



# ReBoot™ STYLE GUIDE

LOG ON TO THE WORLD OF...

# ReBoot™

FILE MANAGEMENT TOOLS

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WELCOME TO MAINFRAME

VERSION 1.0

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READ ME FIRST

# The ReBoot™ User Guide

**T**his User Guide contains critical information about installing your ReBoot™ licensing Programme. It also provides a fascinating overview of the 3-dimensional world of Mainframe, and tutorials designed to get you up and running in no time.

The ReBoot Style Guide is the most comprehensive and useful source of answers to your ReBoot questions and directional guidelines for the creation of all officially licensed products and packaging, as well as your merchandising, media and promotional purposes.

Inside, you will find the latest data and graphics on the ReBoot story, the ReBoot animated series, each character and its approved renderings, graphic designs, quality control procedures, copyright and trademark usage, and approval procedures.

We encourage you to develop unique product design concepts, but all character renderings must be either reproduced from Style Guide artwork, or specifically developed in co-ordination with the ReBoot team and your Local Licensing Agent (LLA).

## TRADEMARKS AND COPYRIGHTS

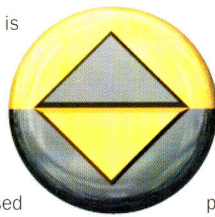
The ReBoot team considers the protection of the ReBoot characters and related visual elements to be of great importance. Trademarks and copyrights are conscientiously monitored. To aid you in your correct usage, here are some general guidelines:

All likenesses, names, sayings and renditions of ReBoot characters, and

related visual elements are protected under copyright and their use must be approved by the ReBoot team and your LLA.

The copyright notice:

© 199 – Mainframe Joint Venture.



must be included on all finished products, packaging, advertising and promotional materials.

When a character appears multiple times on products, packaging, or advertising, only one copyright notice is needed.

## QUALITY CONTROL

The ReBoot team are dedicated to the highest standards of quality and believe the program's long-term success is dependent on meeting those standards. To ensure that ReBoot products achieve the most appeal and interest possible, careful control of the design and use of our characters will be exercised.

All use of the ReBoot characters' likenesses, names or sayings must be approved by the ReBoot team and your LLA prior to the production and sale of any product designed by licensees. All packaging, advertising, in-store promotions, catalogues, brochures, etc. using ReBoot characters must receive written approval by the ReBoot team and your LLA before production and distribution.

The ReBoot team and your LLA must be notified in advance about notices used. Please submit the appropriate rendition of all copyrights and trademark notices to your

LLA for approval. Licensees must not assume approval is given unless specifically notified in writing.

## APPROVAL PROCEDURES

Each product submission received will be given immediate and complete attention. Please allow ten (10) business days for the approval process in your schedule for each submission. Requests for short turn-arounds will be evaluated on an "as need" basis.

Product and packaging designs must be submitted to your LLA at each of the following stages:

1. Rough sketch or concept layout
2. Accurate lineart
3. Finished artwork or final proofs
4. Pre-production samples or strike-offs
5. Finished products or packaged samples.

## INTERNATIONAL

This Style Guide, and specifically the legal guidelines on trademark notices, were prepared based on the law of the United States of America. In most instances, the same provisions apply to licensed merchandise outside of the United States.

In other instances, due to the variations and interpretations in law, subtleties of the market place, translations, local registrations and other nuances unique to a given territory, the guidelines for the United States may be inappropriate or require refinement. In such cases your local licensing agent in each territory will provide specific instructions for proper use which will be outlined in your contractual agreement.

A USER FRIENDLY TOUR OF...

# MAINFRAME



WELCOME TO MAINFRAME

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REBOOT™

Hi, it's me, Enzo, at your service. Thanks for cruising that information superhighway and accessing us here at ReBoot™.

Just because I'm one of the stars of the show doesn't mean I'm bragging when I say the ReBoot animated series is the most turbo-charged mega-binary program ever seen on video monitors.

Every other show's going to need to ship an upgrade when they see our groundbreaking computer generated imagery (CGI). ReBoot's accessing computer animation technology that's never been used before for any series.

But, hey, let me introduce you to the guys who really have their fingers on the button – Team ReBoot.

Ian Pearson, Gavin Blair and Phil Mitchell are three members of The Hub, the cool dudes who created ReBoot, and they supervise every gigabyte of the show's production in Vancouver. The Hub interface with their in-house support staff and ReBoot's licensing agents to make sure that your ReBoot products look every bit as awesome as the show does.

We've got the most spectacular 3-D sets and we show our multi-dimensional city of the future from all angles.

The hottest computer games are brought to life in every episode, and we risk our lives playing them. And our battle with



the evil Megabyte virus is the kind of conflict every kid wants to download.

So – welcome to our world – the world inside Mainframe City.

Hey, to you, its function is PC – you know, Personal Computer – but in my expanded memory, inside this CPU is an entire parallel universe.

Scope out our multi-level cyberspace city of the future. Is this place high density or what?

Me, my sister Dot, my pal Bob, and all

the other computer Sprites, live, work, and play here. Mostly it's a mega-binary place to file serve, and a totally alphanumeric adventure we get to execute.

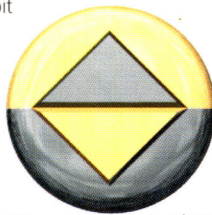
But the fragmentation of our existence are a couple of nasty virus types known as Megabyte and Hexadecimal. Talk about off-line artificial Intelligence, these two would delete the whole system and all of us with it, if we let them.

Of course, lots of the other sprites think the Games are just as big a threat, but I think they're macro! They can happen anytime and anywhere, and when they do you better be ready to ReBoot, or run your escape sequence.

When a Game begins, it can take over entire sectors of the city of Mainframe. We never know what's downloaded and processed. So when we face an incoming Game, we hit the ReBoot icon, and in a nanosecond we activate Game files to battle assorted Users and enemies.

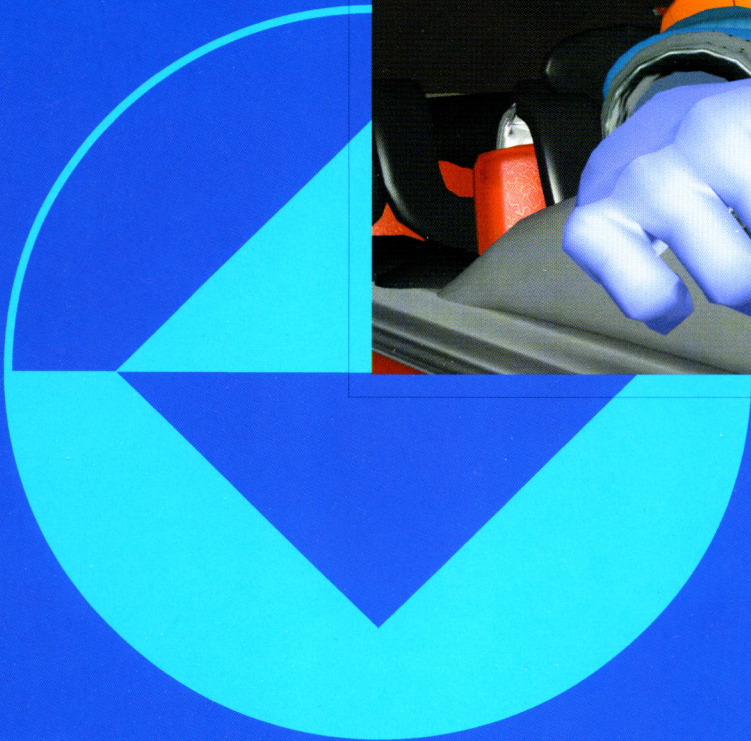
Is this place high density or what? There's nothing basic about it.

So get with the program! It's WYSIWYG (what you see is what you get), and what you see will blow your motherboard.



AN INTRODUCTION TO THE...

# CHARACTERS



WELCOME TO MAINFRAME

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## BOB

Bob's the greatest. My hero, my idol, if I could just copy Bob's format I'd be in zero wait state.


Bob is formatted as a top level Guardian. He's menu driven to mend and defend. He's our best hope against Megabyte and Hexadecimal, and nobody plays the games better than Bob.

Bob came from the Supercomputer and he's the only program at his level in Mainframe. Bob has more memory, power and RAM than any other data sprite. Bob's the most popular guy in the system.

Nothing can make Bob backspace or end file, he laughs in the face of error messages. Bob is a hands-on, do-it-now, figure-out-why-later kind of guy. I love his wise-guy word rap and cut and paste assembly language.

Bob brought this totally super-cool GLITCH accessory with him from the Supercomputer, and he can download that gizmo to morph into whatever tool he needs to get the job done.

Sure, he's got a thing for my sister, Dot, but that just means we're even more compatible. I hang out with Bob every chance I get and all data indicates I'm his best friend, by default.



# Bob

## PERSONAL BYTES

Name  
Bob

Age  
3.6266430 Hz (50 Hz cycle)

Initialised  
The Supercomputer

Format  
Guardian Program

Function  
To mend and defend

Sound Byte  
I don't think so

## BOB



 REFERENCE NUMBER

Code: B0B0001



BOB

REFERENCE NUMBER

Code: B0B0002



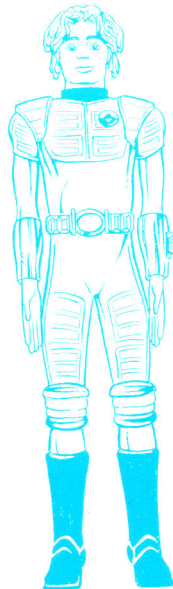
REFERENCE NUMBER

Code: B0B0003

CHARACTER PROFILE

BOB

REFERENCE NUMBER  
Code: BOB0004



BOB

 REFERENCE NUMBER  
Code: B0B0005



## DOT MATRIX

Dot's been my sister as long as I've had a random access memory.

She's the smartest, bravest, most ambitious Sprite I've ever met – next to Bob. Not bad for a girl.

Dot's got her files into almost every business there is in Mainframe. She runs everybody's favourite hangout, Dot's Diner, and she uses it as her homebase for all the fields her data's in.

Dot likes to plan everything ahead of time and she's always sorted and organised to the last character. Nothing ever makes her log-off a program once she's booted it up.

Even though she's always trying to protect my access, Dot's one of the most fun Sprites in Mainframe. Nothing ever gets her system down and she never allows any of us to go null either.

Everybody always comes to her to shareware their function failures and Dot can get down and diagnostic at high megahertz.

She and Bob make a great configuration and she's just as tough and fearless as he is. She doesn't like the games as much as we do, but she'll log-on and play until the end file with the best of them.

She despises Megabyte and Hexadecimal for being D-Base and ruining the happy file order life in Mainframe. One of these days she'll probably help Bob activate a global search and delete "Mega-breath" and "Hexadismal" and all their sick virus friends.

# Dot Matrix

 REFERENCE NUMBER

Code: DOT0001

PERSONAL BYTES

DOT MATRIX

Name

Dot Matrix

Age

None of your business

Initialised

Mainframe

Format

Self-employed data sprite

Function

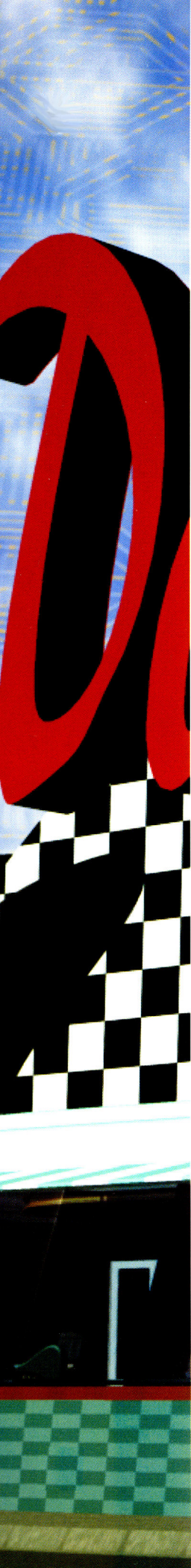
Organizational multi-tasking

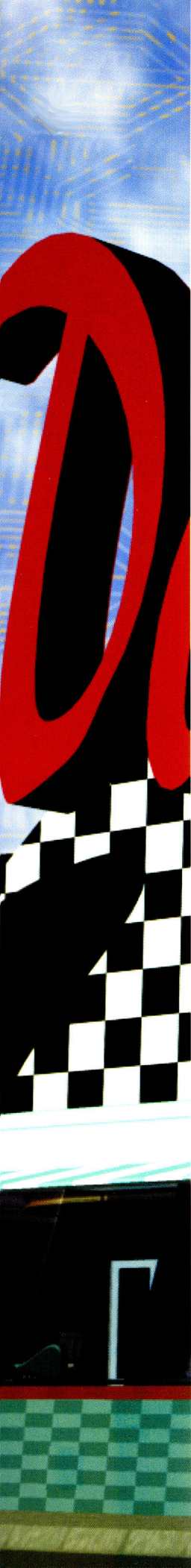
Sound Byte

We Mainframer's stick together

REFERENCE NUMBER

Code: DOT0002





 **REFERENCE NUMBER**  
Code: D0T0003

DOT MATRIX



 **REFERENCE NUMBER**  
Code: D0T0004

CHARACTER PROFILE

DOT MATRIX

 REFERENCE NUMBER

Code: D0T0005



CHARACTER PROFILE

DOT MATRIX

REFERENCE NUMBER

Code: D0T0006



CHARACTER PROFILE



## ENZO &amp; FRISKET

Now here's the readme file on the best young copy.com program in the system, me, ENZO, the Sprite with the byte.

I'm hyperstacked for action, everyone's always complaining that I don't stay focused and that my file management system is not on-line yet, but hey - that's my format.

I'd give my left node to come from the Supercomputer like Bob, and someday I'll get him to take me there. I know I could be a top level Guardian with one sector tied behind my batch.

I'm ready to upload into any Game that's incoming, but my sister Dot is always trying to copy protect me and keep me from logging on.

One of these days my microprocessor's going to reach gigabyte status and then get ready for some serious Enzo multi-media multi-tasking.

That will be alphanumeric!

And here's Frisket, he's my best friend and unofficial guard dog of Dot's Diner - but his interface with Bob is a little off-line. Frisket doesn't really belong to me and Dot, we belong to him. He's a data dump yard dog, whose bark is 32 bits worse than his byte.

CHARACTER PROFILE



# ENZO & Frisket

## PERSONAL BYTES

Name  
Enzo

Age  
1.26144<sup>10</sup> Hz

Initialised  
Mainframe

Format  
Data sprite in development

Function  
To make it to his next upgrade

Sound Byte  
Alphanumeric!

## ENZO



REFERENCE NUMBER  
Code: ENZ0001

ENZO

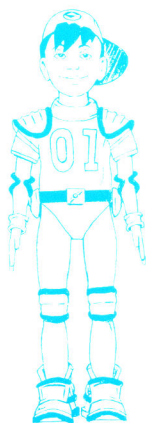
REFERENCE NUMBER  
Code: ENZ0002



CHARACTER PROFILE

ENZO

REFERENCE NUMBER  
Code: ENZ0003



CHARACTER PROFILE

ENZO

REFERENCE NUMBER  
Code: ENZ0004



## PERSONAL BYTES

Name  
Frisket

Age  
64 (in dog speed)

Initialised  
Mainframe

Format  
Data dump yard dog

Function  
To copy protect Enzo

Sound Byte  
GGRRRRR

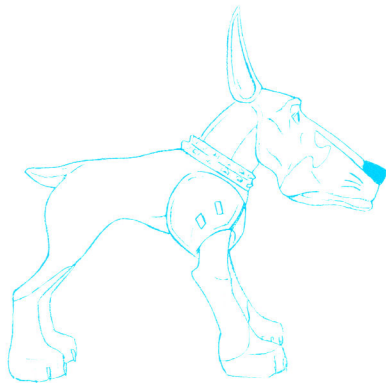
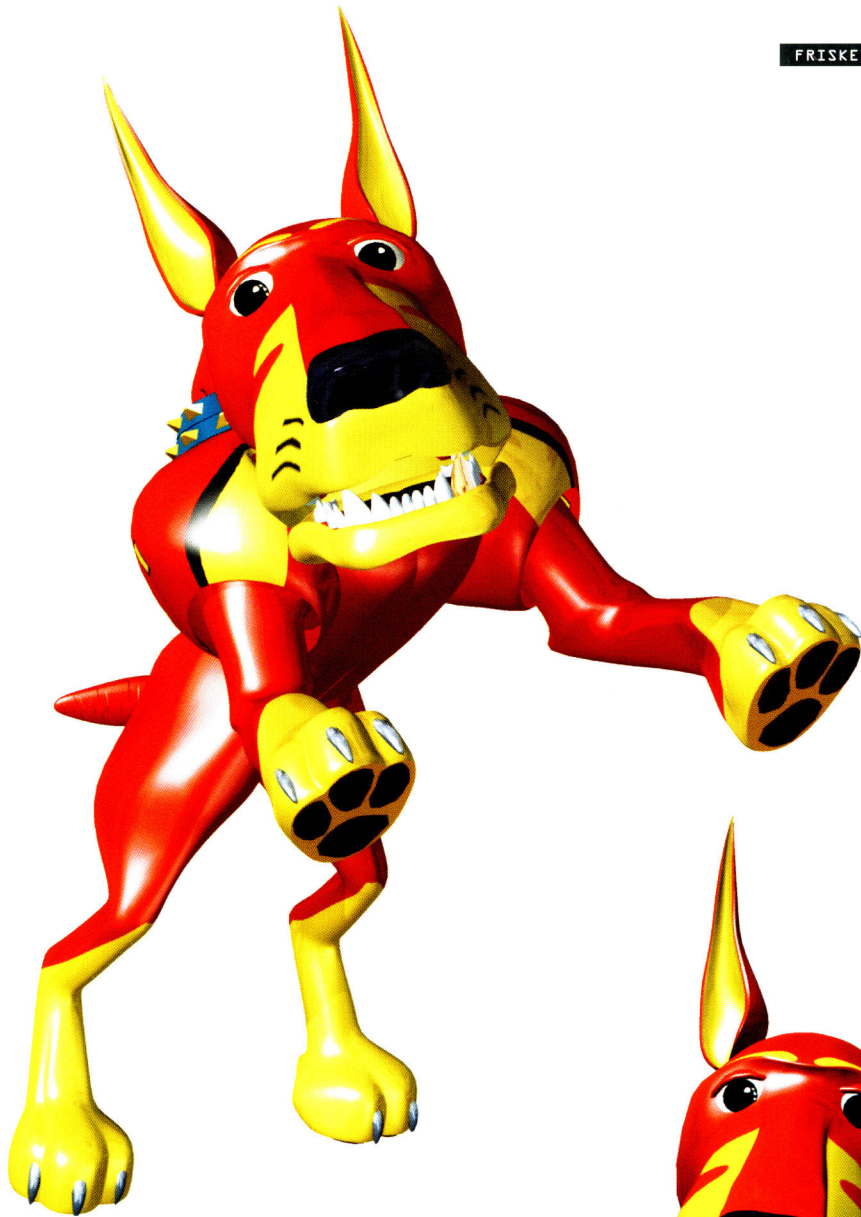
## ENZO &amp; FRISKET

REFERENCE NUMBER  
Code: E&F0001



FRISKET

 REFERENCE NUMBER  
Code: FR10001



 REFERENCE NUMBER  
Code: FR10002

CHARACTER PROFILE

## MEGABYTE

Mega "breath" as I like to call him is a terminal virus created by some low level-formatted hacker. Before I was even initialised he invaded Mainframe and ever since he's been trying to boost his power and control.

Megabyte is programmed to consume energy and power like an analog-addict.

He'll try to fool you with his smooth style and phoney friendly format but watch out, this guy is like a bad sector. He's a greedy circuit board Mafia don, and already controls access to huge levels of Mainframe that are now off-line.

He thinks he's so great and so smart that he's going to crash Mainframe and then conquer the Super Computer, but he can't even override his own nasty temper.

Despite the help of his minions, the cyberlunkheads Hack and Slash, and his giga-huge army of viral binomes, Megabyte's still too infected with terminal toxicity to achieve his twisted dream.

He may be the most powerful force in Mainframe, but between me, Dot and Bob we'll never let him infect the system, no matter how many viral binomes he has under his programme.



# Megabyte



PERSONAL BYTES

Name  
Megabyte

Age  
N7.095b<sup>11</sup> Hz

Initialised  
Unknown - somewhere on the 'Net'

Format  
Virus

Function  
To amass power

Sound Byte  
Seize them!

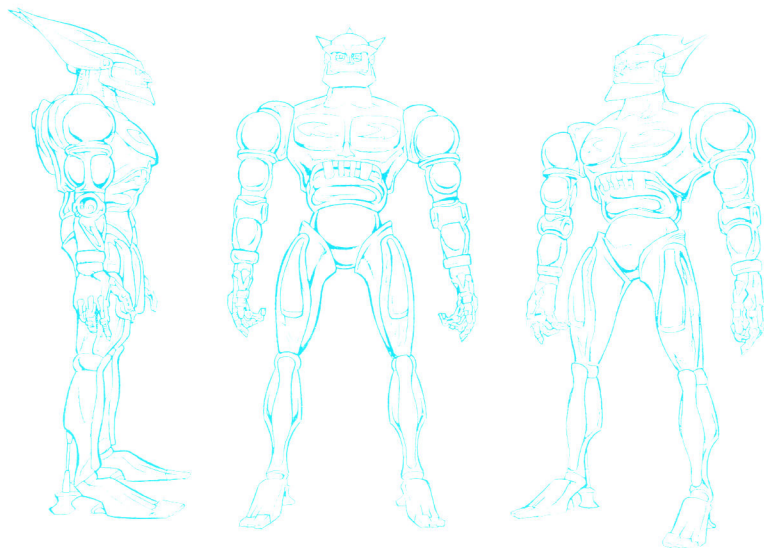
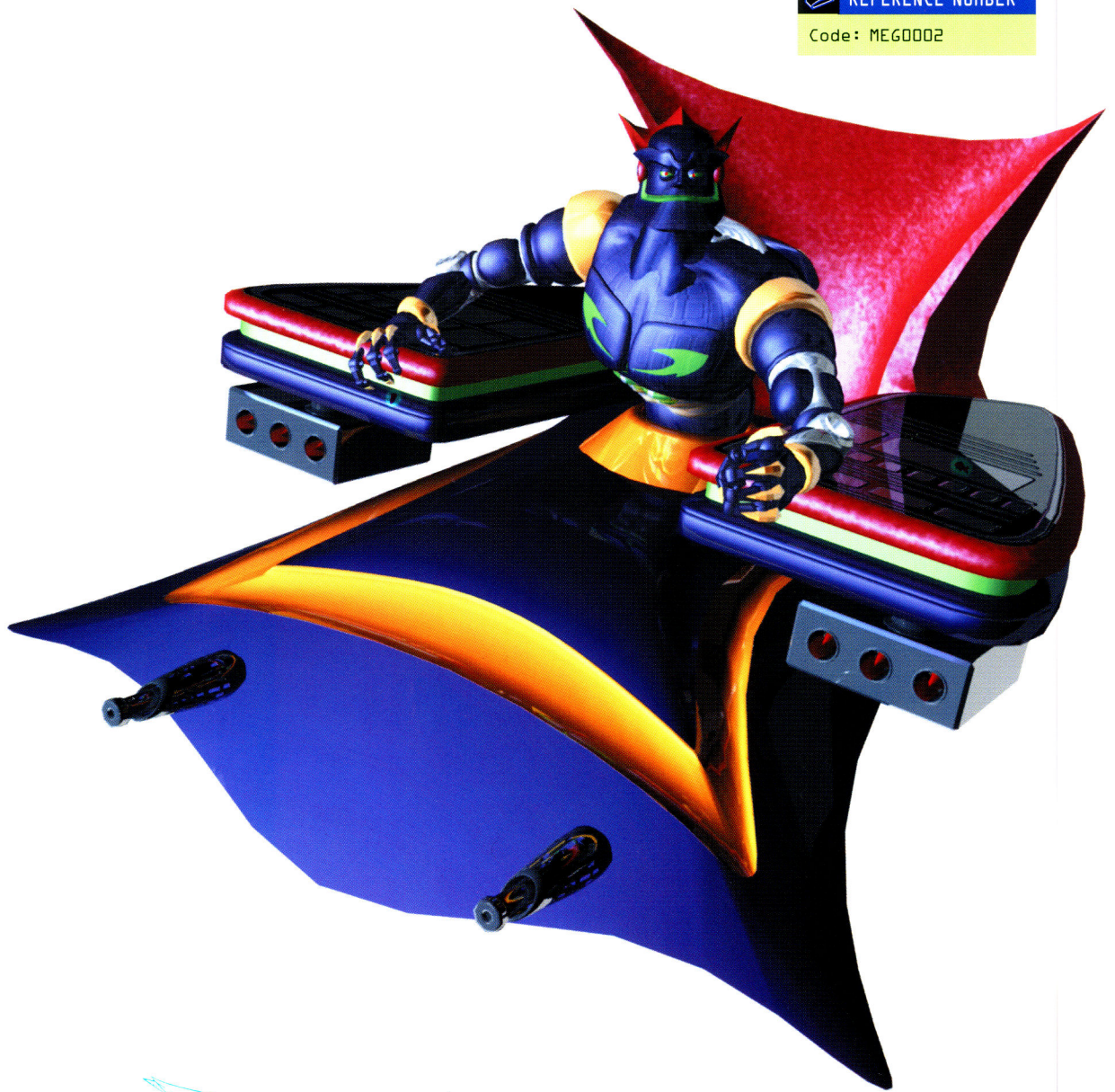
MEGABYTE

REFERENCE NUMBER  
Code: MEG0001

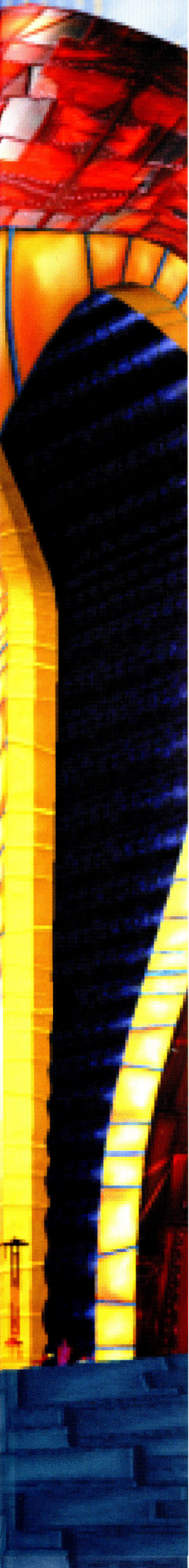


MEGABYTE

REFERENCE NUMBER  
Code: MEG0002



CHARACTER PROFILE



MEGABYTE

REFERENCE NUMBER

Code: MEG0003



REFERENCE NUMBER

Code: MEG0004

CHARACTER PROFILE

MEGABYTE

REFERENCE NUMBER  
Code: MEG0005



CHARACTER PROFILE

## HACK AND SLASH

These guys are the Tweedle Dumb and Tweedle Dumber of Mainframe. Since I've never seen them apart, and they're equally lame and bug-filled, it's hard to figure out which one is HACK and which one is SLASH (SLASH is red).

They were designed and programmed as Megabyte's personal muscle machines. He installed weapons that mechanically telescope, extend and unfold into shape.

But they're so heavily armoured that there isn't much room inside for things like computing power and memory. They have a combined IQ approaching that of a low density toaster.

They're almost unbeatable in a fight, but they're laughably easy to confuse long enough to escape. Together the two of them can't even complete a sentence, never mind about a command from their master.

CHARACTER PROFILE

## REFERENCE NUMBER

Code: H&amp;S0001



# Hack & Slash

## PERSONAL BYTES

Name  
**Hack & Slash**

Age  
**23 Hz (also their combined ID)**

Initialised  
**Mainframe**

Format  
**Mechanical Henchmen**

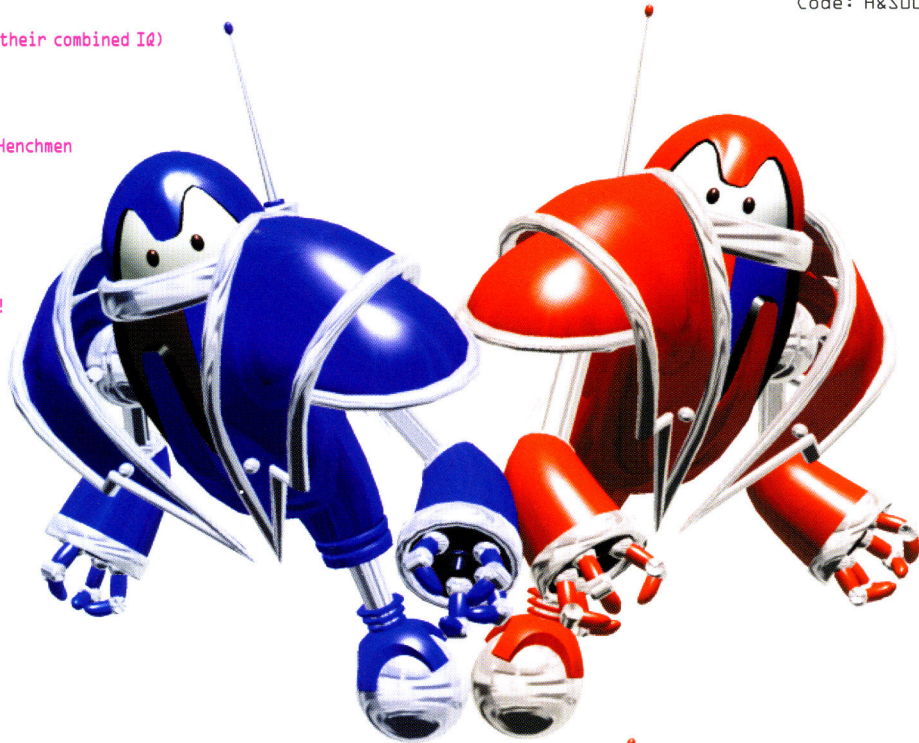
Function  
**To execute  
 Megabyte's  
 commands**

Sound Byte  
**Sorry, boss!**

## HACK &amp; SLASH

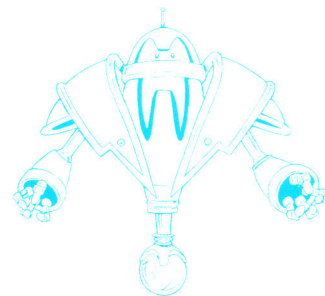
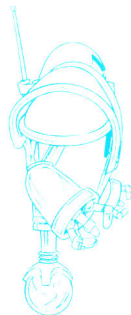
 **REFERENCE NUMBER**

Code: H&S0002



 **REFERENCE NUMBER**

Code: H&S0003



## HEXADECIMAL

Don't be scammed by Hexadecimal's royal queen routine. She's just another foul virus that has infected Mainframe. But she's the worst kind of virus, programmed to disrupt the CPU and deliver an endless loop of chaos and malfunctions.

Hex lives in a warped and damaged sector called CITY OF LOST ANGLES, a very scary place in Mainframe. It's a bizarre and dangerous island, a floating sector where logic is twisted beyond any read capability. And it's the perfect home for a royal crash like her.

Hexadecimal has a weird collection of masks and you never know which one she's going to be wearing or how she's going to be acting. She's completely random access, total confu-

sion, a real geisha-style kamikaze.

Worst of all she's powered to control these huge armies of Nulls who suck energy from everything in their path. Lucky for us, they're as chaotic as she is.

If you want to meet a real wired-weasel just click on Hexadecimal's pet and sneaky spy, SCUZZY. He'll infiltrate any program or command, spy on everyone and record data. Then he replays the whole multimedia track for his equally vicious master.

Scuzzy is devious and nasty, and he'll sell out anyone, even Hexadecimal, if he thought it'd save his synthetic slimy skin.

CHARACTER PROFILE

# Hexadecimal & Scuzzy

## PERSONAL BYTES

Name  
Hexadecimal

Age  
How rude! You never ask a lady her age

Initialised  
Lost Angeles, causing its destruction

Function  
To create chaos

Format  
Virus

Sound Byte  
Happy! Happy! Happy!

## HEXADECIMAL

 REFERENCE NUMBER  
Code: HEX0001





HEXADECIMAL

REFERENCE NUMBER  
Code: HEX0002



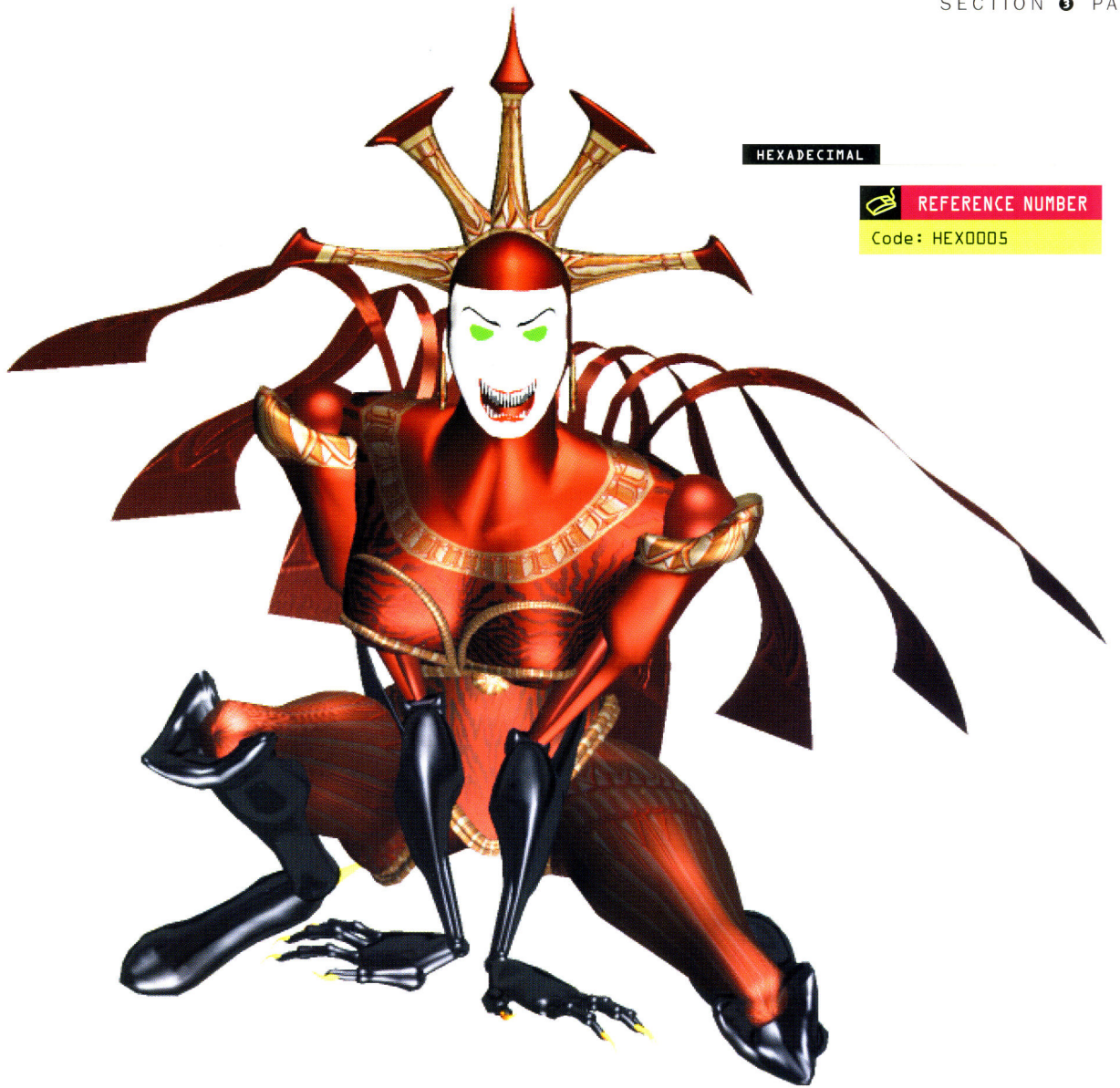
CHARACTER PROFILE

HEXADECIMAL

 REFERENCE NUMBER  
Code: HEX0003



CHARACTER PROFILE



HEXADECIMAL

**REFERENCE NUMBER**  
Code: HEX0005



SCUZZY

**REFERENCE NUMBER**  
Code: SCU0001

CHARACTER PROFILE

## SPRITES &amp; BINOMES

PHONG is the oldest Sprite in Mainframe. I hear he's left over from the days of the old IBM 360s. Bob told me that Phong was the original command.com, way back when.

Personally I can never understand what Phong is talking about, but Bob's always asking for his advice and playing P.O.N.G (Puck Orientated Non-linear Game) with him. He's supposed to be the Executive Secretary to the new command.com, but Bob and Dot think that he never really retired.

Nobody knows how come CECIL speaks with a French accent, not even Dot, and he works for her at the Diner. No matter how hard I try to get him to power down, he's programmed as a dedicated server, he's always got his nose in the air, and that high class maitre 'd attitude.

MIKE THE TV has the personality of an obnoxious game show host. He follows Bob all over the system and announces whatever's on and barrages him with news, talk shows, bad soap operas and commercials, commercials and commercials...

He's the only TV I ever met who hasn't got an "off" switch, and since his remote control escaped he can't even power himself down. So he runs programming non-stop 24 hours a day, sticking his monitor in Bob's face every chance he gets.


## THE BINOMES

Even though they are the simplest form of life in Mainframe the Binomes do all the real grunt work.

They are totally digital but they are not a bunch of dip-switches they are your basic robotic ones and zeros that make up every command and programme in the CPU.

They're the guys that crunch the numbers – the old fashioned way, with Binome bulldozers. Except that is for the viral Binomes which have been infected by Megabyte.

Hey if it wasn't for the Binomes they would have me doing the trash in trash out subroutine.

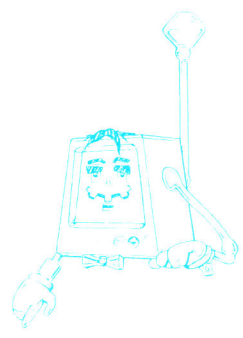


# Support characters

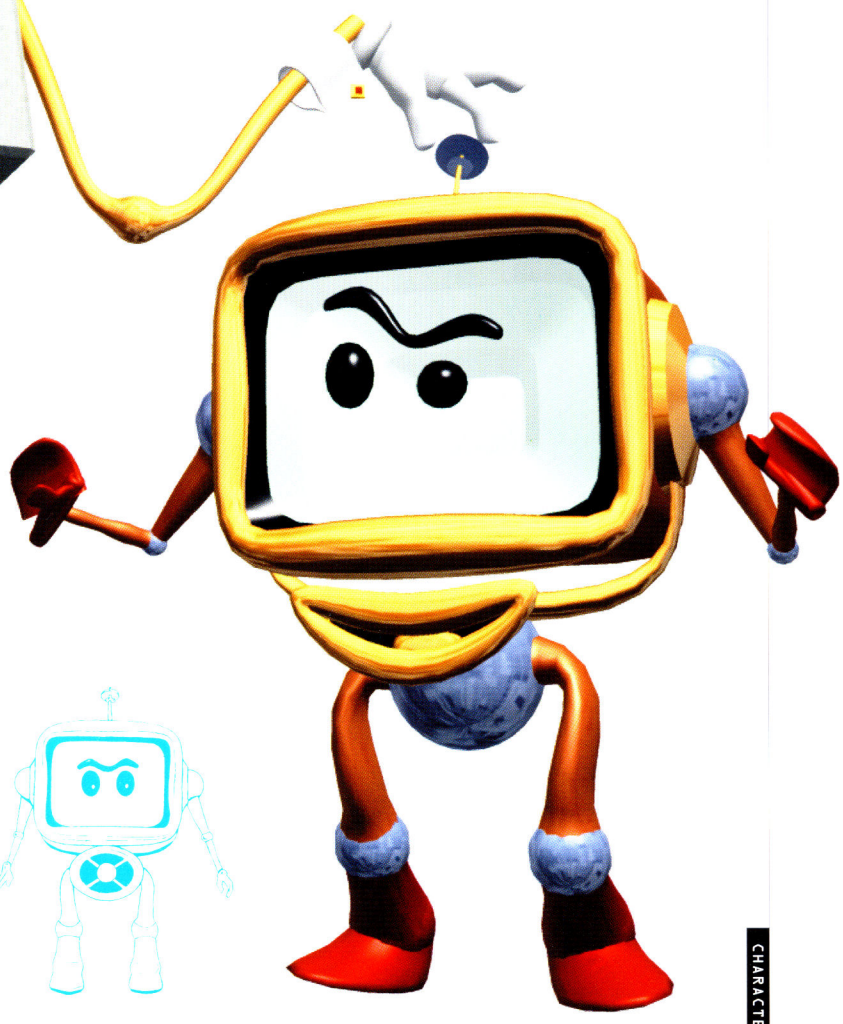
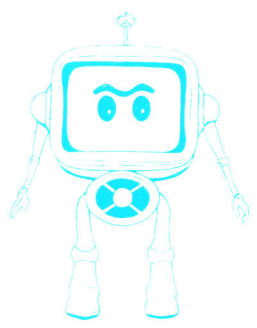


CECIL

**REFERENCE NUMBER**  
Code: C&M0001



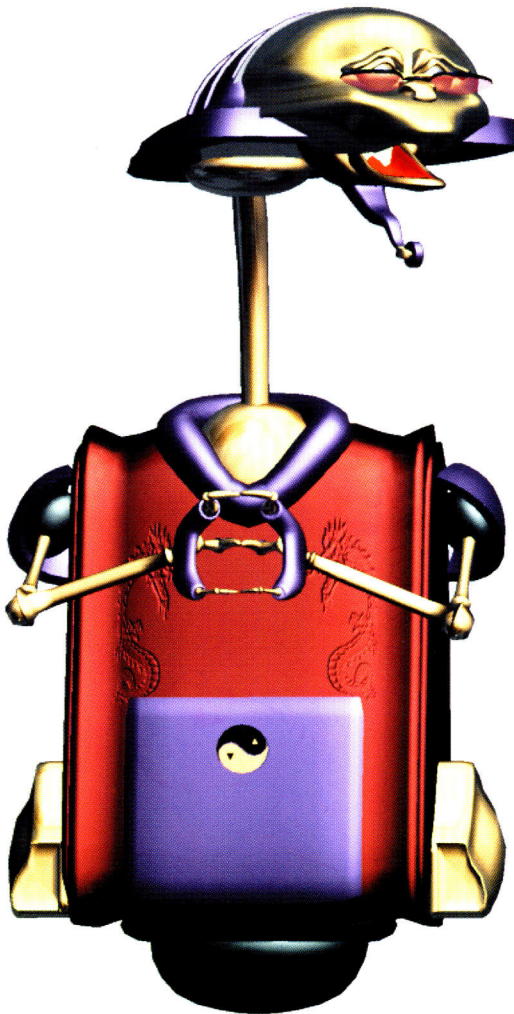
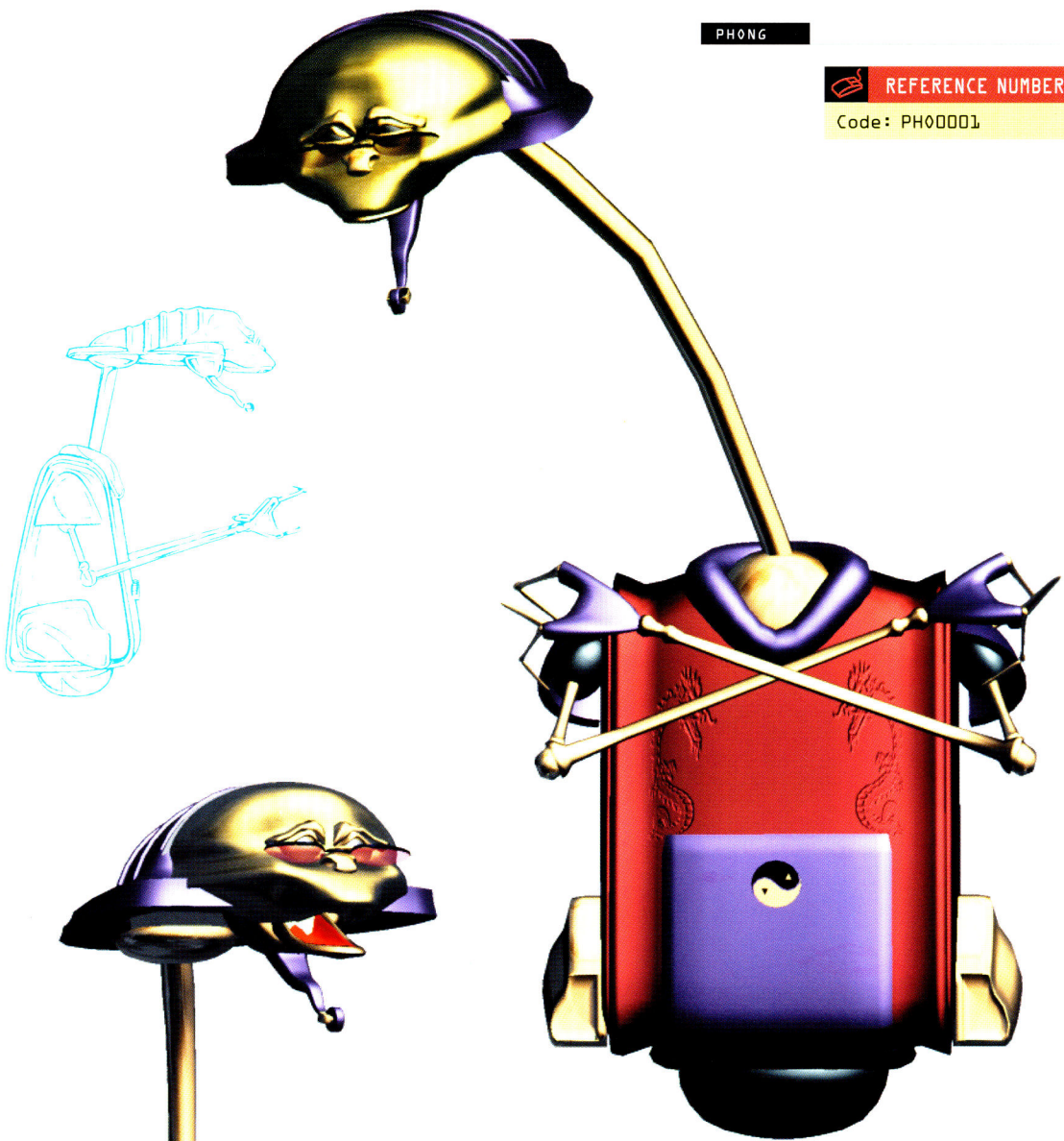
MIKE THE TV



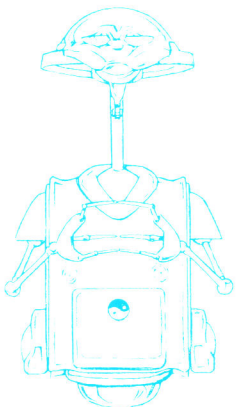


PHONG

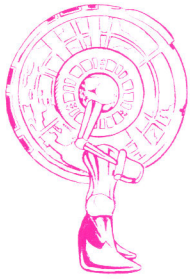
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REFERENCE NUMBER  
Code: PH00002

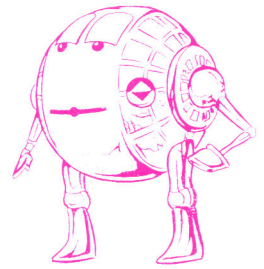
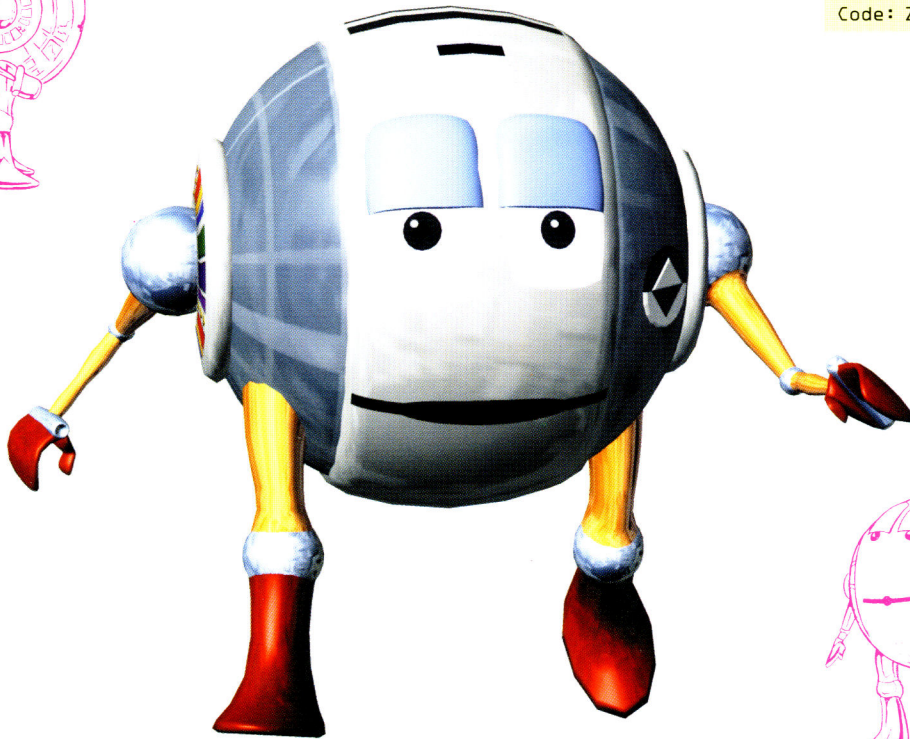


CHARACTER PROFILE



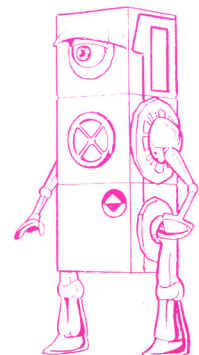
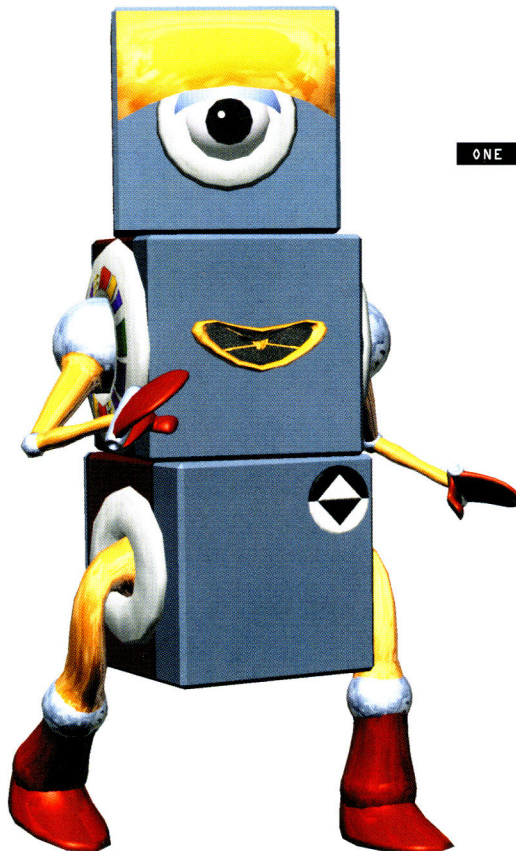
ZERO

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ONE

REFERENCE NUMBER  
Code: ONE0001

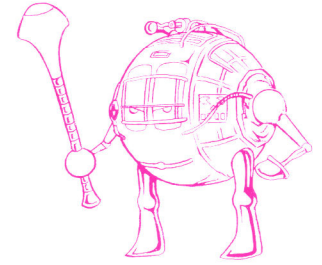


CHARACTER PROFILE



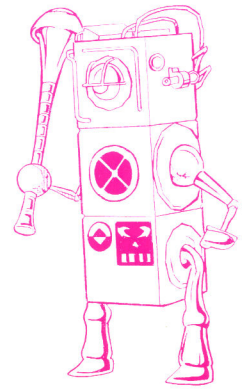
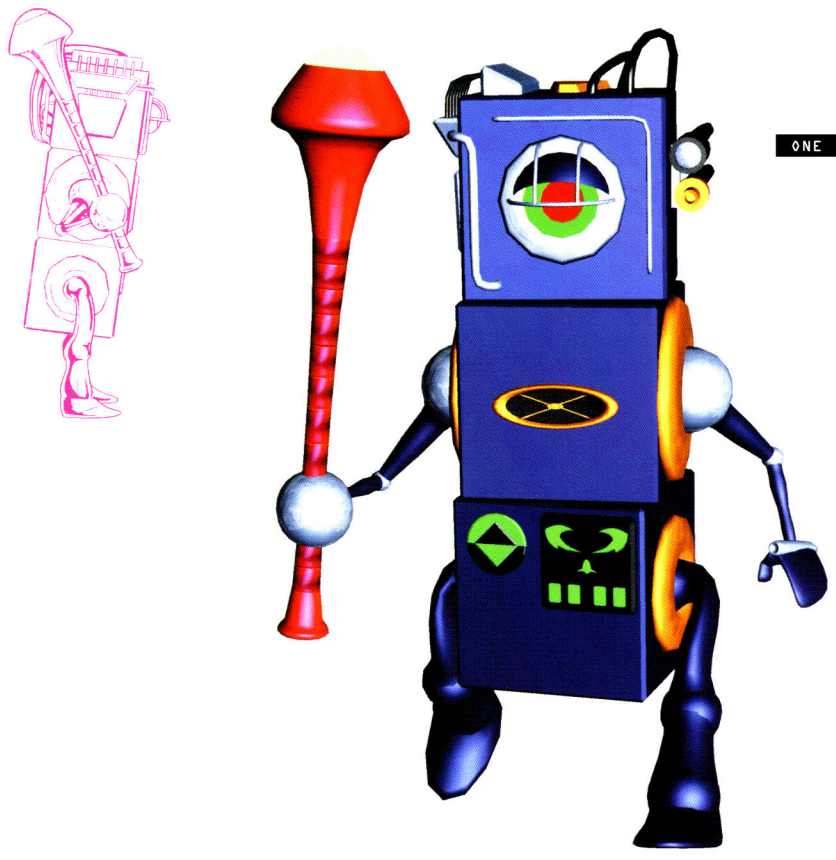
ZERO

REFERENCE NUMBER  
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ONE

REFERENCE NUMBER  
Code: VI00001




CHARACTER PROFILE





BINOME 5

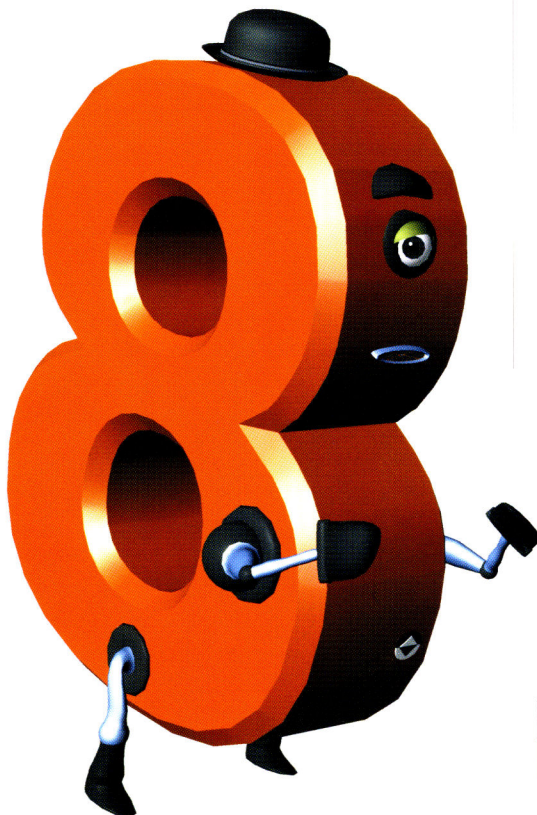
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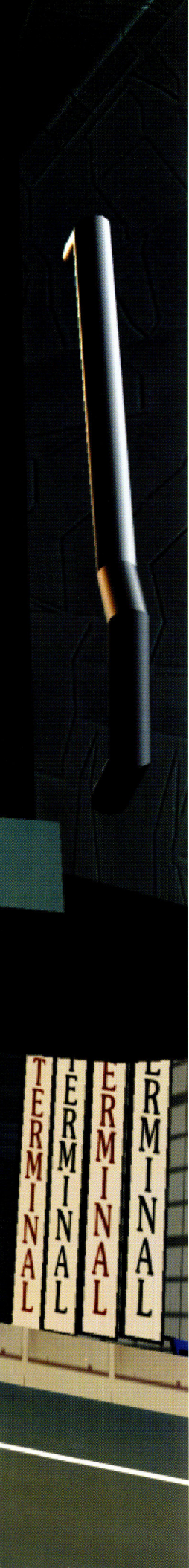
BINOME 7

 REFERENCE NUMBER  
Code: SEV0001

BINOME 8

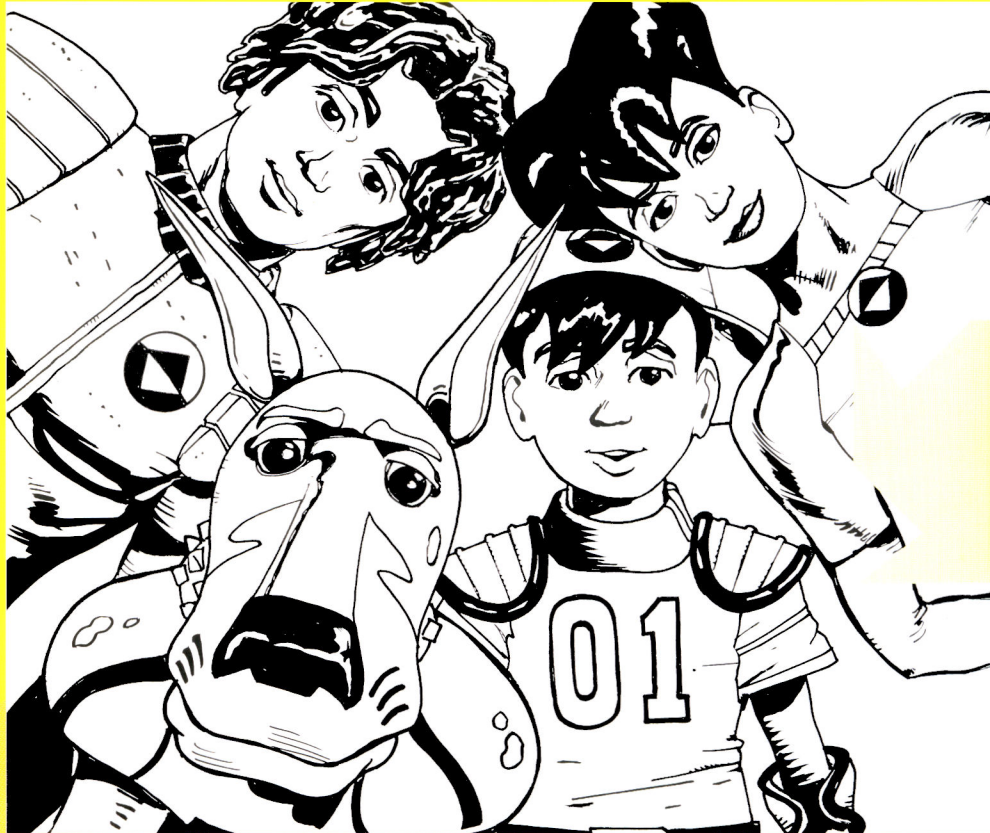


 REFERENCE NUMBER  
Code: EIG0001



SCAN AND PLAN WITH THE OFFICIAL ReBoot™...

# LINEART



WELCOME TO HAINFRAME

VERSION 1.0

- 1
- 2
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## MAIN CHARACTERS



## BOB:

**AREA:**

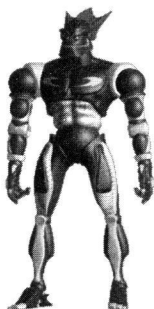
<b>Skin, face and hands</b>	2717-main colour 2718-dark areas 2707-light areas
<b>Hair</b>	9 cool grey-mid shades 11cool grey-darker shades of 877 metallic 433 dark shades
<b>Eyes</b>	463, 433 -pupil
<b>Eyebrows</b>	433
<b>Inside mouth</b>	433
<b>Teeth</b>	white
<b>Collar</b>	433
<b>Chest &amp; trousers</b>	5473
<b>Arms &amp; body</b>	632,633
<b>forearm plates</b>	429,427 or metallic 877
<b>Glitch</b>	272,433,144
<b>Shoulder &amp; knee pads</b>	144,433, (116 light areas)
<b>Boots</b>	433
<b>ReBoot icon</b>	116,433
<b>Belt &amp; buckle</b>	144, (116 light areas) 11 & 9 cool grey



## DOT:

**AREA:**

<b>Skin, Face &amp; hands</b>	3248-main colour 3268 dark areas
<b>Hair</b>	433
<b>Eyes</b>	260, 433- pupil
<b>Lips</b>	186
<b>Bodysuit</b>	473
<b>Shoulder pads</b>	1805
<b>Stripes</b>	1675/166 Light
<b>Boots</b>	4695
<b>ReBoot Icon</b>	433, white
<b>Belt &amp; wrist clasps</b>	427, 427 or 877 metallic



## MEGABYTE:

**AREA:**

<b>Horns &amp; pupils</b>	186
<b>Main body</b>	534 dark/543 light
<b>Green areas</b>	354
<b>Silver areas</b>	429,427 or 877 metallic
<b>Yellow areas</b>	116 - light 143 - dark



## FRISKET:

**AREA:**

<b>Red Areas</b>	186
<b>Yellow areas</b>	116 light/143 dark
<b>Collar studs</b>	116 light/143 dark
<b>Collar</b>	5473
<b>Nose &amp; pupils</b>	433
<b>Claws</b>	9 cool grey, white highlights or 877 metallic



## HEXADECIMAL:

**AREA:**

<b>Skin</b>	187
<b>Face</b>	white
<b>Eyes</b>	354
<b>Lips</b>	186
<b>Teeth</b>	white
<b>Inside of mouth</b>	433
<b>Eyebrows</b>	433
<b>Fingernails</b>	116-light 143-dark
<b>Gloves &amp; boots</b>	433
<b>Spurs</b>	116-light 143- dark
<b>Hair, earrings &amp; costume piping</b>	470, warm grey 2, 877, 875 metallic
<b>Main body</b>	187
<b>Headdress &amp; costume piping</b>	470, warm grey 2, 187



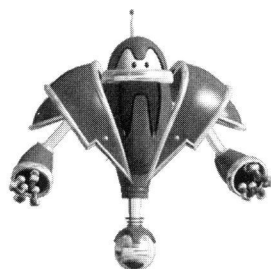
## ENZO:

**AREA:**

<b>Skin</b>	3248-main areas 3268-dark areas
<b>Hair</b>	433
<b>Eyes</b>	260
<b>Pupils</b>	433
<b>Eyebrows</b>	433
<b>Black trim</b>	433
<b>Boots, hat &amp; t-shirt</b>	186
<b>Lettering, Icon</b>	433, white
<b>Arms, legs &amp; collar</b>	542 -light 549 -dark
<b>Knee, elbow &amp; shoulder pads</b>	116-light areas
<b>Wrist band &amp; boot lining</b>	143- dark areas 429 or 877 metallic 427-light

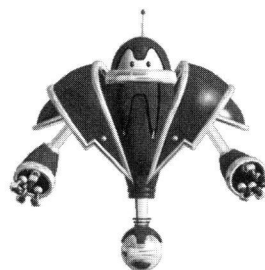
**NOTE:** \_\_\_\_\_all characters are to scale in relationship to one and other

## MAIN CHARACTERS



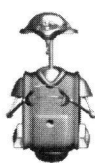
HACK: (red)

<b>AREA:</b>	
Main body	186 main colour
Black	433
Silver edges	429
	427 -light areas or
	877 metallic
Chest plate	072
Eyes	195, white



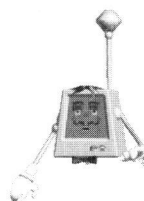
SLASH: (blue):

<b>AREA:</b>	
Main body	072
Black areas	433
Silver edges	429
	427-light areas
877 metallic	
Chest plate	186
	271 light areas
Eyes	195, white



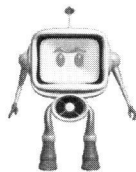
PHONG:

<b>AREA:</b>	
Body	187
Beard, hands,	2655
knuckles tunic trim &	
head band	
Base	433
Head & limbs	127 or 871 metallic
Glasses (lens)	Clear



CECIL:

<b>AREA:</b>	
Arms & hanger	116-light areas
	143-dark areas
Bow tie & letters	433, white
All hair	431, 433
Gloves & cuffs	white
Cuff links	116,143
Stone (in links)	186
Pupils & mouth	433
Lips & eyes	white
Face	5555
Nose & eyelids	418
Casing & body	413/light 418/dark
ReBoot icon	542, 144, 429,
	116, 237



MIKE THE T.V. : SCUZZY:

<b>AREA:</b>	
Boots & gloves	187
Yellow edging	116 - light areas
& ariel	143- dark areas
Joints	429 or 877 metallic
	427 - for light areas
Eyes & eyebrows	433
Speaker inner,	
screen lining	433
Arms,legs, TV casing	173 or 876 metallic
Screen	622

**AREA:**

Top of head	366
Base	142
Nose	433
Bolt	142
Tip of tail	142
Whiskers	142
Main body	518
Body highlights	142
Face area	161
Face highlights	252
Eye sockets	433
Eyes	white

**NOTE:** \_\_\_\_\_all characters are to scale in relationship to one and other

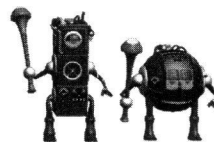
## MAIN CHARACTERS



## MOUSE:

**AREA:**

<b>Skin, Face Hands</b>	244-main colour 245-dark areas 243-light areas
<b>Hair, eyebrows</b>	1505 - Main colour 158-dark areas 144-light areas
<b>Hair sticks</b>	3125
<b>Eyes</b>	201, 433, pupils
<b>Lips</b>	258
<b>Teeth</b>	White
<b>Bodysuit</b>	White, 433
<b>Boots</b>	433
<b>Arm rings,</b>	427
<b>Arm band</b>	877 metallic
<b>Straps, Boot plates</b>	
<b>Arm bands</b>	433
<b>Belt</b>	201, 433
<b>Belt icon</b>	433, white
<b>Ring</b>	116-Light areas
<b>Buckles on arm band</b>	143-dark areas
<b>belt containers</b>	
<b>Sword (handle)</b>	11- warm grey 116 light 143 dark
<b>(Holder)</b>	195

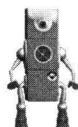


## VIRAL BINOMES:

(ZEROS AND ONES ARE SAME)

**AREA:**

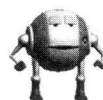
<b>Eyes</b>	354, 186 Pupils
<b>Body</b>	534-dark
<b>Ball joints on arms and hands</b>	543-light, 536 white highlights
<b>Silver parts</b>	877 metallic
<b>Mouth &amp; gold parts</b>	116-light 143-dark
<b>Inside mouth</b>	433
<b>Icons</b>	433, 354



## BINOMES:

**(ONES - COMMON COLOURS USED)****AREA:**

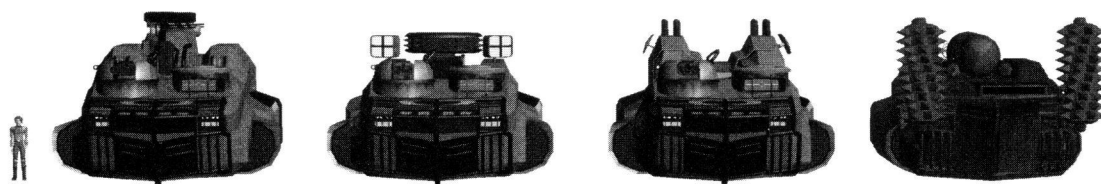
<b>Eyes</b>	White 433, 431
<b>Body</b>	642-light areas 645, 644-dark areas 642, 644,666,2726
<b>Lower Body</b>	4705-dark, 4725-light
<b>Arms-Ball joints</b>	536 white highlights or 877 metallic
<b>Main arm</b>	116-light, 143-dark
<b>Mouth</b>	116-light, 143-dark
<b>Icons</b>	433, white
<b>Hands/various</b>	186, 433, 116-light, 143-dark



## BINOMES:

**(ZEROS-COMMON COLOURS USED)****AREA:**

<b>Eyes</b>	White, 433, 431
<b>Eyelids</b>	642
<b>Body-centre</b>	663, white highlights metallic 877
<b>Body-sides</b>	9-cool grey, 5-cool grey
<b>Mouth</b>	433
<b>Hands/Various</b>	186, 433, 116-light 143-dark



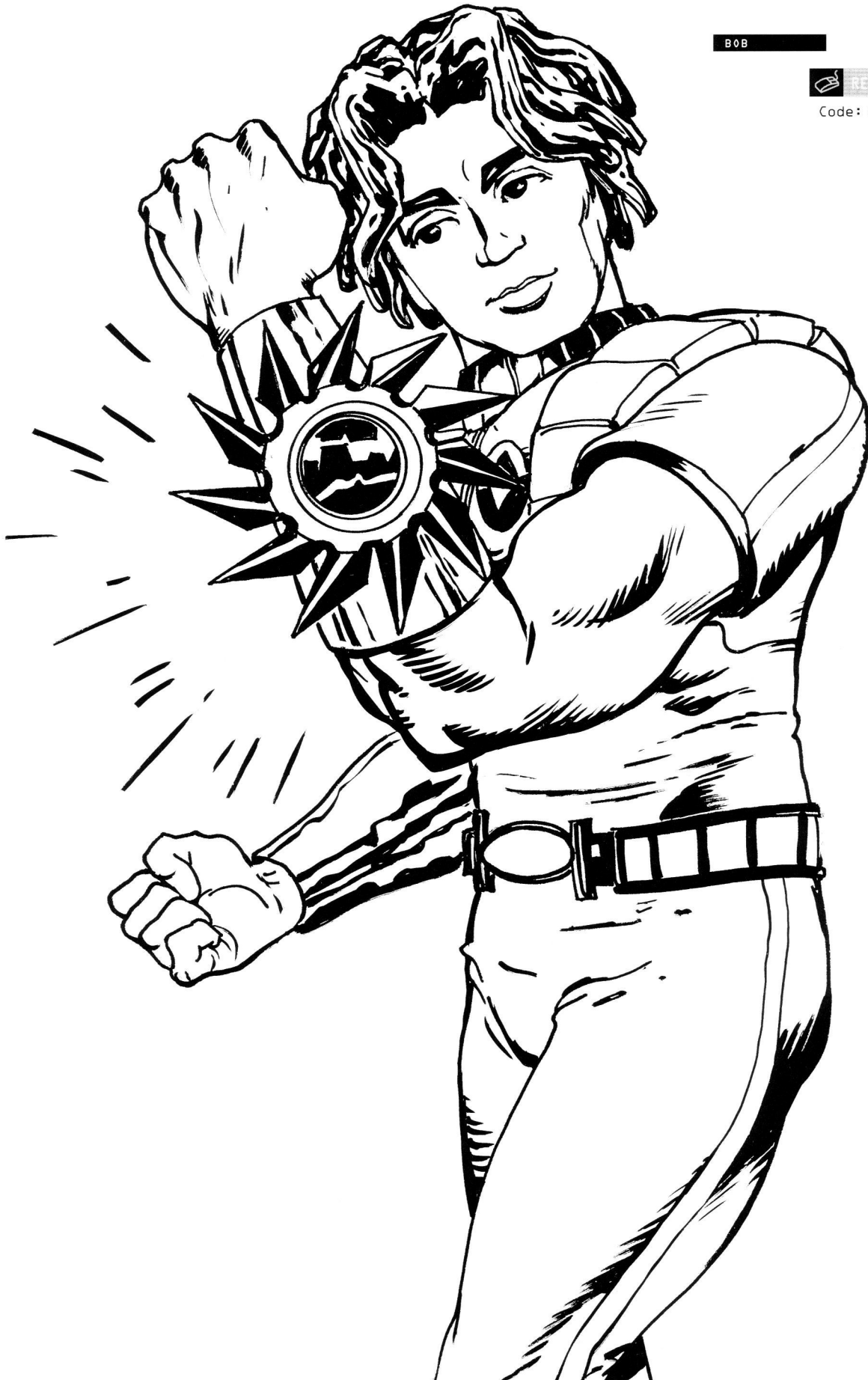
Scale reference of Bob to ABC's

NOTE: \_\_\_\_\_all characters are to scale in relationship to one and other

B0B

REFERENCE NUMBER

Code: B0B0001-LA



B0B

REFERENCE NUMBER

Code: B0B0002-LA



LINEART REFERENCE

B0B

REFERENCE NUMBER

Code: B0B0003-LA



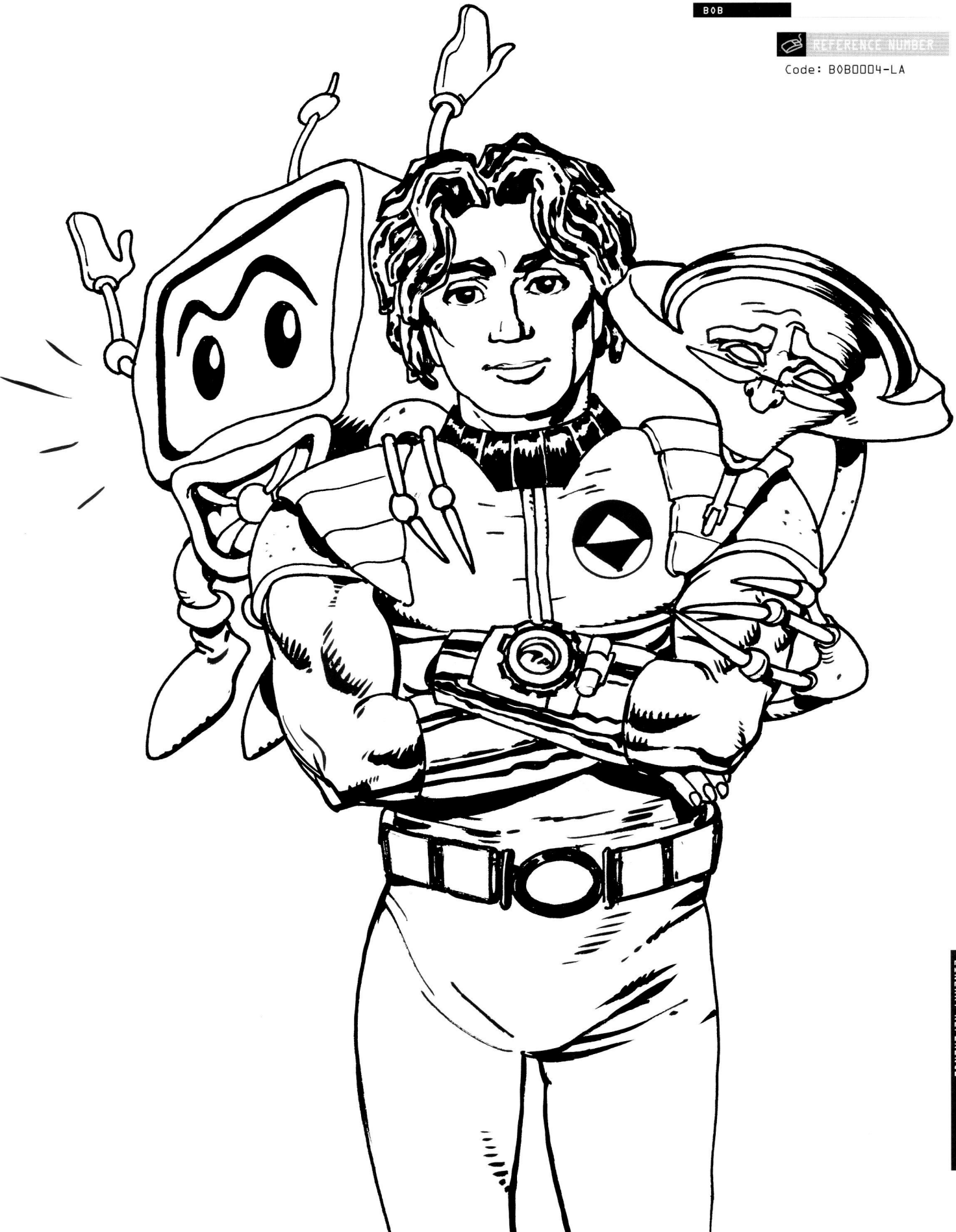
LINEART REFERENCE



B0B

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LINEART REFERENCE

BOB



Code: B0B0005-LA



LINEART REFERENCE

BOB

REFERENCE NUMBER

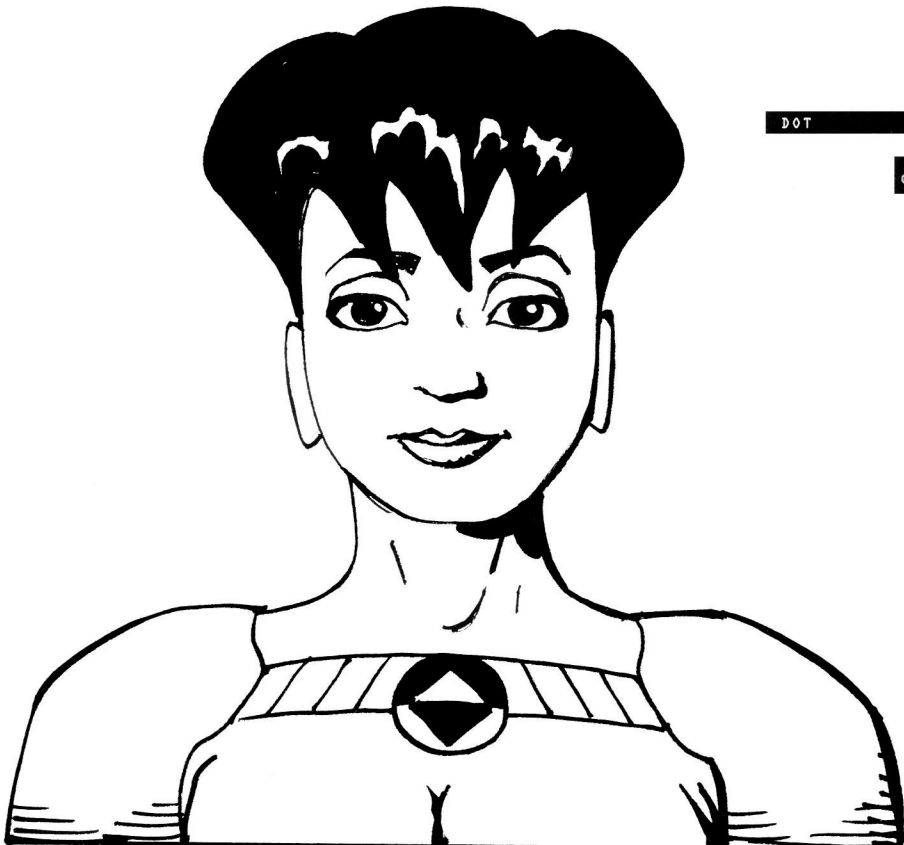
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DOT

REFERENCE NUMBER

Code: D0T0001-LA



LINEART REFERENCE

ENZO

REFERENCE NUMBER

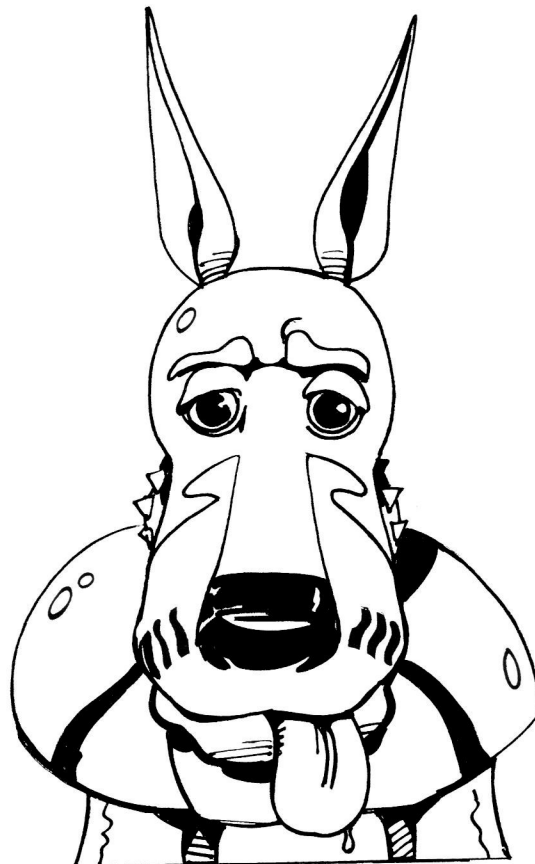
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FRISKET

REFERENCE NUMBER

Code: FR10001LA



DOT

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LINART REFERENCE

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REFERENCE NUMBER

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ENZO & FRISKET

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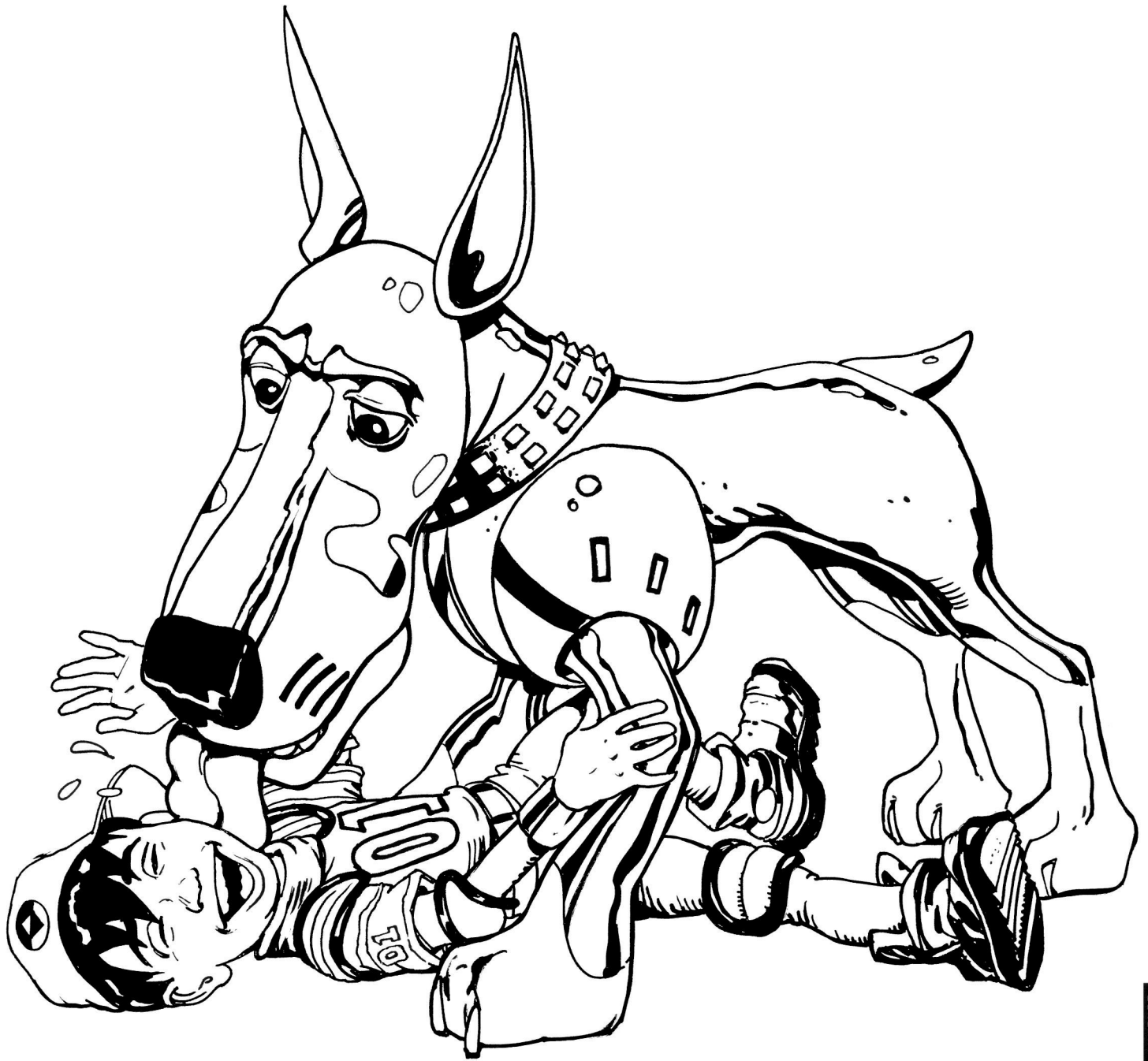
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ENZO & FRISKET

REFERENCE NUMBER

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LINEART REFERENCE



MAIN CHARACTERS

REFERENCE NUMBER

Code: REB0001-LA



LINEART REFERENCE

HEXADECIMAL

REFERENCE NUMBER

Code: HEX0001-LA



LINEART REFERENCE

HEXADECIMAL

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LINEART REFERENCE

HEXADECIMAL

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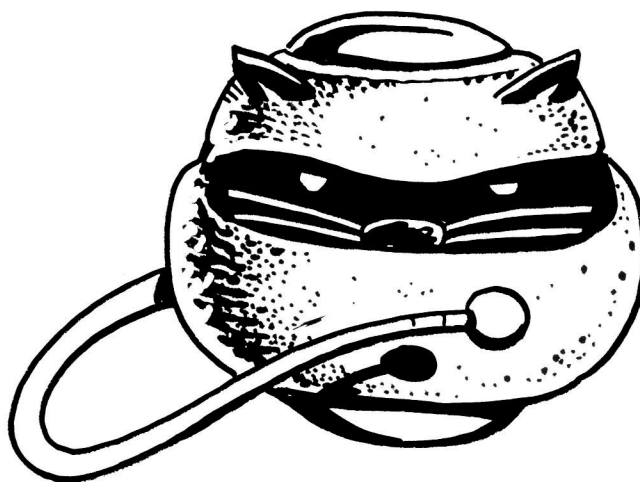
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SCUZZY

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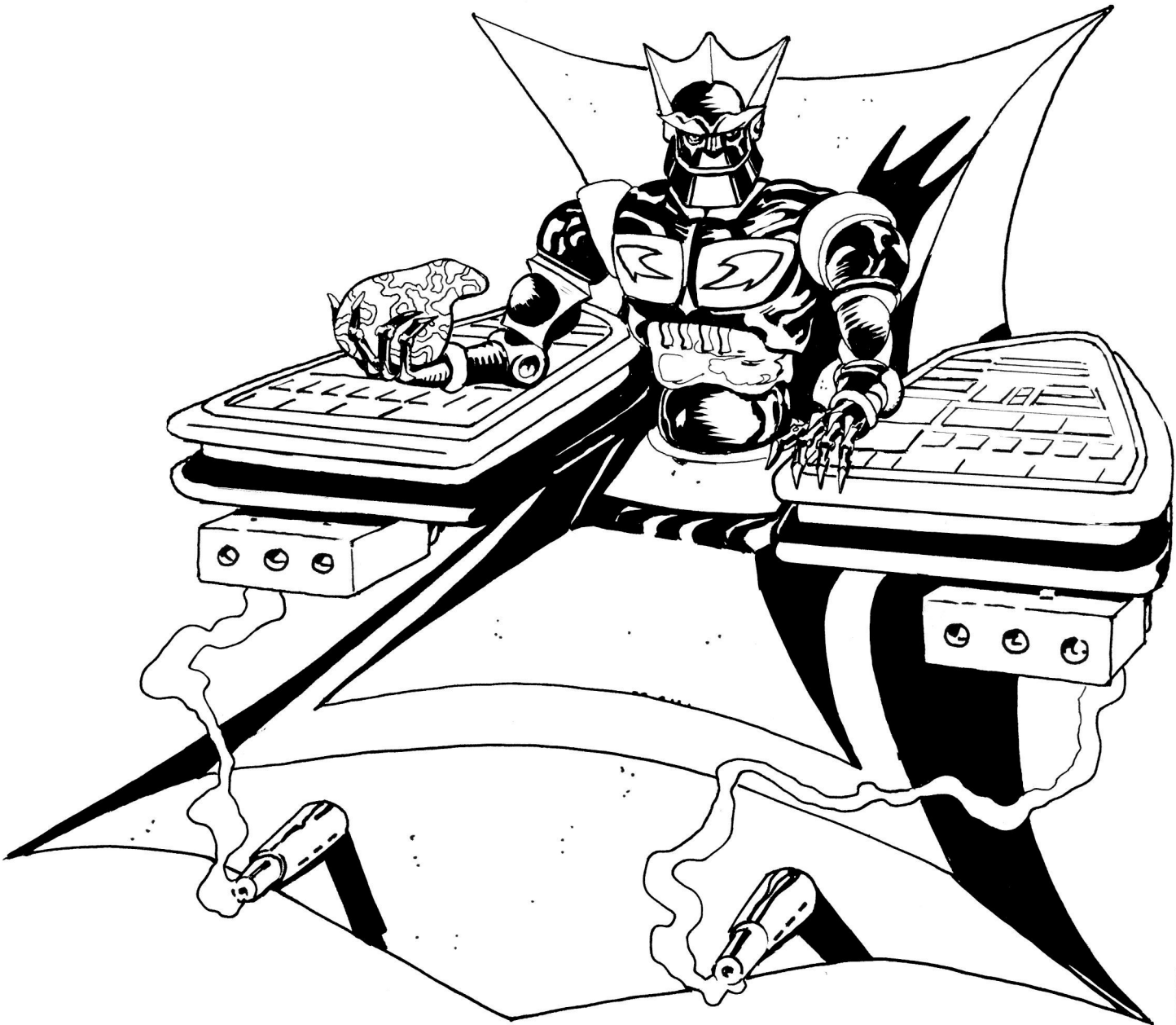


LINERART REFERENCE

MEGABYTE

REFERENCE NUMBER

Code: MEG0001-LA



LINEART REFERENCE

MEGABYTE

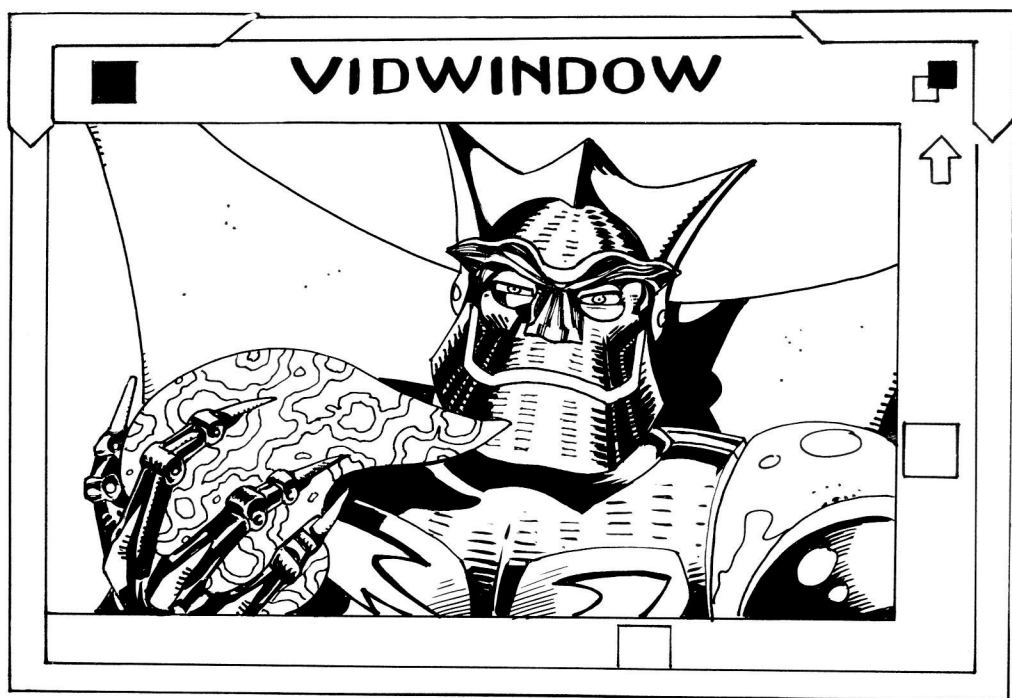
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REFERENCE NUMBER

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LINART REFERENCE

MEGABYTE

REFERENCE NUMBER

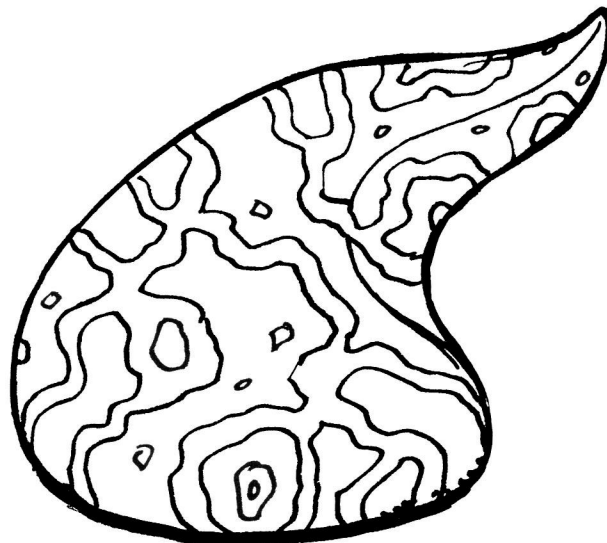
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NIBBLES

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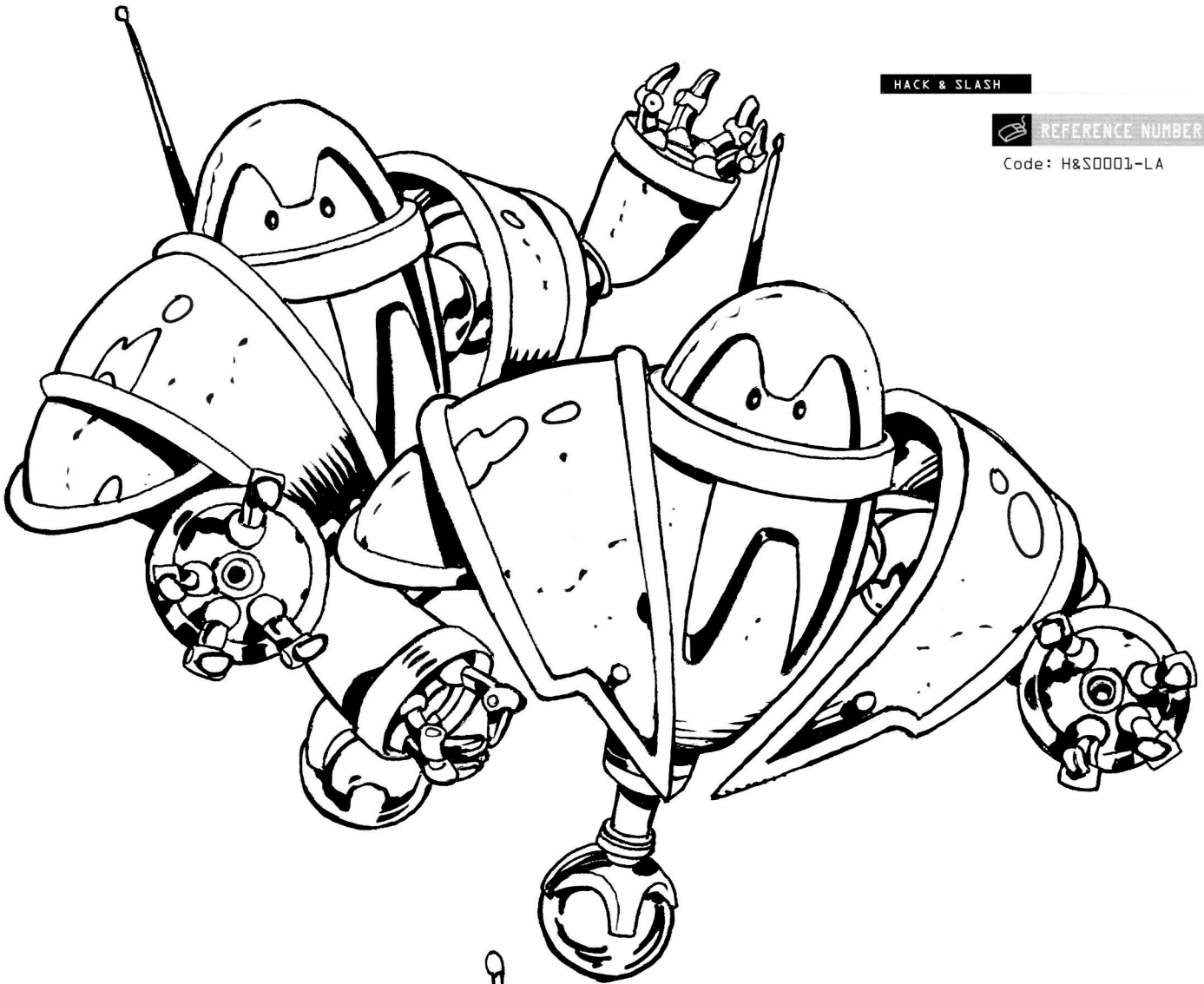
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HACK & SLASH

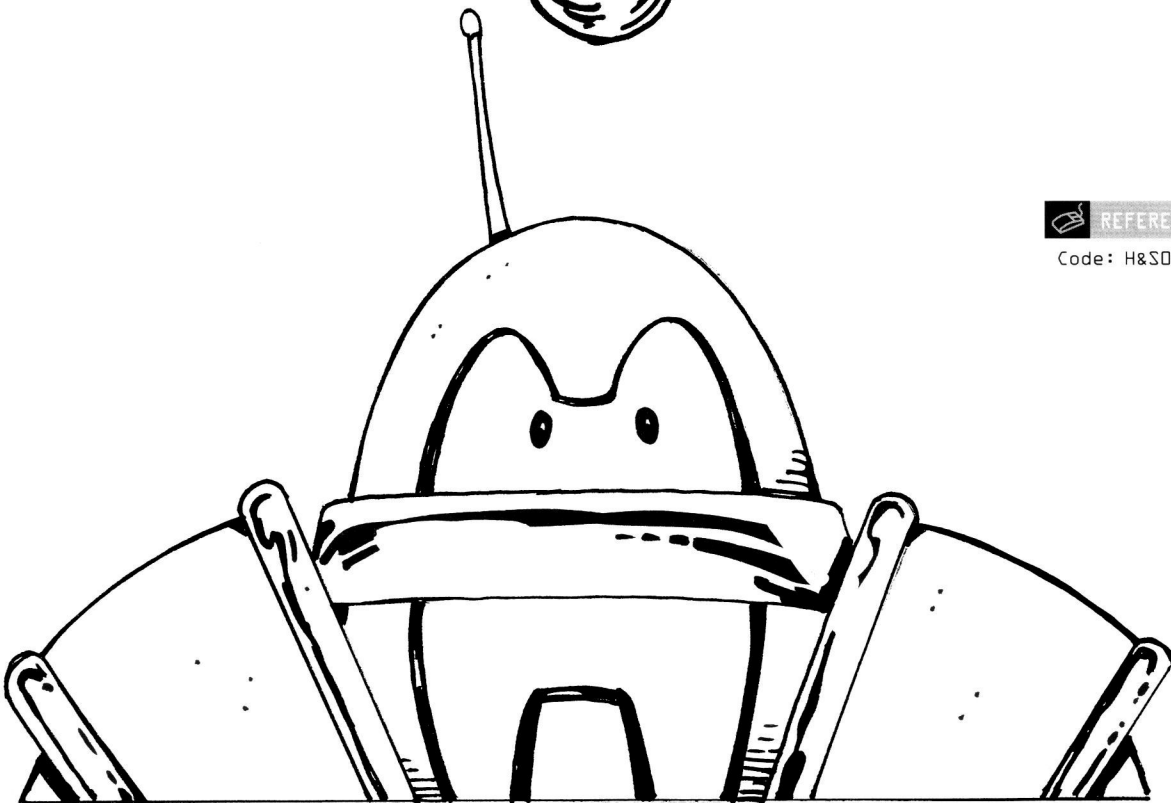
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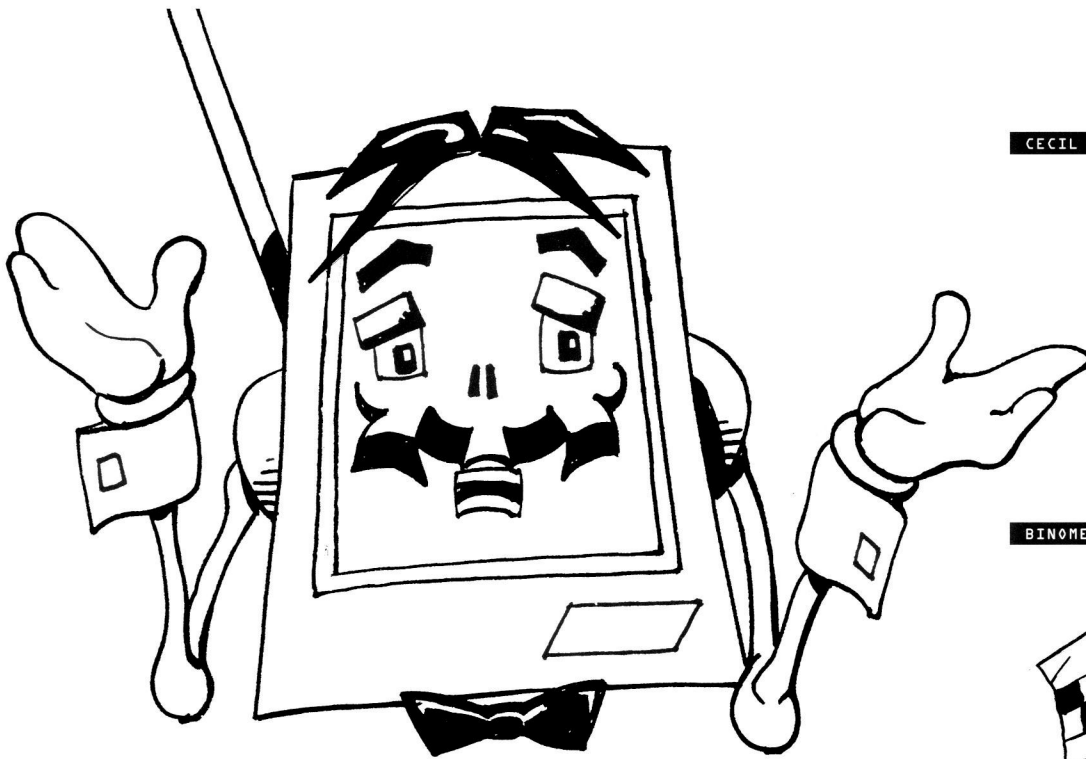


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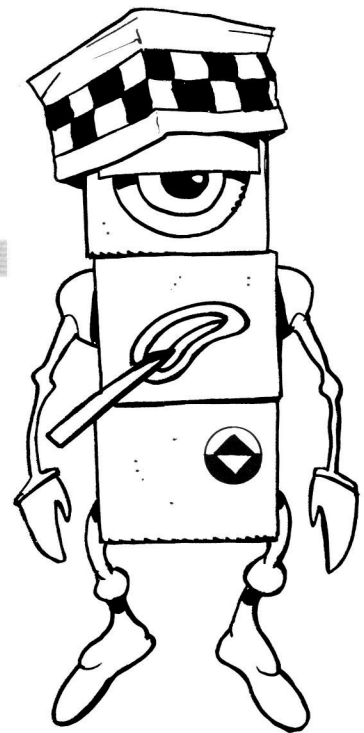


CECIL

REFERENCE NUMBER

Code: CEC0001-LA

BINOME ONE - AL'S WAITER



REFERENCE NUMBER

Code: ONE0001-LA

PHONG



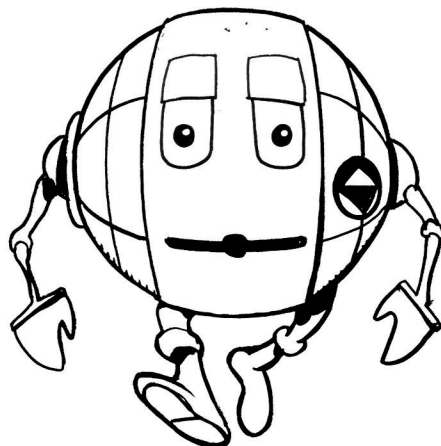
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BINOME ZERO

REFERENCE NUMBER

Code: ZER0001-LA



COOL SHAKE

DIGITAL DIRECTORY

Code: SHA0001-LA



LINEART REFERENCE