First of all.  
THANK YOU! :D for supporting us.

Ok now, just a couple of things.  
First, The RESIZE thing.

You just need to modify the transform Scale fields (x,y,z) of each one of the childs THAT HAVE particle system component. The ones that doesn't have particle system components, don't change the scale :D, ok?

Second thing.

If you need to change the "density" of the bugs fx (the fireflies for example). Just change the "Rate over time" value, of the "Emission" filed in the main particle system component (the highest of the hirarchy). You don't need to change anything else, just that :)

That's all.

HAVE FUN!