

# Lamplight



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# Razor Statement

*Lamplight* is a whimsical point-and-click adventure mystery game where the player plays as a moth detective named Merlock Moth who is trying to solve the murder of Timmy Termite, a demolition expert. Merlock explores the city to interrogate insect suspects, find clues, and exonerate himself.

# Focus Paragraph

*Lamplight* is a whimsical point-and-click adventure mystery game where the player plays as a moth detective named Merlock Moth who is trying to solve the mystery of Timmy Termite, a demolition expert who was mysteriously killed in Merlock's office. Merlock explores Buzzburg, a bug-inhabited city inside of an abandoned trash can, in order to interrogate suspects including an ant construction worker, a queen bee barkeep, a ladybug idol, a centipede scientist, and a firefly firefighter. The player will traverse the three levels of Buzzburg—the Upper Metamorphosociety, the middle Carapace Corner, and the lower Mafia-controlled Spider-Square Slums—to try to solve the murder and clear Merlock's name.

# Buzzburg

*(Image References are cited in the “Image Sources” section at the end of the document, cited in the order they appear.)*

## Upper Metamorphosociety

### Summary

Upper Metamorphosociety is the second region the player is given access to through the Rhino Beetle Tram. The locations in this area are Timmy’s apartment, the police station, the Fire Station, and Sventipede’s apartment. This is an upper-class city with round buildings made of shiny white and clear plastics, decorated with all sorts of reflective human trinkets. This region contains most of the upper-class bugs, along with the apartments of bugs who have made their fortune in lower levels. Those who live in this region look down on those on lower levels, basking in their lavish living style.

### Physical Attributes

Upper Metamorphosociety is mostly filled with buildings of white and clear plastics—a parody of modern architecture with an old-timey twist. Theaters have large marquee signs with lights that spin around them. Shops, restaurants, and cafes with fancy fonts line the streets. Despite much of the area being composed of trash, everything is polished and well-kept.



### Inhabitants

Most of the inhabitants of Upper Metamorphosociety consist of butterflies, dragonflies, beetles, and ladybugs. Those who live here often scoff at visitors from lower levels, calling them unwelcome tourists. Because of the gossip-driven circles of Upper Metamorphosociety, it can take a long time for an inhabitant from a lower level to be accepted by their neighbors after moving from a lower level.

## **History and Culture**

The history of Metamorphosociety follows many complex rises to and falls from power as inhabitants grew in and out of social standing with their peers. These fluctuations in the status quo are due to the culture of this level valuing relevance as the inhabitants compete for shallow social standing through changes in fashion, dance, dining, and much more. A big element of competition among butterflies in this region is gardening. Many butterflies compete to see who can have the biggest garden, often even depriving their caterpillars of the food they need for extended periods to win contests.

## **Locations**

### **The Police Station**

Despite Bugbob working here, Merlock is not always welcome in the police station due to the cultural bias against those from lower levels. Being situated on the uppermost level, the police station has less control in Carapace Corner and has almost no reach in Spider Square after the police chief was bribed by the Mafia to prevent a second station from being opened down there.

### **The Fire Station**

Primarily run by fireflies who flash their lights and shout out alarm noises as they drive their toy fire truck, the Fire Station has historically hardly ever been used since natural fires are extremely uncommon in Buzzburg. However, with more fires occurring recently, the Fire Station has regained its funding.



### **Timmy's Apartment**

Timmy's apartment is where the player will meet Lucinda, Timmy's roommate. They will discover some interesting clues regarding strange chemicals that Timmy purchased that can catch things on fire.

### **Sventipede's Apartment**

Searching Sventipede's apartment will uncover a list of clients he has allegedly sold chemicals to in the past. These can be presented to the different suspects to attain more information.

# Carapace Corner

## Summary

Carapace Corner is the first area the player has access to. The locations in this area are Merlock's office, a construction site, the Hive (a nectar nightclub), and Drizzlecomb Farms. This is a middle-class town with buildings made of cardboard and traffic lights made of plastic straws. This region contains most of the working-class bugs in Buzzburg with a strong worker culture that demonizes those in the Spider-Square Slums as being a bunch of lazy criminals. Many of these bugs also cling to meritocratic beliefs, hoping that they may someday live among the elite of Upper Metamorphosociety.



## Physical Attributes

Carapace Corner is a town with a rough-around-the-edges kind of look about it, reminiscent of the bustling cities of the 1920s. Although the buildings are made of cardboard with a bit of wear and tear, the resourceful inhabitants do a swell enough job keeping everything together, often fixing anything they can as needed. Everything has a fairly humble look about it, even the stores and restaurants emanating a patchwork charm while musicians play on the street.

## Inhabitants

The inhabitants of Carapace Corner consist of the widest variety of bugs in Buzzburg and are some of the most hardworking folk in the whole place, often working in the beetle trams, the power plant, the automobile factory, and more. The goal of most inhabitants is to get a nine-to-five, buy a nice enough house and car, and start a family.

## History and Culture

The folks of Carapace Corner don't pay much attention to the history of their city besides the wild stories their parents and grandparents share. It's not uncommon for a story in Carapace Corner to get so out of hand with exaggeration that it goes from a simple flat tire to the car being flipped followed by an eight-hour expedition to get it fixed. Another big cultural element in Carapace Corner is the importance of family and the time spent around the dinner table.

# Locations

## Merlock's Office

The room the player starts the game in, Merlock's office is a humble office that he happens to also sleep in. Falling more and more into disrepair every day as he struggles to catch a big case, Merlock's office has clearly seen better days with trash strewn about, an empty corkboard, and a dead plant in the corner.



## Construction Site

A new apartment complex is being built by a group of worker ants. The construction site consists mostly of piles of material and heavy machinery for now. This is where the player will meet Alvin Ant.

## The Hive

A dive bar owned by Queen Betty, The Hive is a bustling place at night for those looking to spend a little time away from home, no matter what level they're from. Bartended by Betty herself, The Hive serves honey and nectar to patrons looking to drown their sorrows for the evening. With a jukebox and an occasional live band, The Hive remains one of the best places for socializing and letting some pheromones loose.



## Drizzlecomb Farms

Also owned by Queen Betty, Drizzlecomb Farms is both the honey farm and brewery where the beverages drank at The Hive and The Stinger Casino come from. Many worker

bees put both their backs and wings into maintaining this place, all with hefty compensation from high profit margins.

### **Beetle Tram**

The beetle tram connects all three levels, allowing the citizens of Buzzburg to traverse between them. The beetles of the city employ their great size and strength to tug carts of citizens back and forth every day.

## **Spider Square**

### **Summary**

Spider Square, also known as The Spider-Square Slums, is the third and final area the player is given access to through the Rhino Beetle Tram. The locations in this area are the The Stinger Casino, Sventipede's underground lab, and the termite nest that Timmy grew up in. This is a lower-class region made of remnants of soggy cardboard and torn paper. Some bugs even live in the streets with tents made of the remnants of plastic shopping bags. Thanks to the Mafia, many of these bugs have been made to believe that the layers above them are shiny cities of prissies who couldn't handle a hard day's work.

### **Physical Attributes**

Spider Square is constructed from less desirable materials than the rest of Buzzburg—things like warped and moldy cardboard, paper scraps, egg cartons, and plastic shopping bags. Much of the city is unpolished, and even gross by the standards of bugs on upper levels. However, somehow The Stinger Casino manages to be well-lit and charming despite the disrepair of the rest of Spider Square.



### **Inhabitants**

The inhabitants of Spider Square consist mostly of mosquitos, wasps, termites, roaches, and ticks. Many of them who refuse to work for the Mafia have a difficult time surviving, finding it difficult to both get a job inside Spider Square due to the corruption and outside Spider Square due to the transportation costs of the beetle tram.

## History and Culture

Spider Square has a long history of crime that was only officially organized into its current state when the two major crime families—Payne and Missouri—came together to control the brug (bug drug) flow in Buzzburg. To cover up their hidden brug operation, they started a casino, using it to launder the money they made, as well as earn more on the side. These two families are now known as the Mafia, or even occasionally as the Mob, and they control almost every aspect of life in Spider Square. Because of the poor living conditions of most of the residents as well as the influence of the Mafia, the outlook of the populace here is fairly negative, often portraying themselves as survivors in a cruel world where luck is the only thing that matters.

## Locations

### The Stinger Casino

Also, known as just “The Stinger,” this Mafia-controlled casino is a whirlwind of lights, sounds, excitement, and most importantly—cash flow. By far the largest structure in the entirety of Buzzburg, The Stinger is designed to draw bugs in and bleed them dry until there’s no choice but to work for the Mafia to make ends meet. With eight floors of slot machines, poker tables, roulette wheels, and snail races, The Stinger has something for everybody.



### Underground Lab

Beneath The Stinger, there is an underground lab operated by Sventipede, the Mafia’s resident chemist and brug “mixer.” There are several large vats made from yogurt cups and pipes that connect them along with other chemistry equipment.

### Termite Nest

One of the last refuges outside the control of the Mafia, the termite nest is a maze-like structure with a sparse open cavity in the center where most of the termites spend time together in their own little community. Because termites are blind, the Mafia sees them as

almost entirely useless, so they have the freedom to keep to themselves and often even work jobs in the levels above as demolition experts.

# Characters

## Merlock Moth

*“Ah, so you think you can just walk away from this? Well, the truth has a way of catching up, even if you’re not ready for it.”*

### Role

The protagonist, Merlock Moth, is a classic noir detective with a dramatic twist. He is a private investigator known for his theatrical monologues, which range from poetic reflections on Buzzburg's grim realities to comically exaggerated claims about his misfortunes. Beneath this dramatic exterior, Merlock is a deeply dedicated individual who is unwavering in his pursuit of justice and willing to risk everything for the truth. As Merlock Moth, players will step into the role of a hard-boiled private investigator tasked with uncovering the truth behind Timmy Termite's mysterious death. The gameplay focuses on investigation, deduction, and player-driven storytelling, including exploration, dialogue, and moral choices.



### Physical Attributes

Merlock Moth is an elegant and mysterious character, easily recognized by his moth-like features. He has a tall, slender body and a slightly hunched, ethereal appearance, with a smooth exoskeleton in muted shades of brown and beige. His expansive wings are intricate and velvety, displaying delicate patterns of browns, creams, and faint purples that evoke an ancient moth species. Merlock's elongated head boasts large, expressive purple eyes that reflect light beautifully, while his thin, graceful antennas suggest constant awareness. He wears a tailored dark jacket with intricate stitching and matching trousers, often with a scarf or a vintage tie. A faint smudge of dirt suggests his modest lifestyle and work as a detective. Despite his weary appearance, his graceful movements reflect a life filled with rich experiences.

### Personality

Merlock Moth is a unique blend of a dramatic moth and a relentless investigator dedicated to justice. He combines the grit of an old-school detective with a flair for the poetic, often delivering theatrical monologues about the complexities of Buzzburg, which he views as his greatest challenge and inspiration. Resourceful due to financial struggles,

Merlock relies on sharp wits and strong relationships to uncover the truth. Though empathetic and understanding, his pursuit of justice often places him at odds with various factions in Buzzburg. With self-deprecating humor and sarcasm, he shields his vulnerabilities, making him a captivating and relatable protagonist.



## Backstory

Merlock Moth has always faced significant financial and emotional struggles. Born into a low-income family on the outskirts of Buzzburg, he learned early on that the world can be unkind to those with little. As a child, he was often overlooked and dismissed by others. His small stature and humble background made him an easy target for ridicule.

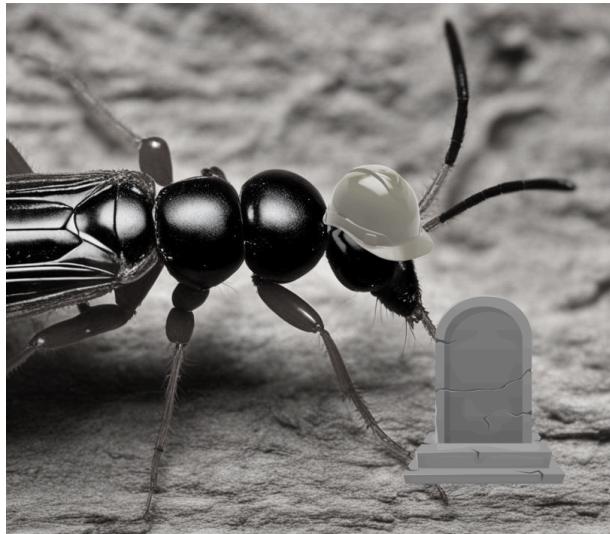
One fateful night, while wandering the dense woods near Buzzburg, Merlock became hopelessly lost. Terrified and alone, he stumbled through the darkness until he spotted a faint, warm light glimmering in the distance. Drawn to it, he entered a clearing where a kind firefly guided him back to safety. This experience profoundly impacted Merlock; it taught him the importance of small acts of kindness and sparked his determination to be a guiding light for others who are lost in the shadows of injustice.

As he grew older, Merlock discovered a talent for observation and deduction, skills he developed while facing the challenges of being a poor outcast. Determined to rise above his circumstances, he became a private investigator, dedicating himself to helping those who, like him, are often overlooked. However, his status as an outsider remained; many bugs in Buzzburg viewed him as an oddity, a moth chasing impossible ideals.

Despite the loneliness and scorn, Merlock's resolve remains unshaken. His financial struggles often leave him reliant on favors and ingenuity, but his commitment to uncovering the truth and fighting for justice never wavers. The light that saved him as a child inspires him, driving him to be a beacon of hope for Buzzburg's most vulnerable residents.

# Timmy Termite

*"I don't think I can hold it in anymore. I... I'm scared, alright? I just... I don't want anyone else getting hurt because of what I've done."*



## Role

The victim, Timmy Termite, was a skilled demolition expert known for his precision and expertise in tearing down old structures. As construction projects in Buzzburg dwindled, Timmy fell into illegal activities like smuggling and sabotage. His confidence turned to paranoia as he worried about his secrets being exposed. Seeking help, he confided in Merlock Moth, a private investigator, but this made him a target, leading to his shocking death before he could reveal everything. This incident sparked Merlock's investigation into Timmy's crimes and the powerful enemies behind his demise. Players must uncover the truth about Timmy's

actions and connections within Buzzburg's criminal underworld.

## Physical Attributes

Timmy Termite is a small character who looks a bit scrappy, typical for someone in demolition work. He has a thin, wiry body with a pale tan exoskeleton that is a bit dusty from his job. His body is narrow and angular, with a slight bend at the thorax. Timmy's narrow face shows signs of wear, with twitchy, beady black eyes that dart around nervously. His short antennae often twitch, showing his anxiety. Timmy has small, sharp mandibles that he uses to chew through wood, making him look intimidating when he clenches them. However, this is more a nervous habit than a real threat. His spindly legs make him walk with a slight limp or weakness, likely from heavy lifting at work. He shuffles quickly and moves jerkily as if trying to keep up with his busy life. He wears a basic work jumpsuit that is too big for him, which makes him seem even smaller. His clothes are marked with chemicals and construction debris stains, showing that he works hard and struggles to get by. He often slumps his posture and lowers his head, avoiding eye contact with others unless necessary. Although he tries to seem confident, his anxious mannerisms make him look skittish and easily startled, especially since he has secrets to hide.

## Personality

Timmy Termite was a bundle of nerves, evident in his stuttering and jittery behavior. He overthought situations before engaging in illegal activities, often imagining the

worst-case scenarios. As a skilled demolition expert, his meticulous nature was heightened by the high stakes of his dealings, leading to increased paranoia. While deeply self-conscious and seeking approval, Timmy's kind heart shone through his anxious demeanor. He was a bug caught in over his head, wanting to do the right thing but unsure how to escape his troubling circumstances. His nervous energy and attempts to make things right adds layers of tragedy to his untimely death.

## Backstory

Unfortunate decisions, desperate measures, and broken relationships marked Timmy Termite's life. Once a proud member of a secretive society of termites, Timmy was assigned to spy on the Buzzburg police force. However, everything changed when he befriended Lucinda Ladybug and Flavio Firefly, two bugs who saw him as more than just a cog in the termite machine. Their kindness and friendship made Timmy question the rigid ways of the termites and their demands for unwavering loyalty. When he refused to betray his new friends, the termites banished him, branding him a traitor and cutting him off from the only community he had ever known.

Alone and ostracized, Timmy relied on his skills as a demolition expert to survive, but work in Buzzburg was scarce. Desperation led him to engage in shady dealings with Sventipede, a notorious chemical dealer. Together, they devised a dangerous scheme: Timmy would purchase fire-starting chemicals, ignite small fires around Buzzburg, and then collaborate with Flavio to extinguish them. This fabricated heroism was intended to attract funding for Flavio, who agreed to share the profits with Timmy. However, Timmy's guilt over deceiving his friend and endangering others began to gnaw at him, causing him to become increasingly erratic and careless.

Timmy's anxiety worsened as he struggled to hide the chemicals in his shared apartment with Lucinda. Her suspicious glances and concerned questions only added to his guilt. Deep down, he wanted to come clean but felt trapped in the tangled web he had spun. His financial struggles, moral conflict, and inability to face his problems or his friends weighed heavily on him, leaving him feeling isolated and vulnerable.

When Timmy finally decides to confess to Merlock Moth, he hopes to find redemption and a way to make amends. Tragically, his choice to come forward puts a target on his back, and his secrets die with him—leaving his few friends to piece together the truth about his troubled life.



# Bugbob Butterfly

*"Got your back, boss! You solve the mystery, and I'll... uh, I'll flap around dramatically for moral support!"*

## Role

Bugbob Butterfly, a supporting NPC, is a rookie officer in the Buzzburg Police Department with vibrant, iridescent wings and an unshakable determination to prove himself. He is loyal to Merlock Moth, the seasoned but jaded detective, and plays a crucial role in helping players piece together the mystery of Timmy Termite's death. Players will interact with Bugbob through dialogue choices and collaborative tasks, experiencing different perspectives in the investigation. His fresh outlook balances Merlock's seasoned cynicism. Players' responses can shift their relationship with Bugbob, impacting his confidence and investigation outcomes.



## Physical Attributes

Bugbob Butterfly is a lovable, cartoonish character with a slightly chubby, rounded body that makes him approachable and comically awkward. His oversized, iridescent wings shimmer in bright shades of orange, blue, and yellow, often causing him to bump into things due to his clumsiness. Long, wiggly antennae twist into question marks when he's confused and droop dramatically when disappointed, adding to his expressive nature. His large, magnified eyes sparkle with determination behind a pair of hilariously oversized goggles that he insists are for "detective work." With his exaggerated gestures, goofy, toothy grin, and off-balance stance, Bugbob's design perfectly captures his blend of hardworking sincerity and cringe-worthy humor.

## Personality

Bugbob Butterfly is the embodiment of earnest enthusiasm. He is a hardworking and loyal rookie with a heart as big as his iridescent wings. While his dedication to the job is admirable, his tendency to overdo it occasionally lands him in *cringe-worthy* but hilarious situations. Bugbob is the kind of cop who takes motivational slogans a little too seriously and practices dramatic one-liners in the mirror, hoping to perfect his "detective

cool.” Bugbob is fiercely loyal to Merlock Moth, whom he sees as a mentor. He defends Merlock despite his gruff nature, leading to awkward yet humorous moments as Bugbob tries to mimic a hard-boiled detective. He might dramatically open his notebook upside down or laugh nervously while delivering tough lines. Despite the cringe-worthy antics, Bugbob’s efforts are endearing and help lighten tense situations.

## Backstory

Bugbob Butterfly isn’t just a rookie cop with a questionable work history; he’s a key figure in Merlock Moth’s personal and professional life. The two share a deep bond forged through unusual cases, dangerous situations, and a friendship that transcends Bugbob’s occasionally cringe-worthy behavior. Years ago, before joining the Buzzburg Police Department, Bugbob worked as a general odd-jobber. During that time, Merlock hired him to assist with what initially appeared to be a simple missing larva case.

However, the situation quickly spiraled into chaos, involving a black market pollen-smuggling ring and a corrupt swarm syndicate. While Bugbob’s lack of experience

initially made him seem like a liability, his tenacity and unexpected resourcefulness ultimately helped Merlock solve the case—and even saved Merlock’s life when Bugbob stepped in to fend off an attacking assassin beetle. Since that incident, Bugbob has idolized Merlock, viewing him as a mentor, friend, and sometimes a grumpy older sibling. Despite Merlock’s gruff demeanor and reluctance to acknowledge it, he values Bugbob’s loyalty and unwavering support. When Bugbob joined the police force, it created a unique dynamic between the two: Bugbob serves as both a bridge to official resources and a buffer between Merlock and the rest of the department, who are all too eager to arrest the rogue investigator for his unorthodox methods. Because of his endearing nature, the police force respect him and refrain from arresting Merlock for his sake. However, other butterflies from Upper Metamorphosociety dislike him for his failure and subsequent disinterest in maintaining a garden, the quintessential pride of the butterfly species.



# Calvin Caterpillar

*“Oh, I’ve got what you need. But first... I’m gonna need some leafy treats. No treats, no secrets—house rules.”*



## Role

Calvin Caterpillar is a charming and humorous NPC in Buzzburg, well-known for his extensive knowledge of secrets and blackmail. As an information broker, he is extremely wealthy and uses his connections to gather intel for Merlock Moth. Players will interact with Calvin to uncover crucial information, but he requires leafy treats as payment, making these exchanges lighthearted and often comical. While constantly snacking, Calvin fiercely protects his close friend, Milly, and is eager to support Merlock

in his investigations. He is well-liked by everyone in Buzzburg, approachable, and filled with witty banter, making him a valuable and entertaining ally. Players will also have the opportunity to visit his lavish mansion and can build a relationship with him based on how they treat him.

## Physical Attributes

Calvin Caterpillar is a lively 13-year-old with a youthful, slightly mischievous look. His soft, segmented body is a vibrant leafy green, adorned with tiny yellow spots that shimmer as he moves. He has big, warm, amber eyes that dart around curiously. Calvin wears a slightly crooked grey hat, adding a playful touch to his appearance. His stubby legs are constantly in motion, and he sports tiny, translucent white nubs on his back, hinting at his future transformation. Framed by fuzzy, golden bristles, he often has crumbs from snacking, reflecting his carefree nature. Despite his innocent look, Calvin carries a confident posture and a knowing smirk, suggesting he’s wiser than he seems.

## Personality

Calvin Caterpillar is charming, witty, and playful, with a knack for gathering secrets and blackmail in Buzzburg. His generosity makes him an invaluable ally, though he always expects payment in leafy treats. Beneath his lighthearted exterior, Calvin fiercely protects his close friends, especially Milly Mosquito, and will go to great lengths to ensure their safety. While he enjoys cracking jokes and lightening the mood, he’s also cunning and strategic, knowing how to navigate the city’s web of information without drawing

attention. His laid-back, relaxed approach contrasts with his sharp mind and resourceful nature, making him a lovable, mischievous character with a heart of gold.

## Backstory

Calvin Caterpillar's life began in the shadow of abandonment. As a young caterpillar, he was left to fend for himself when his parents disappeared under mysterious circumstances. Growing up on the fringes of Buzzburg, Calvin quickly learned to survive by listening to whispers in the city's dark corners and watching the tides of power shift. His sharp mind and knack for uncovering secrets turned him into the city's most sought-after informant, collecting everything from harmless gossip to damning blackmail. Over time, he realized that knowledge was power—and he had it in abundance.

Calvin's rise to prominence wasn't just through his natural talents; he had a key ally in Milly Mosquito, the Mafia matriarch who recognized his potential early on. Through Milly's connections, Calvin could buy a mansion with the wealth he accumulated from selling information. While luxurious, the mansion symbolized his success in the underworld—an empire built on secrets and silent deals.

But as Calvin delved deeper into Buzzburg's underground networks, he began to uncover a truth that would shake him to his core: his father was not just any bug—he was Merlock Moth, a private investigator with ties to the Mafia. Calvin's ties to Milly Mosquito and the Mafia helped him trace this back, though the revelation left him torn. Despite his wealth and status, he had always felt the absence of his parents, and now he realized that Merlock had unknowingly been close to him all along.

This discovery led Calvin to a quiet determination: he would seek out Merlock, not just as a potential ally but as the father he never had. The bond between them remained secret for a time. Still, Calvin would watch over Merlock from the shadows, always ready to offer information, support, and the occasional leafy treat for a favor. Though their relationship remained complicated, Calvin felt intensely loyal to the moth who unknowingly gave him life—an odd twist of fate that now tied him to Buzzburg's most elusive investigator.

Now, as one of the wealthiest and most well-connected bugs in Buzzburg, Calvin continues to navigate the delicate balance between his role as an information broker, his protective nature over his friends, and the hidden truth of his bloodline. Always calm and playful on the outside, he has the power to shift the tides of the city's underworld—something he does with a touch of humor, a dash of mischief, and, of course, a snack in hand.



# Alvin Ant

*"You want my opinion on termites? They're parasites, not builders. Ants, we're the ones holding this town together."*

## Role



Alvin Ant, a supporting NPC, is a hardworking yet conflicted Buzzburg's construction scene member. While he presents a friendly image and contributes to his team's success, he secretly resents the monotonous labor and rigid expectations of ant society, longing for individuality and freedom. His conversations often concern Lucinda, a figure he idolizes, indicating his deep curiosity. He enjoys the similarity of his name with Calvin Caterpillar, adding a whimsical touch to his character. Alvin is also involved in the investigation of Timmy Termite's death, where his

frustrations and hidden resentment make him a suspect. Players must unravel his layered personality to reveal whether his friendly facade conceals deeper secrets about his involvement in the tragedy.

## Physical Attributes

Alvin Ant is a stocky, muscular ant with a strong, durable appearance. His dark brown exoskeleton shines from hard work in construction, and his body is built for heavy lifting. He has thick legs with sharp points for gripping materials and an angular face with a strong jawline and large mandibles, often clenched in frustration. His deep-set black eyes narrow in suspicion, particularly towards termites. Despite his build, Alvin exudes arrogance, standing upright with his chest puffed out. He wears a yellow reflective vest, dirty pants, and a hard hat, carrying tools for work and defense. His presence suggests he's used to getting his way, ready to confront those he sees as weaker.

## Personality

Alvin Ant is a proud and abrasive individual who believes in the superiority of ants. While he can be charming around specific figures like the newsboy, his dismissive attitude towards other species, especially termites, reveals his true nature. Alvin has little patience for differing viewpoints and harbors a strong disdain for termites, driven by his belief in ants' collective strength. This arrogance masks a hidden bitterness; he feels

trapped in his monotonous construction job and resents societal pressures, though he wouldn't admit it. His rude demeanor can be off-putting, but his sharp wit often leads him to speak his mind. Despite his flaws, he shows vulnerability when discussing his idol, Lucinda, whose charisma momentarily softens him—making Alvin both irritating and intriguing.

## Backstory

Alvin Ant grew up in the disciplined and dynamic culture of ant society, where hard work and collaboration were valued above all else. From a young age, he showed great promise as a tireless worker, quickly earning a reputation for his efficiency and strength. However, Alvin's pride in his species' accomplishments morphed into a strong sense of ant superiority, leading to a growing disdain for termites fueled by whispered tales of their secretive nature. To Alvin, termites represented everything that ants were not: insular, enigmatic, and unwilling to contribute openly to the progress of Buzzburg.

As Alvin matured, his dedication to the ant way of life was overshadowed by increasing frustration with his monotonous role. Working endless hours at construction sites, he began to secretly resent the lack of individuality in his life, even while maintaining the facade of a diligent worker. His growing dissatisfaction found an outlet in his idolization of Lucinda Ladybug, whom he viewed as the embodiment of independence and charm—qualities he felt were missing in his own life. Alvin's admiration for Lucinda quickly turned into an obsession, leading him to eagerly seek updates about her from the local newsboy, who indulged him with stories and rumors.

Alvin's animosity toward Timmy Termite stemmed from jealousy. Timmy's status as Lucinda's roommate intensified Alvin's simmering hatred, as he resented the thought of a termite—a species he already despised—being so close to his beloved Lucinda. To Alvin, Timmy was unworthy of the proximity and friendship he enjoyed with her, and this deepening resentment became a powerful motive for conflict.

As Alvin continues to toil away at the construction site, he hides his frustration while clinging to his idolization of Lucinda as a beacon of hope. His overt disdain for termites and his deep-seated jealousy of Timmy make him a prime suspect in Timmy's death—a mystery that Merlock must unravel as he explores Alvin's layered personality and complicated motives.



## Motive

Alvin's hatred of termites (and Timmy especially) is a very strong motive for killing him.

# Betty Bee

*"Honey is my business, but you know, secrets? Those are what really stick. You'd be surprised how much people spill when they think no one's listening."*



## Role

Betty Bee, a supporting NPC, is a businesswoman who owns The Hive, Buzzburg's most famous nightclub, and runs a successful honey farm that produces her signature nectar. Betty, known for her impeccable style and charm, is the social heart of Buzzburg, effortlessly mingling with everyone from workers to elites.

She's a potential suspect in Timmy's death due to his frequent visits to The Hive, where she guards secrets fiercely. Her strict client confidentiality earns her respect and fear, as patrons understand that what's shared in The Hive stays there—unless a tempting bribe comes along. Rumors suggest she knows more about Buzzburg's underworld than she reveals, raising questions about her knowledge of Timmy's illegal dealings and potential involvement. Players who interact with Betty will find her enigmatic and complex to read. With clever remarks, she reveals little, prompting players to dig deeper or bribe her for trust. They must decide if her confidence hides guilt or she's just another pawn in Buzzburg's web of secrets.

## Physical Attributes

Betty Bee exudes success as a polished business owner. With a soft golden-yellow body adorned with black stripes, her well-proportioned figure features a rounded abdomen that hints at her honey production. Her shimmering translucent wings allow for graceful movement. Betty's striking face is highlighted by deep amber, almond-shaped eyes that convey warmth and confidence. Elegant, long antennae pick up on subtle details, while her smooth mandibles give her a less aggressive appearance. Often dressed in a fitted black-and-gold dress for her high-end nightclub, The Hive, she wears a gold honeycomb pendant to nod to her bee heritage. With long legs and a confident demeanor, Betty is beautiful and authoritative, making her a standout figure in Buzzburg.

## Personality

Betty Bee exudes confidence and sophistication as the owner of The Hive nightclub and a successful honey farm. A self-made success, she wields her wealth and influence with charm and cunning, always thinking two steps ahead. Betty is fiercely protective of her reputation and adheres to a strict code of ethics, particularly regarding client

confidence, making her both respected and feared in Buzzburg. She has a talent for making others feel control of the conversation while subtly pulling the strings herself. Beneath her polished exterior, she values hard work and shows kindness to those who earn her respect, but she can be ruthless to anyone who threatens her interests. With sharp business acumen and a discerning nature, Betty stands out as a formidable figure in Buzzburg.

## Backstory

Betty Bee grew up in Buzzburg's bustling hive, surrounded by the hum of hard work and camaraderie among her fellow bees. From a young age, Betty stood out for her sharp mind, natural charm, and ambition that rivaled even the most industrious worker. While other bees followed the traditional roles of hive labor, Betty dreamed of something bigger: creating a space where bugs could unwind, connect, and leave their troubles behind.

Betty poured her energy into transforming a derelict honey storage facility into The Hive, Buzzburg's premier nightclub. Her honey farm, a legacy from her family, provided the resources for her signature nectars, which quickly became a staple in the nightlife scene. Her business savvy and talent for creating a welcoming atmosphere earned her the admiration of her fellow bees and the respect of other bugs in Buzzburg.

But Betty's rise to success wasn't without challenges. She learned early on that secrets are a currency in Buzzburg, and The Hive became a haven for whispered deals and confessions. Betty promised herself and her patrons that what's shared in The Hive stays there, earning her a reputation as a vault of secrets. Of course, even Betty has her price, and the occasional bribe has persuaded her to part with particularly juicy tidbits, adding to her already lucrative enterprises.

Despite her immense wealth, Betty's true passion lies in helping others. She believes bugs need a safe space to escape the pressures of life, and she works tirelessly to make The Hive that sanctuary. Betty's easy charm and genuine care for her patrons make her beloved among her bee friends and beyond. However, her keen understanding of Buzzburg's social and criminal undercurrents means she's not afraid to play the game when it suits her goals. Betty's ultimate aim is to create a legacy where bugs can forget their worries, vent their frustrations, and leave her bar feeling slightly lighter—so long as they don't mind her watching from the shadows.



## Motive

She might have known what Timmy was doing, so maybe she killed him to stop him...

# Lucinda Ladybug

*"It's your lucky lady, Lucinda!"*

## Role

Lucinda is an interactable NPC in her and Timmy's shared apartment. As one of the people closest to Timmy at the time of the murder, she's an invaluable asset to get an idea of his mental state prior to death. She doesn't have all the answers, but she can point Merlock to a very important player in the whole crime: Sventipede. However, Before Merlock can take her word for it, he'll have to clear her of suspicion.



## Physical Attributes

As a ladybug, Lucinda has the colorings expected. Black spots dot her elytra, and she frequently goes to get them touched up to look uniform. Ladybugs are considered pretty bugs to begin with, but Lucinda has genes of famous ones flowing through her veins, making her beauty even more apparent. Her idol persona, based on her real-life appearance, shares all her features in an animated form.

## Personality

Befitting her persona as an internet idol, Lucinda is outgoing and flashy. She has a laser-tight focus on her desires for fame, so much so that she'll ignore suspicious happenings in her own home. She's good with technology and always looking for a new viral moment, streaming just about anything she can manage. However, despite her fame aspirations, Lucinda is loyal to her friends even after death and will try to skirt around any wrongdoing they may have committed when asked. She worries about her friends but won't pry further when given pushback.

## Backstory



When Lucinda was growing up, her mother and father were always in the bug headlines. Her mother was an actress and her father a director. Lucinda grew up with her own aspirations for fame, but not wanting to simply ride the coattails of being a nepo-baby, she created a voice changer for her idol persona. Starting from scratch wasn't easy, and she still hasn't hit her grandiose dreams, but she's growing steadily.

Lucinda met Timmy when she first moved out of her parents' house. She was on her own for the first time, with no staff to take care of the various chores that piled up in her cramped apartment. Timmy was the first person

to befriend Lucinda for who she was, and their friendship was strong from thereon out. They moved in together when Timmy was kicked from his nest.

Before Timmy's murder, Lucinda was suspicious but not concerned enough to investigate it too deeply. She was busy with her idol career—something that was now keeping a roof over both her head and Timmy's, thanks to his financial troubles—and the different things that came with it, like a meet-and-greet she was trying to plan.

## Motive

Lucinda always wanted to be famous, and her idol videos aren't bringing her the amount of attention she wants. Perhaps murdering her roommate would bring enough eyes over to her, and in turn, her music videos. All publicity is good publicity, right?

# Flavio Firefly

*"I'm just a firefighter; Merlock. I do my job. I put out fires that's all I can handle right now.  
I'm just trying to survive out here, same as the rest of us."*



## Role

Flavio Firefly, a supporting NPC and the murderer, is a hardworking firefighter with an anxious but approachable demeanor. Still, his financial struggles and close friendship with the late Timmy Termite have made him a figure of suspicion in the case of Timmy's death. As one of Buzzburg's few fireflies still active in the firefighting profession, Flavio has been dedicated to protecting the bug

city from the sudden rash of mysterious fires that have plagued its neighborhoods. While devastating to some, these blazes have ironically brought Flavio financial relief, as the increasing demand for his services has given him a steady income. Players will encounter a bug related to Timmy Termite's death. Flavio, a firefighter, plays a crucial role in uncovering the motives behind the frequent fires in Buzzburg. While resourceful, he displays guilt, hinting at hidden knowledge. Conversations with him require persistence, as he's reluctant to share details. Flavio's loyalty to Timmy is questionable, suggesting he might know about Timmy's illegal activities and the fires' actual cause. This reflects his internal conflict between his financial struggles and morality.

## Physical Attributes

Flavio Firefly is a slender firefighter with an athletic but delicate build. His smooth abdomen emits a soft yellowish glow that flickers with his emotions. He has a larger head with bright yellow, fire-like compound eyes that reflect his anxious nature, contrasting with his dark antennae that twitch constantly. His semi-transparent wings shimmer with iridescent blues and greens, allowing him to move quickly when escaping stressful situations. Flavio wears a poorly fitting fireman's uniform that looks disheveled, hinting at his discomfort. He often hunches slightly, avoids eye contact, and has jerky movements, showcasing his gentle and anxious personality. His inner glow and delicate features make him memorable, while his nervousness adds vulnerability.

## Personality

Flavio is a sensitive and emotionally driven character who struggles with self-doubt and peer pressure. Anxious in high-stakes situations, he often second-guesses himself,

concerned about others' perceptions and the moral implications of his choices. His loyalty to his best friend, Timmy Termite, and guilt over Timmy's death weighs heavily on him, especially amidst suspicious fires in Buzzburg. Flavio's anxiety is evident through nervous habits, and he tends to wear his emotions openly, making him relatable. Despite his insecurities, he's kindhearted and well-meaning, using humor as a coping mechanism to navigate his challenges.

## Backstory

Flavio Firefly grew up on the outskirts of Buzzburg, where life was tough and opportunities were limited. From a young age, he learned the value of hard work but often struggled to make ends meet. Becoming a firefighter gave him a sense of purpose, but the low pay kept him trapped in financial hardship. Only when he met Timmy Termite, a fellow struggler trying to find his way, did Flavio discover someone who truly understood his challenges.

Flavio and Timmy became inseparable, supporting each other through their darkest moments. When Timmy proposed a scheme to stage small, controlled fires and then extinguish them to increase demand for the fire department, Flavio reluctantly agreed. Strapped for cash and desperate to improve his life, he justified the plan as a victimless crime that would help them both.

Flavio's financial troubles eased as the fires became more frequent, and his reputation within the fire department grew. However, the pressure from his fellow fireflies—who were already suspicious of Timmy's motives—began to mount. Tired of being used in what they viewed as a last-resort occupation, they pushed Flavio to cut ties with Timmy, seeing Timmy's involvement as a liability that could threaten their fragile stability. They demanded that Flavio "handle" the problem.

Flavio, prone to anxiety and easily influenced by peer pressure, found himself cornered. Torn between his loyalty to Timmy and the overwhelming demands of his peers, he made a terrible decision. Under immense duress, he played a direct role in Timmy's death, a moment that now haunts him deeply.

Flavio lives in quiet torment, unable to shake the guilt of betraying his best friend. Though he tries to maintain composure outwardly, every interaction with Merlock Moth or another bug probing into Timmy's death threatens to unravel the fragile facade he has built. Flavio's internal conflict makes him both a suspect and a source of critical information, depending on how much players can coax out of him.



## Motive

He and Timmy had a falling out; Timmy was going to expose the truth about the fires, which stopped the money flow for the termites and the fireflies. Flavio couldn't go back to being poor, so Timmy had to be taken out.

# Heather Hornet

*“Thank you for helping us. Please, take this as compensation.”*

## Role

Heather is an interactable NPC in The Casino. After beating Milly's game, Milly leads the player to Heather's office in the back, which the player can access from then on. On account of being Calvin's father (unbeknownst to Merlock), beating Milly's game, and an undisclosed past case that the player can learn more about through collecting Leafy Treats, Heather respects Merlock and gives him information about the fires popping up around Buzzburg.

The player can also ask Heather about various topics regarding the murder and other characters, but since she is unrelated to the murder itself, she can only give guesses (as someone who has dealt with murder cases before). However, if presented with profiles, she can give secret bits of Mafia-exclusive information about certain characters. She is the one who tells the player about Milly's backstory, if asked.



## Physical Attributes

Heather is an imposing and feminine older hornet who is a bit taller than Merlock. As opposed to Betty, she has darker yellow skin and thinner black stripes. Like most hornets, she has three pairs of legs near the bottom, middle, and top of her body, with her body itself segmented into an abdomen, thorax, and head. She stands on her bottom legs, with her middle legs at her sides and her top pair acting as arms. Her long wings extend sharply from her shoulders to the ground, and her antennae extend sharply to the sky. Her mouth is short, and her solid black eyes curve more than the average bug's.

## Personality

Heather is quite serious and fair in nature, wanting to compensate Merlock for his efforts when every other bug turns against him. She also remains quite knowledgeable about the different Buzzburg species factions (the fireflies, the police, the bees, and the termites), and keeps information about particularly notable inhabitants (like Sventipede). She is willing to divulge this information as long as it helps the Mafia. Additionally, she cares a lot about the Mafia—especially Milly, who she values more than she cares to admit. She

coddles Milly a lot, and has never let Milly go off alone without a bodyguard hiding nearby, which Milly knows about and respects.

## Backstory

Growing up with a father who was the Payne right-hand to the Missouri Mafia leader, Heather saw a lot of violence. However, her father had her devoted to her studies, not intending for her to take over. Regardless, she grew an interest in the social relations of the other bugs and became quite knowledgeable of them. During this time, at her father's further concern, she learned fighting and battle skills for her own protection.



Seeing it all around her, Heather grew a distaste for the poor decisions and senseless violence of most of the Mafia—including her father—and formed close bonds with them, encouraging them to use more diplomatic methods.

Because he cared for her, Heather respected her father very much and took over the Mafia leader position through her own hard work. Although there was some opposition due to her cooperative nature, she took over the position due to the connections she'd formed.

Since becoming the leader, Heather has accrued an inordinate amount of funds for the Mafia through The Casino alone, taking advantage of what she calls “weak-willed minds.” In fact, she has focused more on The Casino than any other past leader, which has been more lucrative than their past operations. She has ironically cemented her position as one of the most stable Mafia leaders by using a combination of physical and mental intimidation, along with exclusive blackmail via social relations, and her extensive knowledge of the bug species power structures. She does not personally deal with Sventipede or the brug operation, instead giving her colleagues the freedom to deal with him while turning a blind eye. While she finds him untrustworthy, she recognizes his importance to the Buzzburg power balance.

During an exceptionally fraught past case that involved Merlock, Heather lost her Missouri Mosquito partner Manny, who had not produced an heir. As such, it was up to her to choose the next Missouri leader. Even though she does not necessarily intend to have Milly inherit the position—especially since Milly’s lineage is technically unknown—she lies to others that it is the reason she cares for her.

## Motive

The fires, which were caused in part by Timmy, were destroying the mafia’s buildings. Maybe she decided to stop him, once and for all.

# Milly Mosquito

*“Hey, mister! Do you want to play a game? I promise it’s not a scam!”*



## Role

Milly is an interactable NPC in The Casino. By talking to her and beating her game, she leads the player to Heather so Merlock can gain more information about the fires popping up around Buzzburg. The player can ask her about various topics regarding the murder and other characters, but she will offer little relevant information except for extra details about Calvin and Heather, as she is unrelated to the incident.

## Physical Attributes

Milly is a small, cute, 10-year old mosquito child. In-game, she is about half the size of Merlock with a dark brown exoskeleton and a light brown body. To make her less scary, she has six short legs that extend from her front—three sets of two—with the two that hit the ground acting as her feet. Additionally, her antennae and proboscis are both quite short, and she has big, brown, solid-colored eyes instead of compound ones. Her thin, translucent wings cover her entire body, acting like a small dress.

## Personality

Similar to Calvin, Milly has a childish personality, but prefers playing games rather than collecting information. With her mischievous nature, she likes to trick adults and generally does not like them very much. She especially dislikes Merlock for not knowing Calvin is his son, but keeps quiet about it for Calvin's sake. She has very strong emotions, does not like being accused, and she likes Calvin a lot. He hangs out around him as much as possible, playing games and asking what cool new things he's learned. She also likes Heather for taking care of her when nobody else would.

## Backstory

Milly was abandoned by her parents when she was a baby—placed on The Casino's doorstep with a note saying “Use this to pay off our debts.” The note was not signed, so Heather had no idea where the child even came from. Intending to make her parents pay for their negligence, Heather started raising Milly, who eventually became like her own child. She has tried relentlessly to find Milly's parents over the years with no success.

Heather has paid for Milly all of these years, and Milly has expressed that, rather than live with her own parents, she would rather live with Heather forever. Growing up with Heather meant that she got everything she wanted, and even got to play games with visitors to The Casino every day. These games vary depending on the day, and she likes coming up with them—but they always have a trick. Milly became very good at tricking visitors, eventually accruing decent profits. Heather lets Milly keep these funds, especially in the case that Milly might want to leave some day.

Milly met Calvin when he was 5 and Calvin was searching for his father. Calvin struggled at Milly's game, but eventually beat it, and was rewarded by being introduced to Heather. Since Calvin introduced himself to Heather as "Milly's friend," she's grown attached to him and praised his hard work and intelligence. Ever since then, Milly only goes out to visit Calvin, and this is somewhat rare. Instead, Calvin usually visits her. Milly has a dream of co-running the next Mafia generation with Calvin (despite him not being of the Missouri or Payne families), which embarrasses him quite a bit. Heather constantly reassures Milly that she can always change her mind, and that she can always choose another option—not wanting to force her into such a dangerous role—but Milly thinks it will actually be fun.

Milly only wants to find her parents to brag to them about her wonderful life and to berate them for abandoning her, because Calvin was also abandoned by his parents. Otherwise, she could care less. As such, Heather has a much more active role in trying to find them.

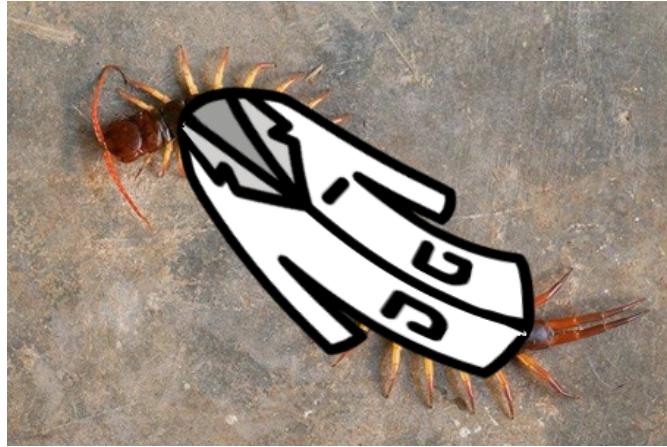


# Sventipede

*“Hah! A little water, and I’ll be right back to it. Don’t mind the mess, it’s all part of the process.”*

## Role

Sventipede, a supporting NPC and potential suspect, is Buzzburg's local mad scientist, a genius inventor with a reputation for eccentricity and a flair for the bizarre. Sventipede is a brilliant but absent-minded ally (or suspect) of Merlock in the investigation. Known for his controversial experiments and strange devices, he often forgets who buys his inventions and their actual purposes, making his focus his biggest vulnerability. As Merlock uncovers the truth about



Timmy Termite's death, he learns that Timmy was buying illegal chemicals from Sventipede, likely for his side business in fire-making. Sventipede's distracted nature leaves clues in his lab and prompts him to speak freely, revealing valuable information—though it might not always be reliable. Additionally, his constant need for water can lead to awkward conversations, which Merlock can use to his advantage. Despite being one of Buzzburg's more eccentric characters, Sventipede's connection to the case makes him essential to the investigation. Players can expect Merlock to use Sventipede's absent-mindedness and obsession with hydration to gain crucial insight into the events leading up to Timmy's death.

## Physical Attributes

Sventipede is a tall, unusual character with a segmented, centipede-like body covered in dark brown and yellow plates accentuated by black patches. His rough exoskeleton shows signs of harsh lab conditions. With sharp features and glowing reddish-orange eyes, he often appears absorbed in thought, and his long antennae sense movement around him. He has 16 thin legs covered in coarse hairs, which allow him to move quickly, albeit erratically, as he scurries when focused on experiments. Hunching forward, he wears a stained lab coat filled with tools, vials, and scattered notes. Sventipede's odd looks and frantic movements reflect his awkward, science-focused personality, making him a memorable figure in Buzzburg.

## Personality

Sventipede is a self-interested mad scientist driven solely by money to fund his chemical experiments. Though extremely wealthy, he spends it all on lab equipment, caring little for anything beyond his research. He is aloof and treats others as tools for his gains, maintaining strictly transactional interactions. While highly intelligent and meticulous about financial dealings, he often needs to be more present when absorbed in his work, making him vulnerable to Merlock's snooping. This intensity of his experiments can lead him to overlook what happens around him, creating both an opportunity for others and a significant weakness for himself.

## Backstory

Sventipede's journey to becoming Buzzburg's local mad scientist and one of the city's most feared and mysterious figures began with a sharp mind and an unwavering obsession with chemicals and experimentation. Growing up in a modest corner of Buzzburg, Sventipede always stood out among his peers due to his insatiable curiosity and relentless thirst for knowledge. However, unlike most of his classmates, who were fascinated by nature or the arts, Sventipede found solace in the complexities of chemicals, formulas, and the darker side of science.

From a young age, Sventipede exhibited an extraordinary aptitude for science, particularly chemistry. His obsession grew as he honed his skills and conducted his experiments secretly. His reputation as a gifted, albeit somewhat peculiar, scientist began to spread through the underground circles of Buzzburg. As he delved deeper into the world of forbidden knowledge, Sventipede started selling his chemical concoctions, mixing potions, and even creating dangerous substances for those who could afford them. His transformation from a curious, idealistic scientist to a more morally questionable figure began during this time.

Sventipede's rise to wealth and power came through his business dealings, supplying legitimate and illicit clients with specialized chemicals. These ranged from performance enhancers to explosive concoctions and even illegal narcotics, referred to by the populace as 'brugs.' His clientele included shady politicians, corporate moguls, gang leaders, and crime syndicates. As his empire grew, so did his obsession with making money—every new sale only fueled his need for more chemicals, experiments, and wealth.

However, wealth alone wasn't enough. Sventipede's thirst for intellectual stimulation was insatiable. He worked tirelessly, day and night, in his sprawling

underground lab, constantly experimenting with new compounds and formulas. Though his business dealings were lucrative, he lacked meaningful personal connections. His passion for science and his lack of empathy and disregard for others left him isolated. The



only thing that truly mattered to Sventipede was his next experiment, the breakthrough. His deep focus on scientific endeavors led to countless missed opportunities and blind spots. Sventipede's absent-mindedness became notorious among his few associates. Although he maintained a strict business code, he frequently overlooked the broader consequences of his actions. People who sought his help found that Sventipede was primarily concerned with financial transactions, rarely remembering their names or the details of previous agreements.

The pivotal moment in Sventipede's life came when he noticed Timmy Termite's increasingly erratic behavior. Desperate for money to cover his mounting debts, Timmy had turned to Sventipede, buying chemicals to manipulate fires and artificially create crises. However, Timmy's paranoia and guilt became unbearable. He eventually approached Sventipede to confess what he was doing with the chemicals, but the situation escalated. Ever the opportunist, Sventipede kept his distance while secretly profiting from Timmy's predicament. Timmy's untimely death left Sventipede with a sense of relief for having a problematic client removed from the equation.

To this day, Sventipede remains a well-known figure in the scientific community, though his reputation is marred by cruelty and a complete disregard for ethics. Despite increasing scrutiny of his activities, he continues expanding his chemical empire. Ultimately, he remains focused on his goals: funding his experiments, expanding his knowledge, and, most importantly, continuing to profit from those desperate enough to buy his creations.

## Motive

Timmy's increasingly erratic behavior was a factor Sventipede couldn't control, and that made him dangerous.

# Others

## The Ants

The Ants are a dedicated and dynamic group known for their relentless work ethic and the profound unity that binds them together. While each Ant has a distinct personality, they are all expected to contribute to the greater good of the colony, often adhering to a capitalist-driven mindset where individual success is celebrated but ultimately serves the collective. Their society thrives on efficiency and cooperation, with each Ant finding their place in various specialized roles, from laborers to strategists. Though they value hard work, this collective mentality often creates tension for those who seek personal ambition over communal benefit. Their tireless hustle marks the Ants' presence in Buzzburg, always striving to build and improve their city, but often at the expense of individuality.

## The Bees

The Bees are a close-knit group of hardworking, loyal individuals who deeply admire Betty, the charismatic and beloved owner of a popular local bar. They value a solid social and work-life balance, often blending the two to make their environment both productive and enjoyable. The Bees are dedicated to their work in Betty's bar, serving drinks, entertaining guests, and keeping the atmosphere lively. However, their devotion to Betty goes beyond just work—they view her as a mentor and guiding figure, willing to go to great lengths to support her. The Bees' sense of community and camaraderie creates a warm, welcoming environment, making them well-loved by locals and regulars. However, they fiercely protect Betty and would do anything to ensure her happiness and success.

## The Mosquitoes and Hornets

The Mosquitos and Hornets—from the Missouri and Payne families respectively—are tough Mafia enforcers, serving as the muscle behind the scenes in Buzzburg's criminal underworld. While they may not be the most active participants in the story, their presence is strongly felt in the city's seedier areas, particularly at the local casino, where they often gamble and indulge in their vices. Thuggish by nature, they have a reputation for being quick to resort to violence when necessary, although they rarely take action without a reason. The Mosquitos and Hornets share an unwavering loyalty to their leader, a significant figure in the Mafia whose influence keeps them in line—whether through fear, respect, or mutual benefit from their criminal activities. Every generation, the Missouri and Payne families switch leadership positions, meaning that the Mosquitos lead during one generation, and the Hornets lead the next. These rough-and-tumble individuals add an element of danger to the city, lingering on the fringes of the action and always on the lookout for the next big payout or opportunity to assert their power.

## **The Termites**

The Termites are a mysterious and reclusive society known for their self-sufficiency and strong sense of tradition. They largely remain hidden from the rest of Buzzburg, preferring to stay in the shadows and maintain their way of life. Their most prized possession is their extensive archives, which contain knowledge from ancient times—texts, forgotten secrets, and forbidden lore that the rest of Buzzburg is unaware of. The Termites prioritize preserving their history and culture above all else and are highly selective about who they allow to join their ranks. Any bug straying from their beliefs is quickly shunned, leaving no room for deviation or betrayal. This strict adherence to their code makes them a formidable and enigmatic force in Buzzburg, with few willing to cross them and even fewer able to uncover their closely guarded secrets.

## **The Fireflies**

Once a thriving group, the Fireflies have been dwindling in numbers and influence, and their fire-based abilities are less in demand as the violence in Buzzburg has decreased. Despite this, they are a powerful and ambitious faction driven to regain their former prominence. The Fireflies have been forced into the dangerous occupation of manipulating their natural light abilities for violent purposes, using a mix of superpowered knockout chemicals infused with their glow to control and hinder others. Their group operates with a strong mob mentality, where individuals are pressured to conform to the collective goals, often sacrificing their needs for a more significant cause. The Fireflies' ultimate plan is to take over Buzzburg, using their light-based weapons to subdue the city's key figures and claim control. Beneath their flashy exterior, they are a profoundly fractured group, struggling with internal pressure while desperately seeking power and recognition.

# Gameplay

While *Lamplight* features familiar elements from most point-and-click adventure mystery games—such as investigation and interrogation—it also includes unique gameplay elements so that it stands out from other titles. All of *Lamplight*'s gameplay elements are listed here. Many of them can influence items from other gameplay elements, and are placed on a bar in the lower right corner. Since all of these elements are interconnected, using any of them can update details from other elements—such as investigating in order to update inventory items, or showing profiles to update the player's notes.

## Investigation

A common element of most point-and-click mystery games, players can hover over certain items on the screen, and their cursor will glow blue. When these items are clicked, Merlock can share his thoughts on them, and if applicable, these items will either be added to the inventory, or information about them will be added to the player's notes. Otherwise, Merlock's thoughts may either act as flavor text or small tidbits of characterization for the player.



## Inventory

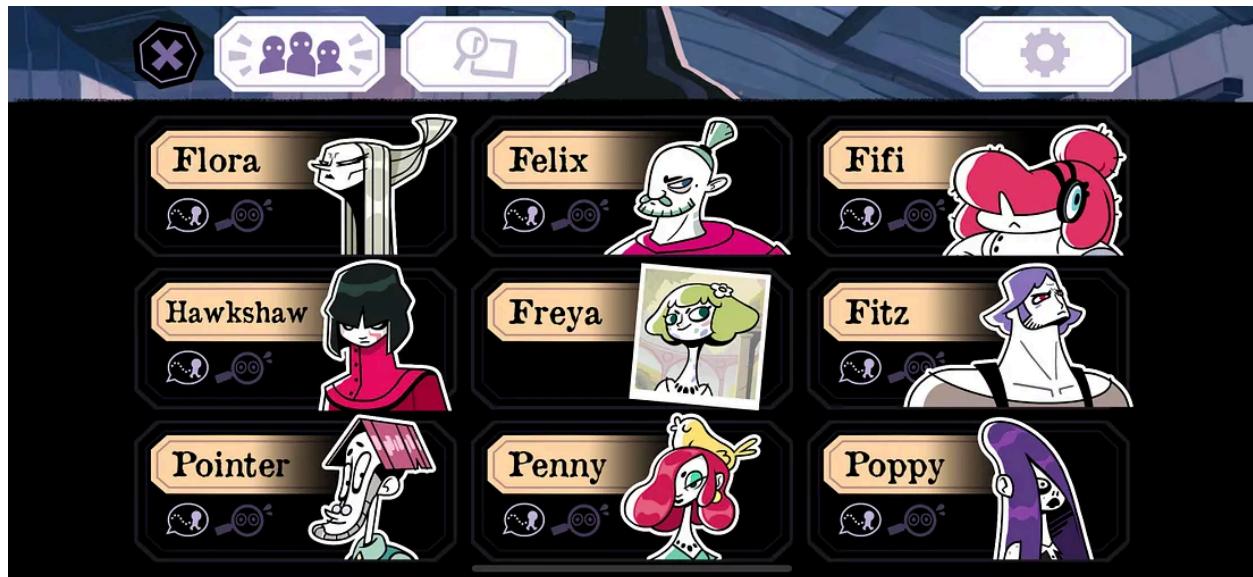
The inventory includes items that Merlock has collected after the player clicks on them. When opening the inventory from a backpack icon, the screen will show pictures of each

item, and the player can hover over them or use the arrow keys to see a brief description. When interrogating other characters, the player can present these items to see if they have a reaction. Throughout the game, item descriptions may update if Merlock discovers new information about them.



## Profiles

In-game, Merlock is said to have a manila folder of profiles that he uses to keep track of all his suspects. By clicking on a manila folder icon, players will see a list of character images for characters they've already met. By clicking on these images, players can access each character's character page—which includes information such as species,



alibi, a description of that character, potential motives, and special notes. These

descriptions will be updated throughout the game depending on information the player discovers. When this happens, “A character profile has been updated” will appear in the upper right corner of the screen. When interrogating other characters, the player can present profiles to learn more about character relationships, update profiles with more information, or more. Special notes are entries written by Merlock that he finds notable, but on the side, there will also be a text input box titled “Personal Opinion.” Here, players can type whatever they want into each character’s profile, allowing for more personal player interaction.

## Notes

Throughout the game, Merlock will have a notebook in which he takes notes, accessed by a notebook icon. When clicking on this icon, the player will see a notebook with a bullet-pointed list in Merlock’s handwriting, with “Merlock’s Notes” at the top. If the player hovers over a bullet point, it will turn blue, and after clicking on it, Merlock will remind the player of the note’s origin and importance. The player can present notes to various characters to see what they think of them, or use them to make certain deductions within Merlock’s Mind.

Notes can be gathered through investigation or interrogation—particularly when Merlock makes a striking comment—and when they are, any relevant text to the note will be highlighted blue, and the player will see a notification in the upper right corner that says “Merlock’s Notes have been updated.”



## Interrogation

Throughout the game, the player can click on characters for Merlock to talk to. When the player does this, options for conversation will be placed on the screen: "Talk," "Show Inventory," "Show Notes," "Show Profile," and "Accuse." These five options are detailed below.



## Talk



After clicking on “Talk,” the player can choose from a list of options to talk to the chosen character about. Sometimes, these conversations may add an item to another game feature. More topics can appear after Merlock has discussed certain things, or if he’s made certain discoveries in the story, and the player is encouraged to look for more discussion choices with text lines like “maybe I should talk to (character) about this.” This is the main way for the player to learn about characters and the case events.

## Show Inventory

After clicking on “Show Inventory,” the player will open their inventory, and can choose an item to show to the character they’re speaking with. Sometimes, the character will have interesting things to say about the item, which may add a note or update the item description. Other times, the character may reply with a generic response, which will occur whenever no unique dialogue is scripted for the item. Often, the generic response will be akin to “I don’t know anything about that.”

## Show Notes

After clicking on “Show Notes,” the player will open their notes and can choose a bullet point to show to the character they’re speaking with. Sometimes, the character will have interesting things to say about the note, which may add to a game feature. If the character does not, the response is similar to the generic response for “Show Inventory.”

## Show Profile

After clicking on “Show Profile,” the player will open their profile list and can choose one to show to the character they’re speaking with. The character will respond accordingly, and this response will always be unique, even if the characters do not know each other. For example, the character might comment on the profile’s appearance. Sometimes, this adds information to the profile, influences Merlock’s Mind, or adds to another game feature. Usually, the player can use this feature to deduce characters’ opinions about each other.

## Accuse

After clicking the “Accuse” option, the player can choose from either their inventory or notes. After selecting an item from one of these, the character they’re speaking to may have a reaction in rare instances. This option is meant to posit that the character is involved with the item or note in some way, and might yield results. However, the accused will often deny their involvement in a suspicious way, and ask several questions about their connection. The player will have to pick from their notes and inventory several times to answer the character’s questions, after which another note will be added to Merlock’s notes. Often, these accusations will update character profiles under the special notes section.

If the player chooses to accuse a character with an irrelevant note or item, that character will act confused and make a generic response, such as “I don’t know what you’re saying.”



## Merlock’s Mind

Merlock’s Mind is a special *Lamplight* gameplay mechanic which allows players to make more complex deductions from their inventory and notes. By clicking on Merlock’s icon, players can see a list of questions Merlock has about the case. These questions usually come from interrogations or investigations, and whenever Merlock comes up with a new question, the relevant text is highlighted in orange, and “Merlock’s Mind has a new question!” will appear in the upper right corner of the screen.

After clicking a question, players will see an image of Merlock thinking in the lower right corner, with the question floating above his head in a thought bubble. On the screen, they will see their inventory placed next to their notes, and the player will be able to scroll

through each. The player will then have to choose one item from both their inventory and their notes to solve the question, after which Merlock will give an explanation for the answer to the question, and a new entry will enter the player's notes.

Players will also have access to a "Hint" by hovering over a question mark button in the upper right corner. The hint will give more specific guidance for which note and which item the player needs to use, such as "Maybe I should look closer at the murder weapon? What about the body?"

Players will not always be able to answer each question in Merlock's Mind right away. They may need to find another item, or they may need to discover a new note. To make this process easier, the player can activate a feature in Options called "Merlock's Mind Light." If the player has the required note and inventory item to solve a question in Merlock's Mind, this feature will highlight those questions purple.

## Leafy Treats

If the player clicks on a leaf icon, they will be led to a list of topics placed on leaves. These topics will unlock as the player discovers Leafy Treats, which are bars of leaves that Calvin really loves. Players can find these Leafy Treats hidden in places while investigating, or characters may give the player Leafy Treats if they are presented with a particular item, note, or profile.

Whenever the player visits Calvin, he will take the Leafy Treats and unlock a new Leafy Treat topic for each one. These topics will include backstory about characters, Buzzburg, and other interesting facts about the game. If the player collects all Leafy Treats, an extra scene occurs at the end of the game where it's revealed that Calvin is Merlock's son.



## Super Easy Mode

"Super Easy Mode" is a choice that the player can select in "Options." Enabling this will highlight all items, profiles, and notes that will advance the story while the player interrogates characters. This mode is meant for players uninterested in the discovery element of the game, and who only want to experience the story. It can also be used as a temporary frustration disabler if the player gets stuck at any point.

# Story Arc

## Game Structure

INTRO	MURDER, MERLOCK FRAMED
	- Tutorial
01	ACTIVE CULPRIT
	- Some suspects
02	FIRE'S
	- Timmy felt guilty?
03	BUGBOB'S ORDER
	- A larger conspiracy
	<b>CONFRONTATION</b>
	<b>Who did it?</b>

*Lamplight* is divided into an introduction, then three Parts of investigation and discovery, and a final confrontation where the player chooses a character to interrogate as the killer. These sections play out in order, with players needing to see several events from each part before proceeding to the next one. Whenever a new Part unlocks, the player gains access to an entirely new section of Buzzburg, along with an entirely new set of characters. They can still visit previous sections to gain new information, and will be required to at some points, but most progress will be made in the newly unlocked areas.

Each Part has the player discovering several revelations about various characters and the game's murder plot, with a major revelation

occurring before each transition. During these transitions, the name of the next part will show up on a fancy image foreshadowing future events (ex. "Part 2" on top of the shadow of Sventipede). Otherwise, players will be able to present information, investigate areas, and interrogate characters to make their discoveries in any order before they have enough information to make each part's major revelation.

For this section of the game document, headers will divide general discoveries made in each section, with the steps required to make these discoveries, and each section will end with that part's major discovery.

# Introduction

*Lamplight*'s introduction section introduces Merlock Moth (the player character) and the murder mystery plot line. For introductory purposes, this section will be described in detail—it is meant to serve the player as the main gameplay tutorial.



The game will open on a cutscene in which Merlock monologues dramatically, and then he bumps into Timmy Termite and they set up a meeting. Later, Merlock will be in his office for the meeting, and the player will be eased into investigation and movement mechanics. Eventually, Timmy will enter. But before Timmy can explain himself fully, a bright light will blind the room, and Merlock will find Timmy's dead body. Most of the room will be blurry at this point, but the player will be given a tutorial for movement, investigating objects, Merlock's notes, and Merlock's Mind. Upon investigating Merlock's body, the questions "Who killed Timmy Termite?" and "What do I do?" enter Merlock's Mind. Additionally, the note "I need to contact someone!" enters Merlock's notes.

Here, the player will be prompted to pick up Merlock's phone, which has fallen to the ground. It will be added to the inventory, and the player is prompted to enter Merlock's Mind and choose the question "What do I do?", along with the note "I need to contact someone!", and Merlock's phone from his inventory. The ensuing dialogue will confirm Bugbob's voice, and Merlock's phone's description will be updated. If the player tries to click on anything else in the room during this segment, Merlock will think "(I can't disturb the scene of the crime!)"

After completing this tutorial, the player will be brought to a cutscene where Merlock is placed next to Bugbob outside the hallway. Then, they will see a tutorial on interrogations in which they interact with Bugbob. The player is encouraged to "Talk" about Bugbob's job (which will update Bugbob's profile), present Merlock's phone, and present Merlock's profile. From this, the player will learn that some of the police force suspect Merlock as the killer, and that he's not currently allowed at the scene of the



crime. Merlock's Mind will gain the questions "How do I prove my innocence?" and "How do I access the scene of the crime?" Finally, the player will be given a tutorial in which they "Accuse" Bugbob of being the cop who first arrived at the scene, by presenting Merlock's phone. This is an obvious fact, but necessary for the tutorial. Bugbob will then divulge more information.

From here, the player will be given a tutorial on how to move between areas, as well as a brief introduction to Super Easy Mode, and they will be allowed to talk to Calvin right outside of Merlock's office building. The rest of these sections will not be explained in detail, but will outline the general events that occur during the story.

## **Discovery - Suspicious Locations:**

While talking to Calvin, he will give the player several leads and offer them even juicier information if the player finds them Leafy Treats. A tutorial then explains what Leafy Treats are, and implies a secret ending if the player collects them all.

Calvin will mention Timmy's worst enemy, Alvin Ant—who works at a construction site—and the bee-run nightclub called The Hive that Timmy frequents. He will also tell the player where Timmy's apartment is, but that it is only accessible through the Rhino Beetle Tram. From here, the construction site, nightclub, and Rhino Beetle Tram locations will open, and Part 1 will start.

# Part 1

## Discovery - Alvin's Jealousy:

At the construction site, the player will meet and interrogate Alvin Ant. Merlock will be very suspicious of Alvin because of his attitude, but can get him to open up based on information gathered from Calvin, who Alvin does not seem to hate. Alvin will constantly threaten to beat the player up.

The player will make the discovery that, even though Alvin is much more popular than Timmy, he is jealous of Timmy for being roommates with the internet icon Lucinda Ladybug, who he is a huge fan of. Merlock notes this as a potential motive and another character to interrogate.



## Discovery - Timmy's Problem:

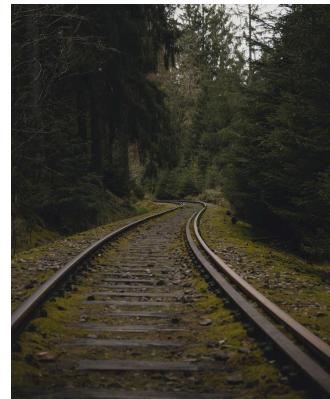


At The Hive, the player will speak with Betty Bee, who refuses to talk about Timmy at first out of respect for his privacy. However, she promises to divulge some information if the player gathers some Nighttime Nectar, which is a legendary nectar said to only be collectible by moths. The player can collaborate with Calvin to fake this nectar by infiltrating Drizzlecomb Farms, which the player is then given access to. The player then steals Betty's nectar by talking to various bees at the farm, pretends it is legendary nectar, and gives it to her after adding Timmy's red food coloring. Somehow, Betty does not recognize her own nectar, and gives the player some information.

She tells the player that Timmy had a drinking problem due to guilt, and visited The Hive almost every day. She notes that Timmy had no regular job, but constantly mentioned being poor and perhaps doing something illegal. Additionally, he visited The Hive right before meeting up with Merlock, mentioning this meeting to Betty.

## Discovery - Rhino Beetle Busted:

When the player visits the Rhino Beetle Tram, they will be told that some of the tracks have been damaged by fires. Thus, they cannot access some of the other areas until the tracks are repaired. Every time a Part ends, the player can return to the Rhino Beetle Tram, and they will be told that some of the tracks have been repaired and that they can access a new area.



## **Major Revelation - Active Culprit:**

After the player has made all of these discoveries, Merlock will think about returning to Calvin to discuss the new information. However, when the player gets there, Merlock will get a phone call from Betty Bee saying that she has more information for him, and to meet her at The Hive. However, upon entering The Hive, the player will find Betty unconscious. From here, Part 2 will start.



## Part 2

At the start of Part 2, players will find themselves at the Police Station, where Bugbob will ask why these cases are occurring around Merlock. Merlock will at first think he is cursed, then suspect that perhaps someone is framing him. However, he doesn't know who would hate him enough to frame him. Bugbob reveals that not many people have a high opinion of Merlock, so it might be out of indifference rather than malice.

Regardless, more of the police force suspects him now, and Bugbob worries that if they don't find evidence of Merlock's innocence soon, he may be arrested.

Bugbob will explain that Betty will remain unconscious for a while. Bugbob will say that he's convincing his friends to let Merlock roam free, but it might not last long—certainly not before Betty regains consciousness. Merlock thanks him, and the player regains control. From here, Merlock explains that some of the Rhino Beetle Tram tracks had been repaired, and that he's at Upper Metamorphosociety. The player can access the Rhino Beetle Tram, the Police Station, and Timmy's Apartment. If the player goes to the Rhino Beetle Tram, they can go between Upper Metamorphosociety and Carapace Corner, where they can return to any of the locations they visited previously. However, Betty will be absent from The Hive, and Drizzlecomb Farms will experience an utter lack of morale. Other characters will also have new topics to discuss regarding recent events.

### Discovery - Lucinda Knows:

At Timmy's apartment, the player will meet Lucinda Ladybug, who is his roommate. Lucinda will paint Timmy in a very positive light, but Merlock will be suspicious of her words. By investigating Timmy's apartment, the player will find suspicious papers implying some sort of building damage, as well as unlabeled chemicals hidden throughout the apartment. Lucinda will deny knowing anything about these, but will relent after being accused enough by the player.

Lucinda will reveal that Timmy bought strange chemicals from Sventipede the scientist, claiming that they were his medication. However, she saw him pouring them on plants,



which subsequently caught fire. She also had no idea how Timmy was buying these chemicals, as Sventipede's services are notoriously expensive and Timmy was constantly depressed about being poor.

Lucinda divulges a few other notable details here. She mentions that she uses a voice changer for her idol persona, and that the technology has recently evolved to be able to copy any real voice. Later, she reveals that Timmy was told to go at a specific time, although Merlock remembers no such thing.

Finally, she mentions that Timmy was good friends with Flavio, who was his best friend since his nest kicked him out. From here, Lucinda gives the player the locations of the Fire Station, the Termite Nest, and the Underground Lab. However, only the player can only access the Fire Station at this point, as the Termite Nest and Underground Lab are in Spider Square, which is blocked by more burnt tram tracks.

## Discovery - The Murder:

At the Police Station, Merlock can ask Bugbob for more details about the murder. Here, the player will learn more about Merlock's past with Bugbob, which explains why Bugbob believes in Merlock's innocence so vehemently.

Bugbob will provide the player with a flashlight from the scene of the crime, which may have been used to blind Merlock. However, Merlock will wonder how a simple flashlight could have done this. Bugbob will also provide an autopsy report that explains that Timmy had consumed lots of nectar before the meeting, will provide a time of death that is a few minutes later than Merlock's meeting time, and the cause of death as strange, unidentifiable burns. Additionally, Bugbob will provide some notes about the crime scene: there seemed to be a struggle, in which a lot of wood was damaged and burnt, but nothing of Merlock's was stolen. Also, Timmy's cell phone was missing.



## Discovery - Financial Troubles:



After learning about Timmy's financial troubles and how he paid for Sventipede's chemicals, the player can talk to Calvin. He will describe the different sources of income in Buzzburg: Alvin's construction job and Lucinda's idol work bring in reasonable amounts of money, while The Hive rivals The Stinger Casino in terms of profits. Additionally, the Fire Station has been gaining more profits due to recent fire accidents, and Sventipede always spends his exorbitant profits on new experiments, so nobody knows how rich he actually is. From here, the newsboy will

mention that money is always a good motive, and leave the player to wonder where Timmy got his money from. Due to this, Merlock will get the idea to visit The Stinger once the next section of the tram tracks is repaired.

At this point of the game, the player can ask all of the accessible sources if they lent money to Timmy, which they will all deny.

After gaining access to the Fire Station, the player can go there and interrogate Flavio. Flavio will seem nervous, but also quite sad about Timmy's death. Mostly, Flavio will deny knowing anything about the murder, and claim that they were out with other firefly friends for the whole day. Their firefly friends will lie to confirm this account. Additionally, these friends will mention that Flavio used to be in dire financial straits like Timmy, but this improved after more fires showed up, giving the firefighters more work.

## Major Revelation - Fires:

After making the previously listed discoveries, the player will go to the Rhino Beetle Tram to see if more tracks have been repaired. After learning that Spider Square is now accessible, Merlock will get a



call from Bugbob saying that Merlock's office building has just caught on fire. The player will be brought to Merlock's office to see it burning to flames, with Merlock falling to the ground.

Despite all this, the police force will still suspect Merlock, as they have no other suspects. They will believe that Merlock himself caused the fire to destroy evidence—in fact, perhaps he has been the criminal causing these fires all along—making Merlock even more disheartened.

Bugbob and Calvin will both try to encourage him, with Bugbob saying he'll try his best to keep delaying the arrest. Calvin will point out just how much information Merlock has gathered, and Merlock will rise again with greater determination, starting Part 3.

## Part 3

At the start of Part 3, Calvin will reassure Merlock that he can find a new place for him to stay by the time he exonerates himself. Merlock will wonder how Calvin could accomplish this, but Calvin will say it's a secret before urging Merlock to continue with the case.

From here, the player can return to the Rhino Beetle Tram to access Spider Square, which includes the Termite Nest, The Stinger Casino, and the Underground Lab. Merlock will be sure that the last bit of information he needs will be somewhere here.

### Discovery - Mafia's Control:

At The Stinger, the player can try speaking to mosquitos and hornets, but they will mostly ignore the player, being too busy gambling. However, the player can speak to Milly, who is playing a cup game by herself and seems to be the only one interested in Merlock. The player learns that she is friends with Calvin, as well as Heather—the leader of the Mafia—who might give him access to classified information. However, Heather first wants the player to beat them in a game: choose the cup that the Leafy Treat is placed under.

The player cannot win this game without more information. Each time they lose, Merlock will get more and more frustrated, and will refuse to let the player try again after the fifth time. Milly will laugh at Merlock's frustration.

The player can gather the information to beat Milly's game in several ways: investigating the rest of The Casino, asking Lucinda about technology, or even asking Alvin about constructing cups. If the player asks Calvin, Calvin will say that telling the player the solution would be a betrayal of Milly's trust.



After trying the game again, the player can check under the table to find the Leafy Treat. Milly will congratulate the player, saying that they never specified that the Leafy Treat would be under one of the cups after shuffling. Finally, Milly will bring the player to Heather.

From this point onwards, the player can enter Heather's office in the back of The Casino at any time. Heather immediately respects Merlock, revealing that they worked on a past case together and know each other through Calvin. Merlock explains his situation to Heather, who offers Merlock a new job. Merlock declines, but Heather gives him important information anyhow.

From here, Heather tells the player that the Mafia is completely uninvolved with Timmy, but that several of their important buildings—especially ones with weapons—have been targeted by fires. The hornet leader believes that a major organization is causing the fires to upset the balance of Buzzburg, but is not sure for what reason. However, they do know that Sventipede has been making major profits from selling fire-repelling chemical grenades (Merlock wonders if they're filled with water).

## Discovery - Superpowered Chemicals:

At the Underground Lab,

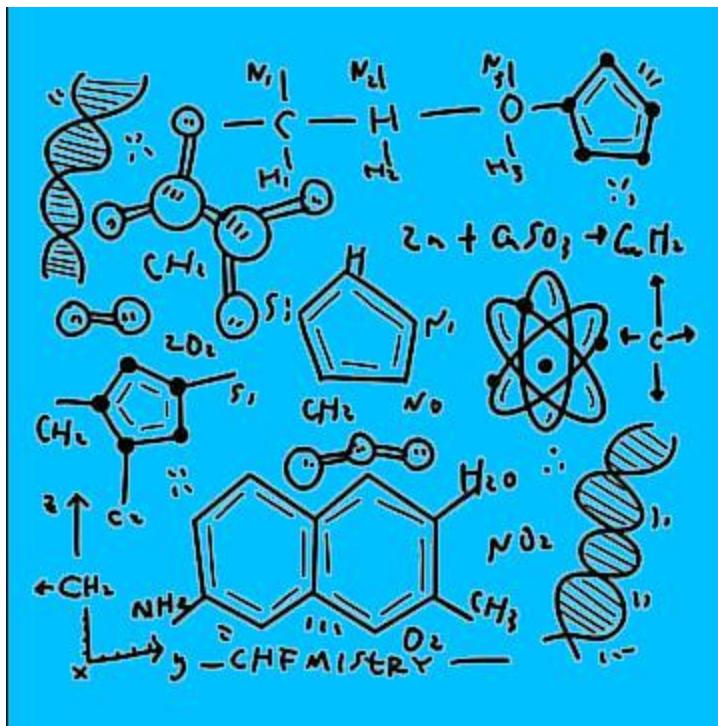
Sventipede will immediately try to sell chemicals—and even blatant brugs—to the player, before growing quiet when he learns that they only want information. Sventipede will be extremely terse with information, unless he is presented with evidence or accused of something. This section requires a lot more proof than the others.



Here, the player learns that Sventipede does his work purely for self-profit and to further his scientific knowledge, and only fulfills the commissions requested to him, which are protected by client confidentiality. Additionally, he has been strengthening and combining his chemicals for mass-scale use, but refuses to admit what these chemicals do.

Often, Sventipede will get distracted by one of his experiments. During this period of time, the player can investigate the room—but if he is not distracted, Sventipede will stop them. By investigating the room, the player can find a paper in the room with a symbol-based code, which the player can use for translations. Additionally, they can find

several encoded blueprints that they must decipher to discover what Sventipede's chemicals do. These blueprints include a chemical that starts fires, one that extinguishes fires, one that strengthens lights, and a brug that overloads a bug's brain with stimulus to knock them out. In one lab drawer, the player can steal Sventipede's apartment key, which will have a number on it. At this point, the player can go back to Upper Metamorphosociety to access Sventipede's apartment.



blueprints. These codes cannot be translated, but they do list client names: Betty Bee, Heather Hornet, Alvin Ant, the Fire Department, the Police Department, and Timmy Termite. If the player tries to present this to Sventipede, Merlock will stop them, saying that he could get in trouble for illegally searching Sventipede's apartment.

If the player presents this list to the various clients (or Betty's bee workers at her farm), their explanations are as follows:

Betty's workers: Betty infuses strong honey with “chemicals” to make them relax and forget their worries. (Merlock is sure that these are brugs, but does not want to anger the bees.)

Alvin Ant: Alvin uses “chemicals” as steroids to improve his construction work (which he is ashamed of). (Merlock is also pretty sure that these are considered brugs.)

The Fire Department: The fire department buys chemicals to put out the extra fires popping up all around Buzzburg.

The Police Department: The police department also buys chemicals to put out the extra fires popping up around Buzzburg, because sometimes the fire department is too busy in another location.

Heather Hornet: Heather will say that Merlock should already know what they're buying from Sventipede, and Merlock will think that he probably shouldn't continue down this road.

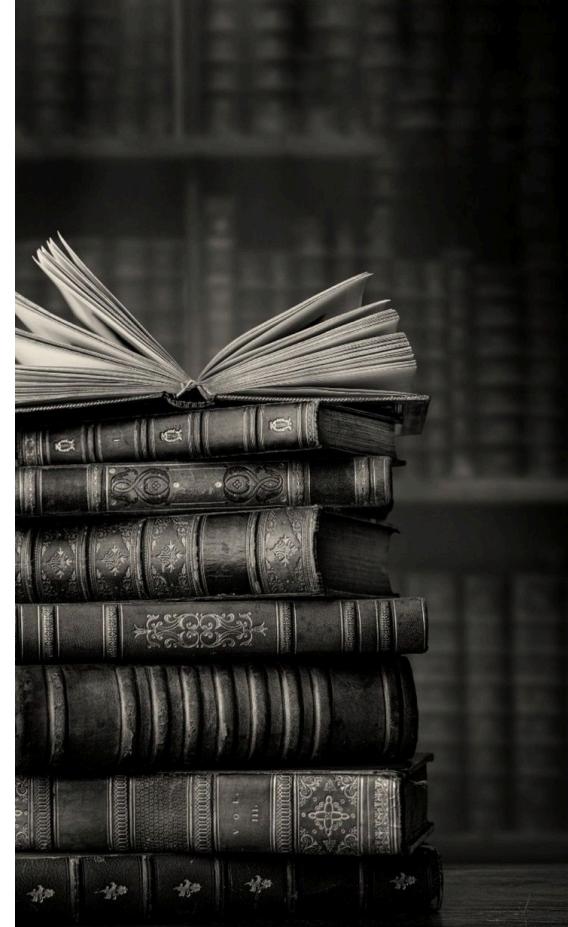
Of course, there is no way to know what chemicals Timmy was buying from Sventipede. If the player asks Lucinda, she will not know, and regret that she didn't pry harder.

## Discovery - Timmy's Origins:

When visiting the Termite Nest, the termites will be very hesitant to let Merlock in. Even after explaining Timmy's murder, the termites will call Timmy a traitor and refuse to comply. The player can enter the Termite Nest by gathering some debris from Alvin and lending it to the termites, who will mistake it as valuable treasure. They then decide to let Merlock in, as they like how he looks like "an evil version of Bugbob" (who they dislike because he bothers them sometimes).

From here, the player will learn Timmy's backstory, as the termites banished him for becoming friends with Lucinda and Flavio. Initially, he was supposed to be a spy for the termite colony, but he refused to work against his friends and was banished indefinitely. Since then, the termites have stayed away from the rest of Buzzburg, and built their own city in peace. Interestingly, they know nothing about the fires popping up all around Buzzburg.

From here, Merlock can also access the Termite Archives, which are books detailing the initial history and creation of Buzzburg. It will describe Buzzburg as an ancient human artifact that they used to throw legendary items into. This section also



implies that humans have gone extinct, but before they died, they performed a ritual to reincarnate human souls into bugs. Merlock believes it's an interesting cultural myth.

## **Major Revelation - Bugbob's Order:**

If the player is not at the Termite Nest, they will think that they should go back to the Termite Nest to think about the case. From here, Merlock will wonder if he has enough information to confront a suspect. Then, Merlock will think to contact Bugbob and Calvin again, and the player will be given control to leave the Termite Nest.

While trying to leave the Termite Nest, they will be attacked by a spider, and Merlock will contact Bugbob to save the termites. Bugbob will use a fire chemical to burn the spider, and then subsequently extinguish it, scaring the spider away. From here, the termites will grow friendlier to Bugbob, and will start considering a partnership with the Police Station.



Bugbob will ask if Merlock has discovered the killer yet, and Merlock will think through the evidence, notes, and questions that he has. Then, he will go through a line of reasoning, as well as many questions, implying who the killer is: Who benefits from killing Timmy? What did Timmy do? Why did Timmy contact Merlock? Who had the opportunity to kill Timmy? Did they work alone?

At the end of this thinking segment, the screen will flash and the spider will return on a string from the ceiling, landing on Bugbob, who yelps in pain and drops more chemicals. Merlock grabs them and throws a fire chemical at the spider again, before scaring it off and subsequently extinguishing it. As Bugbob lies on the ground, he says he'll be alright, but won't be able to protect Merlock any more. Then, Bugbob will fall unconscious.

The termites will nurse Bugbob back to health in secret so the Police Force doesn't know he is out of commission. If they did, they might arrest Merlock immediately, since he doesn't have Bugbob's protection. From here, Merlock decides that he must confront a culprit right away.

The player is then shown icons of all of the characters they've met thus far, with the text "Who is the Culprit?" at the top. After choosing an option, the player will see a transition with a screen saying "Confrontation" and their chosen character behind it before the game progresses.

# Confrontation

## Correct Answer - Flavio:

If the player chooses Flavio, they will be brought to the Fire Station with him surrounded by his friends. During this accusation, the player will be asked a series of questions by Flavio and his companions, and the player will be able to respond with notes, evidence, and profiles—all while solving several Merlock's Mind questions. The general questions and their answers are below:

- What was my motive?
  - The fires increased work, attention, and funding for the Fire Station
  - Timmy started the fires
  - Timmy wanted to confess something to Merlock
- What did I kill Timmy with?
  - Sventipede's Fire Chemicals
- How did I escape the scene of the crime?
  - The window was open
- Why did I need money?
  - Sventipede's Light Chemicals
- How did I disable you at the crime scene?
  - Sventipede's Light Chemicals
  - Sventipede's Knockout Chemicals
  - Sventipede's combination experiments
- Why did we need these chemicals?
  - Mafia's Opposition
- How did I find out the meeting time?
  - Timmy's stolen phone
  - Voice-altering software (from Lucinda)



- How did I catch Timmy off-guard?
  - Betty's nectar

By the end, Flavio admits everything: They bought fire chemicals and fire extinguishing chemicals from Sventipede to increase the Fire Station's work, which brought them more money to create the Light Knockout Chemicals, which can knock out bugs with a simple firefly light flash. The fireflies, as a species, were planning on engineering weapons to take over Buzzburg, but Timmy discovered this and was about to tell Merlock about it.



To distract Timmy, Flavio called from an unknown number and changed their voice to sound like Merlock, then told him when to come. Knowing Timmy, he predicted that Timmy would drink before the confession, and that the inebriation effect would make it easy to knock him unconscious—despite termites being unaffected by the knockout light (because of their blindness). Outside the window, he waited for Timmy to arrive in Merlock's office. Then, he knocked Merlock out and killed Timmy, so that the fireflies could frame Merlock for being in the room at the time.

At this point, the player experiences a flashback of a final emotional confrontation between Timmy and Flavio. In this confrontation, Timmy forgives his friend, despite all that he's done. After Flavio kills Timmy with a fire chemical and extinguishes it, he leaves through the window, crying.

Merlock asks if Flavio really did kill Timmy—his best friend—for this reason, and Flavio says that he had to do it for his family. He argues that Timmy would have done the same thing, and the player presents a note saying “Timmy is ostracized from his family.”

After this, Flavio admits that he regrets his decision, but the other fireflies speak up. They say that they must silence Merlock now that he knows the truth, and prepare themselves to flash their superpowered lights. Then, from the background, Lucinda comes out with her computer—she has been streaming—and Calvin comes out as well, writing a paper. Then, almost every character from the game comes out, one by one (except for Betty, Bugbob, and Sventipede), and they all say that they'll fight the fireflies. A wave of bees,

hornets, mosquitos, ants, the police, and even the termites come out in support. However, the fireflies say that they can still knock them all unconscious, and they flash their lights.

When the screen fades back in, all of the characters still stand, with Sventipede at the front. Sventipede says that he gave them all light-prevention chemicals, and that he's made a fortune. Then, the fireflies are subsequently arrested, with Calvin commenting on how anticlimactic this was. All of the bugs cheer.

From here, Merlock marvels at his ability to solve the case, then wonders where he's going to live from now on. The credits roll.

## Other Answers:

### **Merlock:**

If the player chooses Merlock, Merlock will turn himself into the Police Station and say that he must be the culprit. When asked why he's finally confessing, Merlock says that nobody else could be the culprit due to the circumstances—he was at the scene of the crime, so he must have killed Timmy and forgot about it.

Suddenly, all of the police will change their minds about Merlock being the killer, and thus proclaim him innocent. They will say that “a true criminal would never turn themselves in.” Merlock will be confused, and the game will end without anyone being accused of the murder.

### **Timmy:**

If the player chooses Timmy, Merlock will present his findings to the Police Station, and Bugbob's companions—all of different species—will not believe him. They will make fun of Merlock for not making a better excuse, and Merlock will say that it must have been Timmy, because he felt so guilty that he could not live any more.

The officers will ask why Timmy decided to kill himself without explaining the full story, or even writing a suicide note. In fact, why



involve Merlock in the first place? Merlock will not have an answer to this, and then the cops will bring out some handcuffs, before the screen fades to black.

**Bugbob:**



If the player chooses Bugbob, they will be brought to the Police Station with Bugbob's body on the floor and the rest of the officers watching. Merlock will accuse Bugbob of being the killer, and the other officers will ask for his evidence. Merlock will say that all police officers are evil, and the other officers will gasp in shock.

Then, the officers will shame Merlock for betraying his friend—especially one who protected Merlock all this time and saved him from a spider—saying that they were right about him all along. They will grab and arrest Merlock for the crime.

During the next scene, the player will see Merlock in a jail cell with Bugbob outside. When Bugbob asks why he did this, Merlock will say that he was so frustrated at not knowing the answer that he lashed out at Bugbob for not doing a better job. Bugbob will silently leave, a stark contrast to his usual personality.

**Calvin:**

If the player chooses Calvin, they will be brought to his street, where Calvin looks annoyed. Calvin will ask how Merlock possibly came to this conclusion.

Merlock will say that Calvin knows everyone and even has ties to the Mafia, which makes him super suspicious. Calvin will then angrily ask a barrage of questions: How would he kill him? Why would he possibly want to kill Timmy? Why would he help Merlock find the killer? How come he didn't buy any of Sventipede's chemicals?

When Merlock asks how Calvin knows about Sventipede's chemicals, Calvin becomes even more frustrated and says he's disappointed in himself for ever believing in Merlock. He then says that he'll never let Merlock live with him now—which Merlock is confused at—before moving off the screen. Merlock deduces that he must have made a mistake somewhere.

**Alvin:**

If the player chooses Alvin, they will be brought to the construction site. Alvin will ask why the player suspects him, and Merlock will say that Alvin hates Timmy and termites in general, so he must have killed him.

Alvin then asks if that's Merlock's only evidence, which Merlock pauses at. Alvin proceeds to explain his alibi, which is that he was working with the other ants on the tram tracks at the time of the murder. Merlock will say that all of the ants could have been working together, at which Alvin says that the police—including Bugbob—were there, too. When Alvin insults Merlock for accusing him with such flimsy investigation skills, Merlock has nothing to say.

**Betty:**

If the player chooses Betty, they will be brought to Betty's farm, where she lies unconscious on the ground and surrounded by her companions. The bees will ask why Merlock would accuse her, and Merlock will say that Timmy's death must have benefited her business somehow.

The bees will then ask why she got knocked unconscious, and



Merlock will say she did it on purpose to make herself look like a victim. The bees will point out that this is a similar argument to the one that the police are using to accuse Merlock, and ask if he has any other evidence. When he has no reply, the bees will ask him if he really thought it was a good idea to accuse Betty in front of all of her friends. Afterwards, the bees will swarm him and the screen will turn black.

**Lucinda:**

If the player chooses Lucinda, they will be brought to Timmy's apartment, where Lucinda looks bemused. When Lucinda asks why Merlock is accusing her, he will say that she and Timmy must have been in love, and she killed him to free him from his guilt—like a Romeo and Juliet situation. Lucinda will point out that Romeo and Juliet went nothing like that, and then ask if Merlock has any more evidence.

Lucinda will point out that she is one of the few characters who does not buy from Sventipede—who she assumes was involved with the murder, since he was the source of

Timmy's guilt. She says that this would be clear if Merlock simply asked Sventipede. Then, she'll reveal that she was streaming the entire time, and mock Merlock in front of all of Buzzburg for being an incompetent investigator.

**Milly:**

If the player chooses Milly, they will be brought to Heather's office—with Heather looking cross, Milly in tears, and Calvin defending her. When Merlock asks why Calvin is there, he will get mad at Merlock for accusing his friend.



Heather will then calmly ask how a small mosquito child could have possibly killed Timmy, and Merlock will say that Heather must have ordered Milly to because Timmy was burning down all of the Mafia's buildings. Heather will ask why Timmy would make an enemy of the Mafia, and also ask why they would need such a convoluted plan and location to kill Timmy in—they could have simply

dragged him to a back alley. Also, what evidence is there for Milly in particular—a literal child—for killing Timmy?

When Merlock has no response, Calvin will call Merlock a bully and leave with Milly. Then, Heather will apologize, before saying that she must do this for Milly's honor. She will then charge at Merlock, and the game will end.

**Heather:**

If the player chooses Heather, they will be brought to her office with just her inside. Heather will ask why Merlock is accusing her, and Merlock will say that the Mafia is always evil, so they must be the culprit.

Heather will ask why they would need to kill a single termite, and Merlock will assume that Timmy was starting the fires that destroyed the Mafia's buildings. Heather will ask how a single bug could do all of that, and also why they needed to kill Timmy in Merlock's office, and not in a shady back alley. When Merlock is speechless, Heather sighs and asks him to leave.

As soon as Merlock leaves the office, he is arrested by the police, who accuse him of knocking out Bugbob and brainwashing the termites back at the Termite Nest.

### **Sventipede:**

If the player chooses Sventipede, they will be brought to the Underground Lab. Sventipede will say that it's reasonable to assume he would kill someone, but that Merlock's reasoning is faulty. Then, he will ask what Merlock's reasoning is.

Merlock will say that Sventipede profits from selling to everyone, so he killed Timmy to keep his business secret. Sventipede will say that nobody would dare shut down his business, as everyone relies on it, and that Timmy was a good source of income. Plus, he would never risk getting arrested and being unable to continue his research.

As Merlock turns to leave, the police will enter and say that Merlock is under arrest for both murder and unlawful entry. Then, Sventipede will reveal that he got suspicious as soon as he was accused, then noticed his keys were missing and checked his cameras—realizing that Merlock broke into his apartment. Sventipede will chuckle as Merlock is dragged away.

### **The Termites:**

If the player chooses The Termites, they will return to the Termite Nest, where they are surrounded by termites and Bugbob's unconscious body. After the player accuses the termites, they will say that the termites killed Timmy to keep some sort of secret, and the termites will stay silent. Then, the termites will swarm



Merlock, and the game will end with an additional message: "Don't accuse the termites. They didn't do it. Also, there's no way they could've gotten to Merlock's office."

# The Credits



THE  
END

After accusing Flavio and progressing through the scene, the player will go through a credits scene crediting all of the game's contributors. Interspersed through these credits are short scenes showing where each of the characters are post-game, described below.

## **Alvin:**

Alvin, at the construction site, laments about how the murder was exciting while it lasted, but that Buzzburg has once again devolved into boredom. He is at his same job with his same life, and nothing has really changed. An ant then tells him that the termites might be collaborating with the police, and he begins yelling curses and insults. Then, another ant tells him that Lucinda wants to hire him to be in a video, which he is ecstatic about.

## **Lucinda:**

Lucinda, in her apartment, brags about her humongous increase in followers after streaming Merlock confronting Flavio. She then wonders if she should change career paths, but notes that her views on her idol videos have increased, as well. She has been developing a skit with Betty, Calvin, and several other characters by changing their voices and creating a new fake murder in which Milly is the culprit. She's sure that it'll be a big hit.

### Sventipede:

Sventipede, in his lab, makes chemicals and tells the player to leave him alone. He says that he would never be arrested by a Police Force who depends on him, and that he's not doing anything illegal by furthering science. He talks about his most recent advancement—an antidote that will cure any disease—before wondering if that would hurt his business because he'd have no more diseases to cure. He then realizes that his keys are missing, and wonders who could have possibly taken them.

### Milly and Heather:

Heather, in her office, stands next to Milly. Milly is playing with her cups, and Heather says she's thankful to Merlock for catching the criminals endangering her syndicate. She says that Merlock will get a hefty sum for his efforts, and that she's working with Calvin to finalize the necessary paperwork (for something).



Milly asks if her paperwork is done, and Heather awkwardly chuckles and says that she's finally officially adopting Milly. After searching for her parents for a long time, they've finally given up. Heather sighs and says that finding Calvin's dad was much easier, before Milly says that both of their dads are deadbeats and that she likes Heather better anyhow. Heather seems embarrassed, before saying that Calvin's dad is definitely not a deadbeat.

### The Termites:

At the Termite Nest, they talk about how they've gone into a collaboration with Bugbob to keep Buzzburg safe. They plan to establish the Termite Nest as a law enforcement agency for Spider Square, which would keep the Mafia in check. The termites admit that they have no interest in such a thing, but will do it so that the police will leave them alone. Also, they admit that they'll collaborate with the Mafia to keep the police off their back if they have to.

### Betty:

Betty, at Drizzlecomb Farms, reveals that she was not attacked, but simply had too much to drink and knocked herself out. She had been gossiping with her worker bees about the potential culprit, and then figured out who had done it based on their confessions to her. The only reason Bugbob acted like it was an attack was because he thought she'd be embarrassed. She then says that she's submitting an official statement with what she's

heard from Sventipede, Lucinda, and Flavio—before being told by one of the bees that Flavio has already been officially arrested, and then realizing she doesn't need to do it any more. The scene ends with Betty asking the player to visit The Hive.

**Bugbob:**

Bugbob is drinking at The Hive, and seems very relieved that Merlock has been found innocent. He says that he's been promoted, and even established a deal with the termites to strengthen the police force. However, the police force is having trouble figuring out how to replace their fire department, and wonders if they could get the termites to do that as well. Bugbob wishes Merlock and Calvin luck, saying that he hopes Merlock gets more work in the future.



**Flavio:**

Flavio rests in a prison cell, and seems very despondent. He admits that he regrets killing Timmy, and didn't want to in the first place, but was basically forced to by his firefly friends. He says that peer pressure doesn't justify murder, but it can make it more likely. He wonders if there's any way he can make up for it in the afterlife. Then, his light slowly dims, turning the room dark.

**Calvin:**

Calvin stands outside of Merlock's office, handing out tons of papers to ongoing passerby and chomping on a Leafy Treat. He says that business has been booming, and that he's so happy everything turned out alright. He's glad that Merlock has proven himself, and says that he has a surprise for him later. In the meantime, he's been gathering accounts from everyone involved with the case, and wants to write a book about it. When a random passerby asks if he's too young for that, Calvin gets mad and says he's very precocious for his age.

**Merlock:**

Merlock stands outside of his burnt office, wondering what he'll do now. He got paid by Heather as compensation for figuring out who started the fires, but it's barely enough to find a new place to live. He says that he's happy that he found the culprit and proved his innocence, but sad that so much destruction occurred because of the case.

From here, Calvin approaches Merlock and says he has a surprise for him. Merlock asks what that is, and Calvin drags him off the screen.

Then, the player enters a new location with a huge mansion, and Calvin says that it's his house, and that he wants Merlock to live with him. Merlock says that he can't accept this, and Calvin says that it's lonely with no parents and that he has way too much money to burn. When Merlock asks how Calvin has so much money, he says that gossip, blackmail, and the Mafia can do a lot. Merlock wonders if this is morally correct as the newsboy drags him inside the mansion, and the game ends with an artistic "Fin" over an image of all the characters in the game.

## Leafy Treats Scene



If the player collected all of the Leafy Treats and gave them to Calvin, they will see an extra cutscene at this point. Calvin and Merlock will walk inside the mansion, and Calvin will say that he has another surprise for Merlock. Merlock will hope it's nothing too expensive, before walking into another room where several papers sit on the desk.

The papers will include Merlock and Calvin's profiles, along with a DNA test. Merlock will then realize that the papers say that he is Calvin's father, and will stand there in shock.

Calvin will explain that he's known this for a long time, but didn't want to reveal himself to a father who was way poorer than he was. When Merlock says he still can't accept getting housed by his own son, Calvin says that Merlock has proven himself by solving the case and saving Buzzburg, and that he wants to live with his father now. The game finally ends with Calvin hugging Merlock, who still has a shocked expression.

The screen fades to black with one more line: "Now, who's my mom?"

The player returns to the title screen.

# Mission Script

## Character Summaries

**Merlock Moth** - The protagonist of *Lamplight*, a moth detective who works as a private investigator. Merlock is pragmatic and honorable, if a little over-dramatic sometimes. He will speak to himself quite often in internal monologues.

**Timmy Termite** - Timmy is a demolitions expert who works for local construction companies around Buzzburg. He is employed by Alvin Ant, and roommates with Lucinda Ladybug. He is nervous and scared when Merlock meets him.

## Terminology Summary

**Merlock's Mind** - This refers to when the Merlock's Mind feature is activated, giving the player a few unanswered questions about the case that they can resolve with notes and inventory items.

**Option (1,2,3, ect)** - The player will have the option to choose different dialogue options when conversing with other characters. These will be represented by the word "Option" followed by a number dictating its placement on screen. Dialogue will be broken up into the options and then the characters respond to those options.

## The Story So Far

This scene takes place at the beginning of the game. As such, the player has no background at this point.

# Actual Script

*Lamplight*

By: Chris Hiler

Ext. Buzzburg Street - Day

A street in the heart of Buzzburg. Cardboard buildings rise beside the sidewalk, and toothpicks hang traffic lights standing beside the makeshift road. This will be a backdrop that connects many important locations. MERLOCK MOTH, a moth detective and private investigator walks down the sidewalk. He is pragmatic and honorable yet a bit dramatic.

Merlock:

(Inside his head)

There is an idea of justice. An idea of what justice should mean—some of us think justice means not murdering other bugs, some think it stops at theft, or prejudice. But the bitter truth of this buggy life? Every bug is in it for themselves. I've tried to fight this system. To be a force of good, but like tears in rain... I will vanish before I can see the sunrise I wish to create.

Suddenly, a middle-aged termite runs down the street and bumps into Merlock. The two fall to the ground.

Merlock:

Watch where you're going, Mr. Termite!

Timmy:

(Nervous)

S-Sorry, detective. It's just... I don't...

Merlock:

What is it? You can just say it!

Timmy:

N-Not here! C-Can I come by your office tonight? I might have something for you.

Merlock:

Okay? If it's this serious, you might want to consider going to the cops.

Timmy:

NO! I-I-I can't trust anyone right now, you're my only hope!

Merlock:

Okay, Okay! Give me a second to get my things, and we can talk at my place.

Timmy:

T-Thanks!

Timmy runs away and Merlock walks back to his office, internally monologuing.

Merlock:

(Inside his head)

I've known Timmy Termite for a while. He's a good guy who works on a lot of construction sites. Not as a builder. He's like a lot of other termites, great at tearing stuff down. Despite his profession, he's always had a good life, and been pretty nice. Where I come from there's a saying—never be the buttered bug. A guy that polite in this world must be hiding something. Maybe he's ready to confess? Or maybe he's just blowing smoke in my hive.

A new question is added to Merlock's Mind, "What's got Timmy so worked up?". As of this moment, there are no clues to answer this question.

Fade to black.

Int. Merlock's Office - Night

The office of Merlock Moth's Detective Services. The room is dirty and messy. Trash and wrappers lay about. Thimbles are used for chairs and a wilting leaf plant hangs from the cardboard ceiling. Merlock is working at his desk when a knocking sound comes from the other side of the room. Merlock gets up and the player assumes control of him.

The player is free to move about Merlock's office as they please, inspecting various objects around. Three key objects can be inspected: A crooked picture on the wall, the wilting plant hanging from the ceiling, and the case files he was working on. Once the player hovers over these items, they will glow blue to show they are interactable. These objects can be inspected in any order, or the player can simply not touch them and walk to the other side of the room where they see Merlock's door and hear the knocking sound grow louder.

The first object to inspect is a crooked picture of a younger Merlock and a character the player does not recognize yet, but someone they will know: Bugbob Butterfly, a police officer Merlock is close with. Merlock and Bugbob are celebrating his graduation from the police academy.

Merlock:

(Sighs)

Another life, Bugbob. In another life we could have been partners.

The next object is the hang leaf plant that Merlock tries to water, but its leaves remain sagging and brown.

Merlock:

Why do I even bother?

The last object is the case files, which appear to be very few. Most have little clues to them.

Merlock:

All of these are so simple. When will I get a real case? A real challenge?

The knocking sound will continue to come from the door no matter how long they take to get to it. The player can continue to explore Merlock's office, but there are no other items that get close-up inspections. The player will make their way to the door, and once they do, they will be given a dialogue prompt as the door opens and Timmy rushes in—scared.

Merlock:

1. What's got you so scared, Timmy? It's just me.
2. Where are you coming from in such a hurry?
3. Please, come in! It's not like I was busy or anything!

Each dialogue option elicits a different response from Timmy. Depending on how he feels about Merlock, his responses might change. Option 1 is the most direct dialogue path, as it will give the player the basics to progress. Option 2 will give more information. Option 3 will antagonize and make Timmy less likely to trust Merlock.

Option 1:

Timmy:

It's a long story, but I'm in some big, big trouble!

Option 2:

Timmy:

J-Just the Hive! I had some nectar to cool me off! Look, It's a long story, but I'm in some big, big trouble!

Options 3:

Timmy:

Sorry I can't be more polite! I'm in some big, big trouble!

All options lead back to a similar spot, but the dialogue will be different. Understanding the personalities of those the player is interrogating is important to getting the most out of them. Timmy is scared and nervous, acting antagonistic or rude will cause him to divulge less information. After this, another dialogue prompt will appear.

Merlock:

1. Well, go on!
2. Does this trouble have anything to do with work?
3. What's this got to do with your home life?
4. This ought to be good!
5. Was it something that happened at the Hive? (only available if the player chooses option 2 in the first dialogue prompt)

Option 1:

Timmy:

Thanks! So you know how I've been working with-

Option 2:

Timmy:

No! Well kind of. It might not have to do with my day job but-

Options 3:

Timmy:

Nothing! This is a work thing, well kind of. You need to know I-

Option 4:

Timmy:

It is! I swear! I'm in big trouble and I-

Options 5:

Timmy:

I'm not sure, maybe! All I know is it's my job, not my day job but-

**CRASH!**

For each of these dialogue options, Timmy will be cut off when a bright light covers the screen and the scene turns to a bright blinding white.

Merlock:

TIMMY!

HEY!

WHAT IS THIS!

Timmy:

No, you?! AHHH!

Merlock:

TIMMY!

**THUD!**

After a moment, the screen turns back to normal as Merlock rubs his eyes. Timmy now lays on the floor.

Merlock:

Oh no! Timmy!

Merlock checks Timmy and makes sure he's dead. Merlock hangs his head in shame and defeat.

Merlock:

Crap! I better call Bugbob! Though, something tells me this won't look good!

Merlock goes to call Bugbob, and Merlock's Mind is updated. One big question now sits at the top: "Who killed Timmy Termite?" Depending on how much information the player was able to get Timmy to divulge, other questions and clues may be attached, such as: "He said he was coming from the Hive," "He said this had nothing to do with his home life," and "He mentioned having a job that wasn't his day job."

Fade to black.

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