

EARTH HIVE

An Electronic Game Narrative Proposal

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Statement from the Writer

Games are a fantastic medium for sharing stories unlike any other. The player is an active participant in the unfolding tale and he or she is given control over the experience. A well crafted story should enhance the player's drive behind the flow of gameplay, and create a reason to continue onward. The context for the player's actions provided by the narrative solidify the game world; making the player feel directly involved in the space of the game and provide an entire world of rich activity to explore. It is my personal philosophy that the narrative of a game is just as influential in the joy of the play experience as the aesthetic direction and the mechanics of interaction.

In the development of the narrative for *Earth Hive*, I was able to separate the story of the game from the interaction in a manner which allowed me to see both aspects clearer and how influential the context of the narrative can be. Then, weaving the world, characters, and plot into the experience became easier and more important.

The most influential figure in the creation of narrative is the player. The player is the person whom will experience happiness, sorrow, and tension through the writing, and is therefore most important. The target audience for *Earth Hive* from its earliest development has been pre-teen children. Players within this age range are especially drawn to narrative which they can relate to and understand fully. Characters aid in the telling of a story, and become familiar anchors for the experience. The characters of *Earth Hive* needed to allow a youthful player to easily grasp his or her personality and establish a familiar relationship early on that would draw the player through the game.

The genre-influences on the narrative of *Earth Hive* also stitch themselves to the target demographic and create a more desirable experience. Exploration is one of the strongest human urges, and it is strongest when the world is full of wonder as a child. Creating dynamic and detailed worlds for the player to explore was imperative to both the story and gameplay of *Earth Hive*. Coupled with exploration is the activity of collecting, as one would obtain souvenirs from his or her journeys in new places. Pre-teen children often hoard all manner of objects that are special to them; they need not have any true value.

The tone behind *Earth Hive* also needed to be enjoyable for the target audience to consider playing. Comedy is an excellent tool to break down stressful and new scenarios where someone may be uncomfortable. A layer of humor in the narrative of *Earth Hive* hopes to alleviate the serious themes behind the primary plot, and provide additional enjoyment from time to time. Friendship and belonging are the overall themes that direct the actions of the characters in the narrative. This allows all people to understand and relate to the actions of the characters in *Earth Hive*, creating a powerful experience and a good feeling the player will remember after putting down the controller.

Plot Summary

Diana Goodkin, a rural pest-capturing expert, faces her biggest invasion yet when giant alien bugs disturb the sanity of her cow pasture, and the rest of the world at large.

Executive Summary

Diana Goodkin was born and raised in the small countryside community of Paxton in south eastern Wisconsin. The largest uproar Diana can remember in the community was when she was four, and she volunteered to relocate a small family of gophers that had inadvertently placed the vegetable garden in jeopardy. In line with her true calling, Diana and Albert, her tech-savvy best friend, established the premiere pest control service in the community and have been working hard to please contractors and misguided nuisances since 1962.

During the summer of 1964, Diana and Albert have just finished clearing a cranky old neighbor's house of an unusually large invasion of roaches, moths, and spiders when a strange interference garbles Albert's radio signal. A massive metal spacecraft impacts into Diana's cow pasture and she races to the scene to calm her horror-stricken herd of cows and express her outrage to the alien pilot over the chosen landing site. Diana navigates her way through the empty ship to the bridge and meets Queen Goldencomb, the friendly and noble matriarch of the alien race known as the Astrosects.

Queen Goldencomb asks Diana to help her find the lost crew members, who have become wild with interplanetary shock, so that the space cruiser may be moved from the cow pasture and return to space in order to continue its interstellar journey to the Tarantula Nebula. Diana's anger allows her to agree only after the goliath bumblebee has sweetened the deal with a guarantee for a lifetime supply of honey, and she first rescues a much smaller Astrosect named Beebe. Beebe is then assigned by Queen Goldencomb to assist Diana in the rescue of wild crew members and to collect the necessary parts to repair the Astrosect vessel. Beebe is less than thrilled by the

notion of accompanying someone he believes to be inefficient in the operation as the two begin gathering a great variety of Astrosects from the immediate area.

With great progress, and the capture of the ship's first officer, Diana and Beebe are told that this is not the only ship that has crash landed on Earth, and that there are several others which require assistance. Diana only agrees to continue the rescue operation because Queen Goldencomb assures her that the capital ship can not enter orbit until all the needed materials for repairs, such as Popsicle sticks, cotton candy, aluminum foil, and bicycle tires, have been collected.

Diana, Beebe, and Albert begin to travel around the world to numerous crashed Astrosect cruisers and begin collecting the wild crew members and strange ship pieces in the area. The team quickly encounters resistance in the form of the Avestrials, a feathered militaristic race who has pursued the Astrosects through space, and is responsible for the damaged Astrosect cruisers, causing them to crash on Earth. Diana and Beebe manage to scare them off with Albert's customizable technical masterpiece, the Bug Blaster, and restore an Astrosect vessel's crew roster.

While in Paris, searching for lost crew members and locating vital repair tools such as a multi-grain baguette, Diana and Beebe are interrupted by the personal shuttle and fanfare of the leader of the Avestrials, Baron Gagglebill. A relatively short Avestrial with excessive vanity, Baron Gagglebill confronts the heroes after stating his intent to serve his kind by molding the Astrosects into acceptable Avestrial citizens. Beebe however stands firm for his kind, and Diana is brought into the conflict for her counterpart, chasing Baron Gagglebill back into his lavish personal shuttle and off into orbit.

The Avestrials return with orders to begin capturing wandering Astrosects just as Diana, Beebe and Albert; however their methods are far less elegant. Diana becomes caught up in the chase to rescue the Astrosects, and uses her skills as a pest control expert to successfully stave off the Avestrial operation. Baron Gagglebill re-emerges with the capture of an Astrosect captain and the heroes play directly into his trap. Beebe becomes angry with the selfishness of the Avestrial mastermind and fights with Diana to release the elderly Astrosect captain. While in Cairo, Diana, Beebe, and Albert

stumble upon a secret research project Baron Gagglebill has been conducting using the knowledge that can be found on Earth to construct a metamorphosis machine. With the help of an ancient pharaoh, Diana and Beebe destroy the diabolical machine and foil Baron Gagglebill's research efforts on transforming an Astrosect into an Avestrial. With his true goal of establishing a personal legacy in jeopardy, Baron Gagglebill abducts Beebe and taunts Diana to finish the task alone. Diana can not stand to see a member of her new family in danger, and she defeats Baron Gagglebill's elite warriors, sending him scurrying back into orbit. Beebe is overjoyed by Diana's actions, and their devotion to the mission blossoms into the strongest of friendships.

With the end in sight, Baron Gagglebill becomes irrational and determines the only way to solve the escape of the Astrosects is to deliver a decree of termination upon them. Diana, Beebe, and Albert continue to persevere over the Avestrials until nearly all of the cruisers have been restored and returned to space. The teetering of his dream fills Baron Gagglebill with uncharacteristic anger, and he confronts Diana and Beebe at every turn, hoping to put an end to their unstoppable skills. With the final crew members unloaded into Queen Goldencomb's capital ship and the repairs complete, Baron Gagglebill emerges for a final confrontation with the heroes. The battle is long and fierce, but the Avestrial strategist is ultimately defeated and his mental stability is snapped in two. The Avestrial noble is seized by his troops and dragged back into space, hysterically kicking and screaming while proclaiming that the Astrosects are the true masters of destiny.

With Baron Gagglebill's unceremonious departure, Queen Goldencomb thanks Diana, Beebe, and Albert for their efforts and delivers a lifetime supply of delicious honey to Diana. Beebe is preparing to depart, but suddenly asks Queen Goldencomb if he may be allowed to remain on Earth with his best friend. Diana is stunned with happiness, and Queen Goldencomb merrily grants his request and wishes them well as the Astrosect space cruiser rises into the sky and vanishes. Beebe proclaims himself Diana's official sweets manager and personal pest control assistant, as the three heroes begin transforming the giant crater in the pasture into a swimming pool for the cows.

Mission Progression Outline

Mission 0 (tutorial): Old Man's House

Setting Description:

The dingy house of a grumpy old farmer filled with relics from the ages past. The area features three levels; the basement, the ground floor, and the attic. The basement is a dark and damp place made of stones and mortar that features a wood working shop and an old coal furnace. The ground floor has several rooms including the kitchen, the den, and dining room, where all manner of cluttering antiques adorning the walls and shelves. The attic is small and dusty, where large boxes and white sheets covering objects fill the room.

Plot Goals:

- Introduce Diana Goodkin as a thankless and chipper young woman
- Introduce Albert Mason as a distant, yet supportive and helpful friend
- Establish the everyday work of Diana and Albert

Narrative Events:

- Albert explains how to use his new technology to Diana
- A strange giant cockroach appears in the basement Diana must capture
- Lead into the Introductory Cinematic

Gameplay Challenges:

- Learn the controls of *Earth Hive*
- Capture all of the bugs throughout the area
- Defeat and capture the giant cockroach boss
- Locate the secret pieces of candy
- Capture the secret bug used for weapon upgrades

Mission 1: Milwaukee, Wisconsin

Setting Description:

Over 50 miles outside of the city, the small township of Paxton resides in lush farming land with gentle hills. The three main features of the area are; the farmhouse, the fields, and the churchyard. The farmhouse is a traditional field grains and dairy production location that contains a large barn, a grain silo, several animal pens, and a long ranch house. The fields are nearby, and include corn rows, Diana's beloved cow

pasture with the giant alien cruiser, and several small vegetable patches. The churchyard is a tight area near several houses, a windmill, and the local cemetery.

Plot Goals:

- Introduce Beebe as a work-focused critic, and player counterpart
- Establish the Astrosects as misguided critters who need Diana's help
- Reinforce Diana's love for her cows
- Reinforce Diana's non-lethal pest capturing techniques

Narrative Events:

- Diana locates and captures Beebe for Queen Goldencomb
- Beebe joins Diana in the search for crew members and repair parts

Gameplay Challenges:

- Locate Beebe
- Defeat and capture the praying mantis boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Mission 2: New Delhi, India

Setting Description:

The capital of India is a strong mix of tight and open spaces and possesses three primary features; the Akshardham, the Bazaar, and the Rajpath. The Akshardham is in the center of the area, and is a huge open field of grass and gardens with a massive religious shrine in the center. The Bazaar is a highly condensed Indian marketplace filled with people that snakes through alleyways. The Rajpath is a long open road that traverses from the gates of the city to the seat of government.

Plot Goals:

- Introduce the Avestrials as a hindrance to Diana
- Establish the Avestrials as a traditional enemy of the Astrosects
- Hint at the desires of the Avestrials to conform the Astrosects to their society

Narrative Events:

- Avestrial scout ships deploy basic troopers to battle Diana

- Beebe explains who the Avestrials are and how the Astrosects perceive them

Gameplay Challenges:

- Battle the Avestrial Scout Troopers
- Defeat and capture the tiger moth boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Mission 3: Paris, France

Setting Description:

One of the most beautiful cities in Europe, Paris contains three primary features; the Seine River, the Notre Dame Cathedral, and the Eiffel Tower. The Seine River flows directly through Paris and has plenty of small boat traffic. Notre Dame Cathedral is on an Island in the Seine River, and features a perfect mixture of close and open quarters, indoors and out. The Eiffel Tower dominates the sky, and there are wide open green spaces below.

Plot Goals:

- Introduce Baron Gagglebill as a vain and important Avestrial
- Push Beebe and Diana closer together, solidifying their mission as a team

Narrative Events:

- Baron Gagglebill arrives on his personal shuttle and is challenged by Beebe
- Diana fights against Baron Gagglebill for Beebe
- Baron Gagglebill is defeated and retreats to re-group

Gameplay Challenges:

- Battle Baron Gagglebill
- Defeat and capture the centipede boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Mission 4: Manaus, Brazil

Setting Description:

Manaus is the largest city in the Amazon basin and a cultural center for Brazil. The Teatro Amazonas is a large opera theater on the edge of town. The level also features the Amazon River, the largest river in the world teeming with life, and the Amazon Rainforest.

Plot Goals:

- Introduce a change of tactics for the Avestrials by capturing Astrosects
- Display that Beebe has warmed up to Diana by providing positive feedback

Narrative Events:

- Avestrials begin chasing and capturing Astrosects

Gameplay Challenges:

- Compete with Avestrial catchers
- Defeat and capture the belostomatidae boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Mission 5: Moscow, U.S.S.R.

Setting Description:

The heart of the Soviet empire at its height; dominant landmarks include; Red Square, the Kremlin, and the Alexander Gardens. Red Square is a large open area surrounded by political and religious structures including Saint Basil's Cathedral. The Kremlin is a walled complex of political and historical buildings, next to the Alexander Gardens where thousands of flowers, trees, and bushes provide a wonderful public space.

Plot Goals:

- Reinforce Baron Gaglebill as the Avestrial mastermind and double his egoism
- Reveal Baron Gaglebill's basic intentions
- Create empathy for the Astrosects

Narrative Events:

- A captain of an Astrosect cruiser is kidnapped by Baron Gagglebill
- Diana and Beebe locate the captured captain and play into an Avestrail trap
- Diana and Beebe defeat Baron Gagglebill and rescue the Astrosect captain

Gameplay Challenges:

- Locate the captured Astrosect captain
- Defeat Baron Gagglebill and rescue the captured Astrosect captain
- Defeat and capture the dragonfly boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Mission 6: Cairo, Egypt

Setting Description:

On the Nile River, surrounded by desert, lies the ancient city of Cairo. The dominant areas of the level are the Giza Necropolis, the Cairo Citadel, and Al-Azhar University. Giza Necropolis is most recognized by the Great Pyramids, the Sphinx, and the dozens of smaller tombs hidden in the sands. The Cairo Citadel is an ancient and imposing stone fortress built on the highest point of the modern city. Al-Azhar University is the second oldest educational institution in the world and contains elegant stone masonry and a complex of mosques and courtyards.

Plot Goals:

- Reveal Baron Gagglebill's harmful methods
- Display Baron Gagglebill as the driver behind all Avestrial action
- Solidify Diana and Beebe's position against the intentions of Baron Gagglebill

Narrative Events:

- Baron Gagglebill is rumored to be working on a project that changes Astrosects
- Diana and Beebe confront Baron Gagglebill and his researchers
- Baron Gagglebill's transformation machine is destroyed by Diana and Beebe
- Baron Gagglebill's transformation research is ruined by Diana and Beebe

Gameplay Challenges:

- Locate Baron Gagglebill's transformation machine and research center

- Defeat Baron Gagglebill, destroy the machine, and ruin his research
- Defeat and capture the scarab beetle boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Mission 7: Tokyo, Japan

Setting Description:

One of the most populated areas on Earth, where the 1964 Summer Olympic Games are currently being held. The established features of the area consist of Nippon Budokan, the huge stadium built for the Judo competitions of the Olympics, the Tokyo Stock Exchange, a glass building with dozens of computer terminals and a trading floor, and the Tokyo Subway System, where the trains are never more than 15 seconds off-schedule.

Plot Goals:

- Reveal the strong friendship that has grown between Diana and Beebe
- Display Baron Gagglebill as a villain, who is now out to get Diana and Beebe
- Show that Diana and Beebe are ready to finish the task they set out to do

Narrative Events:

- Beebe falls into Baron Gagglebill's trap and is captured
- Diana locates unique Bug Blaster upgrades to help free Beebe
- Diana defeats Baron Gagglebill's elite guards and himself, releasing Beebe
- Beebe discloses his fondness for Diana and the two grow stronger

Gameplay Challenges:

- Locate Bug Blaster upgrades
- Perform normal gameplay without Beebe's aid
- Battle Baron Gagglebill's elite forces and battle Baron Gagglebill
- Defeat and capture the trap door spider boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Mission 8: Stockholm, Sweden

Setting Description:

A city threaded between rivers, Stockholm's three areas of interest are; Stockholm City Hall, the Military Academy Karlberg, and Sergels Torg. Stockholm City Hall is a long building along the rivers with a lighthouse tower. The Military Academy Karlberg is surrounded by large parade grounds and green space, outside of the dense streets. Sergels Torg is a huge glass sculpture in a pedestrian plaza in the center of the financial district.

Plot Goals:

- Show that Baron Gagglebill's methods are becoming irrational and reckless
- Openly display Baron Gagglebill's desire to establish a personal legacy

Narrative Events:

- Baron Gagglebill gives a proclamation to his troops to capture or kill Astrosects
- Diana and Beebe defeat Baron Gagglebill's Elite Forces

Gameplay Challenges:

- Capture Astrosects before Avestrials destroy them
- Defeat Battle Baron Gagglebill's Elite Forces
- Defeat and capture the wasp boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Mission 9: San Francisco, California

Setting Description:

One of the focal points for the movements of the 1960's, San Francisco is expansive and contains more tight areas than open. Fisherman's Wharf is a seaside urban area featuring numerous piers and oceanic attractions. Chinatown is the largest community of Chinese outside of China and features Asian architecture houses, and shops. Haight-Ashbury is starting to become the center of the hippie counterculture revolution and has a nearby park, independent businesses, and private homes.

Plot Goals:

- Show that Baron Gagglebill has trained all efforts on stopping Diana and Beebe
- Demonstrate that Diana and Beebe make a perfect team

Narrative Events:

- Repeated encounters with Baron Gagglebill
- Baron Gagglebill's Elite Forces ambush Diana and Beebe

Gameplay Challenges:

- Capture Astrosects before Avestrials destroy them
- Defeat Battle Baron Gagglebill's Elite Forces
- Defeat Baron Gagglebill multiple times
- Defeat and capture the scorpion boss
- Capture all of the Astrosects throughout the area
- Locate the secret pieces of candy
- Capture the secret bugs used for weapon upgrades
- Retrieve all of the ship repair parts

Characters

Diana Goodkin

Born and raised on a small urban farm, Diana is no stranger to hard work. She's been taking care of the dairy cows in her field for as long as she can remember, and she considers them family. She's always had a strong sweet-tooth for a vegetarian, and becomes very excited at the prospects of candy, chocolate, frosted cakes, or tea with honey. Diana also perfected her pest control tactics at a young age in the local gardens of the neighbors. Her methods were different from the other children, but they persisted to be effective; she could never bring herself to terminate any of the pests, it just didn't seem like a nice thing to do. She eventually established a business with Albert Mason, a childhood friend, and has been attempting to reverse the killer stereotype associated with pest control professionals ever since.

Physically speaking, Diana has always been a small girl; never reaching a height of more than 5 feet. Her unique pest control equipment also seems precariously large compared to her size, but she wields it without difficulty. Working on a farm has kept her active her whole life and she enjoys tasks that take her to different places. She much prefers to wear clothes for function instead of fashion, believing that style emerges through use instead of perception. Diana is also never afraid to crawl into small dark places and discover what strange things may be found within.

With the arrival of the Astrosects in her pasture, Diana immediately desires the vessel to vacate her pristine field and to cease pestering her beloved cows. She values the safety and wellbeing of her animals more than anything and the alien ship is a clear intrusion. As the game progresses, Diana becomes more and more attached to Beebe and invested in the wellbeing of the Astrosects. She ultimately considers them as much a family as her cows, and places their care and needs above her own. Diana is also always looking to satisfy her sweet-tooth with as much sugary goodness as she can find.

Diana Goodkin's four guiding characteristics are:

The Caretaker

- Diana feeds her cows and other animals each morning before she eats breakfast
- She uses careful methods for pest control, and never permanently harms them
- Diana once adopted a dozen kittens from a cat who could not support them all
- She studies and has great interest in veterinary techniques and medicines
- Diana would feel guilt-ridden if she ever broke one of Albert's devices
- She is always sure to remember the birthdays of all her friends
- She runs a goat day care center for owners who are frustrated with what their goats eat while they are away

The Adventurer

- Diana always investigates a strange noise
- She once followed a friend for an entire day without realizing it
- She had explored under every chicken coop in the neighborhood by age five
- Diana received her First Class Award in the Girl Scouts of America
- She enjoys wandering around at night with a flashlight
- Diana often acts on whimsical desires to escape from the mundane and ordinary

The Uncertain Novice

- Lacking experience causes Diana to be afraid
- When learning to milk cows, she was afraid she would hurt them
- It took her time to develop how to use Albert's technology
- When asked to perform a new task, she is very shy
- With enough encouragement, Diana will undertake a new challenge

A Positive Outlook

- Diana always views the distant horizon as positive
- No matter the current situation, events will only become better
- She strongly believes in second chances
- When her dairy barn accidentally burnt down, she viewed it as an opportunity to build a better one
- She makes friends easily, knowing that the good of the relationship will outweigh the ill

Beebe

A relatively young worker bee on the Astrosect flagship, Beebe prides himself with efficiency. He showed promise as an organizer and team leader within the sweetening division of the nectar processing unit ever since his first promotion to Worker No. 643. He is not afraid to voice his opinion when it relates to a topic of discussion or when keeping one of his two underlings in line. Queen Goldencomb chose him to accompany Diana in gathering the crew members because of his consistent ability to achieve desired results.

Beebe, like all Astrosect worker bees, is very small and quick. About the size of an interstellar softball, Beebe could easily go unnoticed in groups of larger Astrosects if it were not for his loud voice. Beebe is also a gifted singer, and won several awards throughout his worker bee training years in collegiate hive. His small size also grants him excellent maneuverability and speed, two factors he takes advantage of whenever danger is nearby.

Beebe is initially only concerned with gathering all of the missing Astrosect crew members and repair parts as effectively as possible. Upon meeting Diana, Beebe is not impressed and believes she will be quite slow and inefficient. However, over time, Beebe slowly begins to admire Diana's skills as an expert and thinks she holds promise. Ultimately, Beebe becomes very fond of Diana and begins to both encourage and care for the well being of his friend.

Beebe's four guiding characteristics are:

The Critic

- Beebe finds the faults in any process after mere moments of analysis
- He once increased honey-sack production by 4% by speeding up the conveyor system by 0.02 microganapli
- He has a wax-pad filled with his favorite and least favorite butterfly wing patterns
- Beebe was removed from a class on hexagonal comb structures for insisting that triangles were a better suited shape
- He is a member of the Desires Fly Wings Anonymous organization due to the flying efficiency of two wings instead of four

Earth Hive

- Beebe only purchases honey made without sucrose additives
- He believes he knows what Diana should do to be the most effective, even if he really doesn't

Outspoken

- Beebe always shares what is on his mind to anyone around him
- He enjoys being with the "in" crowd when it comes to the latest rumors
- He once worked as a mobile concession salesman at the Dragonfly's stadium
- Beebe greatly enjoys telling stories - true or "mostly" true
- He likes to know that he has been heard, and often asks a listener so
- He is accustomed to shouting over the din and clamor of the nectar processing unit

Cowardly

- Beebe never confronts an angry individual who is larger than he
- He often hides behind other individuals who support his opinion in an argument, but continues to shout loudly in support of his stand
- He is afraid of physical harm, as his small size makes him prone to bruising
- Beebe will make threats through others instead of confronting the issue himself
- He never showed up for a stinger duel in elementary hive against a lesser horntail

Determined

- Beebe never quits until the work is done
- He holds strong to the belief of work before play
- He showed up for work even when he was suffering from Loose Antennae Syndrome and could not walk straight or speak a comprehensive sentence
- Beebe has been researching his genealogy and mapping his family comb
- He has never given up on looking for ways to improve the nectar processing unit

Baron Gagglebill

A descendant of the great Lord Quackquail, Baron Gagglebill knows he is destined for greatness. Raised in a high-ranking military family, Baron Gagglebill became accustomed to punctuality, order, and discipline at a young age. While in training under a ranking officer, Baron Gagglebill was exposed to the Astrosects firsthand during an interstellar visit and was horrified by their body structures. It was then that he decided his society wants the Astrosects to conform to the much greater society of the Avestrials. He also slowly became aware of the status gap between the nobility and the common Avestrials; he was certain to remain within the upper echelon of life. However, his intelligence told him that all Avestrials must be supported by strong leaders who do what is best for the society as a whole.

With a destiny to fulfill, Baron Gagglebill is determined to establish a lasting legacy for himself and bring further greatness to his family. He is the figurehead and military leader of his fleet, and he wishes to bring glory to his forces through his actions. He also believes that glory can be obtained in the fight for adapting Astrosects to Avestrial society. He does not wish them to be destroyed, but he is certain that he is the savior of their society.

Baron Gagglebill closely resembles a Barnacle Goose of northern Europe with black, white, and grey color similar to that of a penguin. He is short for an Avestrial, only about seven feet tall at full extension; but he always wears a tall white plumed military cap to make up for it. He uses quick movements and always maintains a formal posture. He constantly checks a pocket watch and often holds his bill in the air.

Baron Gagglebill's four guiding characteristics are:

The Calculator

- Baron Gagglebill has a plan for any event, and he follows it to the T
- He always prepares how he will be perceived, and is ready with retorts in advance

- He grooms himself very carefully, as it is important to look presentable and appropriate
- Baron Gaglebill always carries a silver pocket watch with him and he checks it often when stressed
- His tactical genius was responsible for locating the perfect Astrosect ambush corridor within the asteroid belt of the Solar System
- Baron Gaglebill is obsessed with numbers and facts; he must always know how many troops and resources he has and in what locations
- He finds great joy in predicting the actions of others, especially when he is correct

Calm

- No one has ever seen Baron Gaglebill sweat under tense circumstances
- He often laughs lightly to himself when events that he predicted take place
- Baron Gaglebill only raises his voice when a listener cannot actually hear him
- He always keeps his emotions in check, and is rarely surprised or agitated
- On rare occasions, he may have thunderous outbreaks, but he quickly gets them under control and resumes his stoic façade
- Baron Gaglebill only listens to light music with classical overtones

Arrogant

- Baron Gaglebill makes it a top priority to be more organized than any competitor
- He is always the one who decides when dinner time can begin
- He looks down upon all other races as uncivilized and needing Avestrial help
- His plumed hat must be the tallest hat in the room
- Baron Gaglebill demands that his great ancestor, Lord Quackquail, be referenced whenever discussing his family brood

Feign

- Baron Gaglebill does not truly hold the wellbeing of his people at heart, but the establishment of his legacy
- He greatly enjoys the limelight brought on by his lofty position, contrary to his humble displays
- He is careful about making prudent decisions behind closed doors
- No one can ever be too sure exactly how Baron Gaglebill is feeling; and no one has the courage to ask
- Baron Gaglebill is a collector of exotic and unique masks displaying every emotion

Other Important Characters

Albert Mason

The brilliant next door neighbor of Diana Goodkin, Albert Mason has been obsessed with science and technology since he learned to do long division at age six. He did not have many friends growing up, as he homeschooled himself after he was banned from the Paxton school system for making a nuclear warhead, sans uranium, for the fifth grade science fair. He's always reading, and telling Diana about his new ideas, using the radio wave transmitter he designed, from his parents' basement. He rarely comes outside, as he is running an experiment about human exposure to his workshop, and he is shy about his pale skin. He has tall blonde hair, oversized shoes, and wears a mechanics apron over his lab coat.

Queen Goldencomb

She is the matriarch of the Astrosect colony who is leading her people away from Avestrial persecution by traveling to the Tarantula Nebula. Queen Goldencomb is a kind and sincere soul who can not stop smiling. She finds utter glee in almost every activity, but never expresses her excitement to others. Problems, no matter the severity, are merely puzzles for her to solve, and she only sees the good in everyone; including Baron Gagglebill who is "precious," and "misunderstood." She is very wise, but has difficulty focusing herself, as her mind is always wandering. Her large size also makes her extra gentle, as she can be clumsy if she's not thinking straight. She wears a royal purple mantle and short cape that perfectly match her golden yellow and ginger brown carapace.

Astrosect Cruiser Captains

Throughout *Earth Hive*, Diana meets eight unique Astrosect ship captains who each have dramatically different personalities. Each captain is a different insect species,

and each has a single guiding principle or belief that guides their every action. For example, the first ship commander Diana and Beebe encounter after Queen Goldencomb is an uncontrollably superstitious lady bug. Later, an earthworm's life revolves around music, and a grasshopper only speaks in philosophical poetics. Other themes are beauty, paranoia, and mimicry. Of special note is the ship captain who is kidnapped by Baron Gagglebill; he is an elderly long-horned beetle who blatantly practices overzealous chivalry and expects others to do like-wise.

Sample Cut-Scene Scripts

Introductory Cut-Scene: Part II

The cut-scene described below is the meeting between Diana and Beebe. Queen Goldencomb had asked Diana to locate a small bumblebee somewhere nearby and bring him back to the bridge. The scene introduces Beebe to the player and establishes the starting conditions and terms of their relationship.

The player has just arrived back in Queen Goldencomb's throne room after capturing Beebe.

INT. ASTROSECT FLAGSHIP THRONE ROOM - MORNING

FADE IN FROM BLACK

DIANA strides into the cavernous room clenching a SHOEBOX to her side. Diana is a rural young woman with a brunette pony tail and light blue overalls. She moves steadily towards QUEEN GOLDENCOMB who appears to be using an INPUT TERMINAL. Queen Goldencomb is a bumblebee the size of a draft horse who wears a honeycomb-studded tiara and a regal purple mantle. Queen Goldencomb suddenly notices Diana and all progress at the data terminal halts.

QUEEN GOLDENCOMB

Ah! You've made it back already. How is he? Did you find him?

DIANA

Yeah, I usually don't deal with bees this big.

Diana shifts the shoebox in front of her and grabs it with both hands.

QUEEN GOLDENCOMB

Well I hope he didn't give you any trouble.

DIANA

I managed.

QUEEN GOLDENCOMB

Excellent! Just put him in the
INSTINCTUAL RE-COMBOBULIZATION CHAMBER
over there and I'll take care of the
rest.

Diana moves to the mammoth device on the side of the room and places the shoebox in the third slot she finds; one that will fit the object inside. Queen Goldencomb takes a position at a CONTROL STATION nearby with dozens of levers, buttons and knobs and begins adjusting them with four of her arms.

DIANA

What does that do?

QUEEN GOLDENCOMB

It's going to fix his memory and change him back into the hard working, nectar processing floor manager he is. Now, stand back, I don't exactly know what I'm doing with this thing, but I'll figure it out!

Energy is building up in the machine as the capacitors begin to hum. The lights flicker. Gusts of air fill the room.

DIANA

(barely audible)

Are you sure you know what you're doing!?

QUEEN GOLDENCOMB

(barely audible)

Nope! Here we go!

Queen Goldencomb gingerly presses a LARGE RED BUTTON and a blinding flash emanates from the chamber with the shoebox. Everything seems to stop immediately. Silence, save for the occasional crackling of the capacitors. Both characters slowly lean forward and listen. A low groaning can be heard from inside the box.

DIANA

Did it work? Is he alright?

Merrily puzzled, Queen Goldencomb studies the settings on the control panel.

QUEEN GOLDENCOMB

Oh! That must be what this does!

Queen Goldencomb gently taps something on the control panel and lightning sparks inside the chamber with the shoebox.

BEEBE

Ouch! Ooh! I'm awake already! No need to get all sticky!

QUEEN GOLDENCOMB

Now it's working!

BEEBE

Why is it so dark? Where am I? Wait a minute...

The shoebox is jostled lightly from within and begins to bounce towards the edge of the chamber. Diana moves towards the bouncing box curiously. In falls off the edge of the platform and a soft-ball-sized plump bumblebee flutters out before the box hits the ground. BEEBE is deep brown and light orange with observant eyes, always checking the surroundings. His eyes quickly fall on Diana and he studies her intently. Diana is as equally transfixed on Beebe.

BEEBE

Whoa. Who are you? ... What are you?

QUEEN GOLDENCOMB

Her name is Diana, and she is a resident of this world we have been stranded on.

Beebe glances at Queen Goldencomb and then sputters quickly over to her side. Diana slowly begins to approach the two, casually absorbing her surroundings.

BEEBE

(Secretively)

Well, what's she doing here? Shouldn't we be working on getting the fleet back together?

QUEEN GOLDENCOMB

Earth Hive

We are dear Beebe. In fact, you're the first crew member to return, and it was Diana who has brought you back.

BEEBE

What? She brought me back? I'm the first one? Where is everyone else? I don't remember ever leaving my post!

QUEEN GOLDENCOMB

And you didn't, Beebe. You were under the influence of inter-planetary shock. That's why you don't remember anything.

BEEBE

Oh. Well, let's get back to work then, we've got so much to do!

QUEEN GOLDENCOMB

Beebe, we can't yet. You're the only crew member who has returned.

BEEBE

Oh. Right.

QUEEN GOLDENCOMB

But you're right. We do need to get to work, and I have the perfect job for you.

BEEBE

Oh! Alright! I'll do it. What is it?

QUEEN GOLDENCOMB

You're going to help Diana gather the missing crew members of the ship!

BEEBE

Oh.

DIANA

Oh c'mon. I'm not that bad. Besides, I'm doing this for you.

QUEEN GOLDENCOMB

She's right. She is a brave young Earthling who is willing to help us. All she wants in return is for us to

relocate our ship, which we would be doing anyway, and... a lifetime supply of honey.

BEEBE

(outraged)

A lifetime supply? Look how big she is! That's at least seven kilo-hexagrams!

DIANA

Are you saying I'm fat? It's not like all I eat is honey, but that would be delicious...

Diana begins to ponder the possibilities the future may hold.

QUEEN GOLDENCOMB

Beebe, the crew is more important than any amount of honey we have. Besides, you know where the crew members might be found if this world is anything like our own.

BEEBE

Well that's true.

QUEEN GOLDENCOMB

I'm also placing you in charge of ship repairs, which means you'll need to keep an eye out for the materials we need in order to get this ship off the ground again. You know I'm not the best at finding things...

BEEBE

Huff. Alright. Let's get this over with.

Beebe buzzes over to Diana, waking her from her daydreams about sweets, and directs her to the exit. Diana begins walking out, Beebe slowly orbiting around her shoulders.

BEEBE

So Deena...

DIANA

Diana.

BEEBE

Diana. You're going to help me gather the crew members. I have experience in this field. I've been working the nectar factory floor for almost three micro-cycles...

FADE TO BLACK.

Control returned to the player with Beebe.

Paris, France Cut-Scene: The Arrival of Baron Gagglebill

The cut-scene described below is the player's first introduction to Baron Gagglebill during mission three in Paris. The cut-scene establishes Baron Gagglebill as the arrogant and pompous leader of the Avestrials, and displays his goal of servicing his people. Beebe's distaste for the Avestrials is reinforced through his anger towards Baron Gagglebill, and he finally acknowledges that Diana and he are a team. Baron Gagglebill is forced upon the player as an enemy.

The player has just entered the grounds surrounding the base of the Eiffel Tower.

EXT. EIFFEL TOWER - DAY

FADE IN FROM BLACK

Diana strides towards the amazing structure gazing up at it in wonder, while Beebe casually hovers around her.

BEEBE

Gasp!

Beebe stares skyward in a different direction than Diana.

DIANA

Yea, pretty amazing isn't it?

BEEBE

Huh? No, not that! Up there!

Beebe nods in the direction he has been looking, and Diana follows his gaze upward. Rapidly descending from the clouds, there is a growing black shape.

DIANA

What's that? More Avestrials?

BEEBE

Yea, but worse.

DIANA

Worse?

BEEBE

(frustrated)

Yup. Beetle wings! I didn't think we'd have to deal with him.

DIANA

Who? What's going on Beebe?

The spacecraft begins its landing sequence in the green field beneath the Eiffel Tower.

BEEBE

You'll find out soon. I'm sure he'll be more than happy to tell everyone all about himself.

DIANA

Beebe, why don't you just tell-

An obnoxiously loud megaphone recording begins broadcasting from the vessel. The recording is of a marching band and it plays with very poor quality. Over the music, an announcement is made.

ANNOUNCER

(bored)

Attention. Attention. Behold the superiorly brilliant, stunningly gallant, and fearless descendant of Lord Quackquail, Baron Gaggbill.

A pre-recorded trumpet fanfare blasts from the megaphone as a hatch on the side of the ship opens and a red carpeted ramp extends to the ground. Several Avestrial guards emerge from the ship and march down the ramp. They form rank at

the base of the ramp and wait. BARON GAGGLEBILL steps into the doorway of the ship and slowly surveys his surroundings. He is an over-sized barnacle goose that wears a large black admiral's hat featuring a very tall white plume. He strides down the ramp and begins giving orders to his guards. Diana and Beebe charge towards the group and come to a halt no more than five meters away. The Avestrials take notice and form a line between the heroes and their leader. Baron Gagglebill pushes his way to the front.

BARON GAGGLEBILL

You. You look like a resident of this world. Please, tell me. Have you seen any strange creatures about who are not as magnificent and civilized as myself? Astrosects they are called.

Beebe flies out from hiding behind Diana and perches on her shoulder.

BEEBE

She's not going to help you! You're the one who stranded us here in the first place!

BARON GAGGLEBILL

Now now, little Astrosect. Let me explain myself to this local creature.

BEEBE

Diana, don't listen to him. He's the leader of the Avestrials, and-

BARON GAGGLEBILL

That's right, I am! I am the descendant of Lord Quackquail, greatest Avestrial to have ever taken wing. The one who united the Five Great Roosts under a single banner, for the common good. I am Baron Gagglebill, and I strive to fulfill the destiny of my people.

Baron Gagglebill stares off into a daydream of his grandeur momentarily. Diana stares back and forth between Baron Gagglebill and Beebe.

BEEBE

He can't be trusted! We can't have him interfering with our goals!

BARON GAGGLEBILL

Perhaps she should be able to decide that for herself, little Astrosect?

BEEBE

We're partners, and I don't want you interfering!

Baron Gagglebill's guards inch forwards, anticipating danger. Baron Gagglebill extends a wing to halt them.

BARON GAGGLEBILL

Oh come now, you're being unreasonably difficult. Where you a superior minded Avestrial, you may come to terms with logical arguments.

BEEBE

We'll never let you do anything to put Astrosects in danger!

BARON GAGGLEBILL

Is that a threat?

BEEBE

You bet it is! C'mon Diana, show him who's right!

Baron Gagglebill checks his pocket watch, then lets out a sigh. He holds a wing outstretched and wiggles his feathers impatiently. A guard places Baron Gagglebill's cane in his waiting hand and steps back into formation.

BARON GAGGLEBILL

I had hoped we could avoid confrontation, but if you insist!

Baron Gagglebill's eyes narrow, his hat tips forward, and he readies his cane like a blade.

CUT TO GAMEPLAY

Return player control to begin the first battle with Baron Gagglebill.

Tokyo, Japan Cut-Scene: The Rescue of Beebe

This cut-scene describes a pivotal point in the character development of Diana and Beebe. Baron Gagglebill captures Beebe near the beginning of the mission and Diana is unable to rescue him without the proper weapon upgrade. After equipping the upgrade, Diana returns to the Tokyo Stock Exchange to free Beebe from the electrical cage, but Baron Gagglebill intervenes. The cut-scene openly conveys the true nature of Diana and Beebe's deep friendship, and the anger of Baron Gagglebill.

The player has just defeated Baron Gagglebill in a difficult battle of ranged combat.

INT. TOKYO STOCK EXCHANGE - DAY

CUT IN FROM GAMEPLAY

Baron Gagglebill lies flat on his back in the center of the trading floor, heaving for air. Diana charges past his left side, carrying the HEAVILY MODIFIED BUG BLASTER, up the stairs near the back of the room.

DIANA

Beebe! I'm coming!

BEEBE

Diana! You beat him! I knew you would.

Diana rounds a corner on the glass-bound balcony and sprints towards the ELECTRICAL CAGE.

DIANA

(panting)

Don't worry. I got Albert to upgrade this thing so it should get you outta here.

BEEBE

I'm so happy you came back for me Diana.

DIANA

(lightly panting)

Hey, we're partners, remember? I can't leave you behind. We've got to finish

this together. Now stand back, I don't want this thing to hit you.

Diana takes a heavy stance and aims the Bug Blaster at the electrical cage. Diana pauses for a moment in thought, then takes a sharp inhale and fires. A bright bolt of energy strikes the cage and it glows intensely before evaporating into sparks. When the light returns to normal, Beebe is seen gently hovering in the same position where the cage was, in a paralyzed shock of fear. He quickly comes to, smiles broadly, and zooms directly at Diana. She lets the Bug Blaster drop and hang on its shoulder harness as she catches Beebe and hugs him close to her face.

BEEBE

You're the best friend I could ever have.

DIANA

You are too, Beebe.

BEEBE

You've been through so much for us...

Diana releases Beebe and he hovers slowly away from her face.

DIANA

We've been through so much together.

BEEBE

Yeah... Thanks, partner.

BARON GAGGLEBILL

(heard from below)

Ugh! Oh that's it. You two have pushed me too far. The next time, you'll see.

Baron Gagglebill struggles to get up, his body performing numerous muscle spasms against his will. A pair of Avestrial medics enter the building and help Baron Gagglebill to his feet, his PLUMED HAT falling from his head.

BARON GAGGLEBILL

(to medic, teeth clenched)

The hat! Put it back on!

Earth Hive

A medic immediately snatches up the hat and fearfully struggles to adjust it on Baron Gagglebill's head.

BARON GAGGLEBILL

You'll-

Baron Gagglebill's head twitches with an electrical aftershock.

BARON GAGGLEBILL

You'll see.

BEEBE

We'll be ready! Right Diana?

DIANA

You bet we will. Let's go Beebe, we've got a job to finish.

FADE TO BLACK

Return player control to resume gameplay with Beebe restored.

Sample Dialog Spreadsheet

The following chart contains dialog from select scripted events within *Earth Hive*:

AREA	LOCATION	TRIGGER	CHARACTER	DIALOG	TONE	EFFECT
Tutorial	Old Man's House: Ground Floor	Initial cut-scene ends (cue to flash radio interface and mini-map interface)	Albert Mason	Don't let him get to you Diana Goodkin, you're pest removal's best! I'm going to be watching the scanners and staying on the radio, just like usual. Looks like they're all over the place: ground floor, basement, and attic. We've got our work cut out for us with this one. Oh yeah, and don't worry about the new equipment I gave you, I'll walk you through it		Radio Transmission
		Player gains control of the avatar (display look controls and describe upgrade process)	Albert Mason	Okay, first things first, you can aim the new Bug Blaster just like the previous model.		Radio Transmission
			Diana Goodkin	What did you improve this time around, Albert Mason?		
			Albert Mason	This was quite an upgrade! The Bug Blaster is now modular, which means I can keep adding features to it as I develop them!		Radio Transmission
		Player begins attacking a bug (display movement controls)	Albert Mason	Don't let that one get away! Chase after it!		Radio Transmission
		Player is in the presence of a bug and not firing (display fire button)	Albert Mason	The trigger on this new model is more sensitive, so make sure you've got a proper target before you fire.		Radio Transmission

AREA	LOCATION	TRIGGER	CHARACTER	DIALOG	TONE	EFFECT
		Player captures a bug in the living room	Old Man	Back in my day there was no need for snazzy dohickies like that for gettin' rid of bugs!		
		Player defeats a bug (display mode change button)	Albert Mason	That one's down, good work. Flick the red switch on the Bug Blaster to change its operation mode to "Collector".		Radio Transmission
		Player switches to collector mode (display fire button)	Albert Mason	Now you can use the Bug Blaster to gather up any disabled bugs in the area. Better than those boxes we had before, huh?		Radio Transmission
		Player catches 20 bugs (pause menu information)	Diana Goodkin	Where do all the bugs go in this thing?		
			Albert Mason	They become capsulized and stored in microscopic cells, so the Bug Buster will never run out of space.		Radio Transmission
			Albert Mason	You can see who you've got in there by checking out the "Cell Roster" in the Bug Buster's main menu.		Radio Transmission
	Old Man's House	Player tries to capture a bug that is not disabled	Albert Mason	That's not going to work until that one is disabled		Radio Transmission
		Player idles for 30 sec.	Old Man	Hurry up already, I'm not paying you any overtime!		
		First area cleared	Albert Mason	Alright, this area is clear, finish off the other two.		Radio Transmission
		Second area cleared	Albert Mason	Great work, this area's all set. One more and we're outta here.		Radio Transmission
		All bugs captured	Albert Mason	Oh boy, we got a big one coming in the basement. You better get down there!		Radio Transmission

AREA	LOCATION	TRIGGER	CHARACTER	DIALOG	TONE	EFFECT		
Level 5	Old Man's House: Attic	Capture secret bug	Albert Mason	Oohh, I've never seen a bug like that before.		Radio Transmission		
		Collect candy	Diana Goodkin	Oh sweet! Some candy!				
		Player enters the attic	Old Man	You better not make a nukus up there! I have priceless antiques!	shouting at a distance			
	Moscow: Kremlin	Approaching	Beebe	Look! There he is! Let's go get him! I don't see any Avestrials around.				
		kidnapped	Captain Gerard	I say, you are here to rescue me?				
		Captain	Beebe	That's right! Now we've just got- gasp!				
		Too close to captain	Baron Gagglebill	Hahaha, just as I predicted!				
		Captain hoisted into the air	Captain Gerard	Ahh! Where am I going? Chains are unnecessary in a gentleman's world.				
			Baron Gagglebill	You have fallen perfectly into my trap				
			Beebe	Let him go!				
		Baron Gagglebill emerges	Baron Gagglebill	No. Hehehe!		Teasing		
			Captain Gerard	My captor lacks the honor and chivalry to face me himself!				
			Baron Gagglebill	Not so!				
		Summon guards to fight the player	Baron Gagglebill	Guards! Apprehend the Earthing and the pest.				
			Captain Gerard	You dishonor your house with such conduct!				

AREA	LOCATION	TRIGGER	CHARACTER	DIALOG	tone	EFFECT
Level 9	San Francisco: Haight-Ashbury	Player defeats last guard	Baron Gaggiebill	I can NOT dishonor my house. I am Baron Gaggiebill, descendant of Lord Quackquail, greatest of the Avestrials. I desire for the conflict between our peoples to end in the peaceful relinquishment of Astrosect individuality to our far superior race. That way, both our peoples can live side by side and travel the cosmos spreading the will and good tidings of Lord Quackquail to all species, just as I have done here. As his descendant, it is my duty and privilege to make this dream a reality		
			Baron Gaggiebill	What? My guards have disappointed me? I am forced to take matters into my own talons!		
			Captain Gerard	No! Don't fight the youngsters! Release me so that I may face you honorably!		
			Captain Gerard	That's fighting with dignity*		
			Captain Gerard	How dare you strike a woman!		
			Hippie Tony	Whoop Whoop That's a big bee.	Dazed	
			Diana Goodkin	Yeah he is. Have you seen a Beatles record around here?		
			Hippie Tony	Whoop Whoop That's a big gun. thing.	Dazed	
			Diana Goodkin	Yes, it certainly is. Have you seen a Beatles record?		

AREA	LOCATION	TRIGGER	CHARACTER	DIALOG	TONE	EFFECT
			Hippie Tony	The Beatles? Yea, they're good stuff. I just picked up the new album the other day		
			Beebe	What "beetle" is he talking about? The only musical beetle I know is Maurice and the Glow Bugs		
			Diana Goodkin	It's a group of earthlings Beebe, don't worry.		
				Could I get that Beatles record off of you for something?		
			Hippie Tony	Oh? Are you a Beatles fan too?		
			Diana Goodkin	Oh. I love all the beetles	Sarcastic	
			Hippie Tony	That's the way, love for everyone. right? Tell you what. There's an alternative energy seminar going on at the science center this week. If you get me a ticket, I'll give you my record.		
			Diana Goodkin	Deal. Be back in a jiff!		
		Player initiates second conversation without science	Hippie Tony	Oh, hey sister! Have you gotten a science center ticket yet?		
			Diana Goodkin	Not yet, but I'm working on it.		
		Player initiates second conversation and has the science center ticket	Hippie Tony	Alright, I'll just chill out here then.		
			Hippie Tony	Whooow. There's that big bee again. And there's that girl with the big gun, thing again. What is that anyway? Some kind of super technology from the future that's going to save the environment?	Dazed	
			Diana Goodkin	Not exactly, but I got your science center ticket!		
			Beebe	Practically had to give an antennae and a wing to get it.		

AREA	LOCATION	TRIGGER	CHARACTER	DIALOG	TOPE	EFFECT
			Diana Goodkin	Beebe, shush! We need this for the ship.		
			Hippie Tony	Awesome! I knew you would come through. That's why I made you this flower headband! Start wearing it now and you'll be ahead of the times		
			Diana Goodkin	Thanks...	Sarcastic	
			Beebe	Hey, those flowers smell really delicious!		
			Diana Goodkin	They're all yours Beebe		