Foster's Home for Imaginary Friends™

CONSUMER PRODUCTS

DESIGN GUIDE 2006~07

WHERE IMAGINATION AND FRIENDSHIPS RUN WILD

WHAT HAPPENS WHEN CHILDREN OUTGROW THEIR IMAGINARY FRIENDS? THEY TAKE THEM TO MADAME FOSTER'S HOME FOR IMAGINARY FRIENDS, A VAST VICTORIAN MANSION WITH ENDLESS ROOMS AND HUNDREDS OF IMAGINARY FRIENDS.

AT THE HEART OF OUR STORY IS BLOOREGARD Q. KAZOO (AKA BLOO), AN IMAGINARY FRIEND CREATED BY AN EIGHT-YEAR-OLD BOY NAMED MAC. ALTHOUGH HE'S USUALLY VERY SHY, MAC FEELS SAFE AND CONFIDENT WHEN BLOO IS NEAR. BLOO, ON THE OTHER HAND, IS BOLD AND SELF-ASSURED AND OFTEN GETS HIMSELF INTO A MESS BY ACTING BEFORE HE THINKS.

FOLLOW THE ADVENTURES OF MAC AND BLOO IN A WORLD WHERE IMAGINARY FRIENDS ACTUALLY COME TO LIFE! NOTHING IS EVER MUNDANE WHEN YOU HANG OUT AT FOSTER'S HOME FOR IMAGINARY FRIENDS!

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USING THE GUIDE

WELCOME TO FOSTER'S HOME FOR IMAGINARY FRIENDS. FOSTER'S IS A PLACE WHERE FRIENDS, FUN AND PLAY RUN FREE. BUT AS MR. HERRIMAN MIGHT SAY, "RULES CAN BE FUN," SO WE HAVE A FEW GUIDELINES THAT NEED TO BE FOLLOWED WHEN CREATING PRODUCT.

- THE GUIDE IS DIVIDED INTO THREE LARGE SECTIONS: CORE, KEY THEMES AND COLLECTOR.
- THE CORE SECTION CONTAINS MASTER CHARACTER DETAILS, INCLUDING COLOR CALLOUTS AND DESCRIPTIONS FOR EACH MAIN CHARACTER.
- CORE ARTWORK AND ASSETS MAY BE USED IN COMBINATION WITH ARTWORK FROM ANY KEY THEME OR COLLECTOR SUBSECTION.
- THE CORE ARTWORK AND PALETTE MAY BE MIXED WITH THE PALETTE FROM ANY KEY THEME OR COLLECTOR SECTION, BUT THE CORE CHARACTERS, HOUSE AND BUS MAY NOT BE RECOLORED FROM THERE ORIGINAL PALETTE.
- EACH KEY THEME CONTAINS ITS OWN PALETTE DESIGNED TO FUNCTION FOR THE APPROPRIATE CATEGORIES IT REPRESENTS. DO NOT MIX PALETTES AND ARTWORK BETWEEN KEY THEMES.

USING THE GUIDE

- CHARACTER ART IS PROVIDED IN ITS FINAL FORM AND SHOULD BE USED AS IS. DO NOT FLOP, SQUASH, RECOLOR OR OTHERWISE ADJUST THE ARTWORK.

- CHARACTERS MAY BE COMPOSED TO FORM GROUPS. WHEN COMPOSING CHARACTER GROUPS, REFER STRICTLY TO THE SIZE COMPARISON CHART FOR PROPER SCALE.

- PATTERNS AND BACKGROUNDS PROVIDED IN EACH SECTION MAY BE RECOLORED, BUT MUST REMAIN IN THE PALETTE OF THEIR SECTION AND THEME, OR IN CORE COLORS.

- PRODUCT SHOULD REFLECT THE FUN, FRIENDLY NATURE OF THE FOSTER'S WORLD. UNEXPECTED PRODUCT DESIGN, APPLICATIONS AND TECHNIQUES ARE NOT ONLY APPROPRIATE, BUT ENCOURAGED IN SUPPORT OF THE SHOW'S CORE PHILOSOPHY.

- A NOTE ABOUT EDITORIAL COPY: FOSTER'S IS A PURE, CHARACTER DRIVEN WORLD BASED ON SITUATIONAL INTERACTIONS AND EVENTS. THEREFORE, REPRESENTING THE CHARACTER OR SHOW ESSENCE IN COPY IS DIFFICULT AND UNNECESSARY. LET THE CHARACTER IMAGES SPEAK FOR THEMSELVES, AND LEAVE WORDS FOR THE SCRIPT WRITERS.

- ALL ARTWORK MUST FOLLOW THESE GUIDELINES AND BE SUBMITTED IN A TIMELY MANNER FOR REVIEW, FEEDBACK AND APPROVAL. PLEASE REFER TO THE LEGAL AND SUBMISSION GUIDELINES CONTAINED IN THIS GUIDE FOR FURTHER DETAILS.

THANK YOU AND WELCOME TO FOSTER'S HOME FOR IMAGINARY FRIENDS. LET YOUR IMAGINATION RUN WILD!

CORE

THE CORE SECTION OF THE GUIDE CONTAINS ALL THE ITEMS YOU NEED FOR A GREAT DESIGN FOUNDATION. CHARACTERS, BACKGROUNDS AND OTHER SUPPORTING ARTWORK REFLECT THE ESSENTIAL SPIRIT OF FOSTER'S.

ALTHOUGH YOU CAN CREATE PRODUCTS BASED SOLELY ON CORE ASSETS, BE SURE TO REVIEW THE APPROPRIATE CATEGORY SECTIONS FOR INSPIRATIONAL PRODUCT IDEAS AND AN EXPANDED ART SELECTION.





APPAREL AND ACCESSORIES
BICYCLES
SKATES
SKATEBOARDS, ETC.
ELECTRONICS
STATIONERY
TOYS AND ACTIVITIES
BRANDED FOODS
CONFECTIONS





COR LOG 01

PANTONE PROCESS BLACK OR
C:40 M:30 Y:30 K:100

PANTONE 288
C:89 M:7 Y:0 K:0

PANTONE 204
C:0 M:58 Y:3 K:0

PANTONE 714
C:0 M:27 Y:55 K:0

WHITE
C:0 M:0 Y:0 K:0



COR LOG 02



COR LOG 03

Brothers
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890
AVAILABLE FROM: WWW.EMIGRE.COM

FINK SANS
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890
AVAILABLE FROM: WWW.HOUSEINDUSTRIES.COM

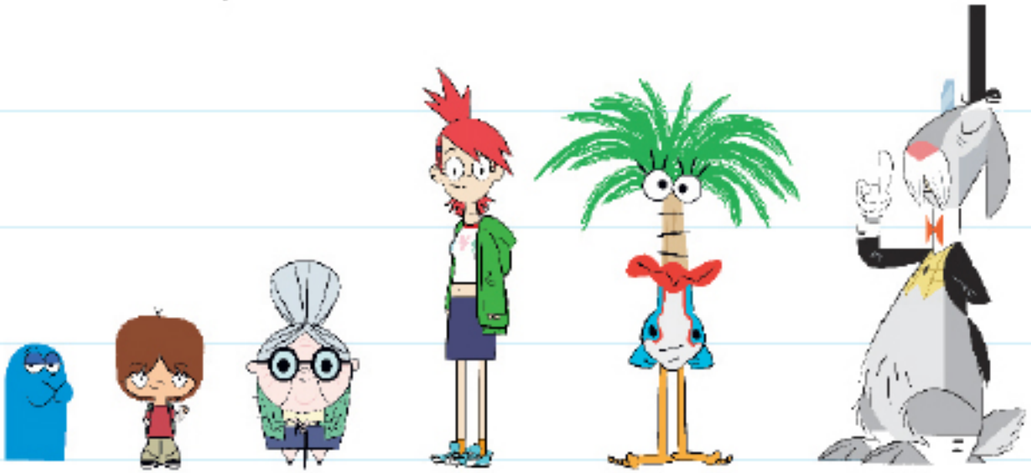
Fink Roman
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890
AVAILABLE FROM: WWW.HOUSEINDUSTRIES.COM

ROSEWOOD FILL
ABCDEFGHIJKLMNOPQRSTUVWXYZ
ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890
AVAILABLE FROM: WWW.LINOTYPE.COM

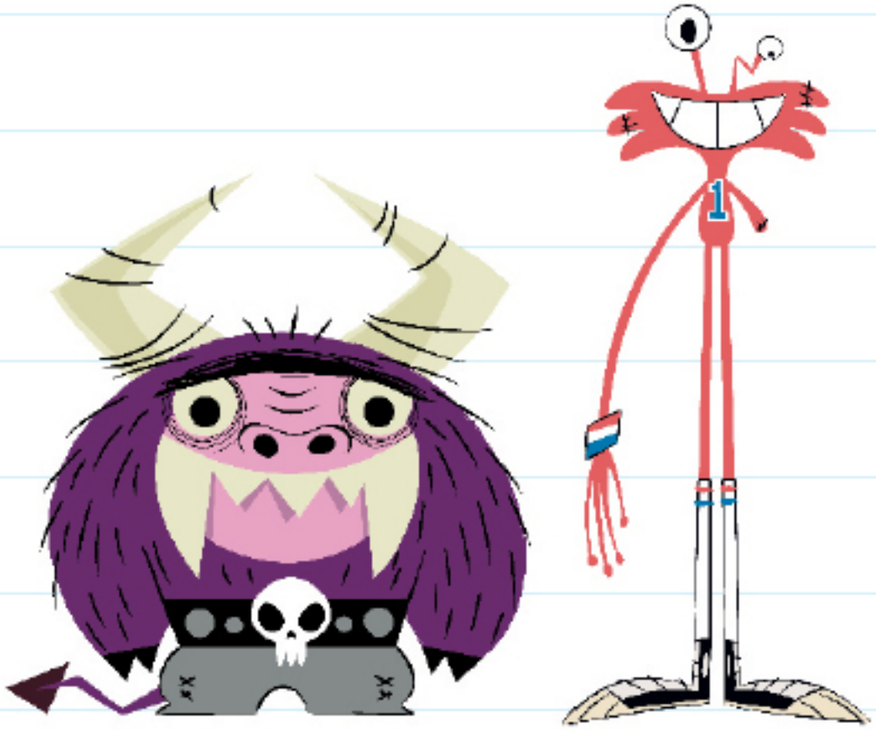
CHARACTER SIZE COMPARISON CHART

USE THE CHARACTER SIZE COMPARISON CHART WHENEVER YOU ARE COMPOSING ARTWORK USING CHARACTER GROUPS. SCALE IS AN ESSENTIAL ELEMENT OF THE FOSTER'S WORLD.

ALSO, ALL PROVIDED CHARACTERS ARE FINAL ART. THEY MAY NOT BE FLOPPED, RECOLORED, OR OTHERWISE ADJUSTED. PLEASE CONTACT THE CARTOON NETWORK TEAM FOR SPECIAL REQUESTS.



BLOO MAC MADAME FOSTER FRANKIE COCO MR. HERRIMAN



EDUARDO WILT

COR SIZ 01

!! COMPARISON CHART IS NOT USABLE ARTWORK, FOR REFERENCE ONLY. !!

MAC

HE IS VERY SMART, CREATIVE, BUT SOMEWHAT SHY, 8 -YEAR OLD BOY. HE'S ALSO A QUICK THINKER AND HAS A GOOD SENSE OF REASON THAT KEEPS BLOO'S SMALL -SCALE SCHEMES FROM BECOMING FULL BLOWN DISASTERS.



COR MAC 01



COR MAC 02



COR MAC 03



COR MAC 04



COR MAC 05



COR MAC 06



FOR REFERENCE ONLY - NOT AN ASSET

PMS PROCESS BLACK
C:40 M:30 Y:30 K:100
OUTLINES / EYEBALLS / PUPILS / MOUTH / SOLES

PMS 4705
C:0 M:62 Y:71 K:48
HAIR

PMS 473
C:0 M:23 Y:36 K:0
SKIN

PMS 703
C:0 M:53 Y:54 K:16
T-SHIRT

PMS 1777
C:0 M:58 Y:36 K:0
TONGUE

PMS 5625
C:28 M:0 Y:29 K:48
BACKPACK

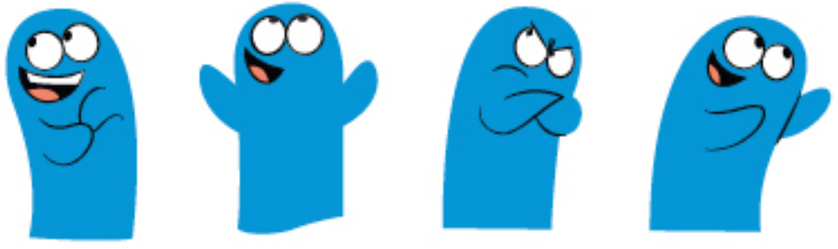
PMS 452
C:24 M:18 Y:42 K:0
PANTS

PMS WARM GRAY 1
C:0 M:2 Y:3 K:6
SLEEVES / SHOES

WHITE
C:0 M:0 Y:0 K:0
EYES

BLOOREGARD Q. KAZOO (BLOO)

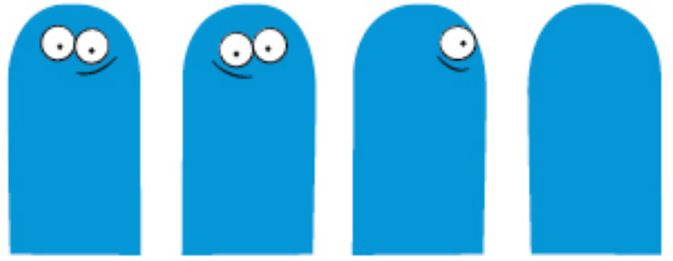
HE'S CHARMING, CONFIDENT AND THE BEST IMAGINARY FRIEND EVER. HOWEVER, HE DOES HAVE A BIT OF AN EGO, IS AN INSTIGATOR & MISCHIEF-MAKER AND ALWAYS SEEMS TO DRAG HIS BEST FRIEND MAC, AND THE REST OF THE FOSTER'S GANG , ON SOME LUDICROUS, ILL-FATED ADVENTURE



COR BLU 01 COR BLU 02 COR BLU 03 COR BLU 04



COR BLU 05 COR BLU 06 COR BLU 07 COR BLU 08



FOR REFERENCE ONLY - NOT AN ASSET

PANTONE PROCESS BLACK
C:40 M:30 Y:30 K:100
OUTLINES / PUPILS / MOUTH

PANTONE 2925
C:85 M:24 Y:0 K:0
BODY

PANTONE 178
C:0 M:58 Y:56 K:0
TONGUE

PANTONE 2728
C:85 M:61 Y:00 K:00
EYELIDS

WHITE
C:0 M:0 Y:30 K:0
EYES

EDUARDO

LOOKS LIKE QUITE THE MENACING MONSTER, BUT IN ACTUALITY IS THE MOST GENTLE AND SWEETEST IMAGINARY FRIEND. HE'S ABSOLUTELY SCARED OF EVERYTHING, INCLUDING HIS OWN SHADOW. BUT IN TIMES OF NEED, HE WILL EXPLODE INTO A FIERY RAGE TO PROTECT HIS FRIENDS.



COR EDU 01



COR EDU 02



COR EDU 03



COR EDU 04



COR EDU 05



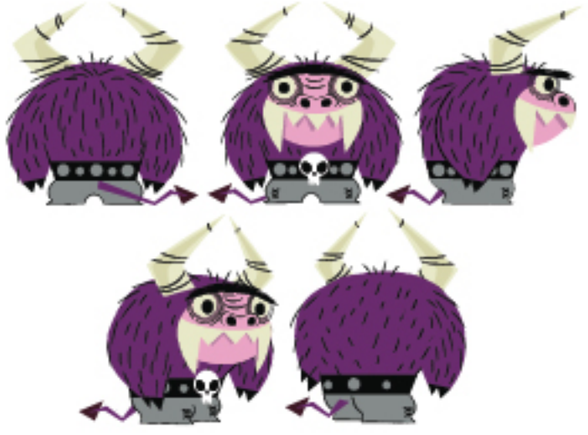
COR EDU 06



COR EDU 07



COR EDU 08



FOR REFERENCE ONLY - NOT AN ASSET

PANTONE PROCESS BLACK OR
C:40 M:30 Y:30 K:100
OUTLINES / PUPILS / NOSTRILS
EYEBROW / BELT / HANDS

PANTONE 454
C:9 M:6 Y:17 K:0
HORNS / EYES / FANGS

PANTONE 453
C:14 M:10 Y:27 K:0
HORN SHADOWS

PANTONE 5125
C:63 M:80 Y:23 K:0
BODY / TAIL

PANTONE 5115
C:75 M:100 Y:70 K:15
TIP OF TAIL

PANTONE 5155
C:11 M:33 Y:4 K:0
FACE

PANTONE 5145
C:30 M:44 Y:13 K:0
FANG SHADOW, LOWER LIP

PANTONE 1777
C:0 M:58 Y:36 K:0
TONGUE

PANTONE 430
C:5 M:0 Y:0 K:45
PANTS

WHITE
C:0 M:0 Y:0 K:0
SKULL BELT BUCKLE

WILT

IS VERY, VERY, VERY TALL... NOT TO MENTION INCREDIBLY POSITIVE, ACCOMMODATING AND SELF-SACRIFICING (SOMETIMES TO A FAULT). THERE IS NOTHING HE WOULDN'T DO FOR A FRIEND OR A CLOSE ENEMY.



COR WIL 01



COR WIL 02



COR WIL 03



COR WIL 04



COR WIL 05



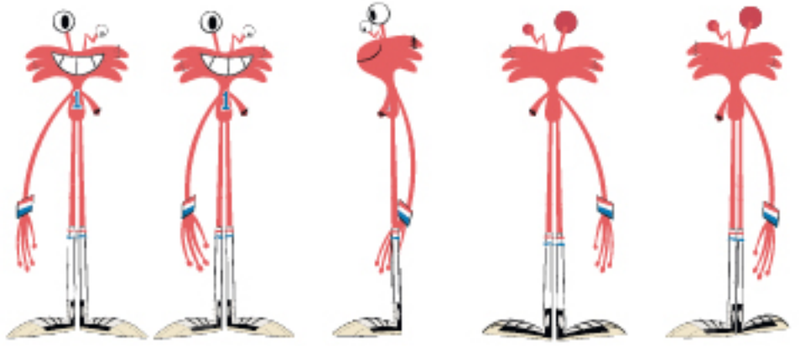
COR WIL 06



COR WIL 07



COR WIL 08



FOR REFERENCE ONLY - NOT AN ASSET

PANTONE PROCESS BLACK OR
C:40 M:30 Y:30 K:100
OUTLINES / PUPILS / SPOTS

PANTONE 710
C:4 M:78 Y:57 K:0
BODY / WRISTBAND / SOCK STRIPES

PANTONE 703
C:0 M:53 Y:54 K:16
BACK OF EYE

PANTONE 1777
C:0 M:58 Y:36 K:0
TONGUE

PANTONE 300
C:91 M:44 Y:8 K:2
1 / WRISTBAND / SOCK STRIPES

PANTONE WARM GRAY 1
C:0 M:2 Y:3 K:6
SHOELACES

PANTONE 4545
C:5 M:8 Y:21 K:0
SOLES

WHITE
C:0 M:0 Y:0 K:0
EYES / TEETH / WRISTBAND / SOCKS

COCO

IS WELL, A LITTLE OFF... OKAY, SHE'S CRAZY. SHE SPEAKS ENTIRELY IN HER OWN LANGUAGE (VARIATIONS OF THE WORD "COCO") AND RUNS AROUND THE HOUSE LAYING COLORFUL, SURPRISE-FILLED PLASTIC EGGS. DESPITE THAT FACT THAT SHE'S ALWAYS OFF IN HER OWN WORLD, SHE'S FREQUENTLY THE ONE THAT PROVIDES INGENIOUS SOLUTIONS TO THE GANG'S PROBLEMS.



COR COC 01



COR COC 02



COR COC 03



COR COC 04



COR COC 05



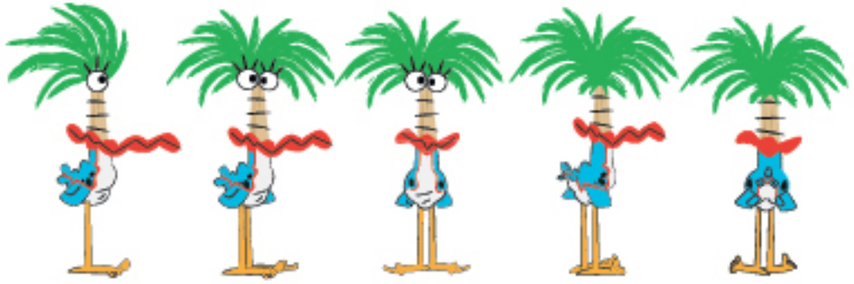
COR COC 06



COR COC 07



COR COC 08



FOR REFERENCE ONLY - NOT AN ASSET

PANTONE PROCESS BLACK OR
C:40 M:30 Y:30 K:100
OUTLINES / PUPILS / EYELASHES / SPOTS

PANTONE 354
C:80 M:0 Y:90 K:0
HAIR

PANTONE 486
C:12 M:22 Y:43 K:0
NECK

PANTONE 465
C:20 M:32 Y:58 K:0
NECK SHADOW

PANTONE RED 032
C:0 M:90 Y:86 K:0
BEAK / BODY STRIPE

PANTONE 308
C:75 M:0 Y:7 K:0
BODY / WINGS

PANTONE COOL GRAY 1
C:0 M:0 Y:0 K:6
CHEST

PANTONE 143
C:49 M:35 Y:85 K:0
LEGS / FEET

WHITE
C:0 M:0 Y:0 K:0
EYES

FRANKIE

IS SWEET, BEAUTIFUL, AND FOREVER DRIVEN CRAZY BY HERRIMAN'S RULES. SHE TRIES HER BEST TO TAKE CARE OF MAC AND KEEP BLOO IN LINE, BUT SOMETIMES THINGS JUST GET OUT OF HAND



COR FRA 01



COR FRA 02



COR FRA 03



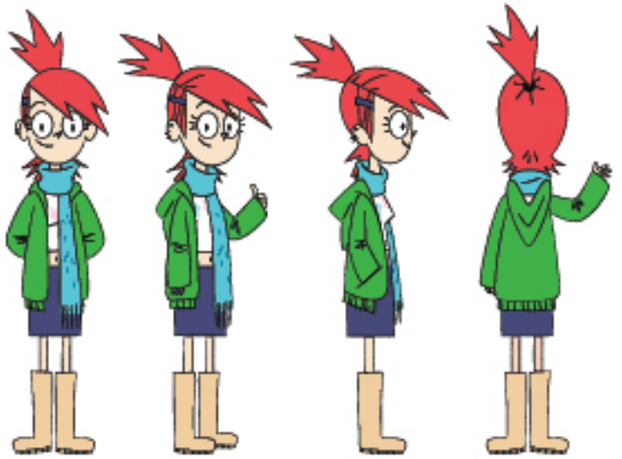
COR FRA 04



COR FRA 05



COR FRA 06



FOR REFERENCE ONLY - NOT AN ASSET

PANTONE PROCESS BLACK OR
C:40 M:30 Y:30 K:100
OUTLINES / EYEBROWS / PUPILS

PANTONE 710
C:0 M:78 Y:58 K:0
HAIR

PANTONE 4685
C:0 M:7 Y:79 K:20
SKIN

PANTONE 187
C:0 M:100 Y:79 K:20
LIPS / T-SHIRT NECK

PANTONE 368
C:57 M:0 Y:100 K:0
JACKET

PANTONE 5275
C:80 M:47 Y:0 K:30
SKIRT / BARETTE

PANTONE 131
C:0 M:32 Y:100 K:9
SOCKS

PANTONE 297
C:48 M:1 Y:0 K:0
SHOES

WHITE
C:0 M:0 Y:0 K:0
EYES / T-SHIRT / SHOES

PANTONE 290
C:25 M:2 Y:0 K:0
T-SHIRT GRAPHIC

PANTONE 510
C:0 M:17 Y:6 K:0
T-SHIRT GRAPHIC

PANTONE 571
C:32 M:0 Y:19 K:0
T-SHIRT GRAPHIC

MADAME FOSTER

IS THE LITTLE OLD LADY WITH A HEART OF GOLD AND A WILD STREAK. SHE SPEEDS AROUND IN HER FIREBIRD WITH HERRIMAN AT HER SIDE. SHE NEVER FAILS TO SURPRISE THE GANG WITH HER FREEWHEELING SPIRIT.



COR MFO 01



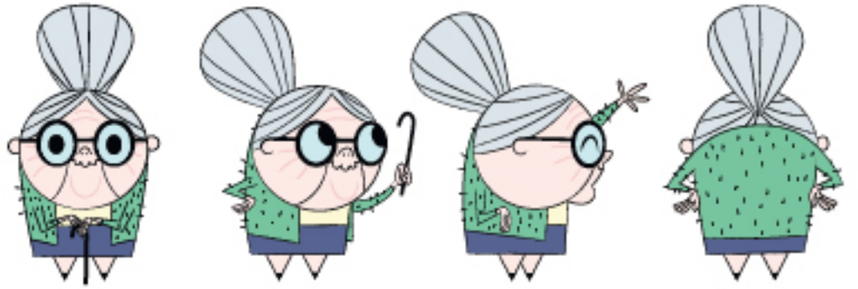
COR MFO 02



COR MFO 03



COR MFO 04



FOR REFERENCE ONLY - NOT AN ASSET

PANTONE PROCESS BLACK OR
C:40 M:30 Y:30 K:100
OUTLINES / PUPILS / GLASSES / MOUTH
CANE / SHOES

PANTONE 5455
C:6 M:0 Y:0 K:9
HAIR

PANTONE 705
C:0 M:9 Y:6 K:0
SKIN

PANTONE 692
C:0 M:23 Y:10 K:2
WRINKLES

PANTONE 628
C:19 M:0 Y:6 K:0
GLASSES

PANTONE 346
C:55 M:0 Y:47 K:0
SWEATER

PANTONE 607
C:0 M:0 Y:18 K:1
BLOUSE

PANTONE 5275
C:60 M:47 Y:0 K:30
SKIRT

PANTONE 1777
TONGUE

WHITE
C:0 M:0 Y:0 K:0

MR. HERRIMAN

IS THE MASTER OF THE HOUSE. HIS LEGENDARY LISTS OF RULES DRIVE BLOO AND FRANKIE CRAZY. ALWAYS ONE STEP AHEAD OF THE ACTION, MR. HERRIMAN HAS AN ECCENTRIC SIDE THAT THE GANG RARELY SEES.



COR MRH 01



COR MRH 02



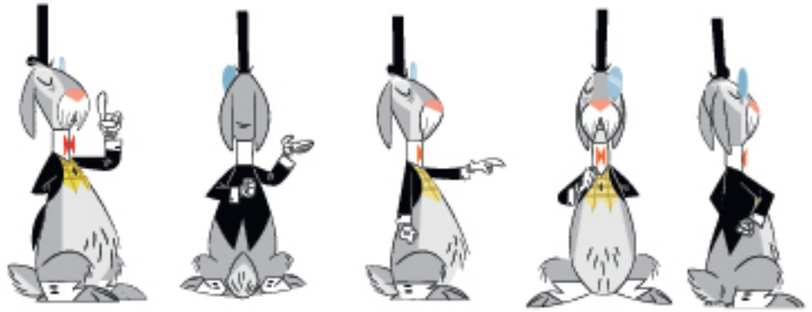
COR MRH 03



COR MRH 04



COR MRH 05



FOR REFERENCE ONLY - NOT AN ASSET

PANTONE PROCESS BLACK OR
C:40 M:30 Y:30 K:100
OUTLINES / HAT / EYE / JACKET

PANTONE 422
C:0 M:0 Y:0 K:33
BODY

PANTONE COOL GRAY 2
C:0 M:0 Y:0 K:10
FACE / CHEST / TAIL BOTTOM

PANTONE 551
C:27 M:3 Y:0 K:13
MONOCLE

PANTONE 552
C:15 M:0 Y:0 K:8
MONOCLE

PANTONE 486
C:0 M:47 Y:41 K:0
NOSE

PANTONE 4545
C:0 M:3 Y:13 K:6
TEETH

PANTONE WARM RED
C:0 M:75 Y:80 K:0
BOWTIE

PANTONE 458
C:6 M:7 Y:55 K:0
VEST

PANTONE 4505
C:0 M:15 Y:78 K:36
VEST PLAID

WHITE
C:0 M:0 Y:0 K:0
COLLAR / CUFFS / GLOVES / SPATS



COR GRP 01



COR GRP 02



COR GRP 03



COR GRP 04



COR GRP 05



COR GRP 06



COR BUS 01



COR BUS 02



COR BUS 03



COR HOU 01



COR BAC 01



COR BAC 02



COR BAC 03



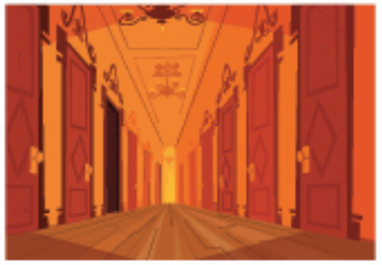
COR BAC 04



COR BAC 05



COR BAC 06



COR BAC 07



COR BAC 08



COR BAC 09



COR BAC 10



COR FRM 01



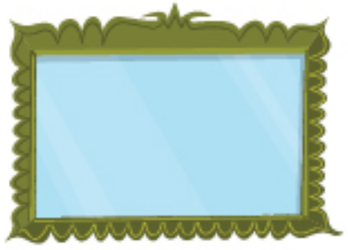
COR FRM 02



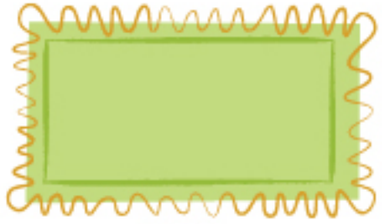
COR FRM 03



COR FRM 04



COR FRM 05



COR FRM 06



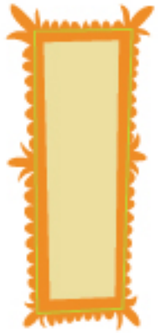
COR FRM 07



COR FRM 08



COR FRM 09



COR FRM 10



COR FRM 11



COR FRM 12



COR FRM 13



COR FRM 14



COR FRM 15

BOYS

PANTONE 14-4306 TP

PANTONE 12-4610 TP

PANTONE 15-0522 TP

PANTONE 11-0601 TP
OR WHITE

PANTONE 14-1110 TP

PANTONE 17-1558 TP

PANTONE 16-3801 TP

PANTONE 16-1459 TP

PANTONE 14-0756 TP

GIRLS

PANTONE 19-3528 TP

PANTONE 12-4610 TP

PANTONE 12-1009 TP

PANTONE 11-0601 TP
OR WHITE

PANTONE 13-2804 TP

PANTONE 17-1558 TP

PANTONE 15-2913 TP

PANTONE 16-1459 TP

PANTONE 14-0756 TP

BRAND ASSURANCE GUIDELINES

High standards equal long-term success. By carefully controlling the design of all Cartoon Network properties and the licensed products on which they appear, we ensure that they will continue to attract consumer interest and appeal.

Therefore, all uses of Foster's Home For Imaginary Friends logos, artwork, character likenesses and names must be approved prior to the production and sale of any product designed by licensees. In addition, all packaging, advertising, in-store promotions, catalogs, brochures, web sites and any other materials using Foster's Home For Imaginary Friends characters must receive written approval from Brand Assurance prior to production and distribution.

APPROVAL PROCEDURES

While Brand Assurance gives each project our immediate and full attention, approvals take time. Please allow 14 business days for each of the approval stages in your schedule. Avoid short turnarounds. Submit art or production designs at the following stages:

- Rough sketch of concept layout
- Pre-production samples or strike-offs
- Finished artwork or final proofs
- Finished products or package samples

CONCEPT SUBMISSIONS

All submissions for Foster's Home For Imaginary Friends must be submitted via Aries. Aries is a web-based tool designed to help expedite the concept submission process for licensees who have current contracts. The website has a series of customized options that makes it convenient for you to upload images instead of sending them via courier. As soon as you log on, the site recognizes you, presents you with a list of your contracts, and puts you just a few clicks away from submitting your concept. Once submitted, the concept is immediately viewable by Brand Assurance and flows into the normal approval process.

PRE-PRODUCTION AND FINAL SAMPLES

After receiving approval to proceed beyond concept stage, upload all pre-production and final sample submissions for the current stage to Aries and send the sample submissions directly to Brand Assurance with a photocopy of the latest PRODUCT APPROVAL AND RESUBMISSION FORM.

APPROVALS

Comments and approvals on your submissions will be automatically e-mailed back to you.

DECORATIVE IMAGES AND ORNAMENTAL PHRASES

- Decorative images and ornamental phases may be used for decorative purposes only.
- If you wish to use any ornamental phrases beyond those which have been provided in this design guide, you must provide an indemnification letter. In addition, any such phrases must be reviewed by Brand Assurance to ensure that they are in keeping with the nature of the property and that they adhere to the aforementioned guidelines.
- Any font can be used, as long as it is in keeping with the Foster's Home For Imaginary Friends look and feel.

TRADEMARK GUIDELINES

- Always use the television series title, PROPERTY NAME , in full.
- A TM symbol must appear at the end of the title, as shown in the following logo (for illustrative purposes only):



- Character names may be used on product and packaging provided that the following rules are always followed:
- Character names must be accompanied by a likeness of the character being referenced.
- Character names should not include any trademark designations such as a TM or © symbol to any character names.
- Character names should not be covered or distorted on the product.

LEGAL NOTICES

We consider the protection of our properties to be of great importance and we carefully monitor the use of trademark and copyright notices. To facilitate your correct usage, here are some general guidelines:

- The following trademark and copyright notice must be included on all finished products, packaging, advertising, promotional materials and websites:

TM & © Cartoon Network.

(sXX)

(sXX) reflects the year that the product is being shipped to retail
(e.g. for product being shipped in 2008, (s08)).

- The standard legal notice set forth above should be used when space limitations are not an issue. If space limitations require a modification to the legal notice, please contact Brand Assurance for further instructions.
- When a property appears multiple times on product, packaging, or advertising, one legal notice is sufficient.

BATHROOM

JUMP IN THE TUB AND SCRUB UP WITH YOUR FAVORITE FOSTER'S FRIENDS BY YOUR SIDE.

CHARACTER ROBES, THEMED TOWELS AND A TON OF FUN BATHROOM GEAR IS JUST THE BEGINNING. ADD IMAGINATION AND THERE'S NO LIMIT TO WHERE YOU CAN GO.

MIX ONE SCOOP OF FUN IN A GALLON OF FRIENDSHIP AND YOU'LL BE BUBBLING AWAY IN NO TIME.

COLORS

PMS 110C
C:10 M:20 Y:100 K:0

PMS 338C
C:80 M:0 Y:40 K:5

PMS 345C
C:25 M:0 Y:20 K:0

PMS 548C
C:60 M:5 Y:5 K:25

PMS 552C
C:15 M:0 Y:0 K:10

WHITE
C:0 M:0 Y:0 K:0

HEALTH & BEAUTY ACCESSORIES
SHOWER CURTAINS
TOWEL SETS
SOAP DISHES
BATH RUGS
TOOTHBRUSHES
ROBES
TUB TOYS
TOY SOAPS
TUB GRIPS
SWIMSUITS
BUBBLE BATH





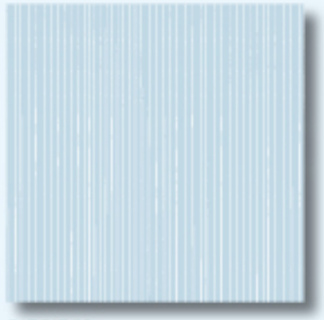
PATTERNS



BAT PAT 01



BAT PAT 02



BAT PAT 03



BAT PAT 04



BAT PAT 05



BAT PAT 06

THEMED CHARACTERS



BAT CHA 01



BAT CHA 02



BAT CHA 03



BAT CHA 04



BAT CHA 05



BAT CHA 06



BAT CHA 07

PRODUCTS



SHOWER CURTAIN

BATH ROBE





PERSONAL CARE KIT

TOOTHPASTE ROLLER

TOOTH BRUSH

COMB

BRUSH

BATH MIT



GROOMING AND CLEANING



TOY SOAP

PVC FIGURE ENCAPSULATED IN CHARACTER SOAP

SOAP DISH



TOWEL SET



BATH BUBBLES





BATH RUG

BEDROOM

MAKE ANY BEDROOM A HOME FOR IMAGINARY FRIENDS WITH THIS FUN, FRIENDLY FOSTER'S ROOM DECOR PROGRAM.

THIS CONTEMPORARY PROGRAM COVERS EVERYTHING FROM BEDDING AND ROOM TO APPAREL AND ACCESSORIES. IT TAKES THE BEST OF FOSTER'S CHARACTERS AND COMBINES IT WITH A VERSATILE STYLE THAT ADAPTS EASILY BETWEEN MASS AND CLASS.

COLORS

PMS 5845 C
C:0 M:0 Y:40 K:25

PMS 167 C
C:15 M:70 Y:80 K:0

PMS 582 C
C:40 M:30 Y:100 K:0

PMS 7495
C:25 M:0 Y:50 K:30

PMS 610 C
C:5 M:0 Y:50 K:5

- SHEETS
- DECORATIVE PILLOWS
- WALL CLOCKS
- APPAREL - PJ'S
- UNDERWEAR
- EASY RESTS
- DART BOARDS
- WALL CLINGS
- ALARM CLOCKS
- LAMPS
- RUGS
- TABLES



PATTERNS



BED PAT 01



BED PAT 02



BED PAT 03



BED PAT 04



BED PAT 05



BED PAT 06

THEMED CHARACTERS



BED CHA 01



BED CHA 02



BED CHA 03



BED CHA 04



BED CHA 05

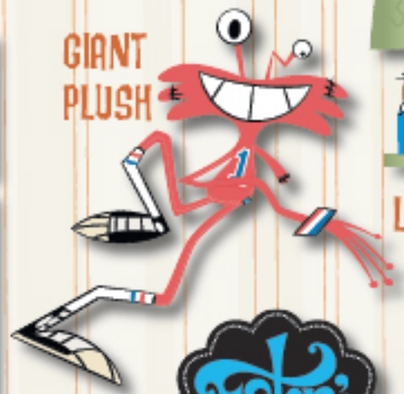


BED CHA 06

BEDROOM FURNISHINGS



SHEET SET



GIANT PLUSH



LAMP



FLOOR RUG



CLOCK



EASY REST

BEDTIME COMFORTS



PAJAMAS





UNDERWEAR



GIRL'S PJS



SLIPPERS



SOCKS



THROW PILLOWS



ADOPT-A-FRIEND CERTIFICATE

SCHOOL

WHEN THE BELL RINGS, THERE'S NOTHING BETTER THAN HAVING A FEW FRIENDS BY YOUR SIDE. FROM STATIONERY AND ACCESSORIES TO CLOTHING AND ELECTRONICS, FOSTER'S RULES THE SCHOOL.

BACKGROUNDS AND PATTERNS COMBINE WITH STORYTELLING GRAPHICS TO CREATE AN IMAGINATIVE LOOK THAT HAS ALL THE FUN AND HUMOR THAT MAKES FOSTER'S A FAVORITE.

MAKE SURE TO EMPHASIZE CHARACTERS THROUGHOUT TO CAPTURE THE SPIRIT OF FOSTER'S HOME FOR IMAGINARY FRIENDS.

COLORS

PMS 5787C
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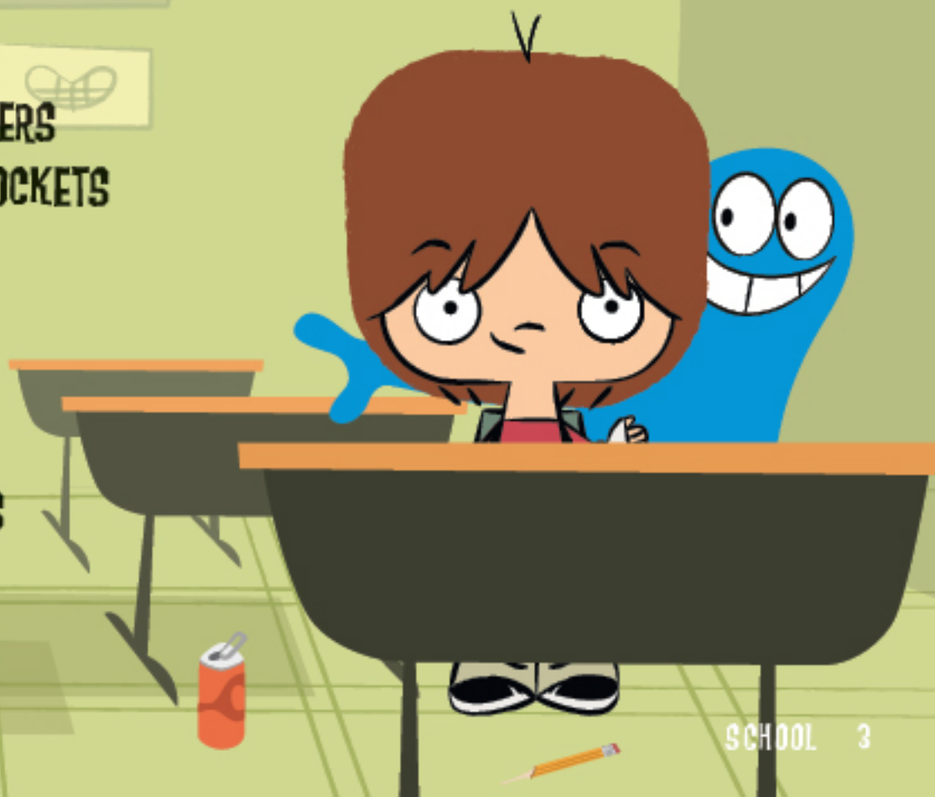
PMS 5435C
C:20 M:5 Y:0 K:0

PMS 5777C
C:15 M:0 Y:50 K:25

PMS 1605C
C:20 M:50 Y:100 K:15

PMS 5415C
C:40 M:10 Y:3 K:25

- BACKPACKS
- CALCULATORS
- CELL PHONE ACCESSORIES
- PENCIL BOXES
- LUNCHBOXES
- APPAREL
- BOOK COVERS
- PEECHEE FOLDERS
- BINDERS W/POCKETS
- KEYCHAINS
- WALLETS
- COIN PURSES
- RAINCOATS
- RUBBER BOOTS



PATTERNS



SCH PAT 01



SCH PAT 02



SCH PAT 03



SCH PAT 04



SCH PAT 05



SCH PAT 06

THEMED CHARACTERS



SCH CHA 01



SCH CHA 02



SCH CHA 03



SCH CHA 04



SCH CHA 05



SCH CHA 06

PRODUCTS



LUNCH BOX



BACKPACKS



BINDER



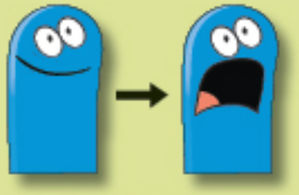
KEYCHAIN



CALCULATOR



WALLET



SQUEEZE
COIN-PURSE



RUBBER BOOTS

APPAREL



JACKET



T SHIRT



T SHIRT



T SHIRT
(GIRLS)



T SHIRT
(GIRLS)



DENIM



SHORTS



SHOES



OUTDOORS

FOSTER'S MEETS FASHION IN A CLEAN COOL OUTDOOR ADVENTURE THAT'S BROAD ENOUGH FOR ANY APPLICATION.

SLEEPING BAGS, HOODIES AND BACK PACKS BRING THE FOSTER'S FRIENDS ANYWHERE YOU WANT TO GO.

THE SPIRIT OF ADVENTURE SHINES THROUGH IN THIS PROGRAM FOR FOSTER'S FANS ON THE GO.

COLORS

PMS
C:35 M:0 T:10 K:10

PMS
C:70 M:0 T:80 K:35

PMS
C:50 M:0 T:5 K:15

PMS
C:45 M:0 T:35 K:25

PMS
C:25 M:0 T:0 K:0

- TENTS
- TRAVEL GEAR
- BACKPACKS
- APPAREL/HATS/BOOTS
- FLASHLIGHTS
- CAMERAS
- SNOWBOARDS
- BOOGIE BOARDS
- BALLS
- SLEEPING BAGS
- FLYING DISCS



PATTERNS



OUT PAT 01



OUT PAT 02



OUT PAT 03



OUT PAT 04



OUT PAT 05



OUT PAT 06

THEMED CHARACTERS



OUT CHA 01



OUT CHA 02



OUT CHA 03



OUT CHA 04



OUT CHA 05



OUT CHA 06



OUT CHA 07

OUTDOORSY STUFF



"SECRET-SIGNAL" FLASHLIGHT



TENT

REVERSIBLE KNIT CAPS





FLYING DISC



DISC PACK



WATCH

DISTRESSED ARTWORK



HOODIE



SNOWBOARD
FRONT & BACK





APPAREL



HATS



BOOTS



HIKING SHOES



GAME ROOM

WHEN IT'S TIME FOR A PARTY, THE FOSTER'S GANG CAN'T BE BEAT. THE FUN IS CONTAGIOUS AND THE ACTION IS NON-STOP.

THIS BOLDLY COLORED PROGRAM TAKES DYNAMIC GRAPHICS AND THROWS IN A LIBERAL DASH OF FOSTER'S FRENZY. THE RESULT IS A PARTY PROGRAM THAT'S ENERGETIC, ENGAGING, AND EASY TO USE.

COLORS

PMS 276
C:80 M:80 Y:0 K:60

PMS 2685
C:80 M:100 Y:0 K:20

PMS 2945
C:100 M:60 Y:0 K:10

PMS 254
C:30 M:80 Y:0 K:0

PMS 368
C:30 M:0 Y:70 K:0

COSTUMES
PARTY DECORATIONS
PARTY LIGHTS
MOVIE NIGHT POPCORN
PIÑATAS
FOOD

PATTERNS



GAM PAT 01



GAM PAT 02



GAM PAT 03



GAM PAT 04



GAM PAT 05



GAM PAT 06

THEMED CHARACTERS



GAM CHA 01



GAM CHA 02



GAM CHA 03



GAM CHA 04



GAM CHA 05



GAM CHA 06

GAMEROOM FUN



LIGHTS



CANDY GUMMIES



GLOW-IN-THE-DARK PATCHES



COSTUMES



BIRTHDAY PARTY KITS



CUPCAKE DECORATIONS



GIFT BAGS



INVITATIONS & THANK YOU NOTES





TROPHY ROOM

THIS PREMIUM PROGRAM IS DESIGNED FOR THE DEDICATED COLLECTOR, WITH UPSCALE PRODUCTS THAT REPRESENT THE ESSENTIAL FOSTER'S.

MAQUETTES, COLLECTIBLE ACTION FIGURES, AND SPECIALTY ITEMS CAPTURE CLASSIC MOMENTS FROM FOSTER'S IN HIGH-END ARTISTIC EXECUTIONS.

MAKE SURE TO GET TWO, BECAUSE THESE TREASURES ARE THE PERFECT GIFT FOR EVERY COLLECTOR OR FAN.



COLORS

PMS 1797
C:0 M:80 Y:75 K:10

PMS 144
C:0 M:50 Y:85 K:0

PMS 188
C:30 M:100 Y:100 K:30

PMS 124
C:0 M:30 Y:90 K:10

PMS 1535
C:20 M:60 Y:90 K:30

- COLLECTIBLE BOXED SETS
- SCULPTURES/MAQUETTES
- PLUSH TOYS
- BUILD-YOUR-OWN IMAGINARY FRIEND KITS
- TIN/MECHANICAL TOYS
- SNOWGLOBES
- BUILD-YOUR-OWN HOUSE KITS
- DIE-CAST VEHICLES
- POP-UP BOOKS
- MINI FIGURINES
- COCO-LECTIBLE EGGS



PATTERNS



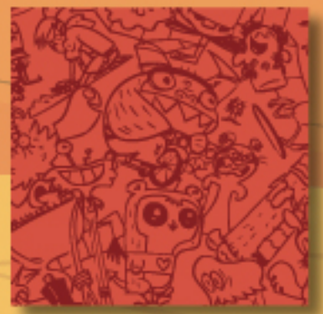
COL PAT 01



COL PAT 02



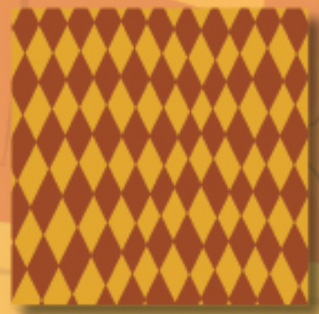
COL PAT 03



COL PAT 04



COL PAT 05



COL PAT 06

THEMED CHARACTERS



COL CHA 01



COL CHA 02



COL CHA 03



COL CHA 04



COL CHA 06



COL_CHA_05

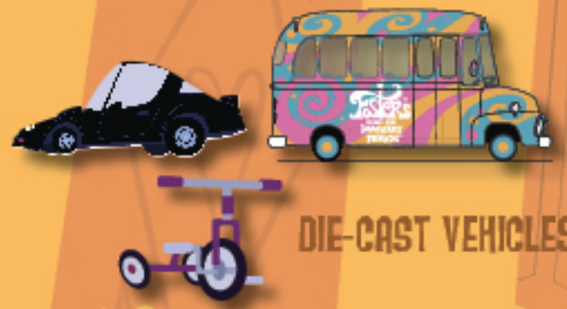


COL CHA 07

COLLECTIBLES



MINI-FIGURINES



DIE-CAST VEHICLES



CREATION KITS



COLLECTIBLE EGGS
W/VINYL FIGURES



CHESS SET



COCO-CLOCK



ALTERNATIVE PLUSH TOYS

COLLECTIBLES



MAQUETTES & SNOWGLOBES



MODULAR FOSTER'S ROOM SETS



BLOW-MOLDED FIGURES



COLLAPSIBLE PUSH-BUTTON FIGURES



CELL PHONE ACCESSORIES



APPAREL



MESSENGER BAG



CLASSIC METAL LUNCH BOX



BACKPACK