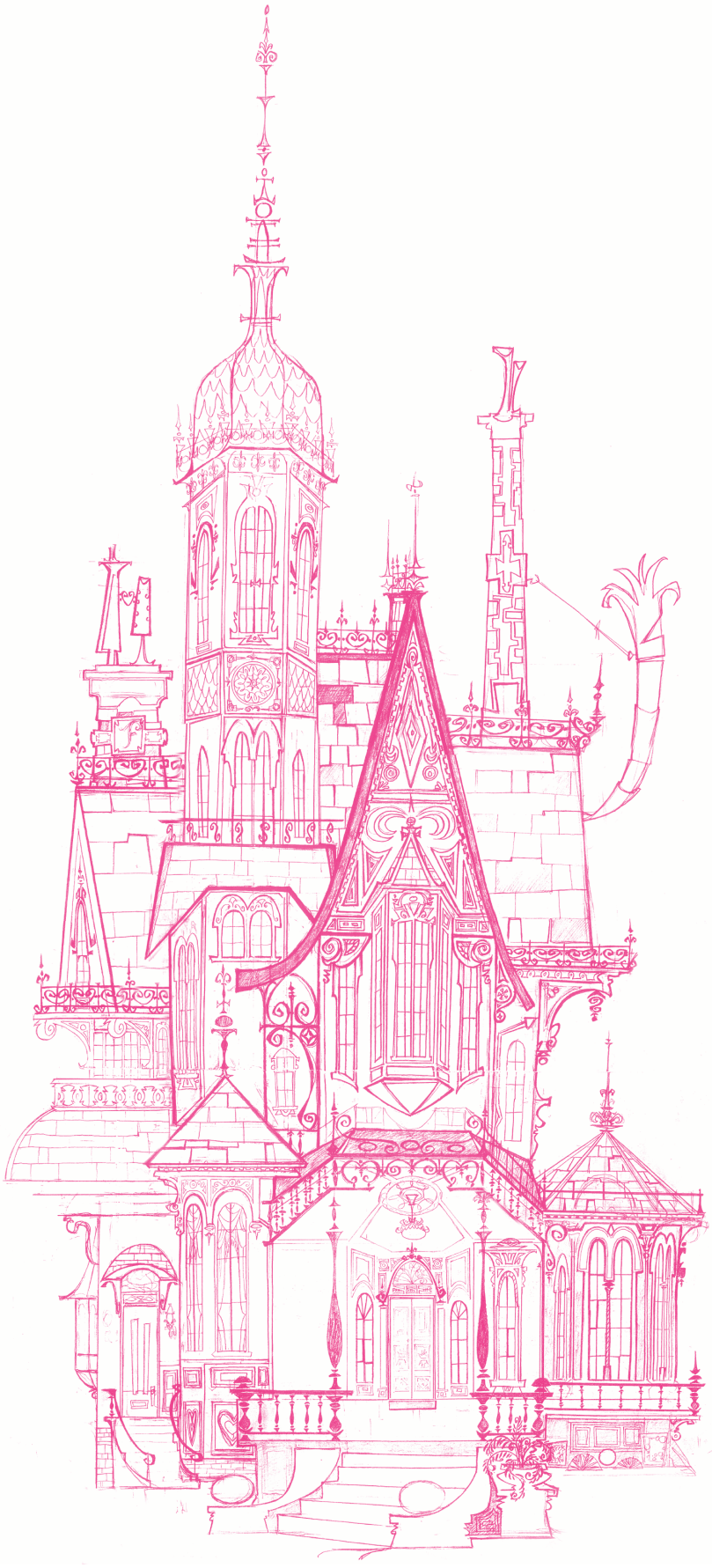


Production Bible

Created by

CRAIG MCCRACKEN

September 26, 2003



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.

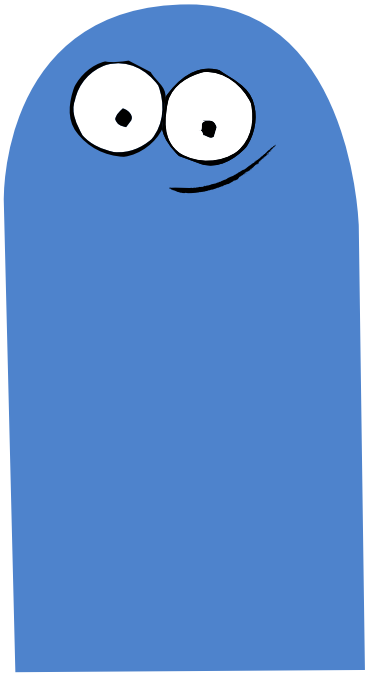
MAC



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.

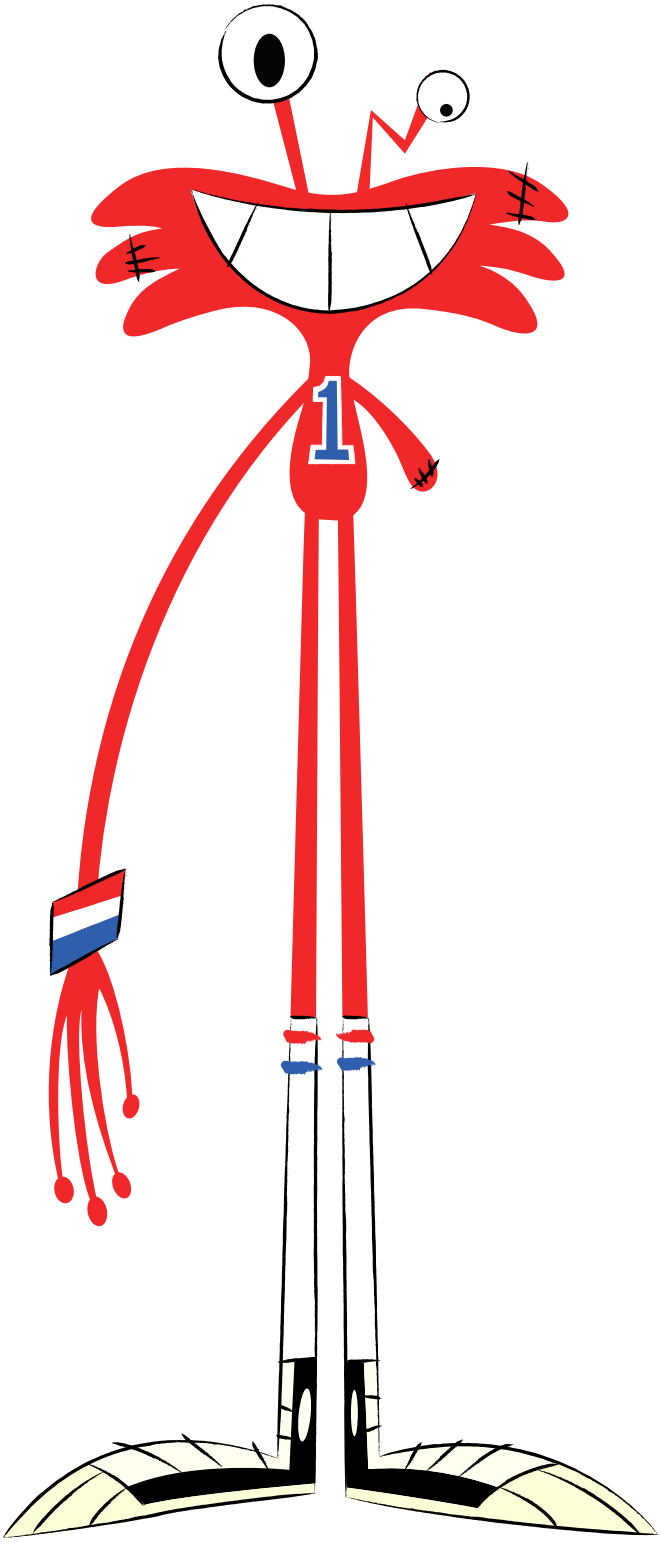
BLOOREGARD Q. KAZOO

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 thinks 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.

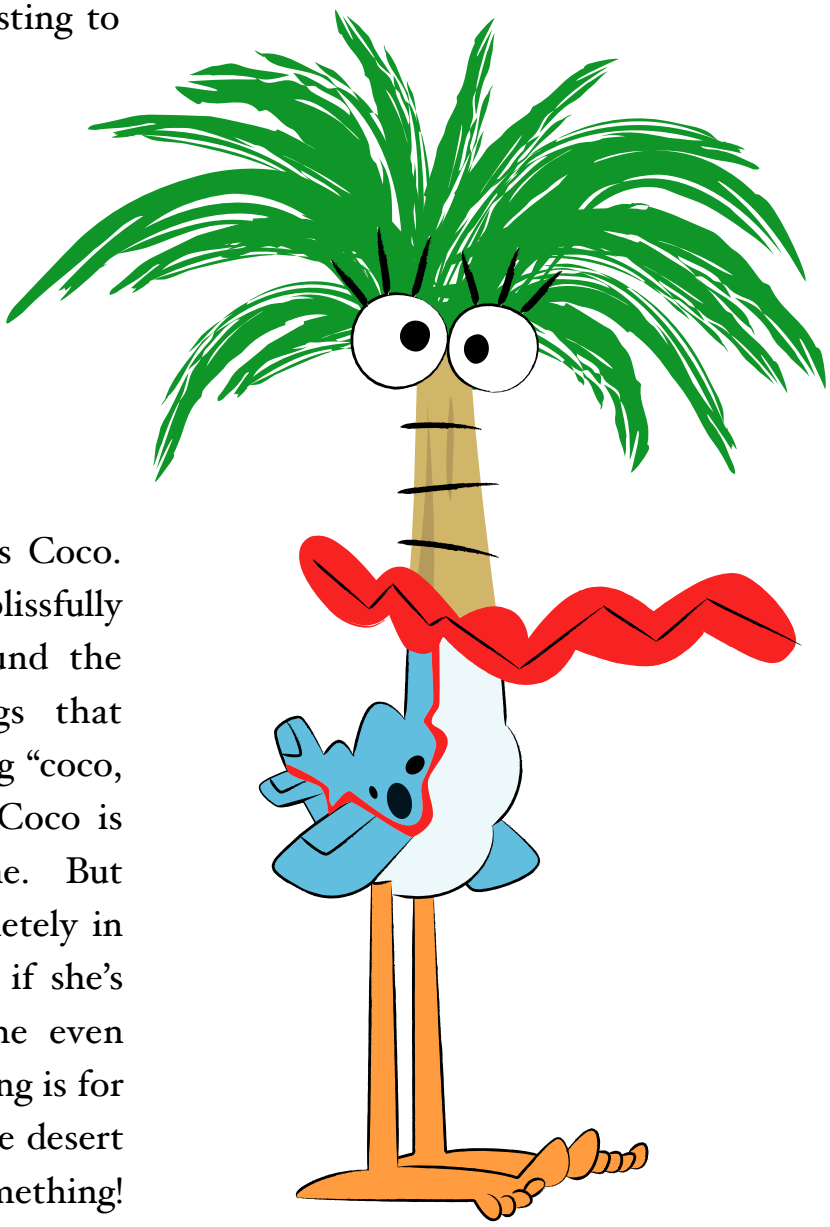
EDUARDO



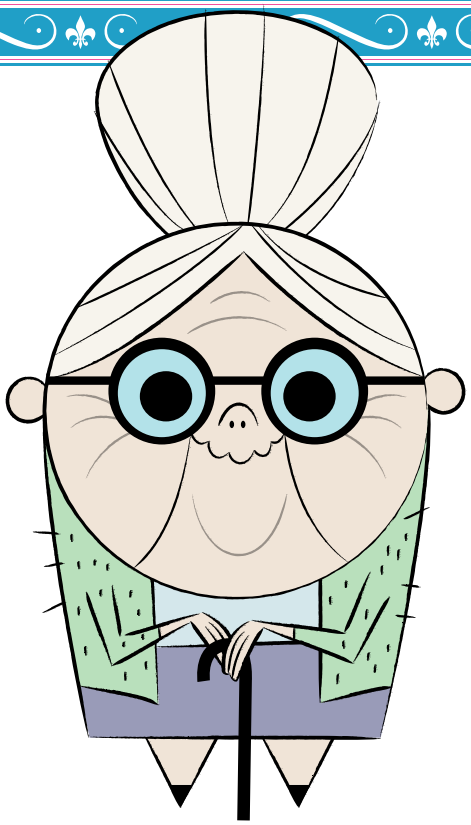
The meaning of the name Eduardo is “the happy guardian”, but perhaps “the neurotic guardian” is more appropriate in this Eduardo’s case. Created by a little boy that grew up in a bad neighborhood, it was Eduardo’s job to protect his child from danger. Eventually though the boy grew up and became a big 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.

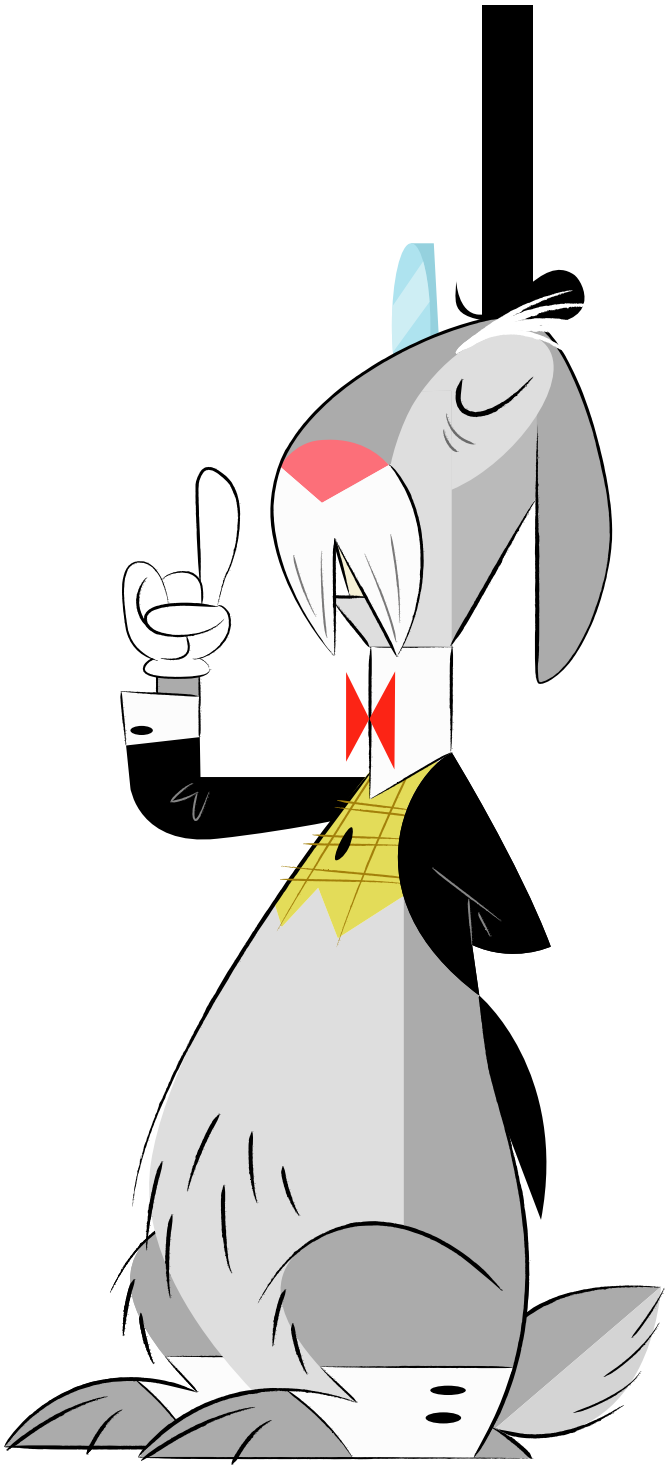


MADAME FOSTER



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



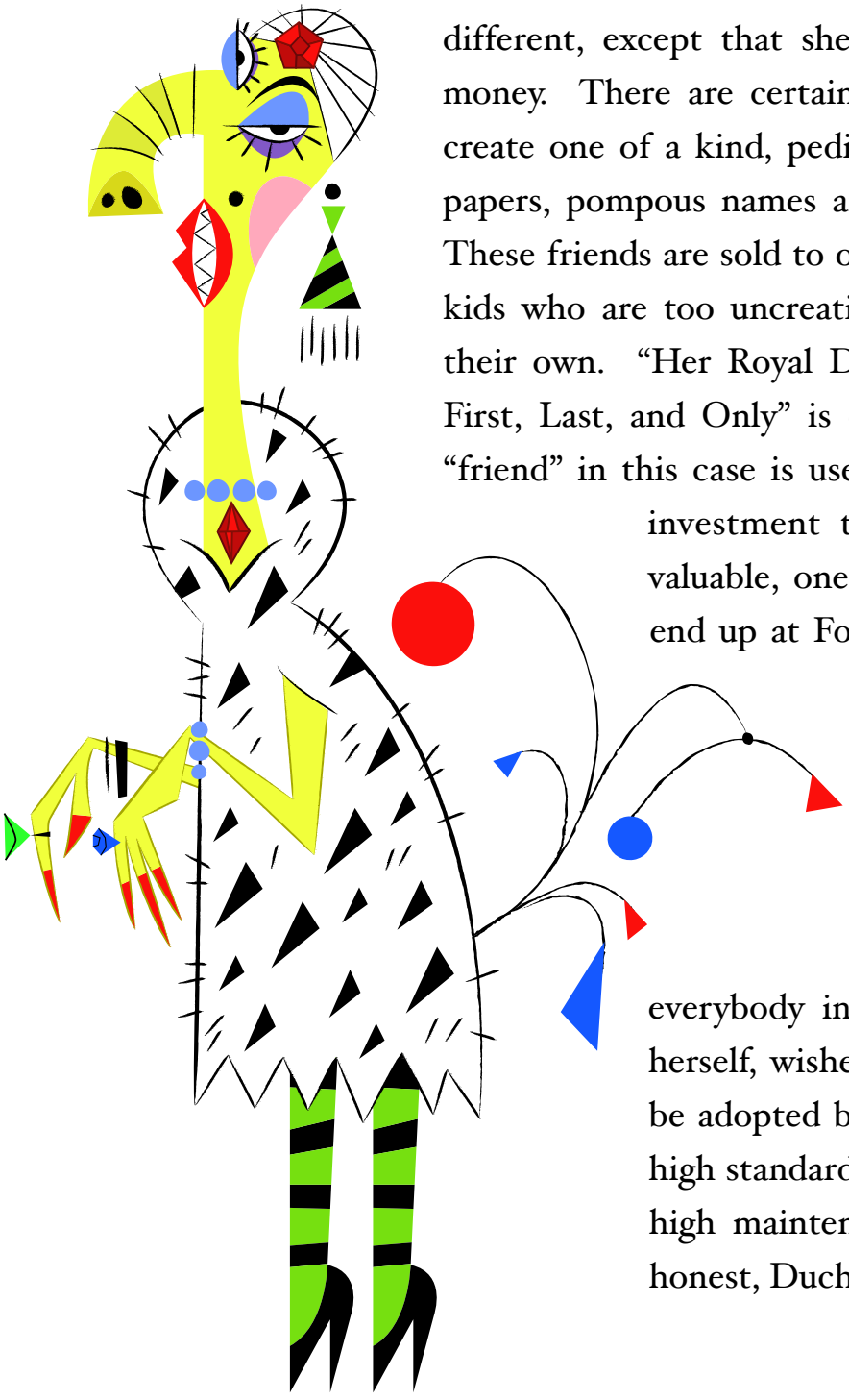
If it wasn't for Mr. Herriman, Foster's Home for Imaginary Friends would have never even existed, and you can be sure that this is something that Mr. Herriman will not let you forget. For it was he who was Madame Foster's Imaginary Friend since she was a little girl. It was he who waited for her in the 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!



DUCHESS



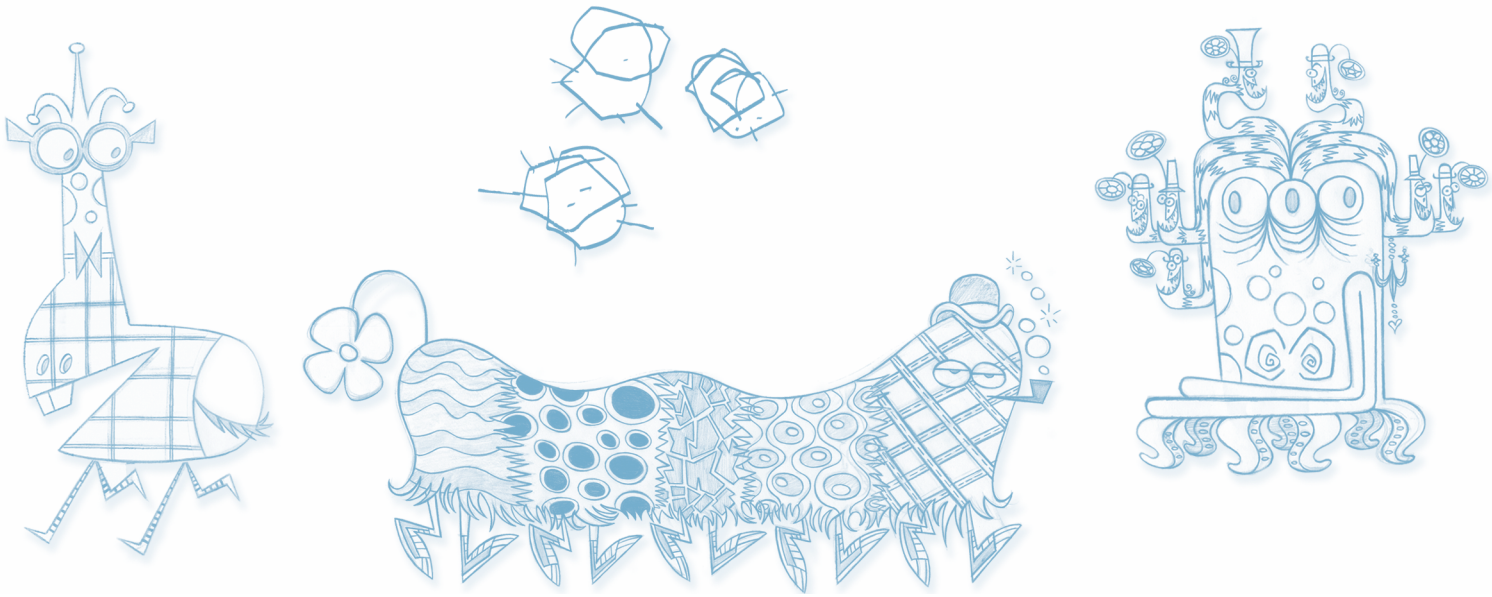
Typically, when a child creates an Imaginary Friend, it is created out of love. And in Duchess' case, things are no different, except that she was created out of a love for... money. There are certain rich, stuck up, snotty kids who create one of a kind, pedigree Imaginary Friends who have papers, pompous names and are considered works of "art". These friends are sold to other certain rich, stuck up, snotty, kids who are too uncreative and lazy to create a friend of their own. "Her Royal Duchess Diamond Persnickety the First, Last, and Only" is one of those Friends. The word "friend" in this case is used loosely; Duchess is more of an investment than a friend. So why would a valuable, one of a kind so called work of "art" end up at Foster's? Simple, Duchess went out of style, her value dropped so her family dropped her off at Foster's and went off to purchase a rarer, more valuable friend. She makes life absolutely miserable for everybody in the house. Everyone, including herself, wishes she was gone but she refuses to be adopted by a family that does not meet her high standards. And so, she stays. Saying she is high maintenance is putting it lightly. To be honest, Duchess is a just a bad idea.

TERRENCE



With his Mother always working late, Mac's 13 year old brother, Terrence, has declared himself the "man" of the house, and man what a pain he is! Rope burns, noogies, and wedgies are some of the "fun" bonding activities that Terrence and his little brother participate in. If you had a choice of spending your free time with a group of far out, fun, figments of the imagination, or an even more bizarre creature: the prepubescent, pimply faced, punk who sports... a MULLET, which would you choose? I don't blame you... mullets... are... evil.

AND A CAST OF FRIENDS...



The characters previously described are by no means the only residents of Foster's, the home is teeming with all sorts of different Imaginary Friends. These incidental characters go about their day behind the scenes while we focus on the events in our main characters' lives. This will give the world life, texture, and a sense of dimension.



STORIES

DINNER IS SWERVED

It's evening at Foster's and it's time for Mac to head home, and Bloo to head downstairs for dinner. But the pair gets hopelessly lost trying to make their way to the bottom floor from the roof! And down in the dining room, Mr. Herriman has forced all the friends to delay their dining until Bloo arrives. So Wilt, Eduardo and Coco are sent to find their tardy room mate. Somehow Mac and Bloo have to make their way through the kooky house before Mac gets in trouble and Bloo starves to death. Somehow Wilt, Ed and Coco have to find their buddies before THEY starve to death. And somehow, Madame Foster and Frankie have to find a way to work around Herriman and his unreasonable rules before the ENTIRE HOUSE starves to death!!

ADOPTCALYPSE NOW

Every Saturday on the front lawn of Foster's, the Imaginary Friends go outside, hang out and hope to find a new family at an event called "Adopt a Thought Saturday." Of course, Bloo is not allowed out because he is not up for adoption. But when Mac and Bloo realize that these families might adopt all their other friends, they begin to concoct elaborate plans to sabotage their friends' chances and get their buddies back safe into the house! But with Bloo stuck in the house, it's tough for Mac to pull off the schemes without Frankie and Mr. Herriman noticing. And when Wilt starts to suspect, Mac and Bloo find themselves resorting to desperate measures!

STORE WARS

Everyone is preparing for Madame Foster's big surprise birthday party. But nobody more so than poor, frazzled, overworked Frankie! When she realizes she forgot streamers which Mr. Herriman cannot do without!! she sets out to the mall just 30 minutes before the party and she is too rushed to argue with Bloo when he invites himself, Mac and the gang along to get Madame Foster a last minute gift. It should seem like an easy task, but Bloo's insistence on finding the perfect gift and the imaginary friends' child like attention spans eventually get the entire group separated and Frankie and Mac must comb the entire mall to find the missing friends, buy the streamers and get back to the party on time and the clock is ticking!!!

(MORE) STORIES

BLOOOOOOOO!!!

It's a cold, rainy evening at Foster's, and Mac and Bloo come in from playing, sniffling and sneezing. As Frankie drives the stuffed up Mac home, Wilt, Eduardo and Coco invite Bloo for a late night "Creature Feature," but Bloo's not feeling so hot and heads off to bed. At the end of the movie, Wilt. Ed and Coco are terrified and when they see a pale, moaning ghost like figure roaming the halls and hear pounding on all the doors and windows, they are sent into all out panic! The gang tries to get past their terror and protect the house from the assailants, who they have no idea is poor sick Bloo, pale and delirious from fever and Frankie, back from Mac's, terrified having locked herself out in the dark, stormy night.

BUSTED

Mr. Herriman is the stodgiest, rule abiding rodent you'll ever meet. And Bloo knows this first hand, as every single move he makes seems to be breaking some sort of ridiculous rule. Eventually, Mr. Herriman advises Bloo that if he does not straighten up and fly right, he may find himself looking for a new place to live! But despite his best efforts to stay out of trouble, Bloo breaks one of Herriman's prized possessions: a sculpted Bust of Madame Foster!! Now Mac and the gang must help Bloo try to find a way to fix or replace the bust and keep Herriman away before their buddy gets kicked to the curb!

TROUBLE WITH SCRIBBLES

It's cleaning day! In his quest to do as little cleaning as possible, Bloo comes across a mysterious door marked "DO NOT OPEN," which, of course, he opens. When Mac arrives at the house, he finds all the residents swimming through a sea of strange, floating, beeping imaginary friends that look like little scribbly drawings. Everyone is trying to gather them up and shove them back into the room. Frankie, in particular, is beyond irritated by these scribbles. Mac is outraged that any sort of Imaginary Friend should be treated in such a matter, no matter how useless! So with Bloo grounded in his room, Mac sets out alone on a mission to win the helpless creatures their freedom, repeatedly setting every captured one loose and frustrating everyone in the house.

RELATIONSHIPS

Mac and Bloo

Mac and Bloo are quite a pair. At first glance, they seem merely to be a couple of inseparable best friends. But there is a reason they are inseparable: they NEED each other. And not just for companionship. The two complete each other and compensate for each others flaws. Bloo, brash, impulsive and innocently self centered is the Id. Mac, thoughtful, aware and logical is the Ego.

Their relationship is like a system of Checks and Balances.

When Mac is too afraid to try something new, Bloo charges in head first with barely a thought. When Mac is getting picked on, Bloo fights back with a vengeance. When Mac is nervous, Bloo's assuredness helps calm him down. When Mac feels he is not worthy, Bloo feels enough entitlement for the both of them. Bloo's confidence and impulsiveness helps teach Mac self worth.

But all of Bloo's positive traits have their bad side, and this is where Mac's sensitivity, which is so often a detriment to himself, keeps Bloo in check. When Bloo is being inconsiderate, Mac reminds him to be kind or apologizes to the offended party! When Bloo impulsively charges into a bad situation, Mac holds him back, or goes charging in to save him! When Bloo, despite his good intentions, handles a situation selfishly or in a poorly thought out manner, Mac steers him on the right path or cleans up the mess afterwards!

Without each other, they would succumb to their shortcomings and Mac would never get over his insecurities, and Bloo would certainly be an uncontrollable force to reckon with!!

RELATIONSHIPS

Mac and Bloo and the Foster's Gang

There is a REASON Wilt, Coco and Eduardo have not been adopted. As lovable and fun as they are, they have some personality flaws that keep them from making good companions for a family. If you were to liken them to dogs in an animal shelter, you would say that Eduardo is an enormous guard dog, too timid and fear aggressive to go home with a family. Coco is a high strung, stray mutt who was never socialized properly and would be too difficult to train to live in a house with people. And poor Wilt is simply a three legged dog who is constantly overlooked because of his appearance, despite his gentle and helpful demeanor.

These very flaws are what make these friends so endearing to Mac. Lucky for them, Mac is sensitive and patient enough to cope with their problems. You see, on a typical day when Mac and the gang are faced with a problem, here is what is likely to happen.....

Mac may begin trying to come up with a plan, but before he can put it into effect, Bloo will dive in head first without thinking. Eduardo will be too frightened to move forward, or so frightened that he reacts violently. And Coco will be off seemingly in another world doing her own thing. These extreme reactions usually make the situations worse. Mac's only ally in logic is Wilt, who is so concerned for the well being of others, that he cannot help but cooperate. But often times, Wilt's helpfulness gets in the way. He can be so willing to sacrifice for others that he deprives himself needlessly, and he can be so distracted helping someone with a simple task that he is not available when his help is truly needed.

So Mac expels much brain power and effort to keep the gang together and focused. Lucky for us, Mac is pretty talented at this and uses the friends' shortcomings to find a solution to the original problem, and any others that may have arisen due to the friends' flaws. If harnessed correctly, Eduardo's fear and strength is invaluable. Wilt can be made to perform just about any task if it only seems that someone is in need of it. And somehow, whatever random thing Coco is doing always comes in handy in the end, making Mac wonder if she had really planned it all along. Sad to say, Bloo's role in all this tends to be to get in the way. He either has a poorly thought out plan of his own, or in his eagerness to help he accidentally does things to bring out the worse in the other friends. But he always feels he was a great help when it's all over! Bloo may make certain situations more difficult, but at least he is sure to make them a lot more fun , and much, much funnier!

Foster's Home for Imaginary Friends is a 100 character driven show. All the stories derive from the personalities of the characters. The only obligation to the concept is that we walk through the front door of the house. Once inside anything can happen. Foster's has not been designed for a specific age demographic or gender. Like "The Muppets" or "The Peanuts," the show is for everybody. Along with Mac, we the viewers enter this strange, amazing, and fun world each week. As in "Willy Wonka and the Chocolate Factory," Foster's Home for Imaginary Friends is a place you *want* to go. From a creative standpoint everything and anything is possible, you just have to use your imagination.

