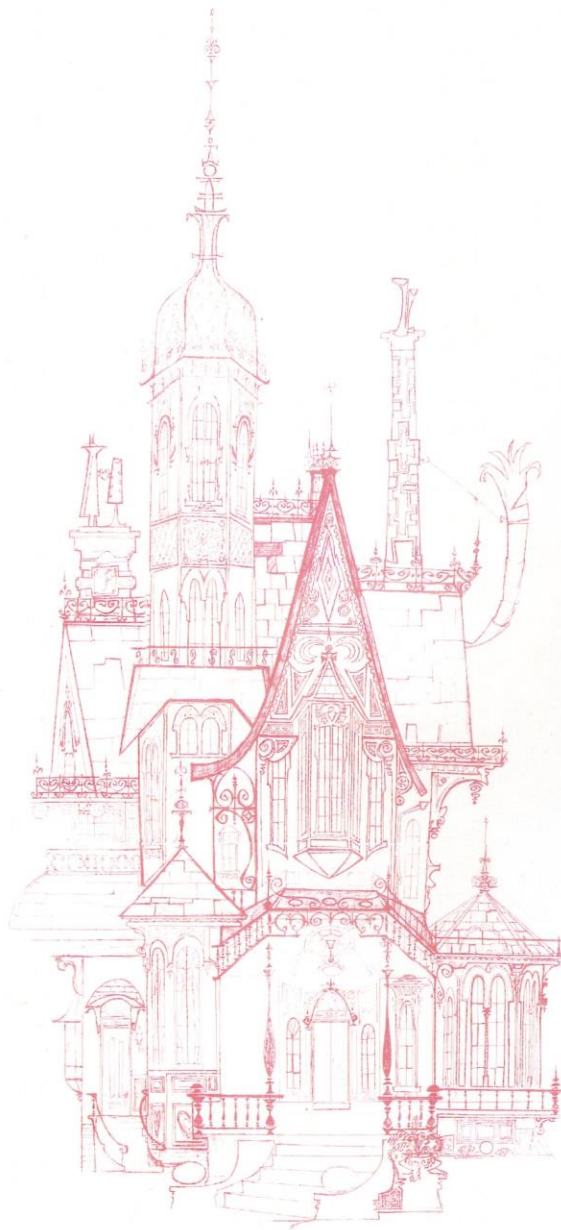




Production Bible

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At one time or another, every child has had an imaginary friend. But have you ever wondered what happens when that child has outgrown their Imaginary Friend? Where do such unwanted Imaginary Friends go? Well, they go to "Foster's Home for Imaginary Friends," a vast, sprawling, Victorian mansion with enough room for hundreds of Imaginary Friends. Here, lonely friends can find food, shelter, and the hope of being adopted by a new family. This unique shelter is constantly overrun with fantastic characters from any place in the world, from any period in time, all thought up by completely different children for completely different reasons. And each day these figments of the imagination and their caretakers live their lives together and try to get along all the while hoping for the day they get to go to their new home with a new child to love them.

The stories of Foster's focus on one particular resident, an Imaginary Friend named Bloo, who was created by smart and sensitive 8-year old boy named Mac. Bloo moved into the home when Mac's Mom told him he was too old for an imaginary friend and that he had to get rid of Bloo. Mac, who was not ready to part with Bloo, took him to Foster's and the staff there agreed that as long as Mac visits him every day, Bloo would never be adopted to another child. So every day after school, Mac diligently goes to the home to visit Bloo and the other Imaginary Friends, which is more fun than you could possibly...imagine.

MAC



Mac is a very smart, creative, but somewhat shy, 8 year old boy who has just moved into town with his Mother and older brother after his parents divorced. With the move, Mac has yet to make any friends so he spends a lot of time alone with his thoughts, particularly a thought named Bloo. Bloo is one of the many Imaginary Friends who reside at Foster's, not to mention he is Mac's best friend, which is why Mac spends most of his free time at the house. Many of the friends at Foster's have really taken to Mac.



He has become a sort of surrogate kid for them until they get an official one of their own. And for Mac the option of hanging out with a bunch of cool and bizarre characters is way more appealing than dealing with an over worked Mother and a bully of a Brother. Thankful for Bloo being able to live at Foster's, Mac gratefully helps whenever something needs to be taken care of in the home. Either assisting in an adoption, rescuing a new friend, or just dealing with a personality crisis, Mac is always there to lend a hand. He is the best kid any Imaginary Friend could ask for.

BLOOREGARD Q. KAZOO

BLOO

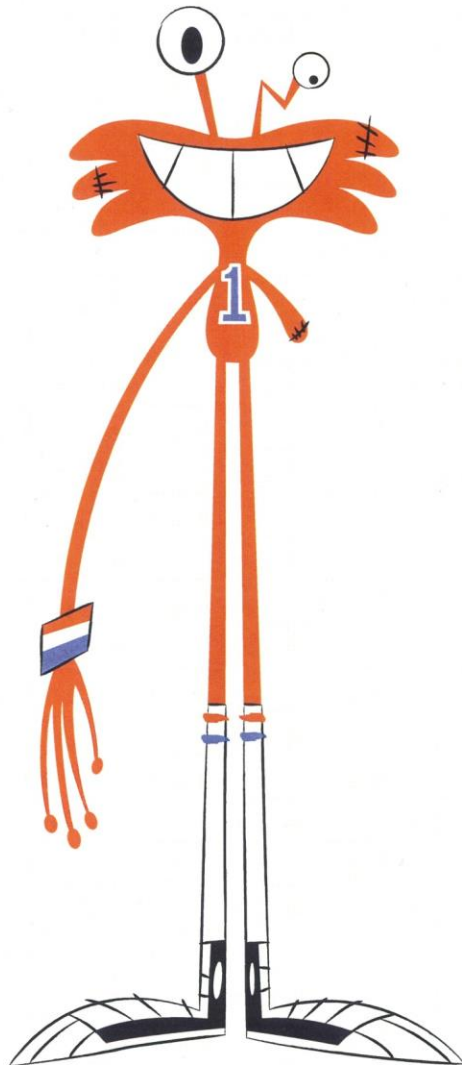


Bloo is the best Imaginary Friend ever. When Mac's parents took away his most beloved possession, his blue security blanket, Mac created Bloo. And it could be said that Bloo is just that: a walking, talking security blanket. Mac is a pretty shy and quiet kid but when Bloo is around Mac feels safe, relaxed, and comfortable. But most of all when Mac's with Bloo he's not lonely anymore because Bloo is above and beyond everything, Mac's BEST



friend. They are like two peas in a pod and rightly so because Bloo is the manifestation of the best (but hidden) parts of Mac's personality. Where Mac might be shy or timid in a given situation, Bloo is very bold and confident and often times expresses the things Mac wishes he could. This kind of makes Bloo a bit of an instigator, and troublemaker. Frequently Bloo will act or speak without thinking first which sometimes gets him in trouble. But the ever conscientious Mac is always there to get him out of whatever mess Bloo has found himself in. Together they're like a comedy duo, Mac is the straight man and Bloo is the goofball. But when seeing these two together, one thing is for sure, Mac is the best kid any Imaginary Friend could ever have and Bloo is the best Imaginary Friend any kid could ever have. And it's because of this bond between them both that Foster's let Bloo stay in the house. How could they ever separate such an inseparable pair?

WILT



Having been created as a playmate for a small boy who loved sports, particularly basketball, Wilt was the epitome of fun activity. But unfortunately for Wilt, his family moved away leaving him alone to fend for himself on the mean streets of the big city. Having lost an arm and the sight in one eye, Wilt is no stranger to hard times. But don't feel sorry for him because Wilt is an incredibly positive and optimistic guy. He knows first hand how tough life can be for an abandoned Imaginary Friend, which is why he is eternally grateful to Foster's for taking him in. But this overly positive, "everything is great", sunny disposition can get a little annoying. He is very accommodating, almost to a fault. Putting all others' needs above his own makes him a bit of a martyr. He is incredibly self-effacing and constantly apologizing for himself and asking if things are "OK". With a big smile he accepts the fact that no kid is gonna want to adopt a "broken" Imaginary Friend like himself. But what he fails to see is that there isn't a kid in the world who wouldn't love to have a friend with heart as big as Wilt's.

EDUARDO



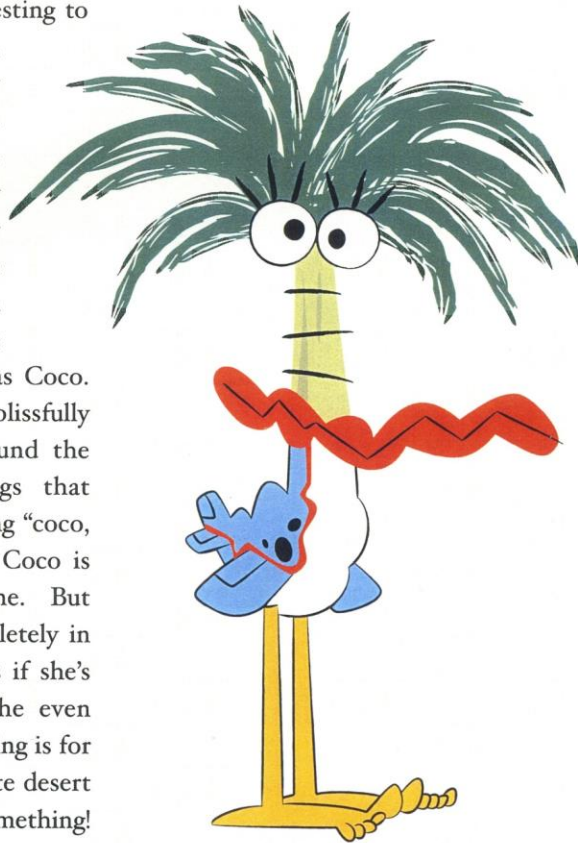
The meaning of the name Eduardo is “the happy guardian”, but perhaps “the neurotic guardian” is more appropriate in this Eduardo’s case. Created by a little boy that grew up in a bad neighborhood, it was Eduardo’s job to protect his child from danger. Eventually though the boy grew up and became a big man who could fend for himself, no longer needing Eduardo’s protection. Realizing that Eduardo’s talents should not go to waste, his



creator turned him in to Foster’s so he could be a guardian for another child. But because he came from such a dangerous environment, where trouble loomed around any corner, Eduardo developed an almost paranoid sense of doom. When he is afraid, watch out because Eduardo explodes into a panic attack of monstrous proportions! Unfortunately, everything makes him nervous: loud noises, cars, falling leaves, children – especially children. Whenever he is around a new child his nerves get the best of him and he loses it. After the terrified child has run far, far away, Eduardo is left sobbing because he wants nothing more than a new child to protect. He doesn’t mean to scare them away, it’s just that his fear of rejection makes him nervous, and his nervousness makes him fearful, and when he’s afraid he can’t control himself and... the vicious cycle begins again. Though he might look and sometimes act scary, Eduardo is by no means a monster. He is in actuality the sweetest, most sensitive Imaginary Friend ever. He just happens to be afraid of fear.

COCO

After the accident she was able to find food, shelter and all in all she was OK. But for a little girl trapped on a desert island it was difficult to fight the loneliness. Solitude does funny things to the brain, and the ideas that sometime spring forth can be quite interesting. And Coco is very interesting to say the least. Acting as a companion is the key role for an Imaginary Friend and Coco made the little girl's time on the island much more tolerable. Because she was created by a kid who wasn't in the most clear mental state, Coco is well ...a little koo koo. This is why the rescue team knew that Foster's was the only place for an Imaginary Friend as special as Coco. More like a pet than a person, Coco blissfully goes through her day running around the house, laying colorful plastic eggs that contain special surprises, and chanting "coco, coco, coco!!" You get a sense that Coco is either very, very happy or just insane. But that's OK, because Coco lives completely in the moment. She couldn't care less if she's adopted or not (one wonders if she even knows what adoption is). But one thing is for sure, if she can make life on a desolate desert island fun, then she must be on to something! Whether she knows it or not.



MADAME FOSTER



As the matriarch of the home, Madame Foster has nothing but pure, unyielding love for all Imaginary Friends everywhere. She is awed by the innocent creativity of children and feels that their ideas should never be disregarded or ignored. And all Imaginary Friends hold her in the highest regard for giving them a second chance. She has lived in the old Victorian mansion her entire life and as a child she had her own Imaginary Friend, Mr. Herriman. When she was older and her own family had moved away, she decided to sell the house. But when clearing out the attic for the movers, she rediscovered Mr. Herriman, who was waiting for her all these years. And so she opened up her heart and her home to other Imaginary Friends who may have been lost or forgotten. Even though she is incredibly kind and unselfishly caring, she can also be slightly silly and sometimes child-like. You might think that old age has caused her to lose her mind, and it has. After years of life experience she realized that adult matters aren't important to her and she was much happier as a child. So she conveniently, and intentionally, lost her mind and has been happy ever since.

MR. HERRIMAN



If it wasn't for Mr. Herriman, Foster's Home for Imaginary Friends would have never even existed, and you can be sure that this is something that Mr. Herriman will not let you forget. For it was he who was Madame Foster's Imaginary Friend since she was a little girl. It was he who waited for her in the attic of the big house all those years. And it was he who inspired her to seek out other abandoned Imaginary Friends and give them a second chance. He is an Imaginary Friend from a bygone era: he is very proper and incredibly well mannered. A bit of a stuffed shirt, he expresses little to no emotion - that sort of behavior is not conducive to a Gentleman of his standing. Besides looking after all of the Madame's needs, Mr. Herriman oversees the daily operation of the home. This rigid taskmaster expects nothing but perfection from the staff and residents of Foster's. He feels that Imaginary Friends must adhere to a strict set of rules, and he has zero tolerance for when said rules are disobeyed. So all the friends in the house have to be careful that they don't goof around too much or they'll... gulp... get sent to Mr. Herriman's office.

FRANKIE



What do you feed an Imaginary Friend? When and where do they sleep? Are they house-trained? Do they bite? It's these and a million other stupid questions that Frankie gets hit with everyday from families wanting to adopt an Imaginary Friend. And she's got all the answers, and then some. Francis (don't call her that or she'll deck you) Foster is Madame Foster's 22-year-old granddaughter and she is the engine that keeps Foster's running. Cooking, cleaning, crises (not to mention adoptions) are just some of the daily crap Frankie has to deal with. Don't get me wrong, Frankie absolutely LOVES Imaginary Friends. As a child she wanted nothing more, but her parents wouldn't let her have one. Well, now she has more than she can handle. Kind of like a big sister or a Babysitter, she is the prime (and only) caregiver at the home and it is her job to make sure all the Friends are well taken care of. Though it may sound like "fun" dealing with hundreds of Friends with a thousand different needs, a stodgy rabbit telling you how to do your job, or a Grandma who's not always quite there can sometimes be the farthest thing from "fun". But don't let Frankie's scowl fool you, deep down she knows what it's like to be a child without an Imaginary Friend and if she can help a kid get something she was never allowed to have, then she's gonna darn well do it!

