

# Cabbage Patch Kids – Where's my Pony?

Walkthrough  
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## I. Selectable Characters and Ponies

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### Characters (CPK)

#### Male Cabbage Patch Kids

- Larry Joseph
- Dominic Alexander
- Dylan Maximus

#### Female Cabbage Patch Kids

- Julie Marie
- Amanda Elizabeth
- Zoe Dalton
- Samantha Sunny
- Nicole Veronica
- Lauren Jennifer

### Ponies

Thirsty - Will like you if you give her a full bucket of water to drink.  
Candy Apple - Loves to eat apples from the barrel.  
Peaches - Eats peaches from the ground out front.  
Carrot Top - Loves carrots picked from the garden.

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## II. Game Directions

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*Cabbage Patch Kids: Where's my Pony?* is simple and fun to play. To move your character around the screen all you need to do is direct the large red arrow around the screen by moving your mouse and clicking on your left mouse button to cause the character to move. Also, double clicking the left mouse button will cause the character to run.

This game also includes items that you can pick up and use during your long journey. Sometimes when you are moving the red arrow around the screen, it will turn green. This means you have found an item that you may pick up, or a new direction to go. In order to tell exactly why the arrow is green, text appears on the bottom center of the screen. When you read this it tells you exactly what the arrow is pointing to.

The last item that you need to know to play *Cabbage Patch Kids: Where's my Pony?* is the inventory menu. Whenever you pick up an item it will appear at the top of the screen. You may see exactly what that item is by dragging your arrow over the item and then reading the text at the bottom of the screen. You can also use an inventory item by left clicking on it and dragging it over a character or other useable object in the game.

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## III. Introduction - Beginning the Game

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To play *Cabbage Patch Kids: Where's my Pony?*, you must first select your favorite Cabbage Patch Kid from the Character Select Screen. This is done by Left Clicking your mouse button on a character and pressing START on the bottom right side of the Character Select Screen. You may also view other Cabbage Patch Kids by clicking the MORE option located on the bottom left of the screen.

NOTE: If you already have a game started with a specific character, just select that character and a continue option will appear at the bottom of the screen.

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## **IV. Chapter 1: Selecting Your Pony**

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You begin the game on a farm in Cleveland, Georgia. Your family is moving across town to a new house. You are excited about this because the home you are moving to has a large field for you to play with your new pony. You must first decide which pony you like the most and choose him from the barn.

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### ***Front of Barn***

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Items on screen: peach, carrot

On the first screen in the game, after the introductory dialogue, collect the peach. This item is located at the bottom left hand side of the screen, and is collected by left clicking on the item when the movement arrow is green. The next item to collect on the Front of Barn screen is the carrot. This item is located on the bottom right hand side of the screen.

With these two items in your inventory, enter the Barn by clicking on the barn door.

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### ***Inside Barn***

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Items on screen: apple, empty bucket

On this screen is the first view of the pony selection in the game. Do not click on the ponies' stalls yet. First, click on the barrel of apples in the center of the screen. This adds an apple to your inventory. Next, grab an apple out of the bucket in the top center of the screen and exit the barn to return to the Front of Barn.

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### ***Return to Front of Barn***

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The last objective to be completed on this screen is to fill the bucket with water. This is accomplished by left clicking and holding the mouse button down on the empty bucket. Then drag the selected bucket over the well.

Note: Here, like in all other areas of the game you can tell when the item is over the object you want it to interact with by reading the on-screen text at the bottom of the screen. Once the bucket is full of water re-enter the Barn.

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## ***Return to Inside Barn***

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Now that you have all the items needed to select any horse, you can pick which one you like the best. This is done by feeding one a specific item from your inventory. The pony located on the lower left is Peaches. If you give her the peach from your inventory she will become your pony. Next, the pony located on the top left of the screen is Candy Apple. Make this pony your new best friend by giving her the apple from your inventory. On the top right of your screen is Thirsty, and if you give her the full bucket of water in your inventory she will become your best friend. Finally, on the lower right of the screen is Carrot Top. Give Carrot Top your carrot to choose her.

NOTE: ONCE YOU GIVE A PONY THE CORRECT ITEM THE ONLY WAY TO CHANGE YOUR SELECTION IS TO START OVER. THIS MAKES IT ESSENTIAL TO PICK THE PONY THAT YOU LIKE THE BEST THE FIRST TIME.

Once you select your new pony you will automatically be taken to the next screen, The Corral.

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## ***The Pony Corral***

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The purpose of this screen is to further familiarize you with the interactivity of the game. To do this, click on an area of the screen and cause the Cabbage Patch Kid to move. When you feel comfortable with the movement of the character left click the bell located on the central left side of the screen.

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## **V. Chapter 2: Pony's First Adventure**

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The second chapter of the game begins as soon as you ring the bell in the Pony Corral. The game responds with a cutscene and introductory message to chapter 2.

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### ***Crash Scene***

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Items on screen: chain - to open latch

The first goal in this chapter is to free the pony from the trailer. This is completed by first grabbing the chain draped over the side of the trailer. With the chain in

your inventory select it by left clicking and dragging it over the latch located on the back of the trailer.

NOTE: TRAVEL FROM SCREEN TO SCREEN IS DONE BY LEFT CLICKING WHEN THE MOVEMENT ARROW TURNS GREEN OVER A DIRECTIONAL ALERT. FOR EXAMPLE, "WALK UP ROAD."

Once the pony is free, you should travel to the next screen in the game by left clicking on the middle left side of the screen.

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### ***Secret Path Road***

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At this point in the game there is nothing specific to do on this screen. Do take note of the purple flowers located to the left of the path because you will need to return here later in the game. For now, continue up the road by clicking on the top of the screen. This will lead you to a partially paved T-Intersection.

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### ***T - Intersection***

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Items on screen: glasses

On this screen notice the glasses lying on the stump in the center of the screen. Collect the glasses by left clicking on them. With the glasses in your inventory, move to the next screen on the left by clicking when the movement arrow turns green and the text at the bottom of the screen states "Walk down Road."

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### ***Fenced Forest Path***

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Continue down the road by clicking on the central left area of the screen to the Lost Forest screen.

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### ***Lost Forest***

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The Forest Maze seems confusing at first, but is relatively easy to figure out. The path that you want to choose is the second one from the right. As a hint, there are ominous eyes staring at you from this path.

NOTE: If you happen to choose the wrong path, all you have to do is exit the incorrect path screen from either the left or right. They will both return you to the main Lost Forest screen.

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## ***Forest Path (correct)***

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Character: Colonel Casey - FOREST Stork

The character located on this screen is the poor sighted Colonel Casey. When you talk to him, you find out that his glasses seemed to have slipped off his head and he cannot seem to locate them. At this point, if you have already picked up the glasses on the T-Intersection Screen, give the glasses to Colonel Casey. He will, in turn, share with you the knowledge of a secret path that is by purple flowers on a forest road.

Giving Colonel Casey his glasses back opens the secret path by the purple flowers on the Secret Path Road.

There is a shortcut that also is available on this screen. You can return to the Crash Scene Screen by exiting to the left. Once on the Crash Scene Screen, continue down the road to the left and this will take you directly to the Secret Path Road Screen.

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## ***Secret Path Road Screen***

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Once you return to this screen move the mouse over the purple flowers located on the left side of the path. Upon performing this you will notice that there is indeed a secret path located here. Click on the Secret Path to enter a Secret Area. This will take you back to the Fenced Forest Trail, but this time you are on the other side of the fence. Grab the Wood Pile that is located in the lower center of the screen, for you will need this later.

With the Wood Pile in your inventory, exit the Secret Area the same way you came to return to the Secret Path Road.

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## ***Return to Secret Path Road***

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Upon returning to this screen head further up the road once again to the T-Intersection screen.

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## ***T - Intersection***

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Character: Bunny Bee

Once you have returned to the T-Intersection click on the right side of the screen to travel to Bunny Bee Trail. On this screen is a Bunny Bee who has lost her friend. Hear the Bunny Bee's problem by speaking to her. This will open the Bunny Bee Mini-Game. After speaking to the Bunny Bee, continue up the road to the Covered Bridge Screen.

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### ***Covered Bridge Screen***

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Character: Hiding Bunny Bee

Upon first entering this screen you should see two things. The first is that there is a covered bridge that is blocked by a fallen tree. The pony must cross this bridge for the game to continue. The second object that you will see on this screen is the Hiding Bunny Bee that the first Bunny Bee is searching for. Clicking on this Bunny Bee will begin the Bunny Bee Mini Game.

After you click on the Bunny Bee, he flies off screen, and to catch him you need to follow. This takes you to the next screen which is the River Path.

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### ***River Path***

---

Your first action on this screen should be to talk to the fleeing Bunny Bee. He explains to you that he wants to play a game.

#### **BUNNY BEE MINI GAME:**

To complete the Bunny Bee Mini Game you must catch the Bunny Bee ten times. This is done by left clicking on him when he is moving along his path. The path that the Bunny Bee takes is a figure eight around the screen. He does move quickly though, so you have to act fast to catch him.

Once you have captured the Bunny Bee 10 times he will give up and agree to be taken back to his friend.

Upon completion of the Bunny Bee Mini Game you will now see that you have a Bunny Bee in your inventory along with the wood pile. We will get to the wood pile in a bit, but first let's return the Bunny Bee to his friend.

To do this you must return to Bunny Bee Trail with the Bunny Bee in your inventory. Once on Bunny Bee, Trail click and drag the Bunny Bee from your inventory onto the Bunny Bee on the side of the road. This initiates a dialogue with both of the Bunny Bees.

Once the dialogue with the Bunny Bees is complete, travel back past the Covered Bridge to the River Path once again, and continue on to the Beaver's Dam.

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### ***Beaver's Dam***

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Character: Beaver

On his screen you will see a beaver who desperately wants your attention, and a leaky dam to your right. By speaking to the beaver you learn that he needs wood to fix his dam, and then he will open the way through the covered bridge. Give the beaver the wood pile from your inventory and then return to the Covered Bridge screen.

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### ***Final Covered Bridge***

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On the Covered Bridge screen you should notice that the beaver has held up his end of the bargain, and cleared the way for you to cross.

Your final action in this chapter should be to cross the bridge.

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## **VI. Chapter 3: Cabbage Patch Kid's Embarking Journey**

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You will start Chapter 3 in the Cabbage Patch Kid's bedroom, just as she is hearing of her lost pony. Distressed and determined, your character decides to set out and find her lost pony. First though, she must collect some 'around the house' items and eat.

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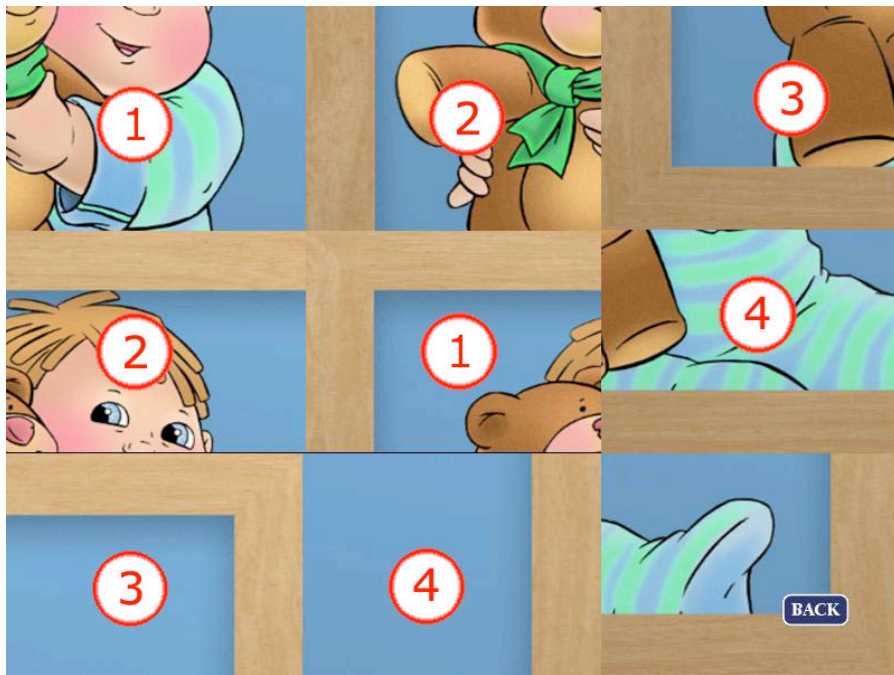
### ***Cabbage Patch Kid's Bedroom***

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NOTE: Every room in the house contains a PICTURE PUZZLE MINI GAME that can be completed. This does not advance the story of the game but can be fun to do.

## PICTURE PUZZLE MINI GAME:

To complete the picture puzzle you must unscramble the parts to reveal what the picture is. This is accomplished by clicking on one square of the picture and then clicking on a second. By doing this you switch the picture's pieces. All picture puzzles are of the same design and the order to switch them is as follows.



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Fig 1.0: Picture puzzle map - Complete the picture puzzle by switching the pieces with the same corresponding number.

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The only game item that is needed from the room is the curtain located on the window. You cannot however, take this item until you have your backpack (Located in the downstairs living room).

The first goal inside the house is to pick up your backpack. To do this, exit the room to the Upstairs Hallway.

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### ***Upstairs Hallway***

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There is another Picture Puzzle hanging on the wall over the steps. Access it by clicking on it, and then complete it with the directions listed above.

Advance down the stairs to the living room.

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## ***Downstairs Living Room***

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Items on screen: backpack

The Picture Puzzle in this room is located across from the bottom of the steps.

Collect the backpack on the coffee table in the center of the room. Once you have this you are able to collect the other items necessary in the house. To do this, first head back upstairs to the bedroom and collect the curtain from the window.

The next step is to head past the Downstairs Living Room to the Kitchen. This is done by traveling back down the stairs from the Upstairs Hallway and click on the bottom of the screen from the Downstairs Living Room.

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## ***Kitchen***

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Items on screen: sandwich

The Picture Puzzle in the Kitchen is located on the back wall behind the table.

The last action that must be completed before leaving the house is to eat the sandwich located on the kitchen table.

After you have eaten the sandwich, exit the house through the door in the Kitchen. This will take you to the front of the house.

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## ***Front of House***

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Items on screen: tire

Once you exit the house, walk to the right side of the screen and grab the tire that is leaning against the truck in the driveway. With the tire in your inventory, click on the left side of the screen to travel to the River Crossing Screen.

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## ***River Crossing***

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In order for you to continue on your journey you must first cross the river. To accomplish this use the tire with the rope hanging on the tree. Once on the other side of the river, make note of the dock located on the left side of the screen. You will need to return here to build your boat and continue on with the game.

To get the rest of the items needed to build the boat first click on the Fort to travel to the Front of the Fort Screen.

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### ***Front of the Fort***

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Items on screen: door

Before heading into the Fort grab the door that is lying on the ground. Once you have this item in your inventory, head into the Fort.

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### ***Inside of Fort***

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There is one last Picture Puzzle on the back wall of the Fort.

Inside the Fort, grab the broken pole. You should now have all the items needed to build your boat in your inventory. This includes the curtain (sail) from your Bedroom, the door (hull) from the ground in front of the Fort, and the broken pole (mast) from Inside of the Fort.

Head back out to the dock on the River Crossing Screen and build your boat.

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### ***Final River Crossing***

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To build your boat you need to use items on the dock in a specific order.

1. Use door with dock
2. Use broken pole with dock
3. Use curtain with dock

Note: This is the only way to complete the boat, and in order to complete this chapter this must be done.

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## **VII. Chapter 4: Pony's Second Adventure**

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After your Cabbage Patch Kid sets out down the river to find the pony, you will be taken back to the pony thread of the story. This starts out just on the other side of the Covered Bridge and the first screen is the Mountain Pass.

The main objective of this chapter is to help sheep cross Gullet Gorge. There are many steps involved in completing this task and are detailed as follows.

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### ***Mountain Pass***

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There are three exits from the Mountain Pass screen, all of which must be traversed at some point to complete the pony's adventure.

In order to complete this adventure, you should first travel down the road by clicking on the lower right of the screen. This takes you to Turtle Road.

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### ***Turtle Road***

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Character: Turtle

The first character you come across in this part of the story is a very nervous and confused turtle. Upon speaking to the Turtle, you learn that he is lost, and looking for the way back to his neat and tidy pond. Speaking to the Turtle automatically puts him into your inventory.

After you speak to the Turtle continue down the road to the Farm.

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### ***Sheep Farm Front***

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Character: sheep, sheepdog

The first objective to complete on this screen is to free the sheep so they can travel up to Gullet Gorge. To do this, head over to the front of the barn where there is a broken tractor leaking oil. Clicking on the oil spill causes the pony to walk over and get grease on her 'ponyshoe'. The next step in freeing the sheep is to return to the Sheep Farm Front and use the oily shoe on the gate. This opens the gate and lets the sheep travel to Gullet Gorge. (Step one complete)

The next step in completing your goal is to send Uncle Skeeter up the Mountain Pass to Gullet Gorge in order to man the tollbooth.

To complete this step, travel to the Farmhouse from the Sheep Farm Front by clicking on the lower right of the screen.

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## ***Farmhouse (Spud's House)***

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Character: Uncle Skeeter

When you arrive at the Farmhouse, you will see Uncle Skeeter standing in front of the steps. Speak to Uncle Skeeter and he will travel up to the toll booth on Gullet Gorge (Step two complete).

The third step in completing your task is to return the turtle to his pond. In doing this, you acquire the coin required to pay the Gullet Gorge Toll for the sheep. The turtle's pond is located off of the Mountain Pass. Return to the Mountain Pass and click on the right side of the screen (on the pond).

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## ***Turtle's Pond***

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Items on screen: coin

Once at the turtle's pond, place him back in the pool of water in the center of the screen. Doing this immediately starts a dialogue between the pony and the turtle. Once the dialogue is over you will have the coin in your inventory to pay the Gullet Gorge Toll to Uncle Skeeter.

Finally to complete the Gullet Gorge Toll task you must once again travel back to the Mountain Pass. This time though, click on the top center of the screen to travel to Gullet Gorge.

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## ***Gullet Gorge***

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Upon arriving at Gullet Gorge you will see some of your old friends. These include the sheep, Uncle Skeeter, and the illustrious Tollbooth. To complete this third step, drop the coin into the tollbooth. This causes the gate to open, and the sheep to gain access to the other side of Gullet Gorge (Step three complete).

The final step in completing the sheep's arduous journey across Gullet Gorge is to convince the sheepdog on the Sheep Farm Front Screen to lead the sheep across. To do this, you must travel back down to the Sheep Farm Front and once again click on the barn to bring up the close-up view of the sheepdog.

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## ***Sheep Farm Front (Barn Entrance)***

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Character: sheepdog

When you return to the Sheep Farm Front (Barn Entrance) Screen you find the sheepdog snoozing. Clicking on the sheepdog initializes the BONES MINI GAME

#### BONES MINI GAME:

The purpose of the Bones Mini Game is to satisfy the sheepdog's craving for bones. To do this, you must click the left mouse button to make him jump and grab ten bones that are moving across the screen.

Once the Bones Mini Game is complete a dialogue is started between the sheepdog and the pony. After the dialogue is over, the pony finally convinces the sheepdog to lead the sheep across Gullet Gorge (Step four - final step - complete).

This concludes this chapter and the pony's adventure. The last action to perform with the pony is to enter the Barn.

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## **VIII. Chapter 5: Cabbage Patch Kid's Second Adventure: Reunions**

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Chapter 5 is the final chapter of the game, and ends with the happy reunion of the Cabbage Patch Kid and her pony. The chapter starts at the end of the river boat journey, and the first screen is on the shore of the river.

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### ***River Boat Ride's End***

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As stated above this is the first screen of the final chapter of *Cabbage Patch Kids: Where's my Pony?*. The first action to be completed is to enter town and find the General Store.

This is done by clicking on the left of the screen.

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### ***General Store Front***

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Immediately from the River Ride's End screen you are taken to a lane in the local town. Located to the right are stores that your character likes to frequent on the weekend, and on the left side of the road about halfway up is the General Store. Click on the General Store entrance to enter the store and begin your final journey.

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## ***General Store Inside***

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Character: Tater

The first action to be performed in the General Store is to find the shopkeeper, Tater. She is too short to be seen over the counter so you must walk behind the counter to find her. Doing so initiates your first conversation with the animated Tater. She tells you that her brother, Spud, was expected to bring supplies to the store, but alas has not yet arrived. You must help Tater find her lost brother.

The first step in completing this task is to head to the Clock Tower in the center of town. To get there, exit the store and head up the road in the direction of the Clock Tower.

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## ***Clock Tower Front***

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In order to open the way further into the game, you first have to unlock the pathway necessary. This is done by entering the Clock Tower and looking out the Second Story Window. The Clock Tower entrance is the front door located in the center of the screen.

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## ***Clock Tower First Floor***

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Once inside the Clock Tower you must open the shutters on the second floor. To do this, click on the desk on the lower left hand side of the screen. This will bring up the switch controls for the shutters covering the windows. The switch on the left controls the first floor windows and is not important to the story. The switch on the right however, is the one that you want to activate. The switch box has labels that read open (up) / closed (down) and a lever to activate the shutters. Switch the lever on the right to the up position, which will open the windows upstairs. Once this is complete, you should exit the desk by clicking on the lower central portion of the screen. Then move up to the second floor of the Clock Tower by clicking on the spiral staircase in the center of the room.

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## ***Clock Tower Second Floor***

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The second floor of the Clock Tower consists of three windows, now with the shutters open, in which to view distant areas. The window that opens the way further into the game is on the right. By clicking on the window you will trigger a dialogue. When the dialogue is completed, exit the Clock Tower by traveling back down the stairs, and out the door to the Clock Tower Front.

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## ***Clock Tower Front***

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Upon exiting the Clock Tower you will see a blinking windmill on the top right side of the screen. The next step to freeing Spud is to travel to the windmill. This is done by clicking on the street on the right upper right side of the screen.

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## ***Road to the Windmill***

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At this point in the game there are no areas of interest on this screen, so continue on to the windmill by clicking on it.

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## ***Windmill Front***

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Character: Spud

When you enter this screen for the first time you will see a chicken caught on the windmill. This turns out to be the missing Spud. To find this out, click on the hanging chicken to start a dialogue. Once the dialogue is complete, try to enter the windmill by clicking on the door. This starts another dialogue with Spud where he states that the key is on the road to the windmill.

At this point, you should travel back to the Road to the Windmill by clicking on the lower center of the screen.

---

## ***Road to the Windmill***

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Once you return to the Road to the Windmill Screen, you will see that a key appears on the right side of the road. Pick up the key by clicking on it and then head back to the front of the windmill.

---

## ***Windmill Front***

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Now that you have the key to the windmill's door enter the windmill by using the key on the door. Upon doing so, you will enter the Windmill First Floor.

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## ***Windmill First Floor***

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There is nothing of import on this screen except the entrance to the Gear Room. This is on the central portion of the screen and is represented by a door. Enter the Gear Room by clicking on the door.

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### ***Gear Room***

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Upon entering the Gear Room for the first time you will see two things. One is that there is indeed a rock stuck in the gears, stopping the windmill from operating. The other item you will see in the room is a box of supplies located in the left center of the room.

At this point, pick up the supplies and exit the windmill. The next thing to do in the game is to return to the general store, and give the supplies to Tater. From the windmill to the General Store, you will travel through the Road to the Windmill, the Clock Tower Front, and the General Store Front screens.

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### ***General Store***

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When you enter the General Store give the supplies from your inventory to Tater. She will explain that she needs help opening the supplies and give you a crowbar to do so. Use the crowbar to open the supplies, say goodbye to Tater, and return to the windmill's Gear Room.

To return to the Windmill's Gear Room travel out of the General Store to the General Store Front. Once on this screen click on the upper center of the screen to travel to the Clock Tower Front. On the Clock Tower Front Screen, travel to the Road to the Windmill by clicking in the center of the screen. Once you arrive to the Road to the Windmill continue on to the Windmill Front by clicking on the windmill. Enter the windmill by clicking on the door, and then finally enter the Gear Room by clicking on the door on the left center of the screen.

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### ***Gear Room***

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The final step in freeing Spud from the windmill is to use the crowbar on the rock that is stuck in the gears. This is located on the lower left of the screen. Once you remove the rock the only thing left to do is put the broken gears back in place.

The Broken Gear puzzle consists of four gears in your inventory, four pegs to on which to place them, and a switch to activate the gears.

The diagram below represents which gears from your inventory go on which peg. Place the numbered gear (on the picture) from your inventory on the same numbered peg, and then click on the switch to complete the puzzle.



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Once the gears are activated the Windmill once again works and Spud is Free. Exit the Gear Room to the Windmill First Floor, and then exit the Windmill First Floor to the Windmill Front.

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### ***Windmill Front***

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Returning to the Front of the Windmill you will see that indeed Spud has been freed and is safe and sound on the ground again. Speak to Spud and he will invite you to his Farm for dinner. This opens the way to the Farmhouse from the Clock Tower Front. To travel down this new road return to the Clock Tower Front Screen.

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### ***Clock Tower Front***

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When you first enter the Clock Tower Front Screen you will see a familiar farmhouse blinking on the left side of the screen. Travel to the Road to the Farmhouse by clicking on the left central portion of the screen.

---

## ***Road to the Farmhouse***

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Travel through this screen to the Front of the Farmhouse by clicking on the left hand side of the screen. There is a road sign posted on the road to help direct you.

---

## ***Farmhouse Front***

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On this screen you will see your new friend Spud standing in the center of the screen. Clicking on Spud initiates a dialogue where he tells you to speak to his father, Uncle Skeeter. Uncle Skeeter is located on the next screen to the right (Sheep Farm Front)

Access this screen by clicking on the left side of the screen.

---

## ***Sheep Farm Front***

---

Uncle Skeeter is standing in front of the now open sheep's pen. Speak to him and he will tell you of the final location of your pony. She is in the barn patiently waiting for you.

Click on the barn door to enter the Barn Front Screen, and then click on the barn door again to enter the barn. Upon entering the barn you will be reunited with your pony and your adventure is complete.

Congratulations!!! You have found your lost pony.

At this point the main story to the game is complete, however there are also interesting hidden items to find. This is done by collecting scattered Bunny Bee Crystals throughout the game. By picking these crystals up you gain access to special movies and printable portraits. Detailed below in the Bonus Materials Section of the walkthrough are the exact locations of these crystals and what they unlock.

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## **IX. Bonus Materials**

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Here are the exact locations of all the Bunny Bee Crystals in the game.

1. Inside Barn (beginning of game) - in the hayloft on the top left of the screen.  
Unlocks: Cabbage Patch Kid Printable Pic
2. Crash Scene - in the lower left of the screen between a tree stump and some yellow flowers  
Unlocks: Cabbage Patch Kid Printable Pic
3. Forest Path - This one is tricky to find. First enter the Forest Maze from the Crash Scene in Chapter 2. Click on the leftmost forest path and the crystal is behind a tree in the center of the screen.  
Unlocks: Bonus Movie #1 - "Find my Way to Your Heart"
4. River Path - on the way to the Beaver's Dam located on the right side of the path  
Unlocks: Cabbage Patch Kid Printable Pic
5. Front of House: bottom right side of screen  
Unlocks: Cabbage Patch Kid Printable Pic
6. Front of Fort - center right side of screen  
Unlocks: Cabbage Patch Kid Printable Pic
7. Turtle Road - behind sunflower in center of the screen  
Unlocks: Bonus Movie #2 - "We can do what you can do"
8. Gullet Gorge - left center of screen on path in the distance  
Unlocks: Cabbage Patch Kid Printable Pic
9. Farmhouse - in front of the farmhouse on the lower left central area of screen  
Unlocks: Cabbage Patch Kid Printable Pic
10. River Boat's End - lower left side of screen behind bush  
Unlocks: Cabbage Patch Kid Printable Pic
11. Road to Windmill - behind bush on left side of screen  
Unlocks: Cabbage Patch Kid Printable Pic
12. Dead End Road - left center side of screen next to tree  
Unlocks: Cabbage Patch Kid Printable Pic
13. Final Barn Entrance - located only at the end of the game on the left side of the tractor  
Unlocks: Bonus Movie #3 - "Birth of a Cabbage Patch Kid"

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