As you don't know where you're going yet, you wander about aimlessly.

If you're entirely new to this sort of game, the first thing to do type help. There's a clue in the text that comes up there in itself. If you don't spot it, it's to climb a tree (if you're not new to this sort of game, you've probably already done this). At the top of the tree, there's another hint that you should look for something – but what?

Check your inventory (type i), and you'll see you are carrying a gourd. Examine it, and you will find it is covered in eight little pictures. If you examine each of these images, you will get a clue (in bold letters) about a particular type of tree to look for from up here (e.g. if you examine the acorn, you will get a clue about oak trees, and if you then look for oak trees, you will find that there is parkland over to the northwest).

If you examine the trees now, you will see a table showing you what you have discovered.

Once you have revealed an area in a particular direction, you can go there using the standard compass directions (e.g. in the example above, type nw now to get to the Green Fields of England). The complete list of locations is given here.

Picture	Tree	Direction	Destination
Acorn	Oak Tree	NW	The Green Hills of England
Crab	Mangrove	W	An Island in the Caribbean
Mystic	Fig Tree	NE	The Himalayan Mountains
Fluff	Poplar	S	The Tallgrass Prairies of Missouri
Palm Leaf	Palm Tree	E	The Palm Tree Plantations of Indonesia
Pine Cone	Pine Tree	N	The Pine Forests of Scandinavia
Tree Frog	Rainforest	SW	The Amazon Basin
Upside-Down Tree	Baobab	SE	The Vast Plains of the Serengeti

And now your adventure really begins!

The Main Story

Scoring / Watch your Gourd

When you visit **every** location in a particular region, your score will go up by 3 points, and the corresponding picture on the gourd will crack. This doesn't necessarily mean you've done everything you have to do in that area, only that you've visited every place, so you might have to go back later to do some more. I guess it's not too obvious to say that you will need to get all of the pictures to crack before you can finish the adventure.

You will increase your score through various other actions as well. You can check out how and why your score is what it is at any time by typing "full score".

Misty Mountain Top

Start by heading NE to the Himalayan Mountains. The blind man there will offer you tea, possibly straight away, possibly after a few turns. For now, just say no, and examine the buddha statue as this holds an important clue for one of the puzzles later on. You can also examine other things while you're here, and you'll also see a monkey up in the fig tree. We'll get back to this after completing the enlightenment puzzle.

Enlightenment

Although we don't need to do this for anything just yet, we might as well whilst we're here, as we need light in two places further on in the walkthrough.

You will need a little bit of maths to solve this puzzle. Note the number whispered in your head (it starts with 108). You will need to choose an exit with a corresponding number that wholly divides the number in your head (look at the numbers associated with the different destinations of each exit to see what each exit's number is, e.g., if you see "To the north, you see the four propositions of ching-yuan", then north is associated with the number 4). If you travel in a given direction, then the whispered number in your head will be divided by the number of that exit (i.e., in this example, you would now get down to 27). Keep on doing that until you get down to 1, at which point you will become enlightened and start to give off light. If none of the exits available provides you with a number that you want to use, then simply look again and a new set of options will be presented (if your maths isn't up to it, then 4 followed by three 3s will get you down to 1, but don't make a mistake or you'll be sent back to 108 again).

Zen and the Art of Tea Making

The next time the blind man offers you tea (wait for a few turns if necessary), accept the tea but not the sugar. Drink the tea, and then when the blind man offers you the sugar again (he seems most insistent), accept the sugar, which will drop into an empty cup. Take the sugar cube, and the blind man will then wander off into the mountains to study Zen.

If you now climb the fig tree, you will see the macaque and a fig fruit. You want the fruit, but the macaque won't let you take it. This is the next puzzle to solve, so climb back down and head back into the forest (SW).

Monkey Business

Go E to The Palm Tree Plantations of Indonesia. Take the toy monkey and go back to where the monkey is (i.e. W, NE, climb tree). Give the toy to the monkey, then take the fruit. Go down, and you will notice the monkey follows you. If you drop the fig now, the monkey will snatch it and return it to the tree, and you'll have to do all this again; otherwise, you can leave the toy alone, go SW and you're back in the forest.

The Green Fields of England

Assuming you are now in possession of a sugar cube, a fig fruit, and are being followed by the monkey, you can now get many things completed in The Green Fields of England.

Back a Horse

From the forest, head NW. You are now in an area full of gipsy caravans and two horses. One of the horses is male, the other female. Choose how you would like the game to think of you from now on

and give the sugar cube to the appropriate horse. You will now be able to ride that horse but don't bother just yet; instead, head N to the Medieval Festival.

Shakespeare – even funnier

The Merry Wives of Windsor is being rehearsed on stage. If you watch it for a while, you will see that it involves a costume change by the main character, Falstaff. If you go E from here, you will be behind the stage, and you can then wait for Falstaff to discard his regular costume when he changes into that of a woman. There will be nobody backstage for a short period when this happens, and you will be able to take the costume. Do so, though you won't need it for a while yet. You can carry on watching what happens backstage if you like, and/or go back to the front of the stage and carry on watching from there.

Francis Drake

Go N from the front stage area to get to the posher end of the festival, where Francis Drake argues with Queen Elizabeth I in front of the royal pavilion. Wait for the queen to storm off, then give the fig fruit to Drake. Drake will take it, give you an invitation to the jousting arena to the north, then go into the tent, followed by the poor monkey who is still trying to get his fig back.

Jousting

Assuming you have just sorted Drake out, you will have an invitation to the joust. Give it to the yeoman, then go N. You are now in the jousting arena.

Wait and watch whilst various knights charge into each other until one eventually loses his head. Take the head, then go back, S.

So, what happened to the Monkey?

Go W now and see. Poor little thing. Not much you can do for him just yet, but if you show the head to the ladies in waiting or just drop it (but don't forget to pick it up), that'll give you a clue. Go E again if you do this.

Then head S, S and SE to get back to the forest. If you went to see what happened to the monkey, your score should have gone up by 3 points, and the acorn picture on the gourd will be cracked.

Axe

Go N from the forest to enter the Viking's area of the game. We're not going to do too much here just yet; just retrieve an axe from a Viking chieftain who is about to be cremated.

If you try going E from this first location, you will note that you need a gift for the Jarl's table if you're going to get in. That's something to think about. Going U from here will take you to a viewpoint over the lake below, where a Viking archer looks poised to fire a flaming arrow at a ship moored below. You're not ready to deal with him just yet either, so go D to where you entered the area, then D again to where the boat is, enter the boat, grab the axe, and come back out. U and S from here then takes you back to the forest.

(You've probably guessed what might happen if you try to launch when you're in the boat, but if you haven't, do it, then Undo!)

Three items to retrieve in the Serengeti

SE from the forest takes you to the Vast Plains of the Serengeti next to a large Baobab tree. If you go E from here, you will come to a pickup truck with a floodlight on it overlooking an escarpment further to the E. Attempting to go E again will show you what is going on there, though for now, there is nothing you can do about this so you will have to retreat W to avoid getting killed.

African Mask

You can't climb the baobab, but you can enter it (these things are huge). Take the African mask that is in there and go Out.

Dirty Plastic Card

Go SE now to enter an area of grassland where a single rhinoceros roams. These things are notoriously short-sighted but can be dangerous if they catch sight of you. Open the sacks and search the dung to retrieve a dirty plastic card. If at any time the rhinoceros charges, dodge. When you're done, go back NW.

Haunch of Venison

You will need to have the axe to do this and not be either on a horse or being followed by a monkey, which will be the case if you have been following this walkthrough, but not necessarily if you've just jumped in here.

Going S from the baobab tree is a frightening thing to do, which you instinctively refuse. The way the Masai tribesmen succeed in stealing a lion's kill by walking up to them boldly (this really is true), and there is a little clue in the message "start trekking", but just in case it doesn't click for you the answer is to boldly go S.

You're now on a timer, but it won't take long if you don't mess around. Cut the carcass with the axe, and you will have a haunch of venison. Then retreat N before the lions eat you.

You might be tempted to take the venison over to the Viking that's guarding the way into the hall, but the venison is not cooked, and they obviously can't be bothered cooking it themselves, so you'll have to find some way of cooking it yourself. This will happen a bit later – for now, go back to the forest NW.

The Amazon Basin

You will need the dirty plastic card from the Serengeti and the Axe from the ship on the lake to proceed.

First, Wash your Card

You can do this anywhere there is water. You know of one place already, the lake with the ship with the Viking chieftain inside. So, from the forest, go N, D, wash card, U, S to get back with a clean card, which you can now see is a membership card for The Rhino Warriors.

Avoid getting Bulldozed

Head SW into the Amazon Basin.

You would like to go D now, but the guy in the bulldozer, unfortunately and coincidentally (!), kicks the thing into life and trundles over you as you do, so you're going to have to sort that bulldozer out.

Start by climbing the bulldozer. This takes you to where the driver is busy having a break and listening to music. The ignition is on, but the driver is startled by the sudden change in sound and inadvertently knocks you off if you turn it off. If you look at his music player, you will see it has a volume control, and if you look at that, you will know that it can be set between 1 and 5. If you turn this volume control up gradually (i.e. first set the volume to 4, then set the volume to 5) so that it doesn't startle him, then it will be so loud that you'll be able to turn the ignition off without him noticing.

Go D, and now go under the bulldozer. If you haven't examined it before, it is certainly big enough to accommodate you below it. Cut the cables, and you've now disabled the thing (obviously, doing this without first turning off the ignition would prove fatal).

Go Out, and now you can safely go D.

Then Join the Rhino Warriors

Give your membership card to the female eco-warrior lying in the mud, and she'll give you a green parka, which is The Rhino Warrior's uniform in the Amazon. They need this as they need to recognise each other from a distance, so wear the parka, then go NW to their camp. Another eco-warrior, male this time, should be watching you, without suspicion, from above. Climb the ladder into the treehouse. Your score should now go up as you've visited everywhere in the Amazon basin, and if you look at the gourd, the tree frog picture should also be cracked.

Take the green book, go D and then take the ladder. Then go SE, U and NE to get back to the forest.

Second Visit to the Plantations

You came here earlier to get the toy monkey, but you could not travel any further because you were on foot. You should now have befriended a horse, and you should also have the green book full of passcodes from the Rhino Warriors treehouse. Additionally, you'll want to have the venison you stole from the lions in Africa. If you have all of this, you can go back to the plantation area to do a few more things.

If you've been following this walkthrough, you will have left your horse behind in England, so go NW, mount a horse (whichever one you gave the sugar to), and go SE back to the forest.

Visit the Entrance

Go E into the Plantations, then E and E again to get to the entrance of the plantation. Note the sign above the gate (it's "Palmface").

If you want to explore a bit, and you've got the ladder, dismount, lean the ladder against the building, and climb the ladder onto the roof of the outlet store. There's a skylight leading in there and a depressed orangutan who is, unfortunately, sitting on the skylight and preventing you from getting in. You can't sort this out just yet, so climb the ladder again, take the ladder, and mount your horse.

Enter the Processing Plant

Now go W and dismount. There's a door here leading N into the processing plant. If you examine it, you'll see there's a keypad next to it, and if you examine that, you'll get instructions about how to enter the four-digit code you will need. Look up palmface in the book, and you will get that code. Enter the digits one at a time as instructed, and you will then be able to go N into the processing plant.

Open the cleaning cupboard to reveal a jerry can. Take it. If you examine it, you will see it is filled with an industrial cleaner.

Cook your Venison

Put the venison in the oven. Close the oven door, and it will cook automatically. The door immediately pops open, and you now have some cooked venison. Take it. The Vikings are coming next, so get back to the forest by going S, mounting your horse again, going W, dismount (you might as well leave your horse here), and going W again.

Now Finish The Vikings after a brief visit to The Caribbean

You've already been into the Viking area to get the chieftain's axe. You should also have some cooked venison, the African mask and a severed head.

The Temple of Uppsala

Go N into the Viking area and give the cooked venison to the Viking. He will let you in, and you will now be in the Temple of Uppsala, a busy place with lots and lots going on. The Vikings are talking about something amusing that happened earlier. If you listen to them (i.e. listen to Vikings), you will discover that Ragnar Lodbrok lost a challenge to drink his wife under the table. Look under the table, and there he is. Take his horn and fill it up with mead. Go Out of the hall and S back to the forest.

First visit to the Caribbean

Go W and enter the hut. We'll come back to finish this area off later. Give the African mask to the woman there. It reminds her of where she came from and makes her well disposed towards you. If you examine the potions, you will see that one is labelled "zzzzzz". Take that one – in fact, you will just take a few drops, which you will put into your horn of mead. Now the mead is drugged, and it's time to send someone to sleep. Come out of the hut and go E back into the forest.

Sleep a Viking and Wake a Head

Go N back into the Viking area, then U, then give the horn to the archer, who will duly drain it and fall asleep. Go D now, twice, enter the ship and launch. Happily, you don't get barbecued this time. Go Out, and you will find you have reached a mist-shrouded island with a giant ash tree. Your score should go up, and the pine-cone image on the gourd will now be cracked.

Drop the head. Something weird happens, and the head "wakes up"! Take the head, enter the ship, launch, go Out, then go U and S. You're now back in the forest with an animated severed head!

The Rest of the Caribbean

Assuming you've already got what you needed from the large wooden hut, if you have Falstaff's costume and a 5-litre plastic jerry can full of cleaning fluid, you can now do everything you need to do the rest of the Caribbean.

The Pirate Ship

Go W to enter the Caribbean from the forest, then W again. Investigate the general store to the S and examine the general store owner to get a clue about what you need to do soon. Go N, then, to get out and N again. You are now on a pirate ship where many male pirates are forced to swab the deck by a sexy female overseer. Clean the deck yourself. Your industrial cleaner does the job in 30 seconds, so they all go off to get drunk. With the ship to yourself, examine the cannon and take the fuse.

The Tavern

The store owner and his wife also go to the tavern and close up their shop. Go S out of the ship and then W into the tavern. Your score should go up. Give the Falstaff costume to the store owner; he immediately changes out of it and leaves his old clothes on the floor. Search the clothes, and you will find a key. Take it. Go E and unlock the general store door with the key. Now go S into the general store, and push the barrel N. Push the barrel E and E again, and you're now back in the forest, with a barrel of gunpowder and a fuse.

The Tallgrass Prairies of Missouri

Our relationship with trees has sometimes shown the worst of us. We will venture somewhere a little dark in this part of the adventure.

To do this part, you will need the ladder, the fuse from the cannon of the pirate ship and a barrel of gunpowder, which you will be rolling rather than carrying. You will also need to be enlightened.

Retrieve the Rope

Start by rolling the barrel south to enter the prairies. You can't climb the poplar here, only the rope, but then you need the rope, and if you take it while you're up there, you can't then use it to climb back down. So, lean the ladder against the tree. Climb the ladder. Untie the rope (you automatically take it when you do this) and then climb the ladder again to get back down. Pick up the ladder before you go, as you will need it again later.

Seal the Angry Mob inside the Church

Roll the barrel south again to witness another disturbing sight. Leave the barrel here for now – don't worry, it won't get set alight, and travel east. If you examine the church and its doors, you will see the doors have looped metal handles. Tie the rope to the handles, and the people inside won't be able to get out when you do your next little trick in this area. Go back, W.

Release the prisoners

Put the fuse in the barrel, light the fuse, push the barrel west to where the prison is, then go back east and wait until you hear the sound of an explosion. Go back, W, and witness the two black men you have just released escape into the darkness. Go In, and find an older black man still there. Your score should go up, and the fluff picture will crack.

Talk to the Old Man in the Prison

This bit is just for clues, rather than something you have to do

If you show him the gourd, he is interested, so give it to him. He shakes it. Shake it yourself. Something inside? Give the gourd to the man again, and he makes as if to crush it. If all the pictures on the gourd are cracked, he will then leave the prison, happy that he's helped you enough. Can you remember where you might have to go to get the gourd crushed?

Go Out from here, then E, N and N to return to the forest.

Enter the Plantation Outlet Store

You'll need the awakened severed head, the ladder, and the friendly horse, which in this walkthrough has been left at the first location in the Plantations.

Fetch the Macaque

Head NW to go back to the green hills of England, then D, N and W to wear you left the macaque. Drop the head, or show it to the ladies, and they'll flee, and you'll have your monkey back, on your shoulder, though admittedly looking somewhat more depressed than before.

Return to the forest by going E, S, U and SE.

Visit the Orangutan

Go E to the planation. Hopefully, your horse is here, so ride it. Then go E twice and dismount. Lean the ladder against the building and climb the ladder. The monkey will go over to the orangutan, and they will both wander off together. It's a sad day for monkeys, this.

Steal some Shampoo

Enter the skylight, and you are now in the outlet store for the plantation, although there isn't much stock around. Your score should go up at this point, and the palm leaf picture on the gourd will crack.

Examining the cupboards (plural) will reveal one with the door ajar. Open the cupboard (singular), and you will find a selection of shampoo and beauty products made from palm oil, which you need to take. You might like to think who might want those before you get onto the next part of the walkthrough. Otherwise, it's time to get back to the forest, so go U, climb the ladder (you might as well leave it here now), mount your horse and go W twice, then dismount and go W.

Finish all the Buddhist stuff

You will need the samples from the outlet store. You will also need to be enlightened. Go NE from the forest to enter the Himalayas.

Ladies

Now that you "glow", you can head D to enter that dark harem. Give the samples to the ladies (or the demons, if you like), making them happy. Now go D.

Elephant

If you examine the elephant in the cavern, you will recognise Girimekhala. Interestingly enough, the cloth on the lantern also shows Girimekhala. Could this be some sort of illusion? It's realistic enough, but if you ignore it (i.e. ignore the elephant), which is what everyone always does with the elephant in the room anyway, then you will be able to pick up the cloth and continue going D.

Demon

Examine the demon to get a clue about what you might have to do. Can you remember the statue of the buddha earlier? Point to the ground, or call the earth to witness. Then go D again, and your score will go up, the picture of the mystic on the gourd will crack, and you will be back at the mid-point of the mountain. Go SW from here to return to the forest.

Finish the Serengeti

For this last part, all you need is the ornate Indian cover with the picture of Girimekhala.

Sort out the Poachers

Go SE to the Serengeti, then E to the plateau where the pickup truck is. Put the cloth on the floodlight and turn the floodlight on. Girimekhala will manifest where the poachers are, and they will run off to be eaten by the lions (hopefully).

Go E to the watering hole. Your score will go up, and the picture of the upside-down tree on the gourd will crack. If you've been following this walkthrough, all of the pictures should now be cracked.

Go W, W and NW again to go back to the forest.

Finish the Gourd

You will need all of the gourd pictures to be cracked to do this (almost) last part of the adventure—time to return to the plantation.

Go E, ride your horse again, go E again and dismount. Go N. There's a compressor here, and it looks like the kernel might be in the gourd. Put the gourd in the compressor, close the compressor door, and then take the kernel.

Your score goes up again, but you haven't quite finished.

Endgame

Ok – what's happened? The simulation has ended, but you're still stuck in the simulation area. It looks like a lot of the stuff that was used to provide you with your Arborea experience has been packed up and put away, and the "staff" seem to be getting on with other stuff, but you still don't actually have the kernel, and you need to find your way out.

First Explorations

The first thing you'll notice if you try to go U or W is that you aren't wearing anything (!) Open the basket and take the robe (you'll automatically wear it). Now you're decent and you can wander around to see what's going on in the different rooms of the simulation. There's one for each section, plus one for the Woodlands, which is where the door leading outside is, next to a receptacle for that kernel that you almost got your hands on.

Demons

Go to the English room (W and S) and dance. One of the demonic girls will stick a garland on your head and start dancing with you. Go north from here, and you will see that the dancer follows you. Go east again and then up into the Himalayan room, the lady dancing demon will then spot the angry blue demon, and they will both exit to sort out their differences (and there certainly appear to be some).

Cats and Monkeys

Go to the Caribbean room (E from the Himalayan room), examine the open locker and take the whip that used to belong to that pirate overseer. Head back W to the Himalayan room and hit the machine. Two things happen: one, you get the coin that the demon had presumably used to try to get a cup of coffee, and two, a light comes on indicating that a call was made to the maintenance crew, but they were not available. If you've been to the Missouri room, you'll know they're currently on another job putting out a fire.

Take the coin, go D now back to the Indonesian room and W to the Amazon room. Put the coin in the charity box, and you will receive a pin. Go back E and D again and use the pin to unlock the lions' cage. Open the cage and either wait for the lions to come out or enter the cage, then whip the lions. That will have sent them upstairs, straight to where the two monkeys were playing table football!

Follow them U, and you will see the lions chase the monkeys away, and you now have the game of table football to yourself.

Workmen

Those two guys putting out the flaming crosses didn't seem too keen to do any work. Push the table football game over to the Missouri room (W, N, W), and they'll immediately stop working and start playing. Take the extinguisher, put out the crosses, and then take a cross, which you have to drag along on your shoulder.

Now, what do you suppose you look like, in a shabby white robe, with a spiky garland on your head, carrying a cross? Go E to the Scandinavian area where that man in a long black coat is trying to preach to the pagans and see its effect on him!

He leaves his whiskey behind so take that and go over to the Woodlands area (S, E, U, N) and give it to the maintenance man there, who is pretty much having a breakdown trying to work out all those Allen keys. With him asleep, take the Allen keys, then go back S to the Indonesian room and hit the machine again. The two workers from the Missouri room, who can't claim they're busy anymore (!), will come over to start repairing the coffee machine instead.

Finally, the Kernel

You're pretty much there now. Go back to the Missouri room (D, W, N, W), unlock the game with the Allen keys, open the game, take the kernel, then go back to the Woodlands room (E, S, E, U, N), put the kernel in the receptacle and you're out!