

Setting

Brief History

The vast continent of Parmadom contains a wide variety of vibrant regions, like a long shoreline, dense forests, a desert filled with red clay, tall hills covered in flowers, and a cave system within a frosty mountain range. This landscape, despite its rural nature, remains a prominent player in global commerce, as it has been the world's leading supplier of herbs and spices for centuries. However, these resources do not come easy, as eager merchants will have to travel far from civilization to acquire the rarest spices. The world is in an age far before the emergence of modern computers, as the people of Parmadom perform their jobs with manual labor and simple tools like wagons and hammers. Citizens from all regions spread rumors of the existence of magic and its potential use in daily tasks. So far, it has only been utilized by those who are capable of surveying treacherous areas and conquering fearsome beasts, like the Cobalt Ribbon warriors. Several settlements of varying sizes can be found across the land, like the Frozmary metropolis in the chilly north; Cayamin, the western village adjacent to the desert plateaus; Aruga Station, the popular port town and marketplace in northwest Parmadom; and Honeymint Hills, the cozy town nestled between the flowering hills, a short hike up the road from the main port.

Notable Regions

There are many towns and cities across Parmadom that the player may visit during missions, but the most prominent regions are Honeymint Hills, Cayamin, and Frozmary – the protagonist's initially quaint home; the expansive yet rural village nestled between the arid desert plateaus; and the city that is later threatened by a powerful monster, respectively. These territories are under the authority of separate government bodies, as Parmadom lacks the equivalent of a president or monarch. Frozmary is a bustling metropolis in the distant north, where the snow falls regularly, but not heavily. It is far more hospitable than the Mountains of Sage, a chain of snow-capped peaks separating it from the Hills to the south.

Honeymint Hills, on the other hand, is a civilization that has been clear of strife for some time. When this story begins properly, the jolly businessman Cole Adams has opened the Hot Iron Hive restaurant, which would grow to become the most popular business in the town due to Cole's cooking skills and his first employee Emma Barrett, who is always dedicated to collecting the finest ingredients and improving the establishment.

The town of Honeymint Hills, located in the middle of a cluster of large verdant hills, is a large village that is comprised of both more elaborate, Cotswold cottage-style buildings where goods and services are exchanged, and smaller houses made of wood and straw. Some of these buildings are currently vacant, but prospective residents or tourists can rent them, like how Emma and Annabelle do when they move to town. Honeymint Hills also contains Cole's restaurant, an infirmary, a modestly sized city hall, a chain of vendors selling items like produce and meats, storehouses that hold resources for times when the weather is rough, and an elaborate flower garden built on top of one of the hills surrounding the town. The Hills is led by Brick Hartwell, the mayor, a well-meaning, hard-working figure who is occasionally called out for his superficial tendencies, like how he forces the reserved Holly Watson to help acquaint the Barrett sisters with the town. He and his calculated advisors operate out of the city hall building, which is always well-decorated and open to visitors. The road leading to the north passes

through the plains, the port where the sisters arrive is in the south, and there is a forest west of the Hills. Cole built his restaurant in the part of town closest to these woods so a surplus of fresh fruits and vegetables can be gathered quickly.

Cobalt Ribbon is a group of traveling mercenaries who are currently visiting Honeymint Hills when the story is in progress. They decided to stop in town to purchase supplies, but they are feeling displeased with life, struggling to find work and desiring a change of pace. Emma convinces Cole to hire them, and going forward, they will help him cook and manage the restaurant, and Emma can select any two of the warriors to join her on gathering expeditions. There are five members of this noble team, all of whom are experienced fighters and specialize in different weapons, like knives, swords, bows, claws, and bombs.

Narrative Conflicts

1. One essential element of the game's story concerns Cole Adams, the creator of the Hot Iron Hive restaurant, the latest development in Honeymint Hills. After the town's previous kitchen shut down, he saw an opening and started his own business, and he eventually hired Emma to assist with collecting ingredients, as local merchants can only supply so much produce. Cole and his team must work diligently and cooperate to allow the Hive to become a success.
2. Emma and Cobalt Ribbon eventually learn that a fearsome monster is approaching the city of Frozmary, whose citizens fear that it may attack them. The lives of dozens, maybe hundreds of people are on the line, but the members of Cobalt Ribbon are fully prepared for the battle of a lifetime. Emma is given permission to join them and make the long trek up to Frozmary and confront the monster, as she has become a skilled fighter by this point in the story.
3. A pivotal conflict of the story is Emma's struggle to choose whether to accompany Cobalt Ribbon and take on the monster, or continue to operate the Hive and leave them to fight it on their own. On the one hand, her job allows her to stay close to the people she cares about most, like her best friend Holly, but on the other, defeating the beast in Frozmary would protect the lives of many, and it would be a true test of her efforts in combat and cooking. However, the mercenaries are all veteran warriors that could fare well without her. The climactic ending chapter of the story will change based on which path Emma chooses to go down.