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**TRANSLATION STRATEGIES AND ACCURACY IN
THE INDONESIAN-ENGLISH OF CONNOTATIVE
NOUN PHRASES IN *A SPACE FOR THE UNBOUND***

THESIS

Purposed as a Compulsory Prerequisite
for Bachelor's Degree in Applied Linguistics (S.Tr.Li)

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PREFACE

All praise is due to Allah SWT, the Most Gracious and the Most Merciful, for His blessings, guidance, and strength that enabled the completion of this undergraduate thesis entitled “Translation Strategies and Accuracy in the Indonesian-English of Connotative Noun Phrases in *A Space for the Unbound*.” This thesis is submitted as one of the requirements for obtaining a Bachelor’s degree in English for Business and Professional Communication at Polytechnic Negeri Jakarta. The process of completing this thesis has been both intellectually and personally rewarding. I am sincerely grateful to all individuals who have supported and guided me throughout this journey. I would like to express my deepest appreciation to:

1. **Dr. Dra. Iis Mariam, M.Si.**, as the Head of the Business Administration Department, for providing the academic environment that made this work possible;
2. **Dr. Dra. Ina Sukaesih, Dipl. TESOL, M.M., M.Hum.**, as the Head of the English for Business and Professional Communication Study Program, for her leadership and support;
3. **Ms. Eky Erlanda Edel, S.Pd., M.Pd.** and **Dra. Eri Ester Khairas, M.Hum.**, as my thesis supervisors, for their invaluable guidance, encouragement, and constructive feedback throughout the writing process.

I hope this thesis can contribute to further discussions and research in the field of translation studies, especially in the area of game localization and connotative language. I am fully aware that this work is not without limitations, and I sincerely welcome any constructive feedback for its improvement.

Jakarta, 10 June 2025

Dzaki Difa Al Hadiid



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ABSTRACT

Dzaki Difa Al Hadiid, English for Business and Professional Study Program,
Translation Strategies and Accuracy in the Indonesian-English of Connotative
Noun Phrases in “A Space For The Unbound” 2025

The research is focused on the noun phrases that contain connotation in the game *A Space for the Unbound*. This study aims to identify the structure, connotative value, chosen translation strategies, and semantic fidelity of these phrases to determine how well the English version maintains the intent of the Indonesian source. This type of research is descriptive qualitative. The research object comprises 71 connotation-rich noun phrases taken from Chapters 1–5 of the original script and their published English counterparts. Data were collected through three procedures: content analysis of the entire in-game script, unstructured interviews with native English players to probe perceived connotation, and a focus-group discussion with bilingual raters who scored accuracy using Nababan et al.’s (2012) instrument. The instruments used were a coding sheet, an interview guide, and an accuracy-rating form. Data were analysed through Spradley’s ethnographic sequence domain, taxonomy, componential, and cultural analysis supplemented by frequency counts. The results show a dominance of subordinative structures (70/71, 98.6 %), with the source text leaning positive in connotation and the target text mirroring this distribution with minor shifts. Transcreation is the leading strategy (52.1 %), followed by literal translation (45.1 %), while foreignization and domestication appear only marginally; overall accuracy is very high (mean = 2.97/3). In conclusion, creative audience-oriented strategies are essential for conveying the game’s emotional nuance, and systematic accuracy checks remain crucial to safeguard semantic fidelity.

Keywords: A Space for the Unbound., connotative meaning; noun phrase; translation strategy; translation accuracy;

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ABSTRAK

Dzaki Difa Al Hadiid Program Studi Bahasa Inggris untuk Komunikasi Bisnis dan Profesional, Translation Strategies and Accuracy in the Indonesian-English of Connotative Noun Phrases in “A Space For The Unbound” 2025

Penelitian ini berfokus pada frasa nomina yang mengandung makna konotatif dalam gim *A Space for the Unbound*. Studi ini bertujuan untuk mengidentifikasi struktur, nilai konotatif, strategi penerjemahan yang digunakan, serta kesepadanan makna dalam versi terjemahan bahasa Inggris guna menilai sejauh mana makna dalam versi asli berbahasa Indonesia berhasil dipertahankan. Jenis penelitian ini adalah deskriptif kualitatif dengan desain studi kasus. Objek penelitian terdiri dari 71 frasa nomina bermakna konotatif yang diambil dari Bab 1–5 naskah gim versi Indonesia beserta padanan resminya dalam bahasa Inggris. Pengumpulan data dilakukan melalui tiga tahapan: analisis isi terhadap seluruh naskah dalam gim, wawancara tidak terstruktur dengan penutur asli bahasa Inggris untuk menggali makna konotatif yang dirasakan, serta diskusi kelompok terfokus (FGD) dengan penilai dwibahasa yang memberikan skor akurasi berdasarkan instrumen dari Nababan et al. (2012). Instrumen yang digunakan meliputi lembar pengkodean, pedoman wawancara, dan lembar penilaian akurasi. Analisis data dilakukan dengan mengikuti tahapan etnografi Spradley analisis domain, taksonomi, komponen, dan budaya yang dilengkapi dengan penghitungan frekuensi. Hasil penelitian menunjukkan dominasi struktur subordinatif (70 dari 71 data, atau 98,6%), dengan kecenderungan makna konotatif positif pada teks sumber dan pola serupa yang tercermin dalam teks terjemahannya. Strategi penerjemahan yang paling banyak digunakan adalah transkreasi (52,1%), diikuti terjemahan literal (45,1%), sedangkan strategi foreignisasi dan domestikasi hanya muncul dalam jumlah kecil. Secara keseluruhan, tingkat akurasi terjemahan sangat tinggi dengan rata-rata skor 2,97 dari 3. Kesimpulannya, strategi penerjemahan yang bersifat kreatif dan berorientasi pada audiens sangat penting untuk menyampaikan nuansa emosional dalam gim, sementara evaluasi akurasi yang sistematis tetap krusial untuk menjaga kesetiaan makna.

Kata Kunci: A Space for the Unbound; makna konotatif; frasa nomina; strategi penerjemahan; akurasi terjemahan; lokalisasi gim;



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CHAPTER 1 INTRODUCTION

1.1 Background of the Study

Indonesia has a population of over 270 million (Macrotrends, 2024), ranking fourth globally and accounting for 45.8 % of Southeast Asia's gamer population (GlobeNewswire, 2023). This large population has helped Indonesia become a major video game market, as evidenced by its USD 400 million digital game revenue in 2009 (Latis Global, 2025). However, the Indonesian video game market remains dominated by foreign titles, and locally developed games account for only about 5 % of the market share (Tech in Asia, 2025). In response, the Indonesian government launched *Pekan Produk Kreatif Indonesia* in 2009 to showcase local creative products and assist the collaboration between the government and local developers (Kompas.com, 2009). The result was locally developed video game market share climbed from just 1.8 % in 2015 to approximately 8 % by 2023 (Tech in Asia, 2025). Local titles such as *Fallen Legion* (Mintsphere & YummyYummyTummy, 2017) and *DreadOut* (Digital Happiness, 2014) now sell internationally, the *DreadOut* game alone sold 100,000 copies and grossed 9 thousand USD by mid-2019 (Thee, 2020), while *Fallen Legion* has gained over 2000 Steam user reviews (Steam, 2025). This success indicates that Indonesian games are gaining acceptance among foreign audiences. Bernal-Merino (2014) also argues that "the global success of locally-themed video games" reveals a growing appetite for authentic cultural and linguistic experiences among players worldwide.

In 2023, Mojiken Studio introduced *A Space for the Unbound*, a narrative-driven adventure game (Southeast Asia Game Wiki, 2025). The studio released a free prologue in January 2020, then launched the full game worldwide on 19 January 2023 for PC, PlayStation, Xbox, and Switch (Steam, 2025). Santoso (2023) reviewed it as "the highest standard for Indonesian games. Steam analytics put PC sales at about 73,000 copies, worth roughly USD 1 million in gross

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revenue (Gamalytic, 2025). The title also earned a Games for Impact nomination at The Game Awards 2023, confirming its global reach (Wikipedia, 2025).

The features that make *A Space for the Unbound* an international hit was the narrative storyline that critics praise its plot about anxiety, trauma, and teenage love in late-1990s rural Indonesia (Packwood, 2023) and many interactive game mechanics that player can interact with like the Red Book, inventory, collectible hunts, and its headline feature, Space Dive. Space dive was a feature implemented in the game that lets the protagonist, Atma, enter the subconscious mind of another character and help that character solve his or her life problems (Serin, 2023).



Figure 1 Space Dive Introduction

Source: *A Space for the Unbound* (2023)

Serin (2023) points out that each “Spacedive” scene turns a character’s fears into a physical space, proving the script leans on metaphorical storytelling. Kandyastyanto and Umam (2024) also add that Mojiken tags key objects the Magic Red Book, the Magic Wand, and other quest items with noun-phrase labels that drive puzzles and other plot items and the use of the type of noun phrase in the game can be examined using Widjono (2007) type of noun phrase which divide the NP into three type, subordinative, coordinative and appositive and its connotative meaning feel can be analysed with Leech (1981) theory by categorizing it into 3 type of feel, positive, neutral and negative, for example.

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Figure 2 Space Dive Sequence

Source: *A Space for the Unbound* (2023)

From the image shown above, it can see that the NP “defeat this game last boss” can be identified as a coordinative NP because it joins two noun elements, *game* and *last boss*, around one head. Serin (2023) finds that Mojiken often loads its labels with hidden meaning; here, the wording carries a negative connotation. The speaker (The Civil Servant) connotes the in-game “final boss” into his real world. This can be seen in the next line, “Maybe I can stand up to my boss, too.”



Figure 3 Space Dive Sequence

Source: *A Space for the Unbound* (2023)

Based on the use of noun phrases and their connotative meanings, it can be concluded that this game used many strong metaphorical languages, which required translators to translate NP accurately to minimize the risk of loss of meaning this view was supported by Bernal-Merino (2014) warns that translators must protect both story and tone during translation. Therefore, translators must employ correct

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translation strategies to preserve both the meaning of these noun phrases; one such strategy in video game translation is Costales' (2012) seven types of translation strategies Domestication, Transcreation, Literal Translation, No Translation (Foreignisation), Loyalty, Compensation, and Censorship. Each strategy demonstrates how a given phrase is maintained, adapted, or re-created in the process of translation. Consequently, to check if the meaning has been accurately translated, this study employed Nababan et al's (2012) Translation Quality Evaluation (TQA) Model, which scores translations for Accuracy. For example,

Table 1 Example of NP found in the game

SL	TL
<i>Kalau aku bisa mengalahkan bos terakhir di game ini...</i>	If I can beat the final boss in this game...

From the table above it can be seen that this text is translated literally according to Costales' (2012) strategy because the translator keeps each source-language element in the same order and meaning *kalau* becomes "if," *aku* becomes "I," *bisa mengalahkan* becomes "can beat," and *bos terakhir di game ini* becomes "the final boss in this game" with no added or omitted information. The meaning is accurate because every meaning is delivered; the noun phrase "final boss in this game" carries the same reference and tone as "bos terakhir di game ini," and the clause remains clear to the r. This gives the NP an Accuracy score of 3 using Nababan et al.'s (2012)

Translating connotative noun phrases in games isn't just word matching. It needs to consider its emotional meaning, cultural meaning, and clear choices. This study looks at *A Space for the Unbound* because the game shows how language drives story and shapes play. This study fills two gaps. The first one is Indonesian-to-English localization gets little study, and many researchers rarely track the connotative meaning inside noun phrases. This study uses four theories Widjono's (2007) NP Type, Leech's (1981) connotative meaning, Costales' game-specific

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strategies (2012), and Nababan's Accuracy (2012). This study seeks to offer both theoretical and practical contributions. It not only reveals how meaning is preserved, adapted, or reshaped in translation, but also highlights the importance of accurate and emotionally resonant localization in maintaining the integrity of interactive storytelling.

1.2 Research Question

Guided by the foregoing discussion, the present research addresses four core questions, namely:

1. What type of noun phrases are found in *A Space for the Unbound*?
2. What type connotative meanings are contained in these noun phrases?
3. What translation strategies are applied to these noun phrases?
4. How the translation accuracy of the noun phrases in the English version of *A Space for the Unbound*?

1.3 Objectives of the Study

Based on the statement of problems above, this research has three objectives:

1. To identify the type noun phrases in Indonesian version of *A Space for the Unbound*.
2. To analyse the type connotative meanings of the noun phrases in *A Space for the Unbound*
3. To analyse the translation strategies used in translating the noun phrases from Indonesian to English
4. To evaluate the translation accuracy of the noun phrases in the English version of *A Space for the Unbound*.

1.4 Limitation of the Study

The research data is limited to noun phrases that have connotative meaning in the original Indonesian and their official English counterparts. Other linguistic categories verbs, idioms, dialogue tags, and all non-authorised translations, are excluded. The theory used is restricted to Widjono's (2007) noun-phrase types,

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Leech's (1981) connotation categorization, Costales' (2012) strategy, and the accuracy of Nababan et al.'s (2012) model.

1.5 Significances of the Study

This study is expected to contribute both theoretically and practically to the fields of linguistics and translation, particularly in the area of video game translation. The significance of this research can be categorized as follows:

1.5.1 Theoretical Significance

The theoretical significance of this research comes from triangulating structural analysis (Widjono 2007), semantic connotation (Leech 1981), strategic choice (Costales 2012) and translational accuracy (Nababan et al. 2012), the study offers an integrated perspective on how emotional nuance embedded in noun phrases is preserved or re-shaped during localisation.

1.5.2 Practical Significance

The practical significances of this research is to aim and assist translators in selecting strategies that retain connotative depth, while providing developers and writers with guidelines for crafting narratives that remain culturally grounded yet globally accessible. The exclusive focus on accuracy furnishes industry practitioners with a clear, measurable benchmark for quality assurance in future Indonesian-English game localisations.

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CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

This study explored the connotative meaning, translation strategies, and translation accuracy of noun phrases found in the narrative-driven video game *A Space for the Unbound*. Drawing from seventy-one data points taken from the game, the analysis revealed several key findings.

1. First, the overwhelmingly dominant type of noun phrase was the subordinative noun phrase, which covered nearly all the data. This finding underscores the stylistic tendency of the original Indonesian script to compress vivid and emotionally resonant ideas into compact noun phrases a narrative choice well-suited for dialogue-heavy gameplay. Appositive and coordinative noun phrases appeared only marginally in the sample.
2. Second, the connotative meanings embedded in these noun phrases reflected a strong emotional tone. Positive connotations were the most prevalent, followed by a significant presence of negative connotations, while neutral connotations were relatively less common. These emotional layers played a crucial role in shaping the game's atmosphere and reinforcing player immersion.
3. Third, the application of Costales' (2012) translation strategies showed that transcreation emerged as the most frequently used approach, with literal translation and domestication also forming a considerable portion of the data. Less frequently applied strategies included foreignization, compensation, and loyalty. This distribution indicates that the translators prioritized emotional fidelity and player relatability over rigid literalism.

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4. Lastly, the accuracy assessment using Nababan et al.'s (2012) framework demonstrated a generally high quality of translation. The vast majority of the noun phrase translations were rated "accurate," with only a small fraction marked as "less accurate" or "inaccurate." However, occasional shifts in connotation were noted, particularly when cultural or emotional nuance was not fully preserved.

Overall, the connection between structure, meaning, strategy, and accuracy in the translation of noun phrases in *A Space for the Unbound* reveals the complexity of localizing emotionally and culturally charged content in video games. The study highlights how translators must balance fidelity to the source with resonance in the target language, making informed strategic choices to preserve narrative and emotional depth.

5.2 Suggestion

This study recommends that translators prioritize flexible strategies such as transcreation and literal when dealing with connotative noun phrases in video games, as these approaches better preserve emotional and cultural nuance than literal translation. Future researchers are encouraged to expand the scope of investigation by exploring other linguistic elements such as idioms or metaphors or comparing different games to enrich the understanding of localization practices in the Indonesian-English context. Game developers and localization teams should collaborate closely with culturally competent translators to ensure that narrative depth and emotional impact are maintained across languages. Finally, academic institutions are advised to incorporate game translation into applied linguistics and translation studies programs, equipping students with practical skills and theoretical insight for careers in the growing field of digital media localization.

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ATTACHMENT

1. Raters FGD Questionnaire

	SL Text	TL Text	NP Type	Translation Strategies	Accuracy
1.	Saat itu, malam terasa dingin. Sang Putri Bintang Selatan sudah melemah	It was a cold night. The South Star Princess was weak	S	TC	3
2.	, dan sang Kucing pun khawatir.	and The Cat was worried.	S	LT	3
3.	Malam yang begitu hangat dan terang. Putri Bintang Selatan yang bercahaya pun menjadi debu... ...dan terbang ke langit. Namun, cahayanya tetap ada di dalam bunga kuning yang cantik ini .	It was bright and warm. The glowing South Star Princess turned into star dust... ...and was scattered to the sky above. But her light stayed within this pretty yellow flower .	S	LT	3
4.	Bab terakhir? Masih ada lagi?! Iya! Lebih seperti epilog, sih, tapi bisa dibilang bab terakhir .	Final chapter? There's more of it!? Yes! It'll be more like an epilogue, but we can consider it as the final chapter .	S	LT	3
5.	Aku mau menceritakan kisah tentang petualangan terakhir sang Kucing .	I wanted to tell a story about the Cat's final adventure.	S	LT	3
6.	Dan bunga kuningnya , mereka akan... Uh... Hm... Aneh...	The yellow flower , they are about to... Hmm.. Weird...	S	LT	3
7.	Buku Merah Ajaibnya sudah ketemu belum?	Have you found the Red Magic Book ?	S	LT	3
8.	Kamu akan melihat bunga yang menari-nari di atas kepala seseorang.	You'll see a dancing flower above someone's head.	S	TC	3
9.	Bunga menari , ya?	Dancing flower huh?	S	LT	3
10.	Aku takut... Terlalu takut memikirkan bab terakhir... tentang apa yang mungkin kutemukan. Aku takut mengetahui apa yang tersembunyi di baliknya...	I'm scared... Too scared to think about the final chapter... about what I might find. I'm afraid to find out what lies beneath...	S	LT	3
11.	Itu pintu terkunci yang aneh . Aku butuh kunci untuk membukanya.	It's a weird-looking, locked door . I need a key to open it.	S	TC	3
12.	Pintunya terlihat seperti menyimpan rahasia besar di baliknya. Setiap kali aku mendekat, tatapan sinis yang tak terlihat seolah menusukku.	The door looks like it's hiding a huge secret. Every time I get closer, I feel pierced by unseen cynical eyes .	S	TC	3



	SL Text	TL Text	NP Type	Translation Strategies	Accuracy
13.	“Malam itu hangat dan cerah. Putri Bintang Selatan yang bersinar berubah menjadi debu bintang... ”	"It was a warm, bright night. The glowing South Star Princess turned into star dust... "	S	TC	3
14.	Tapi cahayanya tetap di dalam bunga kuning yang indah.	But her light stayed within a pretty yellow flower.	S	LT	3
15.	Iya, lho! Rasanya seperti berjalan di luar angkasa. Seperti keluar dari badan sendiri.	It is! It feels like I'm walking in outer space. Kinda like an out-of-body experience.	S	LT	3
16.	Eh, sepertinya kita harus punya sebutan keren waktu memakai Buku Merah Ajaib.	You know what? We should come up with a cool name for when you use the Magic Red Book.	S	LT	3
17.	Ini bisa memberiku inspirasi untuk bab terakhir.	It might give me some inspiration for the final chapter.	S	LT	3
18.	Menurutku Space dive terdengar keren. Bagaimana menurutmu?	I think Space Dive sounds cool. What do you think?	S	F	3
19.	Yak! Sudah kuputuskan akan seperti apa bab terakhirnya! Benar! Bintang Biru Besar!	Yes! I've finally decided what the final chapter will be! Yes! It's the Big Blue Star!	S	LT	3
20.	Ya, kita butuh pesawat luar angkasa! Wah! Pesawat luar angkasa?	Yeah, we need a spaceship! Whoa! A spaceship?	S	TC	3
21.	Ya! Akhirnya, Putri Bintang dan Kucing akan menjelajahi bintang-bintang!	Yes! In the end, The Star Princess and The Cat will explore the spaces together with new spaceship.	S	TC	3
22.	Ngomong-ngomong, aku butuh sesuatu yang penting untuk menyelesaikan pesawatnya. Sesuatu dengan kekuatan magis untuk menggerakkannya menembus ruang angkasa.	Anyway, I need something important to finish the ship. Something with the magical power to propel it through space.	S	TC	3
23.	Tongkat Ajaib Putri Bintang, tentu saja!	The Star Princess' Magic Wand, of course!	S	LT	3
24.	Jika kamu tersesat, kucingku, Bosque, akan selalu tahu kemana harus pergi!	If you get lost, my cat, Bosque, will always know where to go!	A	TC	3
25.	Cimol komet! Cimol komet!	Comet cimol! Comet cimol!	S	LT	3
26.	Musik keroncong ini. Aku mengumpulkannya sendiri.	This keroncong beat. It's a mix-tape I recorded myself.	S	TC	2
27.	Kamu tidak habis makan sesuatu yang aneh, 'kan?	...Have you been smoking something funny, kid?	S	TC	3
28.	Tidak tanpa mematikan suara dering yang keras itu.	Not without shutting off that loud ringing noise.	S	TC	3
29.	Tidak tanpa mematikan lampu yang sangat terang itu.	Not without turning off those damn bright lights.	S	TC	3
30.	Di pojok kelas tergeletak bantal empuk bergambar bintang.	In the classroom corner lay a floppy star-printed pillow.	S	TC	3
31.	Huft Yang penting, kalian harus mengisi lembar ini. Bapak tunggu kalian di ruang guru.	Huff. The important thing is you all must fill out this sheet. I'll be waiting for you in the teachers' office.	S	LT	3
32.	Bagaimana kalau kita ubah ini menjadi... Daftar Keinginan	How about we turn this into... a Bucket list	S	TC	3



SL Text	TL Text	NP Type	Translation Strategies	Accuracy
33. Kumpulkan 20 tutup botol.	Collect twenty bottle caps .	S	LT	3
34. Punya kucing peliharaan.	Have a pet cat .	S	LT	3
35. Elus binatang paling lembut di dunia.	Pet the fluffiest animal known to man .	S	LT	3
36. Makan satu loyang kue Black Forest.	Eat an entire Black Forest Gateau .	S	TC	3
37. Kalahkan skor tertinggi di Future Fighter.	Beat the Future Fighter high score.	S	F	3
38. Kumpulkan kelima huruf YOMAN.	Collect all five different letters of YOMAN .	S	LT	2
39. Temukan harta karun berharga.	Find some precious treasure .	S	LT	3
40. Eh? Anch... Ada banyak halaman hilang di bagian ini.	Huh? Strange... There's a lot of missing pages in this section.	S	LT	3
41. "...dan tebing yang terlalu curam yang bisa menghentikan petualangan kami!" "Kami dari... Ekskul Pecinta Alam!"	"...and a cliff so steep it could stop our adventure!" "We're from the Nature Lovers Club! "	S	TC	3
42. T Sudah kubilang kita seharusnya tidak memercayakan anak baru itu mengurus perlengkapan.	I told you we shouldn't have trusted that new kid to handle the gear.	S	LT	3
43. Mrrrow! Oweowww! Akhir dunia!	Mrrrow! Oweowww! The end of the world!	S	TC	3
44. Apa kamu akan senang? Ya, pasti, tapi apa maksudmu? Pergi ke Negeri Kucing Ajaib?	Yes, of course, but what do you mean? Going to the Magical Cat Kingdom?	S	TC	3
45. Jadi, ini adalah... *Kekuatan superku*. Semacam itu...	So, this is... My superpower . Something like that...	S	LT	3
46. Kertas? Bukan... *naskah buku cerita?*	Paper? No... storybook script?	S	TC	3
47. Di mana makanan kucingnya, ya?	Where is the cat food?	S	LT	3
48. Aku kehilangan... Huff... Mainan favoritnya... Dia jadi marah... Huff...	I lost... Huff... Her favorite toy ... She got angry... Huff...	S	LT	3
49. Hujan deras memudar menjadi gerimis lembut.	The heavy rain eased into a chilly drizzle .	S	TC	3
50. Kita bisa membuatnya di sini. Tempat untuk berteduh dan tidur dengan tenang. Bagaimana?	We can make it here. A place to take shelter and sleep peacefully . How about it?	S	TC	3
51. Wah! Kedengarannya bagus, bukan? Pemutaran khusus!	Wow! Sounds great, right? Special screening!	S	LT	3
52. Ada kata sandi di gemboknya.	There's a password on the padlock.	S	LT	3
53. Seingatku kata sandinya dari film horor favoritnya... Apa judulnya, ya?	I remember the password is from his favorite horror movie ... What's the title?	S	TC	3
54. Tumpukan sampah...	Trash pile...	S	TC	3



SL Text	TL Text	NP Type	Translation Strategies	Accuracy
55. Ia membuka kotak dan menemukan surat lama yang penuh kasih terselip di dalamnya.	She opened the box and found a faded old letter tucked inside.	S	TC	3
56. Kalau aku bisa mengalahkan bos terakhir di game ini...	If I can beat the final boss in this game...	S	LT	3
57. Masuklah dan beli kue Black Forest.	Go inside and buy a Black Forest cake.	S	LT	3
58. Para bawahanku bisa membantumu soal itu.	My underlings can help you with that.	S	TC	3
59. Sang Putri Bintang Utara mengarahkan pandangannya ke atas, dan memohon pada setiap bintang di langit.	The North Star Princess lifted her gaze to the sky and pleaded to every star above.	S	TC	3
60. Di sudut galaksi yang terdalam dan tergelap...Hiduplah seorang Putri Bintang, yang tinggal di planet ciptaannya sendiri.	In the deepest, darkest corner of the galaxy...There lived a Star Princess, who called a planet of her own creation home.	S	TC	3
61. Dia dapat mengabulkan permintaan apa pun. Dalam sekejap dia dapat mendatangkan makanan yang paling lezat, berbagai bentuk kesenangan yang luar biasa... Apa pun kecuali satu hal. Seorang teman	She could grant any wish. In a flash she could summon the most delicious food, the most wondrous delights... All but one thing. A friend.	S	LT	3
62. Hingga kemudian, dia memutuskan untuk memulai perjalanan untuk mencari teman baru.Tapi, dia tidak ingin meninggalkan planetnya yang dia cintai.	It was then that she decided to embark on a journey to make new friends. Only, she grew sad at the thought of abandoning her beloved home planet.	S	TC	3
63. Dan demikian, sang Putri Bintang membagi dirinya menjadi dua entitas: bintang kembar.	And so, the Star Princess split into two entities: stellar twins.	S	TC	3
64. Sang Putri Bintang Utara	The North Star Princess	S	TC	3
65. memiliki cahaya biru yang cemerlang,	glowed a brilliant blue,	S	TC	3
66. sedangkan kembarannya, sang Putri Bintang Selatan, memiliki cahaya kuning yang hangat.	and her twin the South Star Princess a warm yellow.	S	TC	3
67. Di atas komet yang membara di dalam ruang hampa, sang Putri Bintang Selatan tersenyum cerah, memikirkan teman-teman baru yang akan ditemuinya.	Atop a fiery comet in the emptiness of space, the South smiled brightly, alight at the thought of the new friends ahead of her.	S	TC	3
68. Sang Putri Bintang Utara, di dalam keheningan yang mendalam, juga merasakan kegembiraan karena mereka memiliki hati yang sama.	The North, in deepest quietude, felt her joy too, for their hearts were as one.	S	TC	3
69. Komet pun turun dan membuat jalur emas yang melintasi langit saat sang Putri Bintang Selatan sampai ke planet pertama.	The comet fell and sparked a golden path across the sky as the South Star Princess reached her first planet.	S	LT	3
70. Tidak lama setelahnya, dia bertemu dengan anak anjing yang pemalu dan juga penakut. Dia merintih dan menangis karena takut pada anjing-anjing lain yang lebih besar dan kuat.	Not long after landing, she met a timid, cowering puppy. He whimpered and cried, afraid of his larger, rougher brethren.	S	TC	3
71. Tiba-tiba, anak anjing itu perlahan berubah di hadapan sang Putri Bintang Selatan: anak anjing yang penakut itu kini menjadi anjing mutan yang angkuh.	Suddenly, the puppy began to transform before the South's eyes: where once there had been a cowering puppy there now stood an arrogant weredog.	S	TC	3
72.				

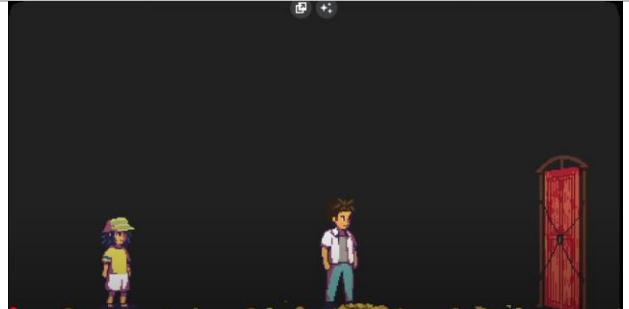
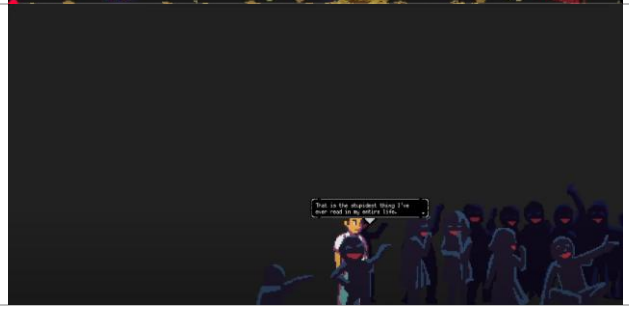
A-2 Interview Transcript and Questionnaire

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SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
1. Saat itu, malam terasa dingin. Sang Putri Bintang Selatan sudah melemah	It was a cold night. The South Star Princess was weak	P	P	Oh this scene is <i>so</i> loaded. The cold night? That's not just weather—it's a mood. Like, straight-up emotional frost. And the Princess being weak? That's Raya breaking down. Her light's fading. You can see in the image—she's collapsed, and all that's left is this little yellow flower glowing. That flower? That's her <i>soul fragment</i> , her last bit of hope. Everything else? Gone. Dimmed out. Heavy stuff."	
2. , dan sang Kucing pun khawatir.	and The Cat was worried.	N	N	Yeah the cat is literary neko people lol no actual cat	
3. Malam yang begitu hangat dan terang. Putri Bintang Selatan yang bercahaya pun menjadi debu... ...dan terbang ke langit. Namun, cahayanya tetap ada di dalam bunga kuning yang cantik ini.	It was bright and warm. The glowing South Star Princess turned into star dust... ...and was scattered to the sky above. But her light stayed within this pretty yellow flower.	P	P	Yeah I think here the yellow flower thing is emblematic like the Princess still has this 'bright' side inside that flower. It's a beacon of hope or warmth inside the dust."	
4. Bab terakhir? Masih ada lagi?! Iya! Lebih seperti epilog, sih, tapi bisa dibilang bab terakhir.	Final chapter? There's more of it! Yes! It'll be more like an epilogue, but we can consider it as the final chapter.	N	N	'Final chapter'? Nah, it's more the epilog flex. Like, yeah you're done.	

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	SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
5.	Aku mau menceritakan kisah tentang petualangan terakhir sang Kucing .	I wanted to tell a story about the Cat's final adventure.	P	P	This 'final adventure' isn't just a cat quest it's the culmination of the cat-person's entire arc, like their last growth, last emotional beat."	
6.	Dan bunga kuningnya ...	...The yellow flower...	P	P	When that yellow flower gets weird? That's lore glitch. It's signalling instability	
7.	Hm... Aneh...	Hmm.. Weird...				
	Buku Merah Ajaibnya sudah ketemu belum?	Have you found the Red Magic Book?	N	N	The Red Magic Book is the literal 'Magic Red Book' In-Lore. It's the object that lets Atma rewrite shared reality inside the Space. Asking if you found it = have you accessed your power to change fate?	
8.	Kamu akan melihat bunga yang menari-nari di atas kepala seseorang.	You'll see a dancing flower above someone's head.	N	N	A dancing flower? That's symbolic of lingering consciousness	
9.	Bunga menari , ya?	Dancing flower huh?	p	P		

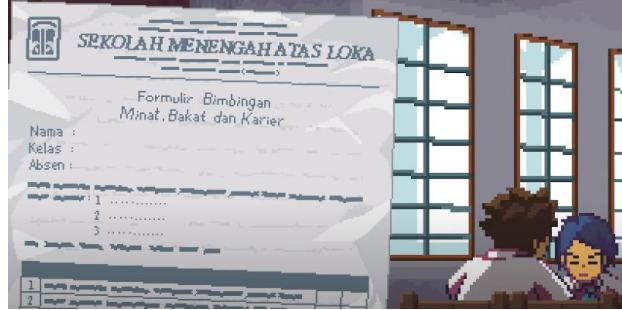
	SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
10.	Aku takut... Terlalu takut memikirkan bab terakhir... tentang apa yang mungkin kutemukan. Aku takut mengetahui apa yang tersembunyi di baliknya...	I'm scared... Too scared to think about the final chapter... about what I might find. I'm afraid to find out what lies beneath...	N	N	Yes, the last chapter in this game is like that? So Nirmala is said to be the 'final chapter,' but actually, it's just about the last moments of Nirmala's own life not the actual end of the stories she created."	
11.	Itu pintu terkunci yang aneh. Aku butuh kunci untuk membukanya.	It's a weird-looking, locked door. I need a key to open it.	E	E	Bro it's literally a mental barrier. Like they <i>say</i> it's the final chapter for Nirmala, but fr it's not the end of the stories she made	
12.	Pintunya terlihat seperti menyimpan rahasia besar di baliknya. Setiap kali aku mendekat, tatapan sinis yang tak terlihat seolah menusukku.	The door looks like it's hiding a huge secret. Every time I get closer, I feel pierced by unseen cynical eyes.	E	E	"that 'cynical eyes' line? That's just a metaphor for society rejecting her fr. Like Raya/Nirmala literally feels judged 24/7—it's not actual people staring	
13.	"Malam itu hangat dan cerah. Putri Bintang Selatan yang bersinar	"It was a warm, bright night. The glowing South Star	N	N	Oh 100%, it totally ties back to that yellow flower thing. Like the yellow = her hope, her light, her lil spark of "maybe things will be okay."	

SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
berubah menjadi debu bintang..."	Princess turned into star dust...				
14. Tapi cahayanya tetap di dalam bunga kuning yang indah.	But her light stayed within a pretty yellow flower.	P	P	Same the yellow color in this game tells you that Nirmala is a happy person until..	
15. Iya, lho! Rasanya seperti berjalan di luar angkasa. Seperti keluar dari badan sendiri.	It is! It feels like I'm walking in outer space. Kinda like an out-of-body experience.	P	P	In this game, <i>space</i> isn't meant to be taken literally. As the title suggests and as the devs have explained it's a place unbounded by time and space. It's a realm between life and death, where souls and shared consciousness gather. So, it's not <i>literally</i> outer space.	
16. Eh, sepertinya kita harus punya sebutan keren waktu memakai Buku Merah Ajaib.	You know what? We should come up with a cool name for when you use the Magic Red Book.	P	P	Like yeah, in the game it's <i>literally</i> a red book, right? But when you use it, you're diving into someone's mind with the Space Dive mechanic. So real talk? That book's not just a book it totally symbolizes cracking open someone's headspace. Like, 'yo lemme flip through your mental chapters real quick.' It's access to their deepest thoughts, fears, and trauma. Kinda poetic tbh	
17. Ini bisa memberiku inspirasi untuk bab terakhir.	It might give me some inspiration for the final chapter.	E	E	Same like other final chapter	
18. Menurutku Space dive terdengar keren. Bagaimana menurutmu?	I think Space Dive sounds cool. What do you think?	P	P	"Okay so, it's literally called <i>Space Dive</i> , but like... there's no space and no diving. What you're really doing is entering someone's mind.	
19. Yak! Sudah kuputuskan akan	Yes! I've finally decided what	P	P	Big blue star here indicate the depression level have gone big	

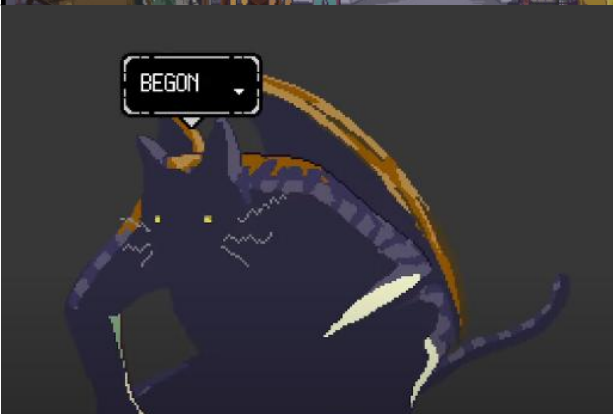
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	SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
	seperti apa bab terakhirnya! Benar! Bintang Biru Besar!	the final chapter will be! Yes! It's the Big Blue Star!				
20	Ya, kita butuh pesawat luar angkasa! Wah! Pesawat luar angkasa?	Yeah, we need a spaceship! Whoa! A spaceship?	P	P	The big blue star? That's not just aesthetic—it's straight up a depression meter maxed out. Like, the bigger and bluer it gets, the deeper the spiral	
21	Ya! Akhirnya, Putri Bintang dan Kucing akan menjelajahi bintang-bintang!	Yes! In the end, The Star Princess and The Cat will explore the spaces together with new spaceship.	P	P	The spaces here means someone mind	
22.	Ngomong-ngomong, aku butuh sesuatu yang penting untuk menyelesaikan pesawatnya. Sesuatu dengan kekuatan magis untuk menggerakkannya menembus ruang angkasa.	Anyway, I need something important to finish the ship. Something with the magical power to propel it through space.	P	P	Bro when they say they need something with <i>magical power</i> to finish the ship it's not about actual space travel. That ship? It's a metaphor. It's Raya's emotional journey, and she needs <i>something powerful</i> like love, forgiveness, maybe even closure to push through.	
23.	Tongkat Ajaib Putri Bintang, tentu saja!	The Star Princess' Magic Wand, of course!	P	P	Magic wand line is full power fantasy flex.	

SL Text	TL Text	TL connotative Meaning	SI Connotative Earning	Interviewee	Images
Jika kamu tersesat, kucingku, Bosque, akan selalu tahu kemana harus pergi!	If you get lost, my cat, Bosque, will always know where to go!	P	P	One More Time For The People In The Back: The Cat Is Not A Cat. It's Literally A Manifestation Of Raya's Friends	
Cimol komet! Cimol komet!	Comet cimol! Comet cimol!	P	P	I mean, I'm not sure it's more your cultural context. But from how it plays out, I feel like the 'comet' kinda symbolizes impending doom,	
Musik keroncong ini. Aku mengumpulkannya sendiri.	This keroncong beat. It's a mix-tape I recorded myself.	N	N	I mean, I don't really know keroncong's kinda part of your culture, right? To me it just sounds chill,	

	SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
27.	Kamu tidak habis makan sesuatu yang aneh, 'kan?	...Have you been smoking something funny , kid?	E	E	okay yeah this line's a meme on the surface, but real talk—it's kinda how people dismiss someone acting off.	
28.	Tidak tanpa mematikan suara dering yang keras itu .	Not without shutting off that loud ringing noise .	E	E	That ringing noise? Bro that's anxiety in audio form. Like intrusive thoughts screaming in your head. The fact that he <i>needs</i> it to stop before he can think straight says everything.	
29.	Tidak tanpa mematikan lampu yang sangat terang itu .	Not without turning off those damn bright lights .	N	N	he bright lights? Overstimulation central. It's symbolic of the world being too much	
30.	Huft Yang penting, kalian harus mengisi lembar ini . Bapak tunggu kalian di ruang guru.	Huff. The important thing is you all must fill out this sheet . I'll be waiting for you in the teachers' office.	N	N	This sheet = Raya feeling pressured.	
31.	Bagaimana kalau kita ubah ini menjadi... Daftar Keinginan	How about we turn this into... a Bucket list	P	P	Not literally bucket, its like wish list of some sort	
32.	Kumpulkan 20 tutup botol .	Collect twenty bottle caps .	N	N	Bottle caps = meaningless tasks	
33.	Punya kucing peliharaan .	Have a pet cat .	P	P	Its her friend	

	SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
34.	Elus binatang paling lembut di dunia.	Pet the fluffiest animal known to man.	P	P	Fluff animal = tactile comfort. It's Raya craving pure, soft emotion amid trauma.	
35.	Makan satu loyang kue Black Forest.	Eat an entire Black Forest Gateau .	P	P	Black Forest cake = indulgence therapy	
36.	Kalahkan skor tertinggi di Future Fighter .	Beat the Future Fighter high score.	N	N	Game high score = self-validation	
37.	Kumpulkan kelima huruf YOMAN.	Collect all five different letters of YOMAN .	N	N	YOMAN letters = puzzle piece hun	
38.	Temukan harta karun berharga.	Find some precious treasure .	P	P	It's emotional treasure like moments, memories, or relationships that matter.	
39.	Eh? Aneh... Ada banyak halaman hilang di bagian ini.	Huh? Strange... There's a lot of missing pages in this section.	E	E	Missing pages = missing memories	
40.	"...dan tebing yang terlalu curam yang bisa menghentikan petualangan kami!" "Kami dari... Ekskul Pecinta Alam! "	"...and a cliff so steep it could stop our adventure!" "We're from the Nature Lovers Club! "	N	N	Ohhh wait this isn't just metaphor. It's literally about an obstacle that only the Nature Lovers Club can get past because they have the ladder.	

N	SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
41.	Sudah kubilang kita seharusnya tidak memercayakan anak baru itu mengurus perlengkapan.	I told you we shouldn't have trusted that new kid to handle the gear.	N	N	Same this tell me that the ladder is misplace somewhere	
42.	Mrrrow! Oweowww! Akhir dunia!	Mrrrow! Oweowww! The end of the world!	E	E	"Bruh the cat screaming 'end of the world' isn't just cute chaos—it's echoing Raya's panic mode, like trauma hitting peak meltdown."	
43.	Apa kamu akan senang? Ya, pasti, tapi apa maksudmu? Pergi ke Negeri Kucing Ajaib?	Yes, of course, but what do you mean? Going to the Magical Cat Kingdom?	P	P	"This isn't just cat travel hype it's Raya imagining escape from her feelings. 'Magical Cat Kingdom' = soft fantasy to dodge reality."	
44.	Jadi, ini adalah... *Kekuatan superku*. Semacam itu...	So, this is... My superpower. Something like that...	P	P	"Saying 'my superpower' isn't bragging—it's Raya coping."	

	SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
45	Kertas? Bukan... *naskah buku cerita?*	Paper? No... storybook script?	N	N	“Not just ‘script’—this is symbolizing control. She’s trying to rewrite her narrative, own her story	
46	Di mana makanan kucingnya , ya?	Where is the cat food?	N	N	“This random line isn’t just cat care, the cat here its her friend	
47	Aku kehilangan... Huff... Mainan favoritnya ... Dia jadi marah... Huff...	I lost... Huff... Her favorite toy ... She got angry... Huff...	P	P	Losing the toy = losing stability, I don’t know	
48	Hujan deras memudar menjadi gerimis lembut .	The heavy rain eased into a chilly drizzle .	E	N	Rain shifting to drizzle isn’t just weather—it’s emotional shift. Heavy grief turning into lingering sadness. Subtle gradient, huge feels	
49.	Kita bisa membuatnya di sini. Tempat untuk berteduh dan tidur dengan tenang . Bagaimana?	We can make it here. A place to take shelter and sleep peacefully . How about it?	P	P	“This is safety talk—not just shelter. Means Raya wanting to feel safe in her mind-space,	
50.	Wah! Kedengarannya bagus, bukan? Pemutaran khusus!	Wow! Sounds great, right? Special screening!	P	P	The special screening line is her brain trying to hype hope. Like ‘we can watch a happier scene’ inside her head	

SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
		N	N	Password padlock = locked-away memory. Raya setting up mental checkpoints before unlocking the next feeling	
Ada kata sandi di gemboknya.	There's a password on the padlock.	N	N	Using horror-movie references = coping mechanism.	
Seingatku kata sandinya dari film horor favoritnya... Apa judulnya, ya?	I remember the password is from his favorite horror movie... What's the title?	E	E	The trash pile isn't literal trash—it's mental debris, the parts of her past she's thrown away but still needs to sort	
Tumpukan sampah...	Trash pile...	E	E		
Ia membuka kotak dan menemukan	She opened the box and found	E	P	Okay nah this one hit. The box isn't just a box—it's unpacking her own past.	

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SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
surat lama yang penuh kasih terselip di dalamnya.	a faded old letter tucked inside.				
Kalau aku bisa mengalahkan bos terakhir di game ini...	If I can beat the final boss in this game...	N	N	This ain't about a literal game boss. It's civil servant psyching herself up to face her <i>real-life trauma</i> .	
Masuklah dan beli kue Black Forest.	Go inside and buy a Black Forest cake.	P	P	"Honestly? Black Forest cake = comfort food mission. It's symbolic of indulgence and peace, like a lil reward for surviving all the chaos.	
Para bawahanku bisa membantumu soal itu.	My underlings can help you with that.	N	N	she's referring to her cats (or Bosque and friends) like they're her little minions	
Sang Putri Bintang Utara mengarahkan pandangannya ke atas, dan memohon pada setiap bintang di langit.	The North Star Princess lifted her gaze to the sky and pleaded to every star above.	P	P	This one's poetic af. Looking up = hope, clarity, or even longing. The North Star's a guide, right? So it's her searching for direction, trying to see a way out of her mental storm."	
Di sudut galaksi yang terdalam dan gelap...Hiduplah seorang Putri Bintang, yang tinggal di planet ciptaannya sendiri.	In the deepest, darkest corner of the galaxy...There lived a Star Princess, who called a planet	P	P	This isn't just some galaxy-core lore. It's Raya's literal coping mechanism—building her own world to feel safe. That 'planet she made' = her mental safe space. Home isn't a place, it's control.	



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	SL Text	TL Text	TL connotative Meaning	SI Connotative Emaning	Interviewee	Images
		of her own creation home.				
60.	Dia dapat mengabulkan permintaan apa pun. Dalam sekejap dia dapat mendatangkan makanan yang paling lezat, berbagai bentuk kesenangan yang luar biasa... Apa pun kecuali satu hal. Seorang teman	She could grant any wish. In a flash she could summon the most delicious food, the most wondrous delights... All but one thing. A friend.	P	P	Okay this one hits. She can make <i>anything</i> except friendship. Peak loneliness. Like, she's got power over everything except connection	
61.	Hingga kemudian, dia memutuskan untuk memulai perjalanan untuk mencari teman baru. Tapi, dia tidak ingin meninggalkan planetnya yang dia cintai.	It was then that she decided to embark on a journey to make new friends. Only, she grew sad at the thought of abandoning her beloved home planet.	P	P	She wants to heal, to make new friends, but she's scared of stepping out of her comfort zone aka her made-up planet.	
62.	Dan demikian, sang Putri Bintang membagi dirinya menjadi dua entitas: bintang kembar.	And so, the Star Princess split into two entities: stellar twins.	N	N	This is the moment Raya splits herself in her subconscious. Nirmala and Raya = dual personalities created to survive. One holds the hurt, the other pretends everything's fine.	
63.	Sang Putri Bintang Utara	The North Star Princess	E	E		

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64.	memiliki cahaya biru yang cemerlang,	glowed a brilliant blue,	E	E	lue always equals sadness in this game. Like she's literally glowing with depression now. Pretty on the outside, pain-coded on the inside.	
65.	sedangkan kembarannya, sang Putri Bintang Selatan, memiliki cahaya kuning yang hangat.	and her twin the South Star Princess a warm yellow.	P	P	Yellow in this game is never just a color. It's hope, warmth, life. So giving that to the South Princess is basically saying she's the one carrying the joy, or trying to.	
66.	Di atas komet yang membara di dalam ruang hampa, sang Putri Bintang Selatan tersenyum cerah, memikirkan teman-teman baru yang akan ditemuinya.	Atop a fiery comet in the emptiness of space, the South smiled brightly, alight at the thought of the new friends ahead of her.	E	E	Bruh the comet is insane symbolism. It's literally burning through a void—just like she's pushing forward through emotional emptiness. She's smiling, yeah, but it's all while flying on a <i>literal</i> fireball alone. That's not peace.	
67.	Sang Putri Bintang Utara, di dalam keheningan yang mendalam, juga merasakan kegembiraan karena mereka memiliki hati yang sama.	The North, in deepest quietude, felt her joy too, for their hearts were as one.	P	P	Even in total silence, she <i>feels</i> the joy her twin feels. That's not just connection—it's codependence. These two parts of Raya's psyche are so linked that even when one is emotionally numb	
68.	Komet pun turun dan membuat jalur emas yang melintasi langit saat sang Putri Bintang Selatan	The comet fell and sparked a golden path across the sky as the South Star Princess	P	P	Its same like the yellow thingy	

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sampai ke planet pertama.	reached her first planet.				
69. Tidak lama setelahnya, dia bertemu dengan anak anjing yang pemalu dan juga penakut . Dia merintih dan menangis karena takut pada anjing-anjing lain yang lebih besar dan kuat.	Not long after landing, she met a timid, cowering puppy . He whimpered and cried, afraid of his larger, rougher brethren.	E	E	kay first of all, the dog isn't literally a dog it's his <i>friend</i> . Like, at first when they meet, the friend comes off as this chill, shy, wholesome type	
70. Tiba-tiba, anak anjing itu perlahan berubah di hadapan sang Putri Bintang Selatan: anak anjing yang penakut itu kini menjadi anjing mutan yang angkuh .	Suddenly, the puppy began to transform before the South's eyes: where once there had been a cowering puppy there now stood an arrogant weredog .	E	E	But plot twist it's not just a pet moment, it's a whole betrayal arc. That 'dog' is actually his friend who turns against him. Real backstabber energy.	
71.					