

PS5™

THE APIARY CHRONICLES



RATING PENDING

RP
ESRB

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Razor Statement

Beekeeper is a fantasy simulator RPG in which players assume the role of Miel, a beekeeper in a medieval magical world looking to rejuvenate the desolate kingdom of Fiore. Players must assume the role of a beekeeper, befriend the myriad inhabitants of Fiore, and sabotage factories to put an end to the regime of Lout the Overlord. Players will navigate a fully realized 3-D environment, engage in ancient beekeeping techniques, and utilize magical rituals to bring life back to the forest before the world is plunged into the cold and lifeless realities of a fantasy Industrial Age.

Focus Paragraph

Beekeeper is a fantasy simulator RPG focused on the character of Miel, a medieval-style beekeeper in a magical world that is ravaged by pollution. Factories and man-made creations have devastated the world of Fiore, plunging it into smoky darkness, and a blight has settled upon the land making cultivation and healing impossible. On the outskirts of Fiore, the last vestiges of nature exist, and here, players must assume the role of a beekeeper in order to stave off the devastating effects of a fantasy Industrial Age. Players will navigate a fully-realized 3-D environment and take on the steep responsibility of utilizing ancient beekeeping techniques, performing magical rituals, sabotaging the factories, befriend the myriad characters of the City, and more in order to revitalize the world and bring about an era of healing. Yet even as Miel embarks on their journey, forces at play threaten to disassemble the work being done, and it is a race against the clock to save the world of Fiore before the natural world ceases to exist.

Technical Influences

Gameplay Mechanics

Beekeeping & Exploration

Craft Apiaries: Build and upgrade beehives in different biomes.

Collect Nectar & Pollen: Gather resources from magical flowers to craft potions and charms.

Produce Goods: Produce goods such as honey and beeswax to sell.

Pollinate the Land: Use your bees to revive barren areas and bring back flora.

Level up: The ability to level up allows bees and apiaries to improve defenses and magical abilities. EXP for leveling up is obtained through a variety of activities, such as completing quests, sabotages, raids, and more.

Complete Fishing Mini-Games: In-game fishing comes with a customized mini-game for each catch. Upon successful completion of the mini-game, the fish is secured in the player's inventory.

Magical Rituals

Perform ancient beekeeping rituals using a combination of bee species and magical ingredients:

- **The Rite of Blooming:** Burns away corruption from blighted lands and makes factory equipment break using trees to uproot the mechanics [Ashbees + Sunbees + Silk].
- **The Sundancer's Song:** Removes smog from affected areas and blinds raiders for a certain amount of time [Sunbees + Wood]
- **Moonlit Sleep:** Lulls creatures to sleep and knocks out raiders [Moonbees + Straw].
- **Crystalarium Dividends:** Enhances tools and strengthens fortification around apiaries. [Crystalbees + Iron].

In Fiore, bees are the custodians of magic. Each bee species has unique magical properties:

- **Sunbees** – Revive withered plants, restore light to smog-infested lands, and blind raiders.
- **Moonbees** – Lull aggressive creatures and raiders to sleep.
- **Crystalbees** – Imbue objects with magic, enhancing weapons and tools; strengthen apiary fortification.
- **Ashbees** – Purify corrupted lands, burning away blight and decay.

Each bee species plays a key role in magical rituals, which have far-reaching effects than bees surrounding Miel do. Magical rituals are imperative to restoring the land quickly and efficiently.

Conflict with the Industrial Order

The Industrial Order seeks to capture Miel's bees to put a stop to their honey-making operation. Players must:

Protect hives from raiders

In Act Two, Miel angers Lout the Overlord, leading to frequent raids that can only be staved off by using bees for combat. Bees that Miel has tamed and hived will respond well, and classes of bees determine the strength of attacks.

Sabotage the factories

Throughout Act One and Two, players may engage in sabotage to further the plot, complete quests, and scavenge for goods. Be careful, though! The more players sabotage, the more “**Known**” they’ll become, and Lout will become aware of their existence and will answer in kind, causing more raids in Act Two.

Uncover the true cause of the blight

Officially, it is unknown what has caused the blight, but Miel knows: the dirty water spewing from the factories should be proof enough. But for residents of the Iron City, these details are not as obvious. Collect evidence and present it to local newspapers to expose the information to the public. Be careful, though! The more players expose corruption, the more “**Known**” they’ll become, and Lout will become aware of their existence and will answer in kind, causing more raids in Act Two.

Quality of Life

As players sabotage factories and complete quests to increase the “**Quality of Life**” of the citizens, the game comes to a close. Once **Quality of Life** is maxed out and a mass amount of corruption has been exposed via the newspapers, all citizens will be able to move to the Meadow and join forces with Miel against the legions of the Iron City. New sabotaging abilities are unlocked with each citizen that joins the fight, and new means of defense are unlocked as the player's apiary level maxes are increased.

Additional Mechanics

A variety of technical mechanics exist within the game, including but not limited to:

- **Player controls**
 - Sprint
 - Crouch
 - Rotate Camera
- **Statuses**
 - Encumbered
 - Sleepy
 - Magic Up
 - Health Up
 - Bees Unavailable
 - Bees Available

- **Camera:** The camera tool allows players to snap in-game photos to save to their Album, which is accessible on their device and in the Album tab on the Main Menu. Poses, effects, and post-processing filters are available for the camera tool.

HUD, UI, UX, and Menu Design

HUD and UI

The HUD will consist of several elements:

Health Bar: The health bar will keep track of where player's health is at, which can be affected by attacks from wild animals in the Wilting Woods, attacks by Raiders at night, and by consuming Rotten Fish.

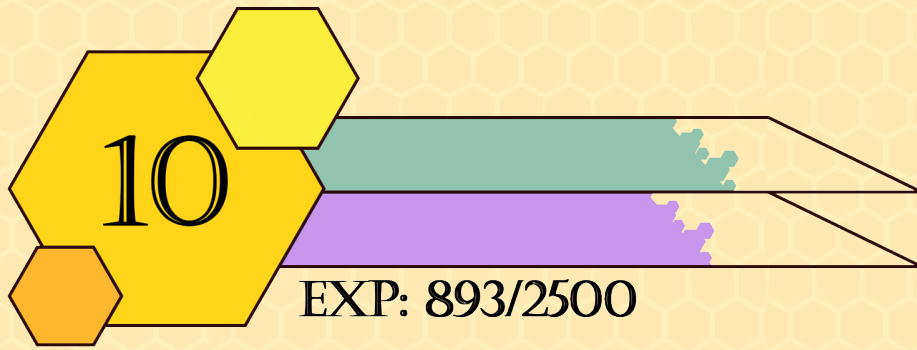
Magic Bar: The magic bar will keep track of how much of the bees' magic has been used up in a day. The magic bar will replenish itself after sleeping or via potions. Using rituals and performing attacks using bees will deplete the magic bar.

Level and EXP: The Level area will be contained in a honeycomb off to the side of the magic and health bars and will increase after the level cap on EXP is met. EXP level threshold is held underneath all of the bars in a line of text. EXP can be gained through foraging, crafting, magic rituals, succeeding in raids, and by giving evidence of corruption to the newspapers.

Currency: Currency will be recorded to the top right of the screen, marked by a gold coin and the number that keeps track of current currency. Gold can be gained through selling goods and completing quests.

Current State: The current state is broken into categories by the type of state.

- *Encumbered:* Over a certain weight in inventory, players become encumbered and cannot sprint without discarding items.
- *Sleepy:* Players who stay up too late will become Sleepy, and becoming too Sleepy will cause players to pass out. Sabotages and Raids are immune from Sleepiness.
- *Health Increase:* This icon shows when Health is increasing, such as after consuming potions, resting in bed, or eating certain dishes.
- *Magic Increase:* This icon shows when Magic is increasing, such as after consuming potions, resting in bed, or eating certain dishes.
- *Bees Unavailable:* This icon shows when bees cannot be utilized in certain areas, such as shops and marketplaces in the Iron City or inside houses.
- *Bees Available:* This icon shows when bees can be utilized, such as during raids, in the Wilting Woods and Meadow, and during sabotages.



(EXP, Magic, and Health bars)



(Currency bar)



(Current State's status conditions)

UX Design

UX design (**User Experience Design**) is defined as the process of defining the experience a user will go through when interacting with a company, its services, and its products. It is the process design teams use to create products that provide meaningful

and relevant experiences to users. This involves the design of the entire process of acquiring and integrating the product, including aspects of branding, design, usability, and function.

Settings

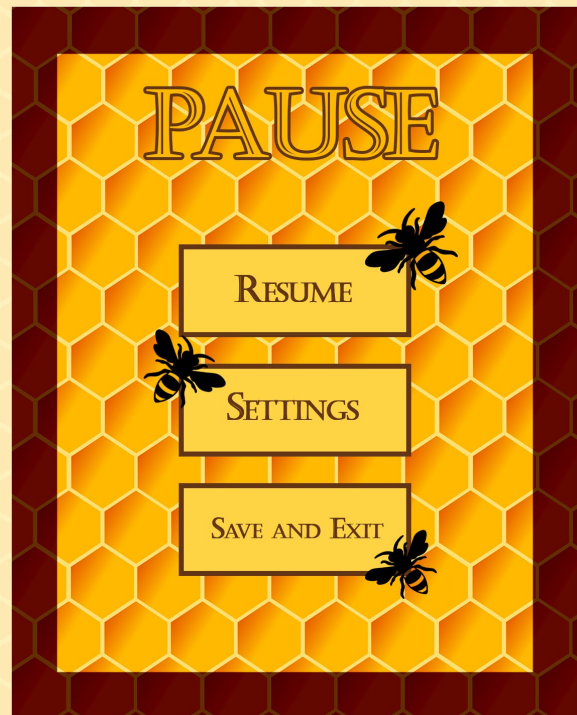
Settings will include Color Blind mode, resolution, audio, and controls and interface.

- **Color Blind Mode**
This mode allows players to turn on color blindness filters that make it easier for color blind individuals to distinguish complex colors.
- **Resolution**
Gives options for Low, Medium, High, and Premium resolutions.
- **Audio**
Gives options for audio source, music volume, and ambient volume.
- **Controls and Interface**
Gives options for subtitle size, game font, mouse sensitivity, and which inputs affect which functions.

Menu Design

There will be several menus throughout the game that players can utilize for functionality, gameplay, and respawning.

- **Main Menu:** The menu that displays upon the game's opening after the initial opening cutscene. Comes with a variety of options such as Continue, New Game, Settings, Album, and Exit Game.
- **Pause Menu:** The menu that displays when players hit ESC. Comes with a variety of options such as Resume,





Settings, and Save and Exit (which brings players to the Main Menu).

- **Death Menu:** The menu that displays when players' Health reaches zero. Respawn requires gold or resources, and having neither of these will restart the day.

- **Almanac:** The Almanac acts as the player's journal where quests, inventory, character information, resource information, gameplay tutorials, and more are stored for ease of access.

- **Settings:** The menu that displays

when players click Settings in the Pause Menu. Allows several options for controls and interface, resolution, audio, and Color Blind mode.

- **Inventory:** A backpack that the player will use to access many in-game objects, including resources, clothing, medicine, food, and other miscellaneous items. Each of these items will be separated into their own tabs for easy navigation.
- **Post-Raid Summary:** The menu that displays after a raid has been completed to calculate player score, EXP gained, and resources lost or gained.
- **Post-Sabotage Summary:** The menu that displays after a sabotage has been completed to calculate information acquired, Known levels, EXP, score, letters collected, and more.

World

Introduction

Fiore is a magical, medieval-inspired western continent that has recently undergone steps towards a fully-realized Industrial Age. Birch trees, once white and pristine, are covered in soot; lichen has turned a deadly black while the streams fill with a sheen of oil; sickness ravages the inhabitants of Fiore as the smog takes root. On the outskirts of Fiore, a small City exists, holding the last of the bastions of nature's beauty. Here, on the edge between destruction and the natural world, "Beekeeper" takes place with the arrival of Miel, a beekeeper who has recently moved to a small house outside of the City to set up business. Miel will navigate the complexities of beekeeping and survival in this Central European-styled ecosystem.

Genre and Inspiration

Beekeeper is a 3-D fantasy adventure game that serves as an homage to cozy games such as *Stardew Valley* and *Animal Crossing*, with the added mechanics of survival within a decaying world. The style of the game is inspired by works such as *Sky: Children of Light* and *Journey*, with characters being stylized and cartoonish with simplistic designs. *The Legend of Zelda: Breath of the Wild* serves as another source of inspiration for world design and artistic style.

The genre of 3D fantasy adventure games has captivated players for decades, transporting them to richly detailed worlds filled with magic, mythical creatures, and epic quests. These games are defined by their immersive environments, intricate storytelling, and a strong emphasis on exploration. Let's delve into the unique elements that make this genre so appealing and influential within the gaming industry. The origins of fantasy adventure games trace back to early text-based adventures, but the genre truly blossomed with the advent of 3D graphics. In the mid-1990s, games like *The Legend of Zelda: Ocarina of Time* and *Tomb Raider* paved the way for immersive 3D worlds. These titles demonstrated how three-dimensional environments could enhance storytelling, exploration, and gameplay mechanics, creating a more engaging experience for players. As technology evolved, so did the complexity of 3D fantasy adventure games. Modern titles like *The Witcher 3: Wild Hunt*, *Elden Ring*, and *Horizon Zero Dawn* showcase how far the genre has come. They feature sprawling open worlds, dynamic characters, and

narratives that adapt to player choices. These advancements have solidified 3D fantasy adventure games as a staple of the gaming industry.

Perspective and Locomotion

Beekeeper is a game set in a 3-D environment viewing Miel (PC) from a slightly aerial position that follows the player's movement as they traverse the realm. Jumping, climbing, sprinting, and crouching are key mechanics of the game for explorative parts of gameplay through the Wilting Woods. Crouching is utilized to avoid bears and wolves. Players may utilize items to assist in traversing the land and avoiding creatures, such as magical rituals and pitfall traps. Horses are obtainable for traversing established paths and exploring the Meadows and the City. Players cannot attack animals but may attack raiders using bees.

Important Items

Smoker

A portable immortal tool that allows players to subdue angry bees. Players will smoke bees and play a mini game to locate the queen bee, placing her into the chosen beehive.

Almanac

A portable immortal book that serves as a journal, calendar, and record keeper for letters, events, important quest information, tutorials, current world conditions, inventory notes, and more.

Fishing Rod

A portable immortal tool that allows players to fish in ponds and streams throughout the various locales of the game. Different locations offer different kinds of fish, such as the Iron City fish which are sickly and Meadow fish which are healthier and vibrant. Each type of fish has a different value or purpose such as objects for various quests by Fiore inhabitants.

Obtainable Items

Firefly Lantern [Fireflies] (200g)

Able to be bought from Legna the Woodworker once players have captured enough fireflies in the Meadow. Allows players to see at night.

Clothing and Jewelry [Silk, Straw, Iron, Wood] (500g - 2000g)

Clothing crafted by Nuime the Seamstress using materials found throughout the map will provide certain effects and defenses for players, such as increased resistance to smog, increased health, increased stamina, and improved stealth.



Birch Apiaries [Birch Wood + Straw] (100g)

Able to be bought from Legna the Woodworker once players have acquired enough birch wood from the Wilting Woods as well as straw from the Meadow.

Oak Apiaries [Oak Wood + Glass] (500g)

Able to be bought from Legna the Woodworker once players have acquired enough oak wood from the Wilting Woods and glass from either the Wilting Woods or purchased in the Iron City.

Pine Apiaries [Pine Wood + Iron] (1500g)

Able to be bought from Legna the Woodworker once players have acquired enough pine wood from the Wilting Woods and iron purchased from the Iron City.

Health and Stamina Potions (100g - 5000g)

Purchasable from Érable and Chêne the Apothecaries, health and stamina potions vary in potency depending on price and can give stat boosts for stealth and defense of apiaries.

Fish

Cod - 100g - The most basic form of fish, the cod in the rivers of the Meadow and Wilting Woods are worth little but are a staple of many of Koch's dishes.

Red Snapper - 400g - A somewhat rarer form of fish, the red snappers of the Meadow and Wilting Woods serve as an adequate source of income. Red snappers are also a staple of many of Koch's dishes.

Tiger Trout - 900g - A rare form of fish only available in the Wilting Woods during the daytime, the tiger trouts of Fiore are a great source of income and serve as premium ingredients for Koch's dishes.

Rotten Fish - 50g - The rotten fish of the Iron City have been tainted by the oil of the rivers. While catchable, they are worth very little. Secretly, though, they hold a magnificent secret that is only revealed through the progression of gameplay and the cleansing of the Iron City...

Sturgeon - 1500g - The secret of the Iron City! Once players cleanse the Iron City a considerable amount, sturgeons become available as the original form of the rotten fish. They are worth the most and serve as a key ingredient in Koch's most powerful dish.

Dishes

- Baked Cod [Cod + Vegetables] = +20% fishing luck
- Escovitch Snapper [Red Snapper + Herbs] = +20% temporary stamina and health boost.
- Fried Tiger Trout [Tiger Trout + Wheat + Herbs] = +20% foraging luck
- Smoked Sturgeon Salad [Sturgeon + Vegetables] = +30% fishing luck and +30% temporarily increased health and stamina.

Fiore

@Zazzle on Pinterest

The Meadow

Overview: The Meadow is a stretch of land to the west of the City that serves as the player's starting point. Consisting of fields of flowers and grass for miles along, the Meadow is almost devoid of trees or people, but there are some inhabitants to be found, such as Gele, a local fisherman who provides the players with a fishing rod, and Ukis, a farmer who gives Miel the Almanac.

Gameplay Importance: In terms of story purpose, the Meadow sits as the site of the beginning of gameplay and the hub that the players return to. Tutorialization happens in the Meadow first and progresses into the Wilting Woods and the City. The Meadow is home to a litany of creatures such as rabbits, chipmunks, dragonflies, fireflies, and the occasional fox. Players are able to set up pitfall traps to capture animals for selling to the Merchant who resides at the edge between the Meadow and the Wilting Woods. Fireflies can be utilized to create lanterns, which will make navigating the land at night far easier for players. As the game progresses and players make friends with the inhabitants of the City, the Meadow will become busier with moving preparations for a cast of characters to settle in. New neighbors will become available for trading, buying, selling, bee removal, and quests.



Central Characters: Gele the Fisherman, Ukis the Farmer, the Merchant.

Important Items: The Almanac, Fishing Pole, Smoker.

Resources: Fireflies, Sunbees, Moonbees, wheat, fish, etc.

The Iron City

Overview: The City is a wide stretch of man-made architecture that sits to the East and serves as a starting point for buying, selling, trading, and quest collection. A host of

characters exist within the city that will befriend the player over time as requests are fulfilled and conversation is shared. Smog is a constant cloud over the City, causing illness and a lower quality of life for residents.

Gameplay Importance: The City serves as a central hub for economics for the players and a hub for mingling with residents in an attempt to sway them over to Miel's side of thinking. By convincing inhabitants to move out of the City and to take on a more naturalistic style of life, players will be able to access more options for buying, trading, and selling and will be able to make fewer trips into the City. However, friendship alone isn't enough to sway people, and thus, Miel must engage in sabotage of the factories in order to succeed in their mission. As the player progresses and friends in the City move to the Meadow for a more holistic approach to living, the City will grow progressively less crowded and the smog will clear up. However, challenges arise when this happens, as players will make an enemy out of Lout the Overlord. Angering Lout through a lack of workers and constant sabotage will cause the plot to move forward, causing more and more conflict between the Industrial Order and Miel.



@BoBilo on Instagram

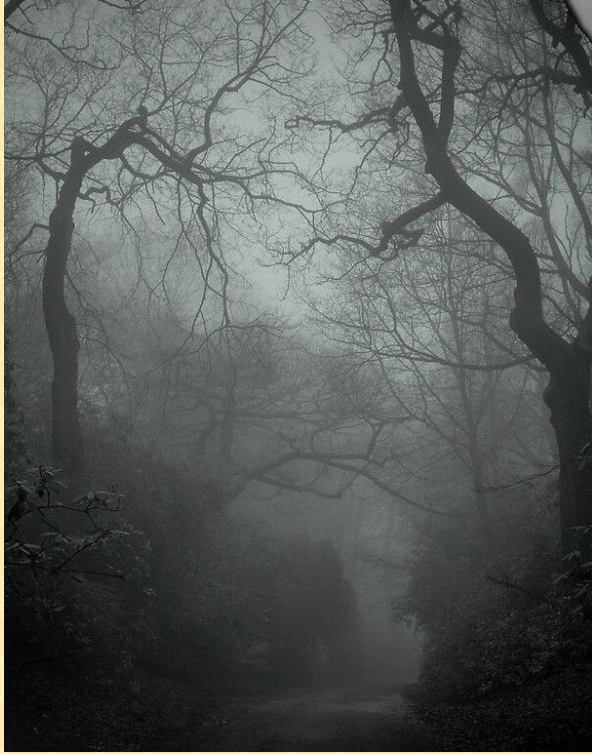
There are several stores for players to venture through, including Koch's restaurant, Nuime's shop, Legna's workshop, Érable and Chêne's apothecary, and the tavern where players can accept quests from city residents. A newspaper outlet becomes available to players once sabotaging the factories is available, and Giorn the Journalist comes into the story.

Characters: Lout the Overlord, Érable and Chêne the Apothecaries, Koch the Chef, Nuime the Seamstress, Legna the Woodworker, and Giorn the Journalist.

Purchasable Goods: Crystalbees, Ashbees, clothing, food, iron, glass.

The Wilting Woods

Overview: The Wilting Woods is a stretch of land to the north that serves as the player's hub for gathering materials, finding wild bees, and restoring the land. The woodlands are covered in a horrible blight, and the trees are blacked by ash and dying by smog. Ashbees are only obtainable within the Wilting Woods, serving as key ingredients in the Rite of Blooming (burns away corruption from blighted lands).



@Apple on Pinterest

Gameplay Importance: The Wilting Woods serves as a resource well for players, as well as the only place to naturally capture Crystalbees and Ashbees. The woods are corrupted by blight and pollution, and players must perform magical rituals to be able to progress into the forest's depths. Only by progressing can players access Ashbees and Crystalbees, and essential plot

advancements come with the unlocking of certain areas of the forest and clearing the blight, such as the availability of certain quests to advance the story.

Resources: Ashbees, Crystalbees, silk, fruits and vegetables, herbs, birch wood, oak wood, pine wood, fish, glass, etc.

Characters

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MIEL THE BEEKEEPER

“...”

Full Name: Miel

Title: The Last Beekeeper

Role: Protagonist

Biography:

A beekeeper from a faraway place, Miel has travelled quite the distance to set up life outside of the Iron City. From a family of beekeepers, Miel has always known this was their path. Miel’s goal is clear: stave off the devastation of the world by any means necessary, even if that means making an enemy out of the one person they shouldn’t...



LOUT THE OVERLORD

“Progress comes through iron, not flesh.”

Full Name: Lout Brand

Title: Lord of the Iron Citadel, Supreme Chancellor of the Industrial Order

Alias: The Blight King

Role: Primary Antagonist

Biography:

Lout Brand was once a simple blacksmith’s apprentice in the village of Ashmill, where life revolved around nature, magic, and ancient rituals. But Lout had always been different—he viewed the world’s reliance on magic as archaic and fragile. One bad harvest, a cold winter, or a fading ritual could spell ruin for entire villages. When a devastating blight struck Ashmill and wiped out the region’s crops, Lout lost his

family to starvation. The local druids and beekeepers failed to prevent the blight, but Lout believed machines and human ingenuity could have saved them. Driven by a desire to

Made with NightCafe AI



eradicate weakness, Lout left Ashmill and traveled to the Iron City, the capital of industry. Over the next several years, he rose to power in the Industrial Order, becoming its supreme leader. He now seeks to replace nature with machines, believing that humanity's future lies in controlling the world rather than coexisting with it.

GELE THE FISHERMAN

“Lout... I haven't heard that name in over twenty years.”

Full Name: Gele Poisson

Role: Supporting Character - Provides Miel with the Fishing Pole.

Biography:

Not much is known about Gele, but what he will tell hints at a darker story. Gele was once the right hand man to the previous overlord of the Iron City. When Lout took over, Gele saw the destruction possible and left for the literal greener pastures of the Meadow in order to reflect during his retirement.



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UKIS THE FARMER

“Come by if you ever need company and a good story!”

Full Name: Ukis Georgos

Role: Supporting Character - Provides Miel with the Almanac.

Biography:

Ukis has lived in the Meadow his entire life, and generations of his family have been raised in their pastures to cultivate crops and lead a life of peace and tranquility. He is well-versed in farming techniques and is a constant source of knowledge on how to utilize the Almanac.

KOCH THE CHEF

“I was once revered throughout the land for my dishes. Now, I have to work with the rotten fish in the river. How far I have fallen.”

Full Name: Koch Deishes

Role: Supporting Character - Creates dishes for Miel that boost fishing, foraging, and luck stats.

Biography:

Once a famous chef in a far off land, Koch came to the Iron City for a fresh start, but once he arrived, he found that the ingredients of the Iron City paled in comparison to those around Fiore. He is dedicated to finding quality ingredients, and providing him with such items will increase his Quality of Life.

NUIME THE SEAMSTRESS

“Mffhm... go away... **snore**.”

Full Name: Nuime Iruì

Role: Supporting Character - Creates clothing options for players to choose from.

Biography:

A woman from a faraway land, Nueme came to the Iron City in search of opportunity and fame. However, with a steadily declining health, she struggles to complete basic tasks. She is determined and hardworking, but with a penchant for drinking, and players will often find her at the tavern passed out. Completing quests for her to obtain silk and other materials will increase her Quality of Life

LEGNA THE WOODWORKER

“...”

Full Name: Legna Albero

Role: Supporting Character - Builds beehives for Miel.

Biography:

A simple man who had lost the passion for woodworking after iron and stone took over the Iron City, Miel’s appearance and business has put a pep back in Legna’s step, and his Quality of Life is increased simply by putting him to work on beehives and completing quests to acquire wood for his passion projects.

ÉRABLE AND CHÊNE THE APOTHECARIES

“Come on in, we’ll make you feel right as rain!”

“Yup, yup!”

Full Name: Érable and Chêne Herboriste

Role: Supporting Character - Provides health and stamina potions for Miel.

Biography:

Érable and Chêne are sisters who have lived in the Iron City their whole lives. They grew up watching people grow sick from blight and the factories and made it their mission in life to help, providing valuable medicine to citizens. However, they grow weary from years without help or the easing of the citizen's symptoms, and thus, their Quality of Life is increased through quests to deliver medicine and through player actions to ease the people's worries. The more people end up in the Meadow, the more Érable and Chêne wish to leave as well.



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GIORN THE JOURNALIST

“Truth is made by those with the power to alter it to their will.”

Full Name: Giornale Notizia

Role: Supporting Character - Publishes the reports that Miel brings him and causes the people of the Iron City to open their eyes to the corruption of their leaders. Causes Miel to become more **Known**.

Biography:

Giorn was once a passionate rookie journalist who enjoyed spreading truth and freedom

across Fiore's lands. However, as time went on and publishers and bosses insisted on certain headlines and stories despite the truth, and worse yet, when Lout the Overlord decided to directly control the news outlets, Giorn lost his passion for writing news. Despite this, Miel's appearance has sparked a new life into Giorn, and he now wields his journalistic power to aid Miel in their mission to expose the truth. Giorn's Quality of Life increases as more truth is spread, but he will not join the movement in the Meadow until all other citizens have moved due to his mission of spreading the truth throughout the Iron City.

Story Arc

On Structure

The **Three-Act Structure** is a model of writing used in narrative fiction that divides a story into three acts, often called the **Setup**, the **Confrontation**, and the **Resolution**, though the exact components of these acts vary depending on the author. For example, it has been described in different ways by Aelius Donatus in the fourth century A.D. and by Syd Field in his 1979 book *Screenplay: The Foundations of Screenwriting*.

The First Act is typically reserved for pure **exposition**, setting up the characters and the world they live in. At some point in the First Act (the Setup), an **inciting incident** occurs, requiring the protagonist to confront something. This protagonist's attempts to deal with this incident lead to a second and more dramatic situation, known as the **first plot point**, which signals the end of the first act while ensuring life will never be the same again for the protagonist. A **dramatic question** is also raised by the inciting incident which will eventually be answered in the climax of the story.

The Second Act is also known as the act of **rising action** and typically depicts the protagonist's struggle to resolve the problems created by the first plot point only to find themselves struggling with an even worse scenario. A large chunk of the reason for this continuous failure on the protagonist's part is due to the protagonist's lack of skill in dealing with the breadth of the antagonizing force's actions. They must not only learn new skills but arrive at a higher sense of awareness of who they are and what they are capable of in the form of **character development**. This cannot, or should not, be accomplished alone and is typically brought on by the aid of mentors, friends, or other influences.

The Third Act is the resolution of the plot and the various subplots within, where the climax occurs, signalling the highest point of tension and the answer to the dramatic question of the story. Followed by **falling action**, the Third Act winds down as the heroes return home or find a new sense of who they are, and finally, the story finds its **conclusion**.

Variations to the Three-Act Structure include the **midpoint**, which marks the middle of the story and the gap between plot points, and the **second plot point**, which marks some new change or challenge for the protagonist that may build on the first plot point. Syd

Field included more depth to the Second Act: a confrontation which lasts for the next two quarters of the story and clearly defines the main goal of the protagonist. In contrast, Aelius Donatus was the first person known to document the system whereby a play is made up of three separate parts: protasis, epitasis, and catastrophe. **Protasis** is the opening of the play, introducing key concepts. **Epitasis** is the main action of a play, in which the trials and tribulations of the main character increase and build toward a climax and dénouement. **Catastrophe** is the end of the play whereby the plot unravels the intrigue (answering questions) and brings the piece to a close. We can see how, between Field and Donatus, the concepts are similar, with subtle but key differences. Altogether, the Three-Act Structure can be best understood with the following diagram:



Act One: Set-Up

Establishment of Key Principles

Having just purchased a house in the Meadows, player's will navigate the world and go through a tutorial to train them on how to utilize magic and beekeeping. Miel will start with 1,000 gold, which is just enough to start players off with a beehive and smoker. Players will start with no beehives, removing bees from the exterior of the house and placing them into frames. Once this process is complete, players will have their first filled beehive and will be able to periodically collect honey from their bees for money. Money can be obtained by selling goods to the Merchant who resides on the edge of the Woods. Players will navigate the Meadow, finding a host of characters besides the Merchant, such as the fisherman, Gele, who gives Miel an old fishing rod on their first encounter. Another character to encounter is Miel's neighbor Ukis, a farmer who gives Miel the Almanac. Players may venture into the Wilting Woods, but their path is limited by blight and decay which can be cleared by performing rituals. Materials for the rituals are only initially available in the Iron City.

Inciting Incident

Players venture into the Iron City as progress slows and is locked behind the city's resources. Upon entering the Iron City, players are faced with a scene of decay and rot. Citizens are sickly from smog, tainted water, and food, and players learn that Lout the Overlord is the leader of the Iron City through the Guard, who put a curfew in place as citizens beg for answers on the cause behind their "mysterious" illnesses. When citizens disperse, Miel is left behind, and players overhear the guardsmen implying that they know the cause: the factories. They explain to a newbie guard that the factories produce toxins that are dumped in the water and released into the air, and that the information cannot get out to citizens without wreaking havoc on their society. Once the guards disperse, Miel stands alone, faced with a new conviction.

Dramatic Question

The dramatic question of the story becomes "Why?" Why does Lout the Overlord want to sacrifice nature for his own greed, and what can players do to stop it?

First Plot Point

Once night falls, a cut scene plays out, showing Miel sneaking into one of the factories. A tutorial begins on how to sneak and sabotage, and players are able to freely dismantle factories at night if they so wish. Sabotages last for a certain number of days before players must sabotage again to increase the Quality of Life for the citizens of the Iron City. Memos are found within each factory, painting a picture of the life of someone named Luis whose diary points to the history of Fiore and the creation of the Iron City. The memos point to an iron leader who once fought for the betterment of the city, only to be consumed by want. It is implied that Luis is Lout the Overlord.

Act Two: Confrontation

Failure to Solve Conflict

However, sabotaging factories increases how Known the player becomes, and soon, a cutscene plays out showing agents sneaking into Miel's territory in the Meadow. A tutorial plays on how to defend the apiaries that Miel has built and how to wield bees to defend. Losing against raiders means the destruction of apiaries and the loss of bees.

Character Development

Players can now use bees against animals in the Wilting Woods and against raiders during sabotages. Players must defend their apiaries from occasional attacks, sabotage factories at the risk of becoming Known, in order to increase the Quality of Life for citizens, which then prompts each citizen to initiate a quest to set up their living quarters in the Meadow. Players may also now submit evidence of corruption and natural destruction to the newspapers where Giorn will publish the findings which influence residents to leave. However, this also increases how Known the player becomes. As players continue to sabotage, defend their land, expose corruption, and recruit citizens to the Meadow, the Iron City becomes more desolate and nature begins to take over again. As progress becomes available and more of the Wilting Woods are unlocked, players get upgraded bees and apiary abilities that can assist in their ventures. Once the Quality of Life for citizens is maxed out, the Wilting Woods are completely unlocked and cleared of blight, and a majority of the citizens have moved to the Meadow, Lout the Overlord makes his appearance, declaring war on Miel and the Meadow.

Act Three: Resolution

Climax

Lout the Overlord declares war on the Meadow, starting a final battle against raiders and guards. Miel must utilize all of the tools at their disposal as well as the support of the citizens to defend against Lout. Winning means a free city and a new beginning, but losing means Miel is banished from Fiore.

Ending

“Lose” Ending

Miel loses the battle against Lout, and a cutscene plays, showing their apiaries burning, the citizens being arrested for treason, and Miel leaving Fiore forever. Players have the option to retry the battle against Lout without starting the game over.

“Win” Endings

Lout the Overlord is defeated, and a cutscene plays out where citizens move to swarm him to kill him. Miel stops them, placing out a hand to Lout who takes it. He stands, looking around, and Miel prompts their first dialogue.

“Look at you all, fighting and destroying one another for your own interests,” Miel says. “The greed of humanity is long-reaching and festers under each and every inch of our skin, but is this not wrong? When we succumb to greed, our ties to our humanity dwindle, and we are left with the casket of society.”

“Save me your mercy, beekeeper,” Lout says, “it is unbecoming of you.”

Miel looks at Lout. “I will let you live because mercy is what makes me more human, not less. Join us, Lout. Destroy the factories of the Iron City and begin anew in a land that works in tandem with nature, not against it.”

If players have unlocked all areas of the Wilting Woods, maxed out their Quality of Life points, and have an apiary level above a certain threshold, Lout joins hands with Miel and the citizens, starting a new beginning for the Iron City.

A cut scene plays out, showing the Iron City a year later. Now called Abeille City, the land flourishes with plants overrunning everything. They have elected a democratic leader for the City, and everyone is happy and healthy. The scene pans to the Meadow where Miel works tirelessly in a massive expanse of beehives, working alongside people who do the same. Lout lives in the Meadow now, teaching children how to tend to crops and harvest carrots. The camera pans to Miel who wipes the sweat from their brow and takes off their beekeeping mask to reveal their true face, and the camera pans upwards towards the sky, showing the title of the game and the end credits.

If players have not met the conditions, Lout refuses Miel’s hand and is banished from Fiore forever.

A cut scene plays out, showing the Iron City a year later. Now called Abeille City, the land flourishes with plants overrunning everything. They have elected a democratic leader for the City, and everyone is happy and healthy. The scene pans to the Meadow where Miel works tirelessly in a massive expanse of beehives, working alongside people who do the same. The camera pans to Miel who wipes the sweat from their brow and takes off their beekeeping mask to reveal their true face, and the camera pans upwards towards the sky, showing the title of the game and the end credits. After the credits, however, Lout is seen in a faraway land that is deserted of life or light where he stumbles upon an ancient tower and a spellbook at the center of a podium. The book opens,

revealing how to control blight for one's own use, and the camera zooms in on Lout's wicked smile.

Mission Script

Character Summaries

Miel

The main character of the game and primary protagonist of story events, Miel is a simple beekeeper who, upon moving to Fiore and witnessing the overwhelming corruption, decides to take matters into their own hands. Utilizing bees as weapons to secure peace, Miel sets out to expose the corruption and bring down the Iron City.

Lout

The primary antagonist of story events, Lout is the overlord of the Iron City. Obsessed with replacing man with machines, Lout seeks one thing: complete and utter control of the people of the Iron City.

Gele

A supporting character of story events, Gele is an old fisherman residing in the menu who is one of the first people the player will encounter. Miel is given the fishing rod by Gele and repeatedly warned throughout gameplay to beware of Lout, slowly revealing the truth behind Lout's iron mask. Gele acts as the bridge between the current Lout and who he used to be.

Giorn

A supporting character of story events, Giorn is a journalist who seeks truth in everything he does and will stop at nothing until that truth is revealed. He works alongside Miel to publish corruption stories about the Iron City and remains behind despite all odds in order to keep influencing the people to leave.

THE APIARY CHRONICLES

By

MADISON ARELLA

FADE IN:

[EXT. MEADOW STREAM - EARLY MORNING]

Miel approaches Gele, who is sitting on a worn wooden crate, line cast into the water. Mist clings to the grass of the Meadow. A prompt appears: [Press E to Speak]

GELE

(humming a slow tune, without looking up)

You move quiet for someone new.
That's rare around here.

MIEL

(steps closer, softly)

Didn't mean to startle you.

GELE

(chuckles)

You didn't. The fish'll tell me if
you did.

(pulls on the fishing line to reveal an empty
hook)

See? Even they're cautious these
days.

MIEL

You live out here?

GELE

(nods)

I do. Far from the iron and the
smoke. Been here a while. Longer
than most remember.

MIEL

I'm Miel. I just moved in... the
beekeeper's cottage.

GELE

(finally looks up, nods slowly)

A beekeeper, huh? Haven't seen one of your kind in... well, it's been a long time.

(beat)

Name's Gele. Fisherman. Sometimes storyteller, if you're patient enough to listen.

MIEL

(glancing at the water)

The land's in pain. I came to help it recover, if I can. Bees still remember how to heal, even when people forget.

GELE

(slowly reeling in his line)

Mmm. Some wounds run deeper than roots. This place... it remembers what was done to it. By machines. By men.

MIEL

I've heard whispers about someone called Lout. The Iron City's leader.

GELE

(visibly stiffens, eyes on the water)

Lout...

(beat)

I haven't heard that name in over twenty years.

MIEL

You knew him?

GELE

(quietly)

Once. Maybe. Or maybe I just knew
who he used to be before the iron
swallowed him whole.

MIEL

What happened?

GELE

(pulls the line from the water with no fish on
the hook, again)

That's a tale for another tide,
beekeeper. What you need now is
this.

(he pulls out a worn fishing rod and offers it)

Take it. A gift. Catch what you
can, and listen while the water
speaks. It remembers too.

MIEL

Thank you, Gele.

GELE

Don't thank me yet. The fish are
only part of the story. The rest?
That'll find you soon enough.
Especially if you keep asking
about men like Lout.

A gust of wind rustles the reeds. The bees buzz faintly in
Miel's pack.

GELE

(without turning)

Careful, Miel. The Iron City
doesn't like when the past starts
to stir.

[QUEST RECEIVED: "Still Waters" - Learn about the past of the
Iron City]

FADE OUT.

END OF SCENE.

FADE IN:

[INT. GIORN'S OFFICE - NIGHT]

GIORN LEANS OVER HIS DESK, SCRIBBLING NOTES IN CHAOTIC HANDWRITING. MIEL STANDS BY THE WINDOW, PEERING OUT AT THE FACTORIES THAT BLEED SMOKE INTO THE NIGHT SKY.

GIORN

(without looking up)

You've been quiet, beekeeper.
That's never a good sign for
someone who's brought the wrath of
the Order down upon themselves.

MIEL

(softly, distant)

He wasn't always like this.

GIORN

(beat, looks up)

The Overlord?

MIEL

(stern)

You know that's not his name. Not
really.

GIORN

(beat)

Lout.

MIEL

(nods, then speaks after a beat)

I found another letter. He was a
child of the land once. Ashmill.
There was magic there. A grove
older than even the rituals I

perform now. But when the blight came... the druids failed. We all failed.

GIORN

(skeptical)

And so, he built factories to make sure failure never happened again.

MIEL

(shakes head)

No. He built walls so high that he forgot how to breathe the wind. And now he thinks control is the only way to save people—from magic, from nature, from themselves.

GIORN

(scribbling down notes)

"Control is the cure." That's what his speeches say. But that's not what you believe.

MIEL

Magic isn't weakness. It's breath. It's life. It's *choice*. What he's doing... this isn't salvation. It's sterilization.

GIORN

(leans back, thinking)

I see. You want me to print this, the story of the man behind the iron.

MIEL

(hesitant)

Not yet. Not until they're ready to hear it. Start with the water. The blight. Show them what they

breathe. Then, maybe... they'll
understand why the bees sting.

Giorn studies Miel for a long moment, the glow of the desk lamp
flickering between them like candlelight.

GIORN

(softly)

You're asking me to sting too,
Miel.

MIEL

(chuckling)

Then let's be hives, not hammers.
Truth is honey. Slow to spill.
Sweet when it's ready. You know
this, Giorn. Have you forgotten?

GIORN

It's hard to have hope when
everything you've built is in
cinders.

MIEL

(beat, melancholy)

Do you want it to be this way
forever?

GIORN

It's better than risking my
family.

MIEL

Your family breathes ash and
chemicals. I'm asking you. Do you
want this to be your life, Giorn?
Is this how it has to be?

Giorn slowly picks up the first exposé: a photograph of a
poisoned stream and a faded memo from a factory desk.

GIORN

Alright. Let's tell them the
truth—one sting at a time.

FADE OUT.

END OF SCENE.