ONOMASTICS AS COGNITIVE TOOLS FROM ZOID ROBOTS IN

***ZOIDS LEGACY* VIDEO GAMES**

THESIS

Subbmitted as A Partial Requirements

for the degree of *Sarjana* in English Letters

By:

Muhamad Wiku Candra Satria

SRN. 133211016

ENGLISH LETTERS DEPARTMENT

ISLAMIC EDUCATION AND TEACHER TRAINING FACULTY

THE STATE ISLAMIC INSTITUTE OF SURAKARTA

2017

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2017

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After reading thoroughly and giving necessary advices, herewith, as the advisors, we state that the thesis of

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Thank you for the attention.

Wassalamu'alaikum Wr. Wb
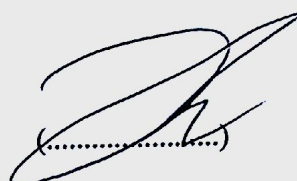
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RATIFICATION

This is to certify the Undergraduate degree thesis entitled "Zoid as Cognitive Tools from Zoid Robot in *Zoid Legacy* Video Games" by Muhamad Wiku Candra Satria has been approved by the Board of Thesis Examiners as the requirement for the degree of Undergraduate in English Letters.

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If later proven that my thesis has discrepancies, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

Surakarta, August 31, 2017

Stated by,

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DEDICATION

This thesis is dedicated to:

1. My beloved parents

2. My beloved young sister

3. My beloved friends

4. English Letters Department

5. My Almamater IAIN Surakarta

MOTTO

"Indeed, Allah will not change the condition of a people, until they change what is in themselves"

- Quran 13:11-

"If you don't build your dreams someone else will hire you to help build theirs."

–Suli Breaks–

"Don't compare yourself with anyone in this world, if you do so, you are insulting yourself."

–Bill Gates–

"Quality is not an act, it is a habit."

–Aristotle–

PRONOUNCEMENT

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ACKNOWLEDGMENT

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ABSTRACT

Muhamad Wiku Candra Satria. 2017. *Onomastics as Cognitive Tools from Zoid Robots in Zoids Legacy*. Thesis. English Letters Study Program, Islamic Education and Teacher Training Faculty.

Advisor   : Muhammad Zaenal Muttaqien, SS., M.Hum.

Key Words : *Onomastics, Cognitive Tools, Zoid, Video Game*

Name is object of onomastics purpose. The name is not only found in a human name or name place. It is also found on manmade object, such as robot names. As the object of onomastics, robot names have several relationships to the other disciplines. Related to the phenomenon, this research tempts to know (1) how the robot names and paraphernalia contribute to the cognitive tools in playing Zoids Legacy video games. (2) How the robot names and paraphernalia contribute to the narrative of Zoids Legacy video games. The onomastics objects are also used as a tool to recognize the foreknowledge. By using a ludological and narratological aspects which refers to the mechanic and narrative of the video game analysis, the researcher temps to analyze the zoid robot names in *Zoid Legacy* created by Takara Tomy developed on 2004.

This research is a qualitative research that employs a content analysis method, in term to search the relation between the name and human cognition. The researcher used a documentation and observation to arrange the data source from video game. The researcher move to cognitive perspective and compare the data to the data which has been found. The researcher uses member of checking on validation and gives the data to the expert in the case to validate the data which is found in *Zoids Legacy* Video Games.

According to the analysis, 80 out of 126 data refer to the linearity of mechanics aspect. It can be known that most of the data proves that the robot names are not losing the animal mechanical aspect which refers to how the zoid robots are moving, attacking and defending, but several data is not relevant to the general animal, because several zoid names are describing the power and the way of the zoid attacking. In the narrative point of view, 84 out of 126 data refer to the linearity of narrative aspect. It indicates that the name references closely refers to the robot names contribute the mental strategy for the player to increase the ability in playing the video game. This research purposes to enrich the previous research that treats the name just as an identitiy. This research tempts to treat the name is not just an identity but also the part of identity itself.

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CHAPTER I

INTRODUCTION

A. Background of the Study.

Name is one of the important parts in human languages. The study about name is called Onomastics. Recently, there are some researcher who has analyzed about this name. One of them is Crenshaw (2014), whose research is how the online gamers create their virtual identities. In his research, he states that the players create the names carefully to develop persistent and pragmatic identities to maintain the social relationship across the games. They express their personalities through the popular cultures, literary references, and aspect of their own personal histories.

In some literary works, the author has many reasons to give a name to the character. How the name represents the characteristics of the characters. It also occurs in a game design. How the game characters create some cognitions that affect to the players. Hogle (1996) says that generally, a game activity must include several basic characteristics. The activity is usually a contest of physical or mental skills and strengths, requiring the participant(s) to follow a specific set of rules in order to attain a goal.

In addition, when the players play a game, they use their cognitive abilities to recognize the sign that the game shows. It is related to Gonzalez (2006) statements that the cognitive systems and processes involved in speaking and understanding natural language (including sign language), and their relationship to other domains of human cognition, including general

conceptual or knowledge systems and processes (the language and thought issue), and other perceptual or behavioral systems such as vision and non-verbal behavior (e.g. gesture). Based on Gonzalez (2006), cognitive tools have a contribution to the human in playing the game.

Cognitive tools are items that help the process to learn and think about knowledge upon us (Salomon; 1993). Hogle (1996) said that a tool is an instrument that a user operates to make a process easier. He describes cognitive when the tool assists constructive thinking. The cognitive tools aid the player performing conceptual operation otherwise beyond their abilities. Both of the cognitive tools and the Onomastics, have a chance to complete each other.

Onomastics and cognitive tools have several which supports and completes each other. In recent studies, most of the experts search on onomastics key terms, mostly in form of human names, then the focus amends to the name of places and nowadays the analysis tries to analyze the avatar in line with internet online phenomena and also video games. In this research, the researcher is focusing on the video games entitled *Zoids Legacy*.

Zoids Legacy is an RPGs game developed by Takara Tomy. Zoid is a robot in the form of an extinct animal. It is a franchise product. At the beginning, Tomy Starts the product in form of robot models. Since 1982, the zoid appears in form of serial movie in Japan. success with the serial movie, they are going to develop a multiple video game series. One of the video games is *Zoids Legacy* with Zeru as the main character. In the role of game, zoid has many parts of weapons and accessories which adds the function of

the Zoid richer. Butler (2014) says that this "open-world" or " sandbox gameplay" provides rich resources for analysis. This game does not only show the game display or such an images or symbol in playing the game, but also provides a cognitive tool that helps the player run the game.

The cognitive tool can be reflected in the theory of onomastics. The name does not just have a meaning, pattern and sign, but it has a function, a function that leads the player on making decision to end the game. For example, *Demons Head*, it is one of zoid robots represents a dragon.

Figure 1. Demon's Head

The image above represents a zoid robots, called Demon's Head. In semantic meaning, the words 'demon' means a kind of evil, a bad character, or frightening thing. From etymological point of view, the word 'demon' comes from Latin *daemon* means spirit. Then, from Greek *daimon* refers to deity, divine power, lesser god, guiding spirit, tutelary deity (www.etymonline.com). The word 'head' is the upper parts of a human body. The representation of this zoid robot is a big head monster which actually refers to a dragon.

In semiotics referent, dragon has The head is bigger than the body to get the representation of the word 'head' and the legs to walk and the tail to balance the body. Most of paraphernalia attributes such as the weapons are placed in the head. It has a scary face that is linear with the name, 'demons'. This zoid robot is slow in speed but has a strong weapon on bite. It is compatible in a short combat, but weak in range combats. They need to be careful when they fight with a sniper type. It will be easily defeated, because the zoid has a weak defence.

Through the example, Deamons Head is able in short term combat, the player needs to make a decision to make the robot can survive in the battle. The name leads the player to cognitive field, such as background knowledge of the zoids that is transferred to the players. This research, on the onomastics, will be perceived as prosthetics of identity that does not just connect the representation of identity but also as a sign for those who plays the game. Based on the phenomenon, the researcher decided to conduct research with the title *Onomastics as Cognitive Tools of Zoid Robots in the Zoids Legacy*.

B. Problem Statements

1. How does the onomastics of zoid names and paraphernalia contribute to the cognitive tools in playing Zoid Legacy Video game?

2. How does the onomastics of zoid names and paraphernalia contribute to the narrative of Zoid Legacy Video game?

C. Limitation of the Study

This research focused on the uses of onomastics that contribute to the mechanic and the narrative a game. The researcher used *Zoid Legacy* video games as the object of the research. The researcher only discusses about the zoid robot characters in the game and uses it to reach the aim of the research. The researcher used Solomon (1993) cognitive tools attributes, then, relates it to Joseph Sternin's guidelines (2007) about onomastics. Both of the theories are used to answer the question on the mechanism. In narrative term, the researcher used Murfin in Raphael (2001).

D. Objective of the Study

1. To know the contribution of the name of the zoid robots or onomastics of the zoids and paraphernalia to the mechanics of the game.
2. To prove the contribution the name of the zoid robots or onomastics of the zoids and paraphernalia to the narrative of the game.

E. Significance of the Study

The researcher hope that this research will give some benefit, as follow:

1. Theoretical benefit

As same as the explanation from the objective of study that the study is used to prove that the onomastics has a contribution in playing a videogame in a frame of cognitive tools. The result of the research contributes to give more explanation about cognitive tools and onomastics.

2. Practical Benefit

      For the researcher, this research is expected to improve his ability to understand more about the relation between onomastics and cognitive tools. For the reader, the result of the research could be the references to study onomastics and cognitive tools. Moreover, it can be used as the additional knowledge about linguistic and video games. For the other researchs, the result of the research can be used as references and more information related to the subject.

3. Definitions of Key Terms

      This research tries to connect the several theories in video games as the media. The first theory is onomastics which has possibility to be analyzed with cognitive tools. The object of this research is based on a video game entitled *Zoids Legacy* where there are many kinds of zoid as the tools to win the game.

1. Video Games

      A videogame is a game which we play thanks to an audiovisual apparatus and which can be based on a story (Esposito: 2005)

2. Onomastics

      Onomastics is the study of name (Hough;2016)

3. Cognitive Linguistics

      Cognitive linguists, like other linguists, study language for its own sake; they attempt to describe and account for its systematicity, its

structure, the functions it serves and how these functions are realised by the language system (Green: 2006).

4. Cognitive tools

    A tool is an instrument that a user may operate and manipulate to make a process easier or more productive. It may further be described as cognitive when the tool assists constructive thinking (Pea in Hogle: 1996).

5. Zoid

    Zoids are living mechanical organisms that can be piloted or roam free if let. Zoids can be either equipped with weapon or tools depending on the need. They have nearly replaced most vehicles on their home planet "Zi" . Zoids vary in shapes and size, always mimicking animals, whether they are actually, extinct, or mythical (Foster: 2014).

CHAPTER II

REVIEW ON RELATED LITERATURE

A. Definition of Linguistics and Semiotics

Linguistics is a study of language and language is a sign which is used to communicate. Based on Kracht (3:1990) states that language is a means to communicate, it is a semiotic system. It simply means as a set of signs where the sign is a pair consisting. Linguistics divided into several focuses, those are called phonology, morphology, syntax and semantics. In generally semiotics goes to the study of sign or symbol. The same as Chander (2007) who states that the most basic definition as 'the study of signs', there is considerable variation among leading semioticians as to what semiotics involves. He also adds that semiotics involves the study not only of what we refer to as 'signs' in everyday speech, but of anything which 'stands for' something else. In a semiotic sense, signs take the form of words, images, sounds, gestures and objects. The common definition about semiotics comes from Umberto Eco (1976) who states that semiotics is concerned with everything that can be taken as a sign.

There are two dominants contemporary models on semiotics. Based on Chander (2007), those are Swiss linguist Ferdinand de Saussure and the American philosopher Charles Sanders Peirce. In generally, those models have significant contribution in analyzing the semiotic purposes. The researcher uses Pierce model for this research. The researcher uses it, because it is relevant to the topic. Pierce in Chander (2007) states about the sign.

> A sign . . . [in the form of a *representamen*] is something which stands to somebody for something in some respect or capacity. It addresses somebody, that is, creates in the mind of that person an equivalent sign, or perhaps a more developed sign. That sign which it creates I call the *interpretant* of the first sign. The sign stands for something, its object. It stands for that *object*, not in all respects, but in reference to a sort of idea, which I have sometimes called the ground of the representamen.
>
> (Chander, 29:2007)

From the statement above there are three points that can be used to identify the sign. Those three points are:

1. The representamen: the form which the sign takes (not necessarily material, though usually interpreted as such) –called by some theorists the 'sign vehicle'.

2. An interpretant: not an interpreter but rather the sensemade of the sign.

3. An object: something beyond the sign to which it refers (a referent)

In term of qualifying the sign, pierce's model notice that the sign is a unity of what is represented (the object), how it is represented (the representamen) and how it is interpreted (the interpretant). Based on Merrell in Chander (2007) argues that the triangular form 'evinces no genuine triadicity, but merely three-way dyadicity'. The broken line at the base of the triangle is intended to indicate that there is not necessarily any observable or direct relationship between the sign vehicle and the referent notes that semioticians make a distinction between a sign and a 'sign vehicle' (the latter being a 'signifier' to Saussureans and a 'representamen' to Peirceans). To make it easier to distinguish, pierce visualized in form of triangulation.
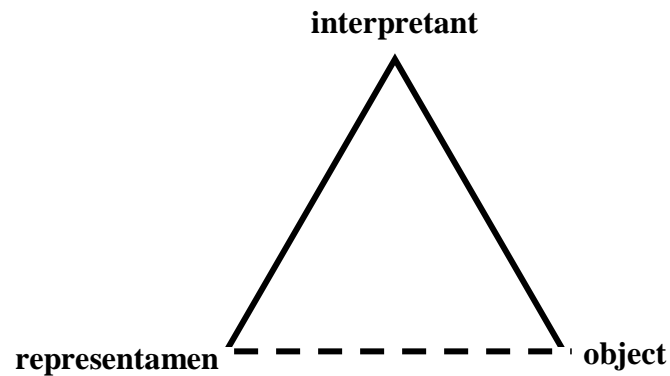
Figure 2. Pirece's Semiotics Model

Related to the explanation above, the representation of the zoid robot would the important thing from this prespective. It has similarity with Ogden and Richards (1923), but different in the broken line. Related to the game, the object is going to be the zoid image related to the onomastics theory. The interpretant goes to mechanical and narrative aspect of the zoid robots. The last is representamen goes to the robot name. To make it more efficient the name needs to be classified into several terms.

Those structural concepts lead to the several related studies in term to understand the words. The researcher relates to the semantics to analyze the name, semiotics to analyze the image and the general concept of onomastics and cognitive tool in the point to search the relation between those theories. the last, by using ludological and narratological concepts which related to the video games.

B. Semantics

Semantic is a study of meaning. Based on Kreidler (3: 1998) argues that semantics are the systematic study of meaning, and linguistic semantics is the

study of how languages organize and express meanings. Related to the topic, it is used as the bridge to relate the encyclopedic zone which embraces with general knowledge and it is based on the experience. In general, language is an arbitrary system. It is a system of symbol through people communicates. Those symbol may be spoken, written, or sign with their hands (Kreidler, 1998).

In the perspectives of human brain, language is a large number word which has a connection to other word to make it has a meaning. Children learning their native language first learn words in association with observable items and situations and events. This simple fact can give rise to an overly simple idea about what 'meaning' is (Kreidler, 1998). From this statements, it leads to the human has specific 'concept' to recognize the word meaning. This 'concept' has been recognized by Ogden and Richards in Kreidler (1998), who tries to describe the meaning in terms of what is in the people mind.
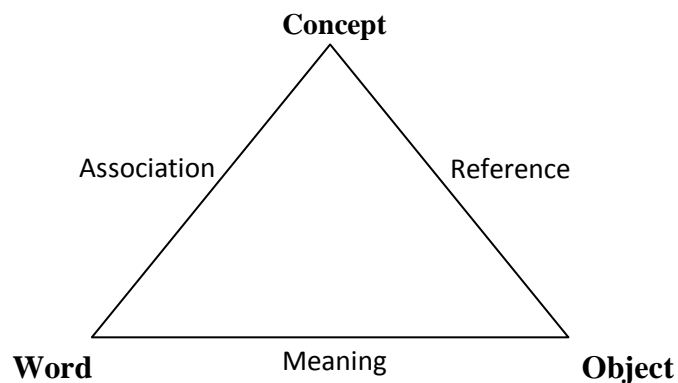

Figure 3. Ogden and Richards (1923) Triangulation of Meaning

Based on Ogden and Richards in Kreidler (1998) book of introduction of English Semantics that states that the bond between word and concept an 'association,' the bond between concept and object

'reference,' and the bond between object and word 'meaning. In term of searching the meaning, this concept occurs when we hear or read a word, we often form a mental picture of what the word represents, and so we are apt to equate 'concept' with a mental picture. This concept will be draw as follow:

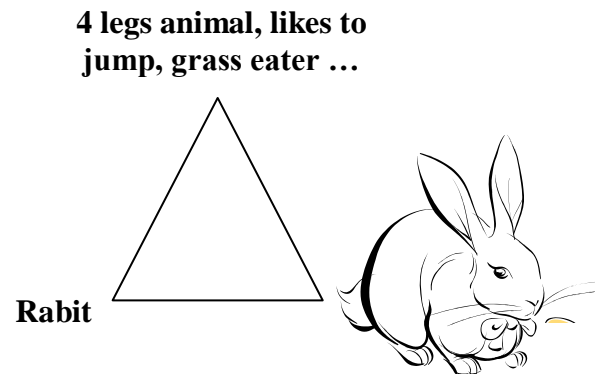**4 legs animal, likes to jump, grass eater …**

Rabit

Figure 4. Example Concept Triangulation of Meaning

Based from the theory, there are three components which is used as a description in human mind to identify the word meaning. Word component from the three angle concept refers to the zoid robot names. Concept component from the three angles refers to the general concept of animal. It leads to the player produce the background knowledge which is used to know the zoid mechanics aspect. Then, the object component from the three angles refers to the zoid image. Related to game, this concept is used to recognize the zoid general representation which mostly refers to animal. Each of names has different association, reference and meaning.

In term of video games, this concept correlates with the robot names that exist in the *Zoids Legacy* video games. After viewing semantic point of

view, the researcher move to definition of onomastics as a theory that related to the name.

C. Onomastics

Name, as the part of the language has relation with words (grammatical structure), meaning (semantics), and human brain. Onomastics is a study of name (Hough:2016). The onomastics growth since the ancient Greece where the name, have been regarded as central to study of language. It focuses on how humans communicate with each other and organize their world. On the last few decades, the major of onomastics has been more broadly. It starts from Socrates, Plato, Aristotle and others were interested in the relationship between names and referents, and until the investigation of name origins. Several investigations start to touch the other discipline. It starts from the onomastics which emphasis on etimology, individual tracing through the historical and linguistics topics, social emphasis, anthropology, genealogy, literary, psychology and others. As Kubrayakova in Karpenko: (2014) says in his journal that

> "…proper names exist in the language, while the languages exist in the heads of human beings, in their mental lexicons, and emerges as speech – in communicative acts, oral or written texts. Mental lexicon is a system, which reflects in the linguistic ability knowledge about words and their mental equivalents; besides, this system fulfills complex functions, connected not only with such linguistic units, but also with corresponding extra-linguistic knowledge representations…"

(Kubyarkova in Karpenko ,70: 2014)

Name is not limited just in a human name. The used of name has a lot of application. The same with Hough (2016) who says that the name is not particular in the personal names or place-name. It has board dimension about how the name could find.

> "…These approach encompass name of all kind, other prioritize particular types of names, such as place-names or personal names.... Named entities are not limited to people and place, but extend to other living creatures, man-made object and celestial bodies. All reflecting different aspect of the interaction between humans and their surroundings…"

(Hough : 2016)

In line with the research, the researcher tries to analyze a name which came from a video games, *Zoids Legacy*. In this game the zoid is described as a extinct animal. each of them has different name. Related to the theory, the zoid is a man-made object which is used by the video game player as a tool to end the game. Not only relate to one approach, onomastics is also relate to the other discipline, such cognitive approach.

In term of cognitive, the researcher has a same agreement with Karpenko (2014) who says that cognition cannot be translated as knowledge, but it have to seen as foreknowledge, a variation of cognitive operations which attend to perception and production of both knowledge and its language representation (Demyankov in Karpenko: 2004). Before humans know something about knowledge, they have done much of experiences that could make them remember the things. Those experiences that were done in past, help humans learning and memorizing.

As the relation between onomastics and cognitive approach, Joseph Sternin's guidelines in Karpenko (2014) in his journal finds three points of structural concept of those approaches ;

1. An image.

   It is a visual component of the concept's structure is formed from perceptual cognitive features (a perceptual image) or figurative features, formed by a metaphorical perception (a metaphoric image);

2. Informative content.

   It is very close to the dictionary definition of a word.

3. Interpretational field.

   It embraces with :

   a. The estimation zone (general axiology, as well as aesthetic, emotive, intellectual esteem)

   b. Encyclopaedic zone (based on experience, general knowledge, etc.);

   c. Sociocultural zone (connection with traditions, cultural landmarks, etc.). The number of zones is not exhausted.

   As an addition, In analyzing the name it needs to be sure that the name has meaning. As Crystal in Olenyo (2011) says that whether or not names have a meaning has remained a puzzle to many a linguist most of whom view names to be merely signifiers and arbitrary to people and things they name.

Willems (2000) also states that Proper names are complex signs with specific linguistic, pragmatic, logical, philosophical, semiotic, historical, psychological, social, and juridical properties, and hence represent a vast interdisciplinary field of study. Form this statements, it leads the research to the semantics and semiotics.

D. Video Game

Video game is one of successful entertainment business nowadays. As products, video games have their own characteristics to distinguish them from the others. Video games are not just playing in motorist system, but they also provide the visual aesthetics and brain development. Although, video games contribute to cognitive development of humans, not all the genres of the games have the same impact. Griffiths in Mitchell & Savill-Smith (2004) points out that there are two kinds of video games genre, namely puzzlers and weird games, that contain games with educational components.

Video games are closely related with play and fun. As Fabricatore in Mitchell & Savill-Smith, (2004) says that play is an intellectual activity engaged in for its own sake, with neither clearly recognizable functionalities nor immediate biological effects and related to exploratory processes that follow the exposure of the player to novel stimuli. Then, As Mitchell & Savill-Smith (2004) says that fun, in the sense of enjoyment and pleasure, puts us in a relaxed receptive frame of mind for learning. Those kinds of words support a theory of game that seen as a subset of both play and fun (Prensky 2001). Another resource says that game is a set of activities involving one or more players. It has goals, constraints, payoffs and

consequences. A game is rule-guided and artificial in some respects. Finally, a game involves some aspect of competition, even if that competition is with oneself (Dempsey, 1996). The game relates with an activity, then how about video games?

There are several aspects in video games. Video games have their own environment and a line of the story. As Fabricatore in Mitchell & Savill-Smith (2004) says that video games always include an interactive virtual playing environment and in videogames the player always has to struggle against some kind of opposition. Two key terms separate the video game into several types such Griffiths (1996, 1999) who states that there are many different types of video games, each with their own distinctive qualities. sports simulations (e.g. golf, ice hockey), racers (e.g. Formula One racing), adventures (fantasy games), puzzlers (or brainteasers), weird games (those that do not fit into another category), platformers (see above), platform blasters (similar to platformers, but require blasting everything that comes into sight), beat 'em ups (involving physical violence such as punching or kicking) and shoot 'em ups (involving shooting and killing using various weapons).

Each of the types of video games has different characteristics, but Prensky (2001) has separated them into several classifications that can use to identify video games, as follow:

1. Rules

2. Conflict/competition/challenge/opposition

3. Goals and objectives

4. Interaction

5. Outcomes and feedback

6. Representation or story.

Related with the linguistics term, the video games are also using language as the bridge from the player to the game itself, so that, a video game can be used as the object of the linguistics research. It has a possibility to meet many people in the game that have different name and representation. Butler (2014) says that this "open-world" or "sandbox gameplay" provides rich resources for analysis. The point of the research is not about the video games only, but also the particular items in the video games. The items and all the game asset is collected in form of a theory called Ludology.

E. **Ludology**

As one of the theories to analyze a game, Ludology has much of contribution to this research. Based on Frasca (2003) ludology can be defined as a discipline that studies games in general and video games in particular. This theory comes from a modern study of game by Johan Hizinga (1971) with the book *Homo Ludens*, Järvinen (2008) adds that a study of the play-element in culture. Huizinga's concept called 'magic circle' refers to the particular enchantment of games as something detached from everyday activities with make-believe rules. After that, Espen Aarseth, game scholars and editor in chief of the online journal *Game Studies*, has named the year 2001 as the 'year one of game studies' (Arseth in Järvinen: 2008).

As a structural dominant of the video game, language is used as a media to send the whole process to the players. As Arguby (2016) says the

structural language domain, revolving around rules and strategies, is substantiated to indicate the presence of game mechanics and narratives. Ludology perceives the game as the mechanic then the game perceives as narrative goes to narratology. As Järvinen (2008) says that game mechanics should be seen as the means that the game system efforts its player to pursue the goals in the rule set. Related to the *Zoids Legacy* video games, the rule set of the game is based on an extinct animal, in the term of how they are moving, defending, and attacking.

Video Games also contribute to the player cognition. As Järvinen (2008) says that the cognitive engagement relates to self-forgetting i.e. a willingness to adopt another role that ones actual self, and the consequences that go with it. The game makes the player should be exercising and performing the abilities which has a function as a significant of enjoyment for the player experience, and makes the player return to the game to develop the required abilities.

F. Narratology

Recently, narratology is known as a study which has different point of view from the ludology. Based on Murfin in Raphael (2001), narratology is described as the analysis of structural components of a narrative, the way in which those components interrelate, and the relationship between these complex elements and the narrative's basic story line. Another reference about narratology is seen through the historical movement through the structuralist through narratology over 1970s. Raphael's (2001) states that the

structuralist, narratology in recent decades, should be wider sense and embrace a good range that come within the purview of narratology.

> "…A narrative in the semiotic representation of a series of events meaningfully connected in a temporal and casual ways. Films, plays, comic strips, novels, newsreels, diaries, chronicles and treaties of geological are all narrative in this wider sense… Any semiotic construct, anything made of signs, can be said to be a test. Therefore, we can speak of many kinds of narrative test: Linguistics, theatrical, pictorial, filmic…"
>
> (Raphael, 3: 2001)

Through the description above, the main concept of narrative relates with semiotic representation where semiotics focuses on the icon or sign and representation refers to look or the appearance of the object. This theory also concerns to the plot, as Raphael (2001) says that plot acquires great significance through the narrative. Based on the definition, the researcher relates the theory to the video game paraphernalia. The researcher is focusing on the relation of zoid representation through the plot of the story. Between ludology and narratology, both of them has relationship to the cognitive tools, as an instrument that help the player to improve their skills tin playing the game.

G. Cognitive Tools

Those Cognitive tools consist of two words "cognitive" and "tools". Based on Hogle (1996) A tool is an instrument that a user may operate and manipulate to make a process easier or more productive. Next word is cognitive. Based on Jonassen in Liu (2013) says cognitive is adapted or developed to function as intellectual partners with the learner in order to

engage and facilitate critical thinking and higher order learning, It may further be described as cognitive when the tool assists constructive thinking (Pea in Hogle 1996). Cognitive tools are items that help the process to learn and think about knowledge upon us. Salomon (1993) lists four attributes of a cognitive tool, as:

1. An implement or device, such as a symbol system, mental strategy or computer program

2. Something which entails the purpose for which it is designed to serve,

3. Something which serves functions beyond itself, and

4. Something that is distinguished from machines by the need for skillful operation throughout its function.

Through those four attributes of cognitive tools, the researcher relates it with the term of onomastics. In term of cognitive tools, the device represents zoid where in this research; it appears as an image in onomastics term. The purpose of the image is designed to serve a function, as informative function through some of interpretational fields, estimates, encyclopedic and sociocultural zone. The last, the zoid is used as a tool which entails a skillful operation.

H. *Zoids Legacy*

Zoids Legacy is a video game which is published by Takara Tomy. Based on Foster (2015) the definition of Zoids are living mechanical organisms that can be piloted or roam free if let. There are many kinds of

equipments that can be used. Weapons and other tools can be paired and removed depending on the need. They've nearly replaced most vehicles on their home planet 'Zi'. Zoids vary in shapes and sizes, always mimicking animals, whether they are actual, extinct, or mythical.

This video game is an open world role playing game (RPGs). The game started with Zeru who rides a zoid then Athle's groups open a conversation that there are time confusion. After that, Fiona and Van appears with Fiona's face looks worried and she comes out from the building and Van follows her behind. Before they are coming out, suddenly there is an earth-quake and the trigger move to the battle of Bit's group in the middle of battle. Then the story begins, the background story explains about planet Zi and there existed great metal-warrior robots called zoid. They fight with their strongest weapons, but then there is a time-space confusion that is caused by a weapon experiment failure. Zeru, the main player of the game appears and wants to be a zoids warrior. In the middle of the journey, he was in the middle of battle and he helped by Juno.

After the battle, Zeru and Juno are committed to make a group of zoids warrior. As soon as they finishs a tournament, in the next village they are disturbed by a crown of bandits who are holding up the village. They try to smash them up, but Juno is kidnapped by the bandits. The Zeru's Journey starts to save Juno. In the middle of the journey he meets the other groups and fights together against the bandits who are called the DB Team, Back Draft Team. In the end of the game, Zeru Team meets Prince Gard who has an ambition to take over the world by using Juno as the key to bring back to live

a legendary zoid called Death Meteor.

I. Previous Related Studies

In various researchers like Lawson (1988) in his journal article, *Social Psychological Aspects of Personal-Naming*, he treats onomastic as structural attributes. His research focuses on the structure of names, style of usage and style of address. In the same ways, Thomas (2010) is also searching the in the case of onomastics. In her research, she treats onomastics as a connector between the author, readers and the case of the studies in her research *Names, Epithets, and Pseudonyms in Linguistic Case Studies: A Historical Overview*. In this research she finds that various naming practices attested in literature imply a range of relationship holding among author, reader and the subject of case studies. Those researches focus on one object, personal name, but in different point of view, Lawson in term of human name in the society and Thomas on the case of literature product. Related to this research, this research is not focusing on the human proper name. This research focuses on the name of manmade object.

As an addition, Adams (2014) in his journal *What's in a Name? The Experience of the Other in Online Classrooms* has modern ways to treat the onomastics . On his research, he focuses on the student anonymity and pseudonymity in virtual learning environment. From the purpose, he treats onomastics as a virtual identity in online classrooms. The same as Adam (2014), Crenshaw (2014) in his journal article *What's in a Name? Naming Practices in Online Video Games*, has the same focus in virtual identity, but

he intends more to the online games. Those researchers are focused to treat the name as identity. Adams focuses on the identity on the classroom and Crenshaw focuses on the identity in online video games. Related to this research, the researcher treats the name not just as representation of identity but also as parts of identity itself. The identity is a part to relate the human recognition in the case of cognitive tool and the video game as media.

By doing this research, the researcher enrich the onomastics research field. The researcher is not only focused on identity in social behavior, philosophical references or name historical background, but this research temps to search the contribution of the name to provide several functions to the player who played this video game, where the name is used as tools that are used to recognize the mental strategy in term of playing video games. The tools have several functions. Those functions are indicated as sign which can be recognized by the player as cognitive tools.

CHAPTER III

RESEARCH METHODOLOGY

Research methodology is an important part to arrange the research. Based on Kothari (2004) research is an academic activity and such the term should be used in a technical sense. This chapter presents the research methods. It deals with Research Design and Data Source, Data Collection, and Data Analysis

A. Research Design

This research is a qualitative research that employs a content analysis method, because this research tempts to observe more to the specific content from a video game. It focuses on the cognitive onomastics from Karpenko (2014) which correlates with mechanic aspect from Jarvinen (2008) and narrative aspect from Raphael (2001) on the specific asset of video game, a robot name, in the *Zoids Legacy*. The characteristic of descriptive qualitative method, this research was conducted by collecting the data, analyzing the data then drawing conclusion based on the data only, without talking the general conclusion (Hadi, 1983:3). The result of qualitative research not shows a numeric data in analyzing the data, but the results show in form of descriptive. The data is not a numeric data, because the data that is collected is in form of word of name and the image. Related to the research, the researcher uses library research to help the researcher analyze the data, because the research leads to analyze the data in book research.

B. Data and Source of Data

The data in qualitative research is in form of words and image. In addition, there is an addition data such as document and the others (Moleong, 2009:157). The data of this research is in form of robot names as the game asset from *Zoids Legacy* video game. It is a videogame created by Takara Tomy on 2004, collaborated Atari and Hasbro. The primary source of the data is the video game itself. To complete the result, the researcher needs some information from library, internet and other books related to the study.

C. The Technique of Collecting Data

This research collects the data through documentation and observation technique. Documentation in a method used in scientific research in order to collect the data by using document. This method can be used to examine and interpreting something (Moleong, 2009:216). By using zoid robot names, the data of this research are collected. The second technique is observation which becomes a scientific tool and the method of data collection for the researcher, when it serves a formulated research purpose, is systematically planned and recorded and is subjected to checks and controls on validity and reliability. Under the observation method, the information is sought by way of investigator's own direct observation without asking from the respondent (Kothari, 96: 2004).

Before the researcher collects the data, there are several steps which are used to observe the data. Based on the theory, the researcher uses Patton

(2002) says that qualitative content analysis can be used to analyze various types of data, but generally the data need to be transformed into written text before analysis can start. If the data come from existing texts, the choice of the content must be justified by what you want to know (Patton, 2002).

The steps of collecting data that is used in the research are:

1. The researcher tended to focus and tried to search about onomastics

2. The researcher asked one of the lecturer in English Literature Department to get some more information about onomastics,

3. The researcher tried to search the references from the internet and the researcher used the theories of onomastics, cognitive tools and video games,

4. The researcher played the game.

5. The researcher searched for the data from the video games

6. The researcher identified the names and took screen shots on the representations of the zoid,

7. The researcher made a table to identify and examine the data

8. The researcher analyzed the data through the mechanical aspects and narrative aspects,

9. The researcher searched for the relation between the mechanical aspect and narrative aspect to get the pattern related to the tittle.

The data Collected in form of table. The content of the table are data number, zoids name, general representation to compare the zoid

representation to the animal which inspired the author, mechanical aspect and narrative aspect. For Example:

Table 1. Zoid Table Example

NO.	Zoid Name	General representation	Mechanic	Narrative
1.	Atak kat	Cat	linear	Linear
2.	Barigator,	Crocodile	Linear	Linear

After collecting the data, the researcher needs to present the data in the forth chapter to proof and support the researcher's opinion. The data can be found in appendix sheet to easier the readers find the data. The data are gathered and classified in form of table. The analysis of the data will write as follow:

> "This zoid representation is a rhinoceros. Based on the name, the meaning of the name is representing the rhino directly. From the representation and the name, this zoid indicates that it is linear in mechanical aspect…" **(1/BR/mL/nL)**

NB:

1   : Data number

BR   : Zoid initial

mL   : Mechanical aspect result

nL   : Narrative aspect reesult

D. The Technique of Analyzing The Data

In the process of analyzing the data, the researcher arranges the technique through particular steps. The steps are as follow:

1. Identifying the data from the proper name of zoid

2. Applying the theories which related with the problem statements. In this research, the researcher starts identify the data from mechanical aspects and narrative aspects,

3. Examining the data to find out the function of the name through the video game,

4. Relating the function that can be used as the cognitive tools

5. The researcher made conclusion based on analyzed the data

E. Validity of Data

Data is one of the essential things for this research. Before the researcher start to analyze, the data need to be validated. According to Creswell (2009:352) "the validity in qualitative methods is that the research tests the accuracy of the data". The accuracy means that the data need to be valid in order to make significant result.

There are three forms of the validation according to Creswell and Milner (2000). Those forms are triangulation, member of checking and auditing. Triangulation means that the validity of the data based on more than one individual. Meanwhile, the auditing refers to the researcher as an audience in other individual service. The last is member of checking. This form is a process of data validation which involves the advance practitioner or people who knows the field of the research.

This research uses member of checking to validate the data. The researcher uses a practitioner of video game development as validator of the data research. His profession is the founder of *I After Smile* and as a lecture

in one of university in Surakarta. The researcher used the member of checking because it is more effective and objective in validating the data. The process is used to know whether the data is true as in its category or not.

CHAPTER IV

FINDINGS AND DISCUSSIONS

After the data are collected, this chapter focuses on the analysis and finding related to the point of view that the name or onomastics has contribution to cognitive tools which founded in the *Zoids Legacy* video games.

A. Findings

In fourth chapter, the researcher reveals the data which proofs that the name has a contribution to the cognitive tools especially in video games. The data are separated into "mechanical aspect" and "narrative aspect". Mechanical aspect reveals how the zoid moving, attacking, and defending. It relates with representation of the zoid, through images that are shown in the game. The representation or the images leads to the encyclopedic and estimation aspect from Joseph Sternin's guidelines in Karpenko (2014). The name are analyzed using the encyclopedic zone which correlates with semantics and etymological perspective, correlates with the real animal and the additional accessories on general axiology, as well as aesthetic, emotive, intellectual esteem which is related to the semiotic approach. Then, narrative aspect correlates the encyclopedic aspect and estimation aspect to the sociocultural aspect in the game. The sociocultural relates with the plot of the story.

The narrative aspect also contributes to human cognition. From the plot of the game, the player can understand the story and also the purpose in using the zoid itself. Based on Murfin in Raphael (2001), narratology is the analysis

of structural components of a narrative, the way in which those components interrelate, and the relationship between these complex elements and the narrative's basic story line. In this aspect, the researcher relates the general representation as a point to compare the extinct animal to the narrative plot, how the zoid attacks, comparing the habit to the story, merging the background of the pilot and comparing the primer weapon. Based on the data, there are 126 data stand for zoid names. In this part, it will be related with several aspect related to the encyclopedic zone. In this research the researcher just shows 16 data, but it has been representing the whole data process. Each of zoid robot names has different representation but has similar pattern. The pattern uses similar processing analysis. The same practical analysis leads the researcher use 16 data as the representation the whole data. The zoids are analyzed as follow:

1. Black Rhynos (4/BRN/R/L/L)

Figure 5. Black Rhynos representation

Black Rhynos consists of two words, black and rhinos. the rhynos are inspired by the word rhinoceros. Based on www.etymonline.com, it comes from Latin which is in literally called 'nose-horned' from the words

rhinos means 'nose' and *keras* or *keratos* means 'horn of animal'. The word 'black' comes from Old English, *blæc* means 'the color black'. Although the word black in the name refers to the color, it can be changed as the players need. This data is gotten in the zoid based standard.

Based on the name, the meaning of the name is representing the rhino directly. Based on semantic aspect, the name refers to rhinoceros, which has four legs, hard skin and a horn to attack. Those concepts of rhino are represented in form of a robot. This robot has similar concept to the rhinos. From the representation and the name, this zoid indicates that it is linear in mechanical aspect. How the zoid moving and attacking indicates a rhino in the real world.

Move to the narrative aspect, in the game, the zoids are attacking in group, but there is a different between the rhino and the the zoid. The rhino is a mousy animal, but when they feel in danger they will strike back. It is not different with the game. Their emergence in the game is depending on the pilot. This zoid is controlled by a robot. This zoid usually appears in the middle of journey. The enemies system in RPGs has two types, randomized and selected. Randomized enemies mean that the enemies appear in the middle of the land observation or on the way of the player moves to the specific spot. The selected enemies refer to the enemies that appear in selected condition, for example, there is a competition and the competition requires the player to fights some enemies. Based on the data finding, the narrative aspect of this zoid is linear.

Based on the identification above, it needs to be correlated with the game itself. The rhino is described as much of HP (health Power) which is used as zoid life. It relates with rhino's thick skin which is used to reduce the impact, but this zoid is weak in facing the range combat zoid and the flying zoid, because basically, this zoid has no range combat attacking system. To complete the weapon, the player needs additional weapon in the weapon store. In zoid attacking system point of view, Black Rhinos has a small EP (Energy Power). It contributes to the energy to attack. In the real life the EP is described as how the rhino is bashfulness animal. It could be reduced by using Energy tank from the store.

2. Blade Liger AB (5/ BL.AB/L/L/L)

Blade Liger AB

Figure 6. Blade liger representation

Blade Liger consists of two words, 'blade' and 'liger'. Based on www.etymonline.com, blade comes from the Old English *blæd* means 'a leaf' or 'a leaf-like part'. It is refers to the main zoid weapon called Laser Blade. Meanwhile, 'liger' means a forced matting of lion and tiger. This zoid is linear in mechanical aspect, because the 'liger' in the dictionary point of view means an animal born to a male lion and a tigress. Based on

Karpenko (2014), cognitive is a fore knowledge. Related to the zoid , the zoid representation is more reflecting a lion, it could be easier to be recognized by the players.

The mechanic aspect in how they move, attack and defense are completely the same. The semantic concept, blade is kind of sharp iron to cut something, having thin representation as same as a leaf. This concept appears in form of Laser Blade, a laser weapon which has the same function. From the word 'liger', as the combination between tiger and lion, those animals have similar ways to attack, defense, and move. They have four legs, they have fang and claw, it is a big cat, and carnivore. These semantic concepts are used by blade liger. There is a difference between the blade liger and the lion, the additional weapon on the back. In aesthetic reason, this weapon is completing the zoid attacking skills. This zoid is not only dangerous in the close combat but also in a range combat. In mechanical aspect, the zoid is still using the lion ways of moving, attacking and defending.

From the narrative aspect, the zoid is controlled by Van Freiheit, a Republican warrior; he is the captain of the Guardian Team. The main character meets Van when he is trapped in the time-space fusion. He goes to the Choatic Century when the the Republican fights against general Proitzen. In the game, the zoid habits are depending on their pilot. Van is the leader of a colony. The tactics when the zoid fighting has a same pattern to the lion. They attack in form of a team.

This zoid is one of the powerful zoids in this game. Most of the zoid fixed weapon is completely useful in close and range combat. Lion and tiger is a good runner. It is described with the speed and aerodynamic shape. AB Cannon and Sock Cannon are useful in the range combat, while Laser Saber is used in close combat. Moreover, for the defense point of view, it has E Shield as the protector for the enemies attack. The player needs to upgrade the weapon to cope the zoid with bigger defense.

3. Booster Eagle (11/BEGL/E/L/N)

Figure 7. Booster Eagle representation

Buster Eagle is a kind of flying zoid. From English Dictionary ver 2.7.3 the word 'buster' has appeared from early 20th century refers to someone who or something that bursts, breaks, or destroys a specified thing. Then, the word 'eagle' comes from old france *egle*, from Old Provençal *aigla*, from Latin *aquila* refers to 'black eagle', often explained as 'the dark colored' (bird) (www.etymonline.com).

From semantics and semiotic perspectives, this zoid has similar concept between the eagle and the representation on the game. The interpretant in semiotic and the concept in semantics have similar form. The eagle describes as a flying animal, has a claw and a good flyer. Those,

concepts are represented in the booster eagle form. The representation of the zoid is representing the eagle. The mechanical aspect is completely the same with eagle. As same as Blade Liger AB, this zoid also has an additional weapon called Booster Cannon, a range combat weapon. The mechanical aspect is linear with the form of flying zoid and the claw.

In narrative aspect, the zoid is a bonus item, it appears when Zeru helped Alster in a ruin. Alster is a character from a game boy, entitled *Liger Zero: Mythical Silver Beast*. He and his team are trapped in a time-space fusion too. After Alster met his team, he gave a present to Zeru. The present is Booster Eagle. Because the zoid is unpiloted the zoid habits do not appear directly. As long as the zoid is not used by the player, the habits are not coming along.

This zoid has complete weapon to join war. The Buster Cannon has a great impact to the enemy, but it is focused on one object. In this point, the weapon just has one chance to attack with effect in one object. Great impact uses great energy, that one of the weakness of this zoid. In addition, it needs to cooperate with another zoids with higher HP, because buster eagle's HP is not too big. Moreover, it has to be placed in the back of the other zoid, because the buster cannon have a long range area which makes the weapon is more effective in a range combat.

4. Gojulas (45/GJ/G/L/L)

Figure 8. Gojulas Representation

Gojulas is one of interesting zoid names. The form of word is arranged in a way to make it different with the animal. This zoid is inspired by an animal called Godzilla, one character in a movie as a Japanese fictional monster. From semiotic perspectives there are several similarities between those reference object. The Godzilla has a claw and hyper strong bites, stand on two legs and have a tail. Those interpretants are same as the zoid representation. The difference lies in the consonant "z", but the names have a same representation, both in the movie and the game. How the zoids moving, attacking and defending are same as Godzilla, so that, the mechanical aspects of the name are linear.

This zoid is controlled by Rob Herman, a Republic Colonel and the son of Republic's President. In the game, he appears in the same century with Van. He also helps Van against Proitzen who wants to rule the world by using a powerful zoid, called Death Meteor. Firstly, he appears alone in guarding an area then he helpes Van to attack the Proitzen fortress. From

the data above, the researcher conclude that the zoid narrative aspect is linear, because this zoid imitates the Godzilla habit which is individualist, but it still has a possibility to attack together with the other zoids.

This zoid has better impact in short combat. Hyper Fang and Crusher Claw are typically used in short combat. Those weapons represent Godzilla mechanical perspective. The HP and EP are stable when the player uses to play in versus, but the zoid need to cooperate with the long range zoid such as Buster Eagle, Sniper Master types, Gun tiger, Gun Sniper types, Berserk Fury types, or Geno types to increase the effectiveness in attacking. The zoid is not a moving fase, but the defense is much better. This zoid has to avoid the long range zoid, because the zoid reaction is weak.

5. Zabat (117/ZBAT/B/L/L)

Zabat

Figure 9. Zabat representation

The word 'Zabat' closely refers to 'bat'. Based on etiological term, 'bat' refers to flying mouse-like mammal (www.etymonline.com). The word coms with reference as a flying animal, has ultrasonic ability, mousy

animal. Those references lead the sign object of 'bat'. It also relates with the representation of zoid robots. The paraphernalia of this zoid has contribution to develop this zoid. Between zoid name and the animal reference, they have different in word formulation. The different comes from additional consonant and vocal in the beginning of the name. 'za-bat' and 'bat', those words has the same form in 'bat', but there is an additional consonant in 'za-' from the name of the zoid robots. It means that the author prefer to make a different name from the real animal. Zi planet is a created world, so that, the different name is necessary to bring the atmosphere to the player.

Zabat is a flying zoid which has similar characteristics to bat. In specific term, the most common bat ability is in sound navigating, with ultra sonic sound frequency which could detect the object ahead. This zoid also uses a kind of ability and uses it as a radar system. It is used to know the physical attack from the opponent. So that, the researcher concludes that the mechanic aspect of this zoid is linear.

From the narrative aspect, zabat is mostly piloted by nonhuman players. The zoid is controlled automaticly without any person along with. The researcher called it as robot pilots. This robot pilot from this zoid appears in sudden. The game includes many kind of robot pilot with different zoid. There are five possible functions from the zoid to the game. First, the zoid is used as the data gather; by using *Data Gather 1* Command. Second, it is used as the Zi core data richer, by using *Core Scurity* 1 command. Third, it is used as the weapon supplier, through the

Suplier command. Next, it is used to earn money and earn points to improve skills. The last, it is used as the obstacle through the game. This is used as the indication in how the zoids attack, in form of group or individual. In this zoid, they mostly attack in group, so that the zoid narrative is linear with the usual bat habit.

Bat as the animal references for this zoid, has several similarity. In the real world, bat is a small animal. This characteristic is described with small HP. Another similarity is founded in the weapon characteristics which has a same function. In form of bat's ability, the ultrasonic as a detection tool is represent in form of radar system in the zoid robot. This zoid needs to be paired with the zoid which has well in attacking and defending, because this zoid just has claw and missile which has not too much effect to the enemy. The benefit by using this zoid is the defense of the other zoid are improved, because the radar system helps the other zoid reads the physic attack. In addition, the radar system are not useful in facing a zoid with focused shoot system weapon, such as Geno Breaker, Geno Hydra, Buster Eagle, Sniper Master and many more, because the calculation between the weapon attacking point and additional defense point is not too significant. The weapon attacking point for the zoids which have special ability in focused shoot system are bigger than the additional defense from Zabat radar system.

6.

7. Death Stinger (26/DSTG/S/L/L)

Figure 10. Death Stinger Representation

The name of the zoid consists od two words 'death' and 'stinger'. In etymological point of view, 'death' refers to an Old English word *deað* means "death, dying, cause of death". Meanwhile, the word 'stinger' refers as the agent noun form sting (verb) which is refers as animal part (www.etymonline.com). One of the animals which have a skill to use the sting is scorpion. From semiotics point of view, this word refers to poisoned animal with 8 legs and a couple of tweezers. Those references lead the player to the general knowledge about the scorpion. The same as the representation, the zoid indicates that the zoid representation is a scorpion, but the name does not directly refer to the scorpion name. The author uses one of the scorpion's abilities. The same with the sting poison in the real world, the weapon used by the zoid caused inactivity for the opponent to move and kills the zoid pilot control. From the representation and the special ability, make the mechanic aspect of this zoid linear. From the narrative aspect, the zoid appears in the game alone. It is same as the scorpion which rarely appears in group. Besides that, this zoid is controlled by robot, so that, the function of the zoid as same as Zabat.

The zoid weapon is quite efficient. The side effects of the zoid attack are inactivity of the zoid control, freeze at a moment and pilot goes down. Not all of the zoid has similar effect, but those effect make the attacking turn is off and make the enemy goes to attack twice. As a contrary, the zoid HP is not as good as their weapon. The small HP makes the zoid have to be paired with another zoid which has bigger defense and HP to make it more effective. The weapon is effective in one object, if the zoid attacks alone and the enemy is more than one, it could be dangerous, because the other zoid which is not affected by the weapon can attack easily.

8. Gun Blaster (50/GB/A/N/N)

Gun Blaster

Figure 11. Gun Blaster representation

In the etymological prespective, Gun Blaster consists of two words, 'gun' and 'blaster'. 'Gun' comes from the word *gunne* means an engine of war that throws rocks, arrow or other missiles from a tube by the force of explosive powder or other substance. Meanwhile, the word 'blaster' comes from the Old English from the word *blæst* which refers to

a blowing, a breeze of wind (www.etymonline.com). The same with the etimological point of view, refers as a weapon not in form of animal.

Related to the game, this zoid has no relationship to their representation. The words are closely refers to a weapon. There are 20 beam cannons ready to attack. This zoid is inspired by Anklyosaurus. In semiotics reference, this animal include as the extinct animal, a dinosaur type which the main weapon is on the tail. From the point of view, the player needs extra efforts to use it. The encyclopedic zone for this zoid needs different approach. The player needs to focus on the name not in the representation. Related to the general shape of the zoid, between the name and representation there are no any relation. The weapon function does not relate with the representation.

From the narrative aspect, the zoid is piloted by Kruger a Republic Colonel. He likes a magician in the battlefield with surprise tactics. The game story is not presenting the whole background story of Kruger, but, in the character data base, he is known as Van's father friend. As a colonel, it indicates that he joins into a party and gets a higher position. It means that Kruger is not fighting or doing her duty alone. It is different with anklyosaurus which is more individual.

This zoid is also has full of specification. In short combats, the zoid can use the E Bit Fang as the weapon and in the range combat they can use Rolling Cannon as the weapon. In the point of defense system, they use EM Shield Horn which is able to hold up until 200 damage points. This

zoid is also completed with 3D Radar to read the enemies moving through. This zoid is also has a high HP, but the not for his EP. It is completely describe the anklyosaurus as a strong animal but needs more energy consumption. In order to make the zoid more effective, the zoid needs to cooperative with other zoid with high level of attacking and defending system. Although, the zoid weapon is completely useful, each of weapons is able to be used once on each turn. It will need more time consummation in using the weapon. This type of zoid needs try to be careful with the zoid which has 300 higher damage points, because the SM Shield Horn is able to brake and the other zoid can be able to attack.

9. Gun Sniper LS (52/ GS.LS/R/N/L)

Gun Sniper LS

Figure 12. Gun Sniper LS representation

In term of etymological perspectives, the zoid name consists of three words, 'gun', 'sniper', and 'LS'. 'LS' refers to Leena's Specification. It means that the zoid has been modified before. The next word is gun. The same as Gun Blaster, the word 'gun' referes to an engine of war that throws rocks, arrow or other missiles from a tube by the force of explosive powder or other substance. While the word 'sniper', refers to sharpshooter, one who shoots from a hidden place. The same as the

etymological perspective, the semantics meaning refers to someone who has specialized in shoot, especially in a range shooting, but those words above indicate that the zoid has special ability in focused shoot system.

The zoid represents a dinosaur raptor. In form of semiotics perspectives, the representation of the zoid refers as raptor, a kind of carnivore dinosaur which specializes in speed because they have two effective legs that makes them to run well. The long tail helps them in balancing their body while running. The general shape is linear with raptor, but the general references about raptor are unusable in term to fight in the game. Focused on name gun sniper consists of two words, "Gun" refers to a weapon, the word indicates that the zoid has a special weapon. Then, the words "sniper" is a noun that refers to the person that has a specialization in shooting using a weapon. From the analysis above, the name and representation have no relationship, but in the functional field, the zoid has specialization in long shot. It is linear with the name "sniper". Through the linearity, the player can use it in long distance combat. As a conclusion, the zoid mechanic aspect is not linear.

In narrative term, the zoid is piloted by Leena Tros, Bit Cloud's friend and Dr Tross daughter. The specification of the zoid is different from the common Gun Sniper. LS or Leena Specification is more complicated. There are many additional weapons. If the common Gun Sniper is specialize in one shot in range combat, Leena specification adds the range weapon which has a wider impact. She has an over self-confident. In the game character data base, Leena is described as a cute

girl, but fights like a bull, a self-centered trouble maker. Because she joins to Bit Team, it indicates that the way she attacks using Gun Sniper LS is in the form of group. It is linear with the raptor when attacking. The same with Leena, the raptor is also having the same concept in term of being a trouble maker. As a conclusion, the zoid narrative aspect is linear.

At this point, the researcher tries to analyze the recognition description from the zoid. First, he zoid has much of additional weapon which make the zoid is not focused on the speed as a raptor, but a robot with heavy armored. Second, the heavy weapon needs much of energy consumption but the zoid ha a lack of EP, so that, the zoid is unable to stand in the all range shooting weapon in more than two times. Third, the zoid needs to cooperate with other zoid which has bigger HP and good defense, because the after the all range shooting weapon is used, it needs more time to make the EP back. In addition, this type has lack of HP. Moreover, it does not use any shield as the additional defense. The last, this zoid needs to be careful with the other zoid which has higher attacking points.

10. Hellrunner (61/HRN/R/L/L)

Figure 13. Hellrunner Representation

Hellrunner consist of two words, 'hell' and 'runner'. Hell refers to Old English *hel, helle* means nether world, abode of the dead, infernal regions, place of torment for the wicked after death', but the meaning is closely refers to the word from Old Norse mythological *Hel,* from Proto-Germanic **halija* which means one who covers up or hide something (www.etymonline.com). The semantics meaning is the same as the etymological term. To make a complete meaning for the name, it needs to compare to the next word. The next word is 'runner'. Based on Online Etymology dictionary, 'runner' means messenger on foot or one who runs. Form the meaning 'hell' in Norse and the complete meaning in the word 'ruuner', the name refers to one who runs fastly to cover up or hide something.

In form of semiotic reference, this zoid refers as raptor. It is different with Gun Sniper LS where the name focus on the shooting, this zoid has linear references as raptor. Raptor is an extinct animal with high speed in running. These references are linear with the representation. Although the main weapon is not the speed only, the anatomy of the zoid is quite the same with the raptor. Based on the analysis above, the researcher concludes that the mechanic aspect is linear.

From the narrative aspect, through the name and the narrative plot of the story, the zoid is controlled by a robot and a character in game, the character is unknown, because there are no conversations when the player

appears. The situation is in the form of competition. The pilot appears as the opponent of the main character. Based on the data above, the pilot has the same function with the robot. The main function of the zoid is programmed as the obstacle in the game, Zi Core data, and money source. Between the raptor characteristic and the plot, the zoid has the same ability in running. In addition, the zoid also attack in form of team, the same as the raptor which is attacking in group. From the reasons, the researcher says it is linear.

This zoid is weak at all. It has two weapons which are used to attack, but it has 20 for damage points for each weapons. There are no shield protector in standard form, so that, they have to be careful for the zoid which has bigger weapon and damage points. There is one benefit by using this zoid. The speed to stand off for attack helps the zoid to hold up, but it just effective in the weapon with 50 damage points lower. This ability describes the zoid name and it is quite useful to escape not for battle.

11. Sniper Master A-Shield (105/SM.AS/R/N/N)

Figure 14. Sniper Master A-Shield Representation

In etymological term, the name is consist of three words, 'sniper','master' and 'a-shield'. Based on www.etymonline.com the online etymology dictionary, the word 'sniper', refers to sharpshooter, one who shoots from a hidden place. This word is closely refers to the zoid special ability by using Sniper Rifle weapon. Next, the word 'master', as a noun word, it means one having control or authority. This word completes the word 'sniper' which means that this zoid have authority as a sniper. Linear with semantical point of view, this robot refers to the special ability, not focusing on the representation. The last word is 'A-Shield'. As a noun, 'shield' refers to protector or defense. 'a' refers as the first letter in Roman alphabet. Related to the game, A-shield is the additional weapon which has bigger defense point than E-shield, a permanent weapon from one of the zoid, called Shield Liger.

The same name the name, this zoid has special ability in a range combat; the Sniper Rifle is the biggest impact of this zoid. From semiotic point of view, this robot is closely refers to dinosaurus raptor. It has the same references as a raptor. If the raptor attack using bite and claw this robot also use it as the weapon, but there is an additional weapon which unites to the body, the Sniper Rifle. It combines with the shape of tail. It is not the same as the other zoid with the weapon that changes the main shape of the body itself; the zoid uses the long tail from the main shape of raptor to make it a long range weapon. From this analysis, the main function of the raptor's tail has changed, from being a balancing system to

a long range weapon. In addition, the shield is also the part of the name; the shield has bigger defense points than the Shield Liger. From the name the researcher recognizes the tactic by using the zoid. Based on the explanation, the attacking system function has changed from the raptor main function, so that; the mechanical aspect of this zoid is not linear.

From the narrative aspect, the zoid appears to attack in form of group. The group consists of more than one type of zoids. Moreover, the zoid pilot is a robot. There is no any man pilot appears in using the zoid. So that, the main function of the zoid to the game is the same as Hellrunner. From the analysis, the researcher concludes that the narrative aspect of the zoid is not linear with the raptor.

His zoid is specialized in defense and range weapon. The Sniper Rifle is quite effective in range combat. It is almost the same as Gun Blaster, but the different comes from missile. Gun Blaster has bigger missile and better impact. Then, for this zoid, the missile is smaller than Gun Blaster has, but it is more accurate. In short combat they have Strike Tonfa, Bite Fang and Beam Cannon, but those weapon damage points have smaller than the Sniper Rifle. The interesting point of the zoid is about the defense mechanism. The A-shield is permanently available in the zoid and it will reduce the enemies attack shortly. This weapon is automatically covered the zoid vital parts. This zoid needs to be careful with other zoid which has higher damage points. Although, the enemies attack is reduce it is still have a chance for the attack hint the zoid HP.

12. Dark Horn (21/DHRN/T/L/L)

Figure 15. Dark Horn Representation

Dark Horn consists of two words, 'dark' and 'horn'. In etymological perspective, from the online etymology dictionary (www.etymonline.com) the word 'dark' comes from the Old English *deorc* means obscure, gloomy, sad, cheerless, sinister, wicked or absence of light, application to colors for 16 century and it is used as theatre slang for 'close' from 1916. When the theatre is close the lamp is turned off, so that the stage is not seen. The only one thing that we can recognize is the black color from the whole of robot body. This condition is described on the zoid robot which is mostly covered with black color. The next word is 'horn'. It comes from Old English *horn* refers to horn of an animal; projection, pinnacle. In semantical point of view, this robot is not focusing on the general representation as dinosaur type, but it just refers to specific part of animal.

Horn is a part on head of an animal, there are many kinds of animal which have the horns, such as: buffalo, cow, goat, and for the extinct animal, there is triceratops. Based on semiotic references, the triceratops is

an extinct animal, which has four legs, three horns and use the horn as the weapon. The same as the references, the zoid has similar reference as triceratops. Based on the linearity between the reference and the robot zoid, it proves that between general representation and the name has specific connection, especially in the horn. Next, the word "dark" is linear with the zoid color which has a combination between black and silver. In term of semiotic perspective, this robot general shape has relation to the name, as a horned animal. From the mechanical aspect, the horn is not just used as a name. Horn is also used as the weapon. To complete the heavy fight, the zoid adds the middle range weapon, the Rail Gun on the back. Based on the representation and the explanation above the researcher concludes that the zoid mechanical aspect is linear.

From the narrative aspect this zoid appears in the the battlefield between Republic Force and Imperial Force. This zoid comes from the Imperial force, when Zeru is trapped in time-space fusion and helps Van from Republic Force. From the story, this zoid is used in a great battle between two countries. The zoid is the opponent of the main character Zeru, because he helps Van who comes from Republican Force. Based on the analysis, the zoid narrative functions are to enrich the story as the antagonist character and it is used as the other obstacle in the video game. Then, the relation between triceratops and the plot of the story, is described in the way the zoid attacks. They attacks in form of group, the same as the triceratops in encyclopedic. In addition, the special ability is in the horn and the Rail Gun, but, the Rail Gun has lower impact than the

horn. From this explanation, it can be known that the narrative aspect of this zoid is linear.

This zoid is included as heavy armored zoid. It is proved with 3 Linear Cannon, Missile Pod and Beam Gatlg are included as heavy weapon. This zoid has 300 Health Point. It is a big HP which can describes as the power of the triceratops. In facing the long range zoid, this zoid used 3 linear Cannon as the biggest damage point. In short combat, Crusher Horn is one of the options. This zoid needs to be careful with focused shoot weapon, because the zoid has amount of weight, so that, the zoid reflect is weak. In addition, the zoid standard component has no defense weapon, so that, it will be able to get a harmful damage.

13. Demon's Head (27/DHD/D/N/N)

Demon's Head

Figure 16. Demon's Head Representation

In the form of zoid name, it consists of two words "demon" and "head". Based on Online Etimology Dictionary,'demon' comes from Latin *daemon* means spirit. Then, from Greek *daimon* refers to deity, divine power, lesser god, guiding spirit, tutelary deity. Demon refers to spirit which has power like deity. The head indicates that it is the part of the

upper body. It the same with the etymological perspective that in semantic point of view those two words are basically as the head of a spirit. From the representation above, Demons Head is a big head dragon. In generally, the dragon has two references, first is dragon in Asian mythology and European mythology. The European mythology says that a dragon is a flying animal with a couple of wings, with claw and fire breathed and described as a creature which guards something. This reference has different point for the Asian mythology. In the Asian people, dragon describes as a kind of big snake with legs, they can fly without wings. In the game represent a kind of dragon with big head. It is closely refers as a dragon in Asian Mythology. The robot has bigger head and all of the paraphernalia are placed on that. The zoid can unite to be another zoid. Between the representation and the name, the zoid is not linear.

From narrative aspect, between the name and story plot, the zoid is used by a Rottinger Force, named Zan. They firstly appears in middle battle between Zeru and the bandit, but then there is a time-space fusion which make them in the middle of the battle field. The Rottinger Force consists of five members, Zan, Tita, Max, Claudia, and Reiner. From the story, it can be known that they comes from the future, they are trapped because the weapon research, using Gentai Command which makes them to unite their zoid into the bigger zoid. From the relation between the dragon and the zoid, there is a different function from the dragon in the Asian mythology and the game. In the ancient Asian dragon, the dragon is a creature which is used as a symbol of the good and bad, but in the game

the function is shifting into the dragon as a tool, so that, the narrative aspect is not linear.

This zoid has special ability in short combat, where the Magnas Fang has 150 damege points. It represents the dragon ability. Magnet Claw and Magnas Tail have contribution to represent the dragon. As a contrary, this zoid has not too big health point, around 150 health points. This made the zoid have to be careful with the other zoid which has better damage point such as Geno Breaker which has 400 damage points by using Focused Particle Cannon or Buster Cannon which has 380 damage points by using upgraded Buster Cannon. As an addition, this zoid has low speed and slow react, so it is easier to the enemies attack. In standard form, this zoid has no additional defense weapon, so that, this zoid needs to modified by adding E-shield weapon to reduce the damage impact.

14. Shell Karn (100/SKRN/T+G/L/N)

Figure 17. Shell Karn representation

Based on etymological term, this zoid has unique name. The word 'shell' comes from Old English *sciell, scill, or scealu* means shell, husk. The second word is 'karn'. The special word has no word which refers to

the meaning. The possible reference is the word 'kernel'. It comes from Old English *cyrnel* which refers to the core, center or essence. For semantics perspectives the shell refers to cover and to protect something. This robot is also described with high defense. The word of ' karn' that refers to kernel or center. It indicates that the point of this robot in the defense. The core of the zoid comes from the defense point.

This zoid is a combination between gorilla and turtle. The whole representation is not mostly a gorilla or turtle. The representation just adds several characteristic of those animals. In semiotic perspective, turtle is a kind of animal which spend most of his life in the water and they go to the land for lay their eggs. The special information that the player can get is the hard shell which protect them from the enemy. Based in this part the zoid uses it as the symbol of defense. The next is gorilla. This animals describes as a mammal, has strong attack especially on hand attack. The zoid robot's hand is adopted from gorilla's hand. The turtle shell appears is the shoulder and the head is inspired by turtle. Those part functions are the same as those animal functions. Based on the name and representation, the name is not representing the general shape of the zoid. It just focuses on shell, the characteristic of turtle, so that, the characteristic of the zoid is linear.

From the narrative aspect, the zoid is piloted by Albane, a Rottinger Force member, with Claudia, Reiner, and Tita. They are the squad from the future. The contribution of this zoid is like a bonus items, because in the battlefield the player only allow 6 zoid in the stages and the

zoid is not useful if there is no pilot controlling. The player can use the zoid from those who joined the party and include them to the battlefield. Because this zoid is a combination between two zoids, how they attack is a combination of those animals. As a contrary, the zoid habit in living is different from those combinations. In the form of turtle, the turtle is individual, but the gorilla is living in group. Then from the zoid data base, the pilot, Albane in the zoid character base, describes as a good captain with a good in everything, but the best in strategy, so that, the narrative aspect is not linear.

The combination between two animals makes the special ability from each animal blend. The gorilla contributes to the Hyper Knuckle as the zoid weapon. It has much damage points, around 250 damage points after maximum upgrade. It is representing the hard smash from gorilla. Meanwhile, the turtle contributes to the Bit Fang weapon. Turtle is well known as an animal which has longevity and also a great bite. By using this weapon, it indicates that the zoid is not losing the turtle characteristic. Moreover, the other turtle characteristics are represented in the shoulder guard which has a motive as a turtle's shell. As a contrary, the shell motive is useful in reducing the attack. The zoid defense point is good enough. Moreover, this zoid also speed well and good reaction. This zoid have to be careful with the other zoid which has full brush combat. Full brush combat means that a zoid can attack all of the zoid in the battle field in one attack. This attack is quite hard to be avoided. As an addition, this zoid have no additional defense weapon. It means that when enemy attacks this

zoid, the damage points will be reduced by the defense point but is still have a chance to lose some health point. It is different with using additional defense weapon which reduce all the damage point with not too much using health points. This is one of the ways to escape for the full brush attack.

15. Bloody Demon (9/BDMN/C/N/L)

Figure 18. Bloody Demon Representation

Based on etymological point of view, the zoid name consists of two words, 'bloody' and 'demon'. Based on Online Etymology Dictionary, the word 'bloody', as adjective means of the nature of blood, pertaining to blood, bleeding, covered in blood. After finds the definition the researcher tries to relate between the name and representation and the researcher found that the blood refers to a red color. Meanwhile, in the same source, the word 'demon' refers to Latin *daemon* means spirit. Then, from Greek *daimon* refers to deity, divine power, lesser god, guiding spirit, tutelary deity.

From the representation of the zoid is describing a Carnotaurus, a kind of dinosaurs which walks in 2 legs and have a red color. The name is

not representing the general shape or zoid representation in the game, but the name is focusing on describing the general iconic form, like the word "bloody" in the case is described as the zoid's color which represents a red color, while the word "demon" refers to something bad or something evil. The bad and evil thing is represented as a carnivore dinosaur such Carnotaurus. Because, the focus of the analysis is comparing the name and zoid representation to find a mechanic aspect, the Bloody Demon has no relationship to the Carnotaurus.

From the narrative aspect, between the name and narrative aspect, the zoid appears in the ruin of Back Draft Base. Back Draft is an organization which develops The Island Zoid Battle, a zoid battle in the several islands. In the game, each of the islands has several enemies that is conducted by a judge, called Dark Judgment. Back to the Bloody Demon, this zoid is controlled by a robot, so that the function of the zoid is used as an obstacle in the game. Based on the Carnotaurus and the narrative aspect, the zoid is territorial zoid, because he appears alone the same as carnotaurus.

This zoid is one of powerful zoid in the game, but it still can be defeated. In range combat, this zoid use Focused Particle weapon, the focused shoot weapon. It is the best weapon that the zoid has. It has amount of damage point that describes the power of deity. For short combat, this zoid use Hyper KClaw as the best weapon. This weapon also proofs that the carnotaurus has contribution in developing the zoid characteristics. In standard form, this zoid has no additional defense

weapon, but they have amount of defense point. One of the ways to lose the zoid is by using higher level weapon. The player can attack with Buster Eagle with Buster Cannon, Shield liger with ZOS (Zoid Overload System) or Geno type with Focused Particle to make a good impact to the zoid. For all zoid in size L this zoid is the strongest one, but for the zoid in XL size, this is the weak one, so that, the zoid needs to be careful with the XL size zoid.

16. Death Meteor (24/DMT/C/N/L)

Figure 19. Death Meteor Representation

From the word composition, the zoid's name consists of two words 'death' and 'meteor'. Based on www.etymonline.com as the web for Online Etymology Dictionary, 'death' refers to an Old English word *deað* means "death, dying, cause of death". The meaning also can be the end of organism's life. Next, the word 'meteor' refers to any atmospheric phenomenon. From Greek, it comes from the word *ta meteora* which refers to the celestial phenomena, or thing in heaven above. Inform of semantics perspectives the combination between those words is identically the same with a theory which says that the dinosaur's ages are ended by

meteor rains. Related to the game, this zoid is the final boss in the game. This zoid is also the most powerful zoid in the game.

Based from the general zoid representation, this zoid has a basic shape in form of Carnotaurus. In semiotic reference the carnotaurus refers to the one of the biggest carnivore in dinosaur's world. They have a claw and sharp fang and moving on two legs. From the analysis above, between the name and representation of the zoid are not linear, because the name is not representing the general zoid representation.

From the narrative aspect, as the researcher told above, the zoid appears in the end of the game. The zoid is a legendary zoid. This zoid found in underground. It is founded by Prince Gard, the leader of the Back Draft team. He has conducted research about the zoid for several years. The purpose of the Prince Gard is to use the zoid to travel to the past, destroy all of the zoid and to rule the world. The combination between the zoid and ZOS (Zoid Overload System) caused the time-space fusion, which makes a time-space crevasse. It makes a possibility to travel to the past and future. In the point of view between the zoid and carnotaurus, this zoid is linear.

This zoid includes as the one which can use full brush attack. Particle Cannon as the primarily weapon has 480 damage points. The power of the carnotaurus describes in huge health points. It is around 1500 health point. This powerful zoid can be defeated by using a large zoid type with focused weapon. Because the zoid is appears in the end of the game

the player cannot controlled as own. This function of the zoid is a boss or the final obstacle. It is indicates that the player needs to defeat them in a battle.

To defeat the zoid, the player need several strategy to develop a powerful zoid to defeat Death Meteor. As a preparation, the player needs to develop their zoid with strategy. First the player needs to upgrade the each weapon in the maximum. After that, it needs to remember, that bigger weapon will use much of energy. The player can use the Energy Tank as the additional energy if the normal energy points as decrease. It can add around 50 energy points. It is enough to use the primarily weapon for three times. In defense point of view, they can use the E-Shield as the additional weapon to increase the zoid defense point. To increase the health point, they sould to buy the CA Ion type L. This is the largest point in recovering the health points. Before the player starts to fight, they need to prepare the command box. They can choose the *Friendship Command* as a command to recover the zoid health points. *Conservation Command* can be used to recover the energy points for one zoid. *King's way Command* is used to remove all of the zoid turn except the particular zoid which is chosen by the player. *False Nego Command* is used to make one zoid escape from the enemies attack. The last is player's ability in managing each turn to make an effective attack.

17. Geno Saurer (40/GSRR/T/N/N)

Geno Saurer

Figure 20. Geno Saurer Representation

The name consists of two words "geno"and "saurer". The first word is 'geno'. Based on, www.etymonline.com as the web of Online Etymology Dictionary, the word 'geno' has no specific meaning, but based on the zoid weapon impact, it can be recognize that is has similarity from the word 'genocide' which refers to killing a tribes from Greek word *genos*, means race or kind. In game point of view, the zoid attacking system has categorized as full brush weapon, the weapon has an impact to the entire enemy in the battle field. It is also the used as the primary weapon of the zoid. The next word is 'saurer'. This word also has no specific meaning in the dictionary, but based on the representation as a kind of dinosaurs, the researcher describes the name as 'saurus', the element used in forming dinosaurs name which come from Latinized form of Greek *sauros* means lizard. In form of semiotic perspective this zoid are generally represented a Tyrannosaurs. It based on the how they move, the weapon such teeth and claw. Those all references lead to the representation of tyrannosaurs. Although then references says that it use the tyrannosaurs reference, but the name is not representing the

Tyrannosaurs itself. The name represent the description about the zoid robot ability.

From the narrative aspect, the zoid is controlled by robot and a member of Back Draft team. It firstly appears in the middle of The North Continent Battlefield, a zoid battle with a continent as battlefield. The second place is in the Back Draft Team Ruin, a ruin which is used as the base of the team. Most of the attacking formations of the zoid are in groups. It is different with the Tyrannosaurs attacking form, so that the narrative aspect is not linear.

This zoid is included as the powerful zoid, with 320 health poins. The zoid has 260 km per hour for speed which represents the description of tyrannosaurus. Hyper KClaw also has contribution in representing tyrannosaurus weapon. For gaming purpose, the zoid has been added several weapon in range combat. Laser Gun, Charge Particle Cannon, and LR Laser have been used to complete the zoid attacking system. In zoid standard, the zoid is not using an additional defense system, so that, the zoid need to be careful with the other zoid which has higher damage points, although the zoid has good in speed and reaction.

18. Storm Sworder (111/SSWD/P/N/L)

Figure 21. Storm Sworder Representation

The zoid name consists of two words, 'storm' and 'sworder'. Based on www.etymonline.com as the website of Online Etymology Dictionary, 'storm' as noun comes from Old English which means violent disturbance of the atmosphere, tempest; onrush, tumult; disturbance. Related to game, this zoid attacks in group and this zoid has aggressive temper. It is proven with taking first turn in every fight and also if the player meets this zoid, it is imposible to escape. They have to end the fights. For the semantics perspectives, the atmosphere is close to flying object. A flying animal flies in the atmosphere. The second word is 'swoder'. It comes from Old English *swyrd* (west saxon), Old Norse *sverð* which means the cutting weapon or to cut, pierce. As same as Geno Saurer, this zoid is not representing the general zoid representation. Based on semiotic point of view, the picture represents as an extinct animal called Pteranodon. Pteranodon describes as the flying dinosaurs. Has aggressive temper and they are flying by a membrane that unite from the hand and their body. From name analysis, the zoid describes the storm which has incredible speed. This form is described by the zoid speed which has 3200 speed points. The sword is described as the claw which as

sharp as sword. Based on the explanation the zoid mechanic aspect is not linear with the name.

From the narrative aspect, the zoid is controlled by robot. The main function of the zoid is used as the obstacle to the game. From Pteranodon and narrative plot, the zoid attacks in group and the zoid is highly aggressive, so that, the narrative aspect is linear. The zoid speed helps the zoid to attack and react. This good speed and react are not linear with good health point. The zoid just has 220 health points, with 30 energy points. It a big energy points to use Top Sword weapon four times. With 190 damage points, it is one of the incredible weapons. If a player faces this kind of zoid, the player needs to prepare a zoid with focused shoot weapon to be equal with the zoid attack. To reduce the enemies attack, they need a zoid which has an additional defense weapon. Because this type can only attack for one zoid, the player needs to cooperate with other zoid to get a better fighting. There is a little chance to defeat this zoid. The player needs to keep attack and hope that the attack hints the target. The possibility is 50:50 chances to defeat them.

B. Discussions

Based on the data there are 126 collected as a data for this research. Each of them has different mechanical aspect and narrative aspect. In term of mechanical aspect, the researcher correlates with the ludological aspect about the mechanic. It relates with the etymology and the semantic perspective that combines with the semiotic references as the description knowledge about how the robot attacks, defenses and moves. From the narrative aspect, the researcher

uses narratology perspective to read the game plot story, then, relate it with the animal references, especially in habit. The researcher represents the analysis as follow:

Table 2. Zoid Table Analysis

No.	Zoid Name	General representation	Mechanic	Narrative
1	Atak kat	Cat	Linear	Linear
2	Barigator	Crocodile	Linear	Linear
3	Berserk Fury	Tyrannosaurus	Not Linear	Linear
4	Black Rhinos	Rhinoceros	Linear	Linear
5	Blade Liger AB	Lion	Linear	Linear
6	Blade Liger	Lion	Linear	Linear
7	Blitz Tiger	Tiger with Sabertooth	Linear	Linear
8	Bloodler	Dragon	Not Linear	Linear
9	Bloody Demon	Carnotaurus	Not Linear	Linear
10	Brachios	Patagosaurus	Not Linear	Linear
11	Buster Eagle	Eagle	Linear	Linear
12	Cannon Turtoise	Turtle	Linear	Linear
13	Cannon Turtoise BC	Turtle	Linear	Linear
14	Cannory Molga	Maggot	Linear	Not Linear
15	Climber Wolf	Wolf	Linear	Linear
16	Chimera Dragon	Dragon	Linear	Linear
17	Command Wolf IS (Irvine Specification)	Wolf	Linear	Linear
18	Command Wolf Town	Wolf	Linear	Linear
19	Command Wolf AC	Wolf	Linear	Linear
20	Command Wolf	Wolf	Linear	Linear
21	Dark Horn	Triceratops	Linear	Linear
22	Dark Poison	Caterpillar	Linear	Not Linear
23	Dark Sniper	Spinosaurus	linear	Not Linear
24	Death Meteor	Carnotaurus	Not Linear	Linear
25	Death Saurer	Carnotaurus	Not Linear	Linear
26	Death Stinger	Scorpion	Linear	Linear
27	Demon's Head	Dragon	Not linear	Not Linear
28	Dibison	Bison	Linear	Not Linear
29	Diplo Guns	Diplonaurus+piranha	Linear	Linear
30	Double Sworder	Stag Beetle	Linear	Linear
31	Elephander	Elephant	Linear	Linear
32	Elephander AG	Elephant	Linear	Linear
33	Flyscissors	Beetle+ pteranodon	Linear	Linear
34	Gator	Pelycosaurus	Not linear	Not Linear
35	Geno Scissors	Tyrannosaurus	Not linear	Not Linear
36	Geno Breaker	Tyrannosaurus	Not linear	Not Linear
37	Geno Flame	Tyrannosaurus	Not Linear	Not Linear
38	Geno Hydra KA	Tyrannosaurus	Not Linear	Not Linear
39	Geno Hydra	Tyrannosaurus	Not Linear	Not Linear
40	Geno Saurer	Tyrannosaurus	Not Linear	Not Linear
41	Geno Trooper	Tyrannosaurus	Not Linear	Not Linear

42	Gojulas Gunner	Godzilla	Linear	Not Linear
43	Gojulas Giga	Godzilla	Linear	Linear
44	Gojulas Giga C	Godzilla	Linear	Linear
45	Gojulas	Godzilla	Linear	Linear
46	Gojulas D Ogre	Godzilla	Linear	Not Linear
47	Gordos	Stegosaurus	Not Linear	Not linear
48	Gordos LR	Stegosaurus	Not Linear	Not linear
49	Gravity Bison	Bison	Linear	Linear
50	Gun Blaster	Anklyosaurus	Not Linear	Not Linear
51	Gun Sniper	Raptor	Not linear	Not Linear
52	Gun Sniper LS	Raptor	Not linear	Linear
53	Gun Sniper NS	Raptor	Not linear	Not Linear
54	Gun Sniper Weasel	Raptor	Not Linear	Not Linear
55	Gun Tiger	Tiger	Linear	Linear
56	Guysack	Scorpio	Not Linear	Not linear
57	Guysack Stinger	Scorpio	Not Linear	Not linear
58	Hammer Head VL	Hammerhead shark	Linear	Linear
59	Hammer Head	Hammerhead shark	Linear	Linear
60	Hammer Rock	Gorilla	Not Linear	Linear
61	Hellrunner	Raptor	linear	Linear
62	Iguan	Iguana	Not Linear	Linear
63	Iron Drill	Gorilla	Not Linear	Linear
64	Iron Kong Maneuver	Gorilla	Linear	Linear
65	Iron Kong PK	Gorilla	Linear	Linear
66	Iron Kong	Gorilla	Linear	Linear
67	Jagd Fury	Tyrannosaurus	Not Linear	Not Linear
68	Jagd Stinger	Scorpion	Linear	Linear
69	Killer Spiner	Spinosaurus	Linear	Not Linear
70	Killer Dome.	Dome	Linear	Linear
71	Koning wolf DSR	Wolf	Linear	Linear
72	Koning Wolf	Wolf	Linear	Linear
73	Leo Blaze	Lion	Linear	Linear
74	Liger Aero	Lion	Linear	Linear
75	Liger Zero	Lion	Linear	Linear
76	Lightning Saix	Jaguar	Not Linear	Not Linear
77	Lightning Saix BS	Jaguar	Not Linear	Linear
78	Molga	Maggot	linear	Linear
79	Mosasledge	Liopeurodon	Not Linear	Not Linear
80	Nightwise	Owl	Linear	Linear
81	Proto Breaker	Tyrannosaurus	Not Linear	Not Linear
82	Proto Zaber	Saber tooth	Linear	Linear
83	Pteramander	Pteranodon	Linear	Linear
84	Pteras Bomber	Pteranodon	Linear	Linear
85	Pteras Radome	Pteranodon	Linear	Linear
86	Pteras	Pteranodon	Linear	Linear
87	Raynos	Pteranodon	Not Linear	Not Linear
88	Red Blade Liger	Lion	Linear	Linear
89	Red Horn	Triceratops	Linear	Linear
90	Red Horn BG	Triceratops	Linear	Linear
91	Redler Interceptor	Dragon	Not Linear	Not Linear
92	Redler Boost C	Dragon	Not Linear	Not Linear
93	Redler	Dragon	Not Linear	Not Linear
94	Rev Raptor Hunter	Raptor	Linear	Linear
95	Rev Raptor	Raptor	Linear	Linear

96	SaberLion	Lion	Linear	Linear
97	Saicurtis	Beetle	Not Linear	Linear
98	Sea Striker	Eagle ray	Linear	Not Linear
99	Shadow Fox	Fox	Linear	Linear
100	Shell Karn	Turtle+gorilla	Linear	Not Linear
101	Shield Liger DCS-J	Lion	Linear	Linear
102	Shield Liger DCS	Lion	Linear	Linear
103	Shield Liger	Lion	Linear	Linear
104	Sniper Master	Raptor	Not Linear	Not Linear
105	Sniper Master A-Shield	Raptor	Not Linear	Not Linear
106	Sniper Master FB	Raptor	Not Linear	Not Linear
107	Spark Liger	Lion	Linear	Linear
108	Stealth Viper	Viper snake	Linear	Linear
109	Storm Sworder F	Pteranodon	Not Linear	Linear
110	Storm Sworder FX	Pteranodon	Not Linear	Linear
111	Storm Sworder	Pteranodon	Not Linear	Linear
112	Strum Fury	Tyrannosaurus	Not Linear	Not Linear
113	Trinity Liger AB	Lion	Linear	Linear
114	Trinity Liger	Lion	Linear	Linear
115	Unenlagia	Raptor	Not Linear	Linear
116	Wardick	Fish	Not Linear	Linear
117	Zabat	Bat	Linear	Linear
118	Zaber Fang TS, (tigers spec)	Saber tooth	Linear	Linear
119	Zaber Fang AT (assault type)	Saber tooth	Linear	Linear
120	Zaber Fang	Saber tooth	Linear	Linear
121	Zaber Fang Old	Saber tooth	Linear	Linear
122	Liger Zero Empire	Lion	Linear	Linear
123	Liger Zero Jaeger	Lion	Linear	Linear
124	Liger Zero Schneider	Lion	Linear	Linear
125	Liger Zero Panzer	Lion	Linear	Linear
126	Liger Zero X	Lion	Linear	Linear

The researcher formulate the data from the narrative and mechanic aspect separately. From the data the researcher found 80 out of 126 data refer to the linearity for mechanics aspect. Based on the analysis this linear aspect is influenced by the relation between the name and robot zoid representation. From semantic triangles and semiotic triangles has similar pattern which refers to the general perception and background knowledge of the player, to find the best aspect in term of how the zoids are moving, defending, and attacking. In addition, those aspects (semantics and semiotics) also contribute to compare the name

meaning and the object reference, as the point to determine the meaning and the representation of the zoid.

The 80 data are dominated as the name which refers to animals such as: Liger, Wolf, Tiger, Eagle, Dragon, Leo, Viper, Raptor, Bison, Lion and Fox. Those animal references are used as a part of the name which unites with the other words. In mechanical aspect those animals are representing the conceptual images. It can be used by the player as a tool. A tool to recognize the similar pattern, it can be used to create a role model of strategies in play. Another ways, there are similar pattern shows, but in different formula. The animal reference has different vocal and consonant. This variation lead the player has different perception, but the same concept of references. Those names are *Barigator, Zabat, Gojulas, Turtoise, Molga, Spiner, Iguan, Elephander, Rhynos and kat.* Those names have the same concept of references in general perceptual. The form of adding, reducing or replacing the vocal or consonant indicates that the name bring a different perceptive to the player. It leads to different perceptive in meaning. The semantics meaning cannot be used to identify the meaning. On the other hands, there is a key word that helps the player to recognize the animal. Each of names has a base word that refers to the animal.

Other variations are found in the robot names. They exist in different formulation too. First formulation is detected that the names are representing the one of the special ability of the robot. The used of name has been shifted to the object specialize. Those names are *Sniper Master, Sniper Master A- Shield, Sniper Master FB, Pteras Bomber, Hellrunner, Gun Blaster, Gun Sniper, Gun Sniper LS, Jagd Stinger, Redler Booster Cannon, Gun Sniper NS, Gun Sniper Weasel and*

Death Stinger. They are not focused to animal references, but refer to the weapon and other paraphernalia which contribute to the robot ability. By using the name, the player could recognize the general possibility from the robot attacking system. Next, the researcher found the name that indicates a part of animal which is used in the robot names. It is used as an indication that the robot has similar weapon or paraphernalia on it. Those names are *Zaber Fang, Zaber Fang Old, Zaber fang AT, Zaber Fang TS, Hummer Head, Hummer Head VL, Shell Karn, Red Horn, Red Horn BG, Demon's Head and Dark Horn.* Those names indicate that the robot has similar references of animals. In generally, animals have lot of parts which can be used as the references to recognize the representation. The player can recognize the specific character through the name which combines with representation sign in the representation images.

There are also kinds of strange words, which cannot be connected to dictionary and etymology. Several robots represent familiar animals, but have different perception in the name meaning. Those robots are *Unenlagia, Saicurtis, Redler, Mosasledge, Raynos, Guysack, Guysack Stinger, Gordos, Gordos LR, Gator, Diplo Gun, and Brachios.* Although the name is not representing the general concept of the mechanical animal, the perceptual image has a big contribution. The contribution leads the player recognize the mechanical elements as an optional recognition concept. The last concept leads to the name which refers to describe the object. The mostly object in this research refers to animals. The diction that is used in the name refers to a description, how the animal habit, how the animal psychological perspective or description about robot affect. Those robots are *Strum Fury, Strom Sworder, Storm Sworder F, Strom Sworder FX,*

Proto Breaker, Nightwise, Killer Dome, Killer Spiner, Geno Trooper, Geno Saurer, Geno Hydra, Geno Hydra KA, Geno Flame, Geno Breaker, Geno Scisors, Death Saurer, Berserk Fury, Death Stinger and Death Meteor. Those types have additional references and complex analysis. The player needs extra effort to understand the specific references about the robots. Based on the data, there are several zoid robots which have similarities. The same concept means that the player can use it to define the basic characteristics for each zoid. Basically, the players have a decision choice how the zoid are going to be. Keeping on the basic standard elements or the arrangement modification to make the zoids are suitable for each fighting modes.

In the perspectives of narrative, the characterization of each character has a dominant contribution of this aspect. Based on the data, there are 84 out of 126 data refer to the linearity of narrative aspect. The major influence for this aspect is the pilot. There are two kinds of pilot in this game, the man pilot and robot pilot. How the zoid strategy in attack or defense, it depends on the pilot style. This style can be used as an indicator in how the styles are going the same with the real animal habit or not. This aspect is used to strengthen the animal characteristics through the story. Based on the data, the linearity of narrative aspect means that the zoid robots do not change the habitual characteristics of animals. The data that are not linear show the contrary function from the linear form. It is caused by the pilot psychological characteristics. On the other ways, The zoid which controlled by a robot, has different indicator. The researcher uses the zoid attack strategy to define between the zoid temper and the animal habit. The non linear aspect from narrative aspect is dominated by the robot pilot. The character of the game has

linear adjustment to their zoid robot. It makes the zoid character is more easily to recognize.

Based on the cognitive tools point of view, those aspects contribute to make the name having function as tools to recognize the object. Based on semantics and semiotics point of view, the name is used as a sign, the sign that is used by onomastics and cognitive tools. The reference in the semiotic and semantics meaning concept help the player to recognize the background knowledge of the zoid. The background knowledge is used as the indicator for the player to use the zoid in the battle or the pilot recognition about to know the zoid weakness.

Between mechanics and narrative analysis, there are several zoid which has combination of linearity from those aspects. There are several zoid robots which has linearity in mechanics but not in narrative. It is influenced by a different reference about the representation and the zoid habits. The name is used as a game asset items which having a functional term in the game itself. Those signs are refereeing the object as the animal which has a different concept to the real animal. Those concept are generalized and making a decision choices. The player needs to choose the several options to improve the player ability to face the battle ahead. As the cognitive tools definitions, tools to help in to learn, the name has a function as the item to lead the player uses their foreknowledge. Then, the foreknowledge needs to combine with the item which make the robots are necessary to used.

CHAPTER V

CONCLUSION AND SUGGESTIONS

After searching and explaining some terms related to the name of the zoid and cognitive tools in the robot names from Zoid Legacy, the researcher goes to the conclusion. This chapter presents two terms, namely conclusions and suggestions.

A. Conclusions

From the analysis about the form of zoid names from the *Zoid Legacy* video games, the researcher draws four conclusions in term to search the relation between onomastics and cognitive tools. The researcher has drawn the conclusion as follows:

1. The zoid names use several patterns. The patterns are compiled as follow: the zoid names directly refer to the extinct animals, the special abilities, as well as using the specific parts of the animals, and describing the objects.

2. 80 out of 126 data refer to the linearity of mechanics aspect. It indicates that most of the zoids are inspired by real animals. It gives a chance to the player in recognizing the animals through the names.

3. 84 out of 126 data refer to the linearity of narrative aspect. This aspect is used to strengthen the animal characteristics through the story. Based on the data, the linearity of narrative aspect means that the zoid robots do

not change the habitual characteristics of the extinct animals. It makes the zoid character is more easily to recognize.

4. Based on the game, the zoid contributes to the cognitive tools. The mechanical aspect leads the player to recognize the zoid ability. The narrative aspect lead the layer to recognize the story line and to identify the special characteristics of the other zoids.

Those conclusions leads conclusion proof Joseph Sternin's guidelines in Karpenko (2014). It proves that between the name and human cognition has several relationships which makes them has functional relationship. The guidelines help the research to find the relation between onomastics and cognitive tools.

B. Suggestions

In this part, the researcher would like to make suggestions for the readers, research and for teaching and learning process related to research about onomastics and cognitive tools through the data from Zoid Legacy video game. The suggestions are compiled as follows:

1. For the readers, the researcher hopes that the readers would understand more about the name analysis. The name is not just a part of the language, but the names have several functions to help human recognize the object.

2. For other research, this research could be one of the references in studying about onomastics and the researcher hopes that there will be other research who will conduct the same topic to complete this research although in different field.

3. For teaching and learning process, the researcher hopes that studying onomastics can help students to understand more about name and how to analyze them, to improve the onomastics research in the future, especially onomastics in video games.

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Table 3. Zoids Data Numbering

Nunber Data	Image	Zoid Name	General representation	Mechanic	Narrative
1/ATK/C/L/L	ATAK KATS	Atak kat	Cat	Linear	Linear
2/BRGT/C/L/L	Barigator	Barigator,	Crocodile	Linear	Linear
3/BRFRY/T/N/L	Berserk Fury	Berserk Fury,	Tyrannosaurus	Not Linear	Linear
4/BRN/R/L/L	Black Rhynos	Black Rhinos	Rhinoceros	Linear	Linear
5/ BL.AB/L/L/L	Blade Liger AB	Blade Liger AB,	Lion	Linear	Linear
6/BL/L/L/L	BLADE LIGER RZ-028	Blade Liger,	Lion	Linear	Linear

7/BT/T/L/L	Blitz Tiger	Blitz Tiger	Tiger with Sabertooth	Linear	Linear
8/BDL/D/N/L	Bloodler	Bloodler,	Dragon	Not Linear	Linear
9/BDMN/C/N/L	Bloody Demon	Bloody Demon.	Carnotaurus	Not Linear	Linear
10/BCS/P/N/L	Brachios	Brachios,	Patagosaurus	Not Linear	Linear
11/BEGL/E/L/N	Buster Eagle	Buster Eagle.	Eagle	Linear	Linear
12/CT/T/L/N	Cannon Tortoise 1	Cannon Turtoise	Turtle	Linear	Linear
13/CT.BC/T/L/N	Cannon Turtoise BC	Cannon Turtoise BC	Turtle	Linear	Linear

14/CMLG/ M/L/N	Cannonry Molga	Cannory Molga	Maggot	Linear	Not Linear
15/CMBW/ W/L/L	Climber Wolf	Climber Wolf	Wolf	Linear	Linear
16/CDRG/D /L/L	Chimera Dragon	Chimera Dragon	Dragon	Linear	Linear
17/ CMDW.IS/ W/L/L	Command Wolf IS	Command Wolf IS (Irvine Specification)	Wolf	Linear	Linear
18/ CMDW.T/ W/L/L	Command Wolf Town	Command Wolf Town,	Wolf	Linear	Linear
19/ CMDW.AC /W/L/L	Command Wolf AC	Command Wolf AC,	Wolf	Linear	Linear
20/CMDW/ W/L/L	Command Wolf	Command Wolf	Wolf	Linear	Linear

21/DHRN/T/L/L	Dark Horn	Dark Horn	Triceratops	Linear	Linear
22/DPSON/C/L/N	Dark Poison	Dark Poison	Caterpillar	Linear	Not Linear
23/DSPNR/S/L/N	DARK SPINER EZ-060	Dark Sniper	Spinosaurus	linear	Not Linear
24/DMT/C/N/L	DEATH METEOR EZ-021+	Death Meteor,	Carnotaurus	Not Linear	Linear
25/DSUR/C/N/L	DEATH SAURER EZ-021	Death Saurer,	Carnotaurus	Not Linear	Linear
26/DSTG/S/L/L	DEATH STINGER EZ-036	Death Stinger,	Scorpion	Linear	Linear
27/DHD/D/N/N	Demon's Head	Demon's Head	Dragon	Not linear	Not Linear

28/DBS/B/L/N	Dibison	Dibison	Bison	Linear	Not Linear
29/DPG/D+P/L/L	Diplogun	Diplo Guns,	Diplonaurus+piranha	Linear	Linear
30/DSW/S/L/L	Double sworders	Double Sworder,	Stag Beetle	Linear	Linear
31/EPD/E/L/L	Elephander	Elephander	Elephant	Linear	Linear
32/EPD.AG/E/L/L	Elephander AG	Elephander AG	Elephant	Linear	Linear
33/FSC/B+P/L/L	Flyscisore	Flyscissors,	Beetle+pteranodon	Linear	Linear
34/GTO/P/N/N	Gator	Gator	Pelycosaurus	Not linear	Not Linear

35/GSCR/T/N/N	 Geno Scisor	Geno Scissors,	Tyrannosaurus	Not linear	Not Linear
36/GBRK/T/N/N	 Geno Breaker EZ-034	Geno Breaker,	Tyrannosaurus	Not linear	Not Linear
37/GFL/T/N/N	 Geno Flame	Geno Flame,	Tyrannosaurus	Not Linear	Not Linear
38/GHDRKA/T/N/N	 Geno Hydra KA	Geno Hydra KA.	Tyrannosaurus	Not Linear	Not Linear
39/GHDR/T/N/N	 Geno Hydra KT	Geno Hydra,	Tyrannosaurus	Not Linear	Not Linear
40/GSRR/T/N/N	 Geno Saurer EZ-026	Geno Saurer,	Tyrannosaurus	Not Linear	Not Linear
41/GTRO/T/N/N	 Geno Trooper	Geno Trooper,	Tyrannosaurus	Not Linear	Not Linear
42/GJGUN/G/L/N	 Gojulas Gunner	Gojulas Gunner,	Godzilla	Linear	Not Linear
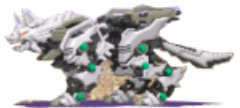
43/GJG/G/L/L		Gojulas Giga	Godzilla	Linear	Linear
44/GJGC/G/L/L		Gojulas Giga C,	Godzilla	Linear	Linear
45/GJ/G/L/L		Gojulas,	Godzilla	Linear	Linear
46/GJDO/G/L/N		Gojulas D Ogre,	Godzilla	Linear	Not Linear
47/GD/S/N/N		Gordos	Stegosaurus	Not Linear	Not linear
48/GDLR/S/N/N		Gordos LR	Stegosaurus	Not Linear	Not linear
49/GBSN/B/L/L		Gravity Bison	Bison	Linear	Linear
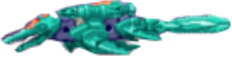
50/GB/A/N/N	Gun Blaster	Gun Blaster	Anklyosaurus	Not Linear	Not Linear
51/ GS/R/N/N	Gun Sniper	Gun Sniper	Raptor	Not linear	Not Linear
52/ GS.LS/R/N/N	Gun Sniper LS	Gun Sniper LS	Raptor	Not linear	Linear
53/ GS.NS/R/N/N	Gun Sniper NS	Gun Sniper NS	Raptor	Not linear	Not Linear
54/GS.W/R/N/N	Gun Sniper Weasel	Gun Sniper Weasel	Raptor	Not Linear	Not Linear
55/GT/T/L/L	Gun Tiger	Gun Tiger.	Tiger	Linear	Linear
56/ GYS/S/N/N	Guysack	Guysack	Scorpio	Not Linear	Not linear

57/GYSS/S/N/N	Guysack Stinger	Guysack Stinger	Scorpio	Not Linear	Not linear
58/HHDVL/H/L/L	Hummer Head VL	Hammer Head VL,	Hammerhead shark	Linear	Linear
59/HHD/H/L/L	Hammer Head	Hammer Head,	Hammerhead shark	Linear	Linear
60/HMR/G/N/L	Hummer Rock	Hammer Rock	Gorilla	Not Linear	Linear
61/HRN/R/L/L	Hellruner	Hellrunner	Raptor	linear	Linear
62/IGN/I/N/L	Iguan	Iguan	Iguana	Not Linear	Linear
63/IDRL/G/N/L	Iron Drill	Iron Drill,	Gorilla	Not Linear	Linear

64/ IKGM/G/L/ L	Iron Kong Manuever	Iron Kong Maneuver,	Gorilla	Linear	Linear
65/ IKGPK/G/L /L	Iron Kong PK	Iron Kong PK,	Gorilla	Linear	Linear
66/IKG/G/L /L	Iron Kong	Iron Kong,	Gorilla	Linear	Linear
67/JFRY/T/ N/N	Jagd Fury	Jagd Fury,	Tyrannosaurus	Not Linear	Not Linear
68/JGS/S/L/ L	JAGD STINGER EZ-036+	Jagd Stinger,	Scorpion	Linear	Linear
69/KSPN/S/ L/N	Killer Spiner	Killer Spiner	Spinosaurus	Linear	Not Linear
70/KDM/D/ L/L	Killer Dome	Killer Dome.	Dome	Linear	Linear

71/KWODSR/W/L/L	Koning Wolf DSR	Koning Wolf DSR.	Wolf	Linear	Linear
72/KWO/W/L/L	Koning Wolf	Koning Wolf,	Wolf	Linear	Linear
73/LBZ/L/L/L	Leo Blaze	Leo Blaze	Lion	Linear	Linear
74/LZA/L/L/L	LIGER AERO RZ-007+	Liger Aero,	Lion	Linear	Linear
75/LZ/L/L/L	LIGER ZERO RZ-041	Liger Zero,	Lion	Linear	Linear
76/LSX/J/N/N	Lightning Saix	Lightning Saix	Jaguar	Not Linear	Not Linear
77/LSXBS/J/N/L	Lighning Saix BS	Lightning Saix BS	Jaguar	Not Linear	Linear

78/MLG/M/L/L		Molga	Maggot	linear	Linear
79/MSL/L/N/N		Mosasledge,	Liopeurodon	Not Linear	Not Linear
80/N/O/L/L		Nightwise,	Owl	Linear	Linear
81/PBRK/T/N/N		Proto Breaker,	Tyrannosaurus	Not Linear	Not Linear
82/PZBR/S/L/L		Proto Zaber,	Saber tooth	Linear	Linear
83/PTRM/P/L/L		Pteramander,	Pteranodon	Linear	Linear
84/PTRSB/P/L/L		Pteras Bomber,	Pteranodon	Linear	Linear
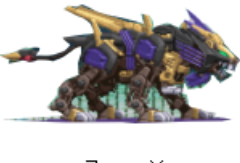
85/ PTRSR/P/L/ L	Pteras Radome	Pteras Radome,	Pteranodon	Linear	Linear
86/PTRS/P/ L/L	Pteras	Pteras,	Pteranodon	Linear	Linear
87/RYN/P/ N/N	Raynos	Raynos,	Pteranodon	Not Linear	Not Linear
88/RBLGR/ L/L/L	Red Blade Liger	Red Blade Liger	Lion	Linear	Linear
89/ RHR/T/L/L	Red Horn	Red Horn	Triceratops	Linear	Linear
90/RHRBG/ T/L/L	Red Horn BG	Red Horn BG	Triceratops	Linear	Linear
91/ RDLI/D/N/ N	Redler Interceptor	Redler Interceptor,	Dragon	Not Linear	Not Linear

92/ RDLBC/D/ N/N	Redler Booster Cannon	Redler Boost C,	Dragon	Not Linear	Not Linear
93/RDL/D/ N/N	Redler	Redler,	Dragon	Not Linear	Not Linear
94/ RRAPH/R/ L/L	Rev Raptor Hunter	Rev Raptor Hunter	Raptor	Linear	Linear
95/RRAP/R/ L/L	Rev Raptor	Rev Raptor	Raptor	Linear	Linear
96/SBRL/L/ L/L	Saberlion	SaberLion,	Lion	Linear	Linear
97/SCT/B/N /L	Saicurtis	Saicurtis,	Beetle	Not Linear	Linear
98/SSTK/E/ L/N	Sea Striker	Sea Striker,	Eagle ray	Linear	Not Linear

99/SFOX/F/L/L		Shadow Fox	Fox	Linear	Linear
	Shadow Fox				
100/SKRN/T+G/L/N		Shell Karn	Turtle+gorilla	Linear	Not Linear
	Shell Karn				
101/SLGDCSJ/L/L/L		Shield Liger DCS-J,	Lion	Linear	Linear
	Shield Liger DCS-J				
102/SLGDCS/L/L/L		Shield Liger DCS,	Lion	Linear	Linear
	BEAM CANNON CP-01				
103/SLG/L/L/L		Shield Liger,	Lion	Linear	Linear
	SHIELD LIGER RZ-007				
104/SM/R/N/N		Sniper Master	Raptor	Not Linear	Not Linear
	Sniper Master				
105/SM.AS/R/N/N		Sniper Master A-Shield	Raptor	Not Linear	Not Linear
	Sniper MAster A-Shield				

106/SMFB/ R/N/N	Sniper Master FB	Sniper Master FB	Raptor	Not Linear	Not Linear
107/SP/L/L/ L	SPARK LIGER	Spark Liger,	Lion	Linear	Linear
108/STV/V/ L/L	Stealth Viper	Stealth Viper	Viper snake	Linear	Linear
109/ SSWD.F/P/ N/L	Storm Sworder F	Storm Sworder F,	Pteranodon	Not Linear	Linear
110/ SSWD.FX/ P/N/L	Storm Sworder FX	Storm Sworder FX,	Pteranodon	Not Linear	Linear
111/SSWD/ P/N/L	Storm Swprder	Storm Sworder,	Pteranodon	Not Linear	Linear
112/SFUR/ T/N/N	Storm Fury	Strum Fury,	Tyrannosa urus	Not Linear	Not Linear

113/TLAB/ L/L/L	Trinity Liger BA	Trinity Liger AB	Lion	Linear	Linear
114/TL/L/L/ L	TRINITY LIGER	Trinity Liger,	Lion	Linear	Linear
115/UNL/R/ N/L	Unenlagia	Unenlagia	Raptor	Not Linear	Linear
116/WDK/F /N/L	Wardick	Wardick,	Fish	Not Linear	Linear
117/ZBAT/ B/L/L	Zabat	Zabat,	Bat	Linear	Linear
118/ ZFTS/S/L/L	Zaber Fang TS	Zaber Fang TS, (tigers spec)	Saber tooth	Linear	Linear
119/ ZFAT/S/L/L	Zaber Fang AT	Zaber Fang AT (assault type)	Saber tooth	Linear	Linear

120/ ZF/S/L/L		Zaber Fang,	Saber tooth	Linear	Linear
121/ZFO/S/ L/L		Zaber Fang Old,	Saber tooth	Linear	Linear
122/ LZE/L/L/L		Liger Zero Empire	Lion	Linear	Linear
123/ LZJ/L/L/L		Liger Zero Jaeger,	Lion	Linear	Linear
124/ LZS/L/L/L		Liger Zero Schneider,	Lion	Linear	Linear
125/ LZP/L/L/L		Liger Zero Panzer,	Lion	Linear	Linear
126/LZX/L/ L/L		Liger Zero X,	Lion	Linear	Linear

VALIDATION

The thesis data titled "Onomastics as Cognitive Tolls From Zoid Robots in Zoid Legacy Video Games" has been validated by SF. Lukfianka Sanjaya Purnama, S.S., M. Hum in:

Day   :

Date   :

Kartasura,

Validator

SF. Lukfianka Sanjaya Purnama, S.S., M. Hum

NIP. 19840317 201503 1 003

Table 4. Zoids Table Analysis for Validation

SF. Lukfianka Sanjaya Purnama, S.S., M. Hum.

NO.	Image	Zoid Name	General representation	Mechanic	Narrative	Explanation
1	ATAK KATS	Atak kat	Cat	L	L	▪ Based on the name and the representation, there is a same pronunciation when we says Cat and Kat of the zoid. ▪ Name and narrative, this zoid controlled by a robot. because they are controlled by a robot, they have not much affect to the story ▪ Relation between cat and the plot, the zoid attacks in group. Their special ability called Evasion which makes them disappear in the battle. This ability is used by cat as camouflage when they start to hunt.
2	Barigator	Barigator,	Crocodile	L	L	▪ Based on the name and representation, this zoid has similarity from a kind of crocodile, Aligator, but the vocal "a" is changed by consonant "b". just like aligator, it can move on ground and in water ▪ From the name and narrative plot, this zoid is controlled by a robot, so that the zoid function is to be the obstacle of the game and it just like aligators, used to ambush unsuspecting enemies) ▪ Between the alligator to the narrative plot, the zoid is attacking in group, usually, the zoid appears in the place near water and the ruins.
3	Berserk Fury	Berserk Fury,	Tyrannosaurus	N L	L	▪ Based on the name and the representation, this zoid has no relationship. ▪ Based on the name and the narrative, this zoid is controlled by a kid, named Vega. He joins to BD team, he appears while attacks Zeru team in the Final battle of the North Continent Battle. ▪ From the tyrannosaurus and the name of zoid, the general knowledge of tyrannosaurus is

					attack to eat and to lose the other, this behavior appears in the game.
4	Black Rhynos	Black Rhinos	Rhinoceros	L	L	• From the name to representation of the zo6id, it is linear. • From the name to narrative plot, the zoid is controled by robot, so that the zoid is used to be the obstacle and also be an item when the player needs the Zi core data. • Between the rhinos and the narrative plot game, the zoid special weapon is the horn.
5	Blade Liger AB	Blade Liger AB ,	Lion	L	L	• The shape o the zoid is Lion. • Between the name and narrative plot is piloted by Van, the guardian team, he helped by Zeru to lose the Proteizen, while he trapped in time-confusion. He is a good soilder and he is the leader. • Based on the Lion and narrative plot the zoid attacks in group.
6	BLADE LIGER RZ-028	Blade Liger,	Lion	L	L	• It have a basic shape of Lion. • Based on name and narrative term, the zoid is controlled by robot. • Based on the Lion and narrative term, this zoid attacks in group.
7	Blitz Tiger	Blitz Tiger	Tiger with Sabertooth	L	L	• Based on name and mechanics of the robots, the zoid reflects as a tiger as linear as the name Blitz Tiger • From the name and the narrative, the zoid is received by Zeru in a cave. It delivered from the future. • Based from the Tiger behavior and the narrative of the game, like a Tiger which is hiding in the cave and coming out for food.
8	Bloodler	Bloodler,	Dragon	N L	L	• Based on the name and the representation the zoid have no relationship to the dragon. • Based on the name and narrative, this zoid is used by Leviathe, the protagonist, the leader of the bandits and she was joined to the BD Team, against Zeru team. • From the Dragon to the

					narrative, this zoid is attacking in a group. The position of the zoid as a leader.
9	 Bloody Demon	Bloody Demon.	Carnotau rus	N L	L	- Between the name and the representation, the zoid has no relationship to the Carnotaurus - Between the name and narrative aspect, the zoid appears in the ruin of Back Draft Base as the obstacle in the ruin. They controlled by a robot. - Based on the Carnotaurus and the narrative aspect, the zoid is territorial zoid, because he appears alone as same as the carnotaurus.
10	 Brachios	Brachios,	Patagosa urus	N L	L	- The relation between name and representation are N Linear, because there are no relation between main shapes and the name. - Through the name and narrative plot the zoid is cotroled by a robot, so that the function of the zoid as the obstacle of the game. - From the Patagosaurus and the plot of the story, the zoid attacks in form of group and not to stay in one type of brachios but also with the other zoid.
11	 Buster Eagle	Buster E agle.	Eagle	L	L	- Between the name and the based shape, the zoid reflects the name in form of eagle - Between the name and narrative, this zoid is a kind of bonus or prize for helping Alster's group in a ruins. - Between the eagle and the narrative plot, there is a different in using the zoid. The special weapon of the eagle is the claw and the beak, but the buster eagle is a buster cannon, a range weapon. that's why the name is buster eagle, buster (buster cannon) + eagle (flying))
12	 Cannon Tortoise 1	Cannon Turtoise	Turtle	L	L	- The representation and the name have similar representation. - Based on the name and the narrative aspect, the zoid is not only controlled by a robot which could be the obstacle of

					the game, but also controlled by a pilot. The same thing is the zoid is controlled by a pilot in a tournament so that the function of the zoid is also linear with the zoid that controlled by a robot. ▪ From the turtle and the plot of the game, this zoid attacking in group it is different with the real turtle which individual and the shell is not used as the defense, it just used as the place of weapon. Cannon Tortoise was a very heavily armed Zoid, just like Tortoise it can hold heavy weight on its back.
13	 Cannon Turtoise BC	Cannon Turtoise BC	Turtle	L	L	▪ The representation and the name have similar representation. ▪ Based on the name and the narrative aspect, the zoid is not only controlled by a robot which could be the obstacle of the game, but also controlled by a pilot. The same thing is the zoid is controlled by a pilot in a tournament so that the function of the zoid is also linear with the zoid that controlled by a robot. ▪ From the turtle and the plot of the game, this zoid attacking in group it is different with the real turtle which individual and the shell is not used as the defense, it just used as the place of weapon. ▪ Cannon Tortoise was a very heavily armed Zoid, just like Tortoise it can hold heavy weight on its back.
14	 Cannonry Molga	Cannory Molga	Maggot	L	N L	▪ Between the name ad representation the name is represent a maggot, but in different structure, the consonant "m" and "g" is still used and the vocal "o" and "a" is reversed. (not to sure about this) ▪ From the name and narrative, the zoid is controlled by a robot, so that the function of the zoid is used as the obstacle and the item collection data.

					▪ Between maggot and narrative aspect, the zoid special ability is in the cannon beam and a hard head.
15	Climber Wolf	Climber Wolf	Wolf	L	L	▪ Name and the mechanic are linear. the mechanism are inspired by a wolf ▪ Based on the name and the narrative aspect, the zoid is controlled by a robot. ▪ From wolf to plot of the game, this zoid is attacking in form of a group
16	Chimera Dragon	Chimera Dragon	Dragon	L	L	▪ Based on name and representation, the zoid has similarities with dragon, specially Asian dragons. ▪ From the name and narrative, the zoid appears from a combination between Diplo Guns, Flyscisors and Demons Head are joined together through Gantai Command. ▪ Between the dragon and the plot of the game, dragon in Asian mythology is a holy creature, in the game it is one of the special form, it is not as holly as the stereotypes of the dragon. It needs a special treatment to build the zoid.
17	Command Wolf IS	Command Wolf IS (Irvine Specifica tion)	Wolf	L	L	▪ Name and the mechanic are linear. the mechanism are inspired by a wolf ▪ Name and narrative, the pilot is one of Van's Friend that has a good war strategy. ▪ Between the wolf and the narrative, they attacks in a group, although are not a leader they have a strategy that takes a command
18	Command Wolf Town	Comman d Wolf To wn,	Wolf	L	L	▪ Name and the mechanic are linear. the mechanism are inspired by a wolf ▪ Based on the name and the narrative aspect, the zoid is controlled by a robot. ▪ From wolf to plot of the game, this zoid is attacking I form of a group.

19	Command Wolf AC	Comman d Wolf AC ,	Wolf	L	L	▪ From the name and the representation of the zoid, the name is directly says about wolf. ▪ Name and narrative plot, the zoid is controlled by Ballad, Blitz team same as bit, as same as Irvine who helps van, Ballad helps Bit to win the competition. ▪ Between the wolf and narrative plot, the zoid attacks in group.
20	Command Wolf	Comman d Wolf	Wolf	L	L	▪ Based on the mechanical aspect, the zoid has linearity in the form of wolf. ▪ Based on name and the narrative, most of the zoid is controlled by a robot. ▪ From the wolf to the plot of the game, the zoid attacks in form of a group. That's make a same with the wolf in the real world.
21	Dark Horn	Dark Horn	Tricerato ps	L	L	▪ Between the name and representation the zoid has a relation to the triceratops. The characteristic of the horn and the colour. ▪ Between the name and the narrative, this zoid is controlled by robot and pilot, the pilot comes from the imperial force, in the Zeru'e adventures to help Van to fight against Protizen. ▪ Between triceratops and the plot of the story, the zoid attacks in group, the special ability is in the horn and the Rail Gun is used by has lower impact then the horn.
22	Dark Poison	Dark Poison	Caterpill ar	L	N L	▪ Between the name and representation, the zoid has no relationship, but the zoid take the special abilities of the Caterpillars, the poison. ▪ From the name and narrative, the zoid controlled by a robot. ▪ From the caterpillar ad narrateve plot, the zoid appears to attack in group, it is differet with the caterpillars.

23		Dark Sniper	Spinosaurus	L	N L	- Between the name and the representation, the zoid has characteristic shape of Spinosaurus. - Between the name and narrative aspect, the zoid controlled by robot. - Through the Spinosaurus and narrative aspect, The zoid appears to attack in group.
24		Death Meteor,	Carnotaurus	N L	L	- Between the name and the representation the zoid is not representing the Carnotaurus, - Between the name and the narrative, this is a legendary zoid which is founded by Prince Gard and the BD taem, to reborn the zoid, need an extraordinary item which is found in Juno. This is the last boss in the game. - Between the Carnotaurus and narrative plot, the zoid appears to attack alone, as same as a carnivore in the jurasic.
25		Death Saurer,	Carnotaurus	N L	L	- Between the name and the representation the zoid is not representing the Carnotaurus, - Between the name and the narrative, the zoid is controlled by one of the enemy, named Hiltz. He appears in the ruin and feels like he was trapped to the time-confusion. One of the Zeru's team recognized him as a dangerous person. - Between the Carnotaurus and narrative plot, the zoid appears to attack alone, as same as a carnivore in the jurasic and he apparently dangerous as Van says.
26		Death Stinger,	Scorpion	L	L	- From the name and representation, the zoid shown one of the characteristics of the animal. They use stinger as the name of zoid which has a relationship to the scorpion. - Through name and narrative, the zoid controlled by robot. - From the Scorpion to the narrative plot, the zoid attacks alone, as same as the Scorpion.
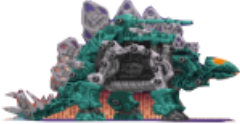
27	Demon's Head	Demon's Head	Dragon	N L	N L	▪ Between the name and the representation, the zoid is not directly says to the dragon ▪ From name and narrative plot, the zoid is used by a Rottinger, Claudia, Zan, and Reiner. They are trapped in time-confusion and meets Zeru. ▪ From the dragon and the plot of the story, the based shape of the zoid is an ancient Asian dragon, the dragon is a holly creature, but in the game the function of the dragan is changed to a tools.
28	Dibison	Dibison	Bison	L	N L	▪ The representation of the zoid is linear with the animal, bison. ▪ From the name and narrative plot, this zoid are controlled by a robot, ▪ Between the narrative plots to the Bison, there are no relativity. The main weapon of Bison is the horn, but in the game plot the main weapon is range missile.
29	Diplogun	Diplo Guns,	Diplonaurus+piranha	L	L	▪ From the Name and the representation, the zoid has chacacteristics of those animals. ▪ From the name and narrative, this zoid controlled by Reiner, one of the Rottinger squad. He comes from the future because the time-confusion, he helps Zeru to fix it. ▪ From the dilosaurus and piranha through the narrative, the zoid special ability is a range combat, they could fly and swim.
30	Double sworders	Double Sworder,	Stag Beetle	L	L	▪ Between the name and representation, this zoid has a same characteristics to a type of a stagbeetle. ▪ Based on the name and narrative, this zoid controlled by a robot, so that it have quite much contribution to the story. ▪ Between the stag beetle and the narrative plot, this zoid attack in a group.

31	Elephander	Elephand er	Elephant	L	L	▪ From the name and the representation, this zoid is linear in form of elephant. ▪ Based on the name and narrative plot, this zoid mostly controlled by robot. ▪ Between the elephant and the narrative plot, the zoid is attack in a group as same as the elephant.
32	Elephander AG	Elephand er AG	Elephant	L	L	▪ From the name and the representation, this zoid is linear in form of elephant. ▪ Based on the name and narrative plot, this zoid appears as the opposition in the battle of North Continent. The pilot called Stoller. He is one of Back Draft Captains. ▪ Between the elephant and the narrative plot, the zoid is attack in a group when he appears firstly, but then he makes a duel with Bit Cloud alone.
33	Flyscisore	Flyscisso rs,	Beetle+ pteranod on	L	L	▪ Between the name and representation the zoid has no relationship. ▪ Through the name and narrative aspect, it is a zoid which comes from future zoid. It is controlled by Claudia, from imperial force. She is an Rottinger's 1st Lieut. ▪ From the beetle and pteraodon view and the plot of the game, this zoid is a combination between both of the animal, they are attacking in a group.
34	Gator	Gator	Pelycosa urus	N L	N L	▪ Between the name and the representation, the zoid has no relationship. ▪ From the name and the narrative aspect, this controlled by a robot, so that the function is used as the enemy from the main character. ▪ From the Pelycosaurus and the plot of the story, the zoid is attacking in a group.

35		Geno Scissors,	Tyrannos aurus	N L	N L	- From the name and representation, this zoid has no certain part that says same. - From the name and the narrative aspect, the zoid is controlled by robot and one of the BD team in the way of BD Team Base Ruin. - From the Tyrannosaurus and the narrative aspect, the zoid attacks in group and also the special weapon is Focused Particle cannon.
36		Geno Bre aker,	Tyrannos aurus	N L	N L	- From the name and representation, this zoid has no certain part that says same. - From the name and the narrative aspect, the zoid is controlled by robot and one of the BD team in the way of BD Team Base Ruin with Geno Saurer. The zoid also appeas in the final match of the North Continent Battlefield, used by Leviathe, with Besrect Fury and Geno Hydra. - From the Tyrannosaurus and the narrative aspect, the zoid attacks in group.
37		Geno Fla me,	Tyrannos aurus	N L	N L	- From the name and representation, the name is not representing the shape or representation. - From the name and the narrative aspect, the zoid is controlled by Laviathe. At the beginning she is a bandit captain, but then she is invited to join BD Team. She uses this zoid in the final match of the north continent, after Zeru Team wins the final boss. Laviathe purposes to revenge to Zeru. When she lose, she help Zeru where the next BD base. - From the Tyrannosaurus and the narrative aspect, the zoid attacks alone, same as Tyranosaurus, which is a territorial animal.

38	Geno Hydra KA	Geno Hydra KA.	Tyrannosaurus	N L	N L	▪ From the name and representation, the name is not representing the shape or representation. ▪ From the name and the narrative aspect, the zoid is controlled by one of DB Team, Blood. he is the antagonist character in the other era, which trapped in time confusion and join to the BD Team. This zoid is the improvement zoid from Geno Hydra. ▪ From the Tyranosaurus and narrative term, the zoid attack in group, and it has 3 faces with different attack styles.
39	GENO HYDRA KT	Geno Hydra,	Tyrannosaurus	N L	N L	▪ From the name and representation, the name is not representing the shape or representation. ▪ From the name and the narrative aspect, the zoid is controlled by one of DB Team, Blood. he is the antagonist character in the other era, which trapped in time confusion and join to the BD Team. ▪ From the Tyranosaurus and narrative term, the zoid attack in group, and it has 3 faces with different attack styles.
40	GENO SAURER EZ-026	Geno Saurer,	Tyrannosaurus	N L	N L	▪ From the name and representation, this zoid has no certain part that says same. ▪ From the name and the narrative aspect, the zoid is controlled by robot in the North Continent Battlefield and one of the BD team in the way of BD Team Base Ruin. ▪ From the Tyrannosaurus and the narrative aspect, the zoid attacks in group.
41	Geno Trooper	Geno Trooper,	Tyrannosaurus	N L	N L	▪ From the name and representation, this zoid has no certain part that says same. ▪ From the name and the narrative aspect, the zoid is controlled by robot in the final ruin of The North Continent Battlefield and also one of the BD team in the way of BD Team Base Ruin. ▪ From the Tyrannosaurus and

						the narrative aspect, the zoid attacks in group. It is a flying zoid.
42	Gojulas Gunner	Gojulas Gunner,	Godzilla	L	N L	▪ Based on name and representation, the zoid is almost same in pronunciation with Godzilla, the shape is quite same also ▪ From the name through narrative plot, the zoid is piloted by Lazard. He is the one of subordinate of Prince Gard, the final boss in the game. this zoids appears after Zeru team wins the Sandstorm Arena. Then he attacks with Juno, a girl who kidnapped by the BD team. ▪ From the Godzilla and narrative plot. It has different pattern with the movie, in this part, Gojulas attacks in group. As far as I know Godzilla fights alone.
43	GIGA GOJULAS RZ-064	Gojulas Giga	Godzilla	L	L	▪ Between the name and representation, the zoid is representing a movie creature colled Godzilla. ▪ Between the name and the narrative, the zoid is used by Lazard, in the way to the North continent. He is a BD team member. Zeru Gets the zoid for free after defeating Lazard in Desert Cave. ▪ Between the Godzilla and narrative plot, the zoid attacks alone in the Desert Cave.
44	Gojulas Giga C	Gojulas Giga C,	Godzilla	L	L	▪ Between the name and representation, the zoid is representing a movie creature colled Godzilla. ▪ Between the name and the narrative, the zoid is the improvement metal zoid research. It uses a command item to make it. This zoid is composites between Gojulas Giga and Buster Eagle. ▪ Between the Godzilla and narrative plot, because it is a composite between two animal, the zoid weapon is as same as those animal.

45	Gojulas RZ-01	Gojulas,	Godzilla	L	L	- Between the name and representation, the zoid has a similar sound with Godzilla. The shape is also more reflecting the Godzilla then Tyranosaurus. - Between the name and the narrative aspect, the zoid controlled by a captain called Herman, when zeru trapped in to time confusion, he meet with Van and helped him to the war agains Proitzen. - Between Godzilla and the plot of the story, the zoid meet with zeru alone, as same as the Godzilla which individualist.
46	Gojulas D'Orge	Gojulas D Ogre,	Godzilla	L	N L	- Between the name and representation, the zoid has a similar sound with Godzilla. The shape is also more reflecting the Godzilla then Tyranosaurus. - Between the name and the narrative aspect, the zoid controlled by a captain called Lazard. He appears firstly in The North Continent Battlefield as the opponent, the he appears in the final battle of Four Island with Liger Aero, Gravity Bison, and Gun Blaster. - Between Godzilla and the narrative of the story, the zoid attacks in group.
47	Gordos	Gordos	Stegosaurus	N L	N L	- Between the name and the representation the zoid has no relationship - Between the name and the narrative, the zoid is controlled by a robot, not in specific to a man pilot. - Between the stegosaurus side through the narrative, the stegosaurus is an individual animal, but in the game most of the battle is in group.
48	Gordos LR	Gordos LR	Stegosaurus	N L	N L	- Between the name and the representation the zoid has no relationship - Between the name and the narrative, the zoid is controlled by a robot, not in specific to a man pilot. - Between the stegosaurus side

						through the narrative, the stegosaurus is an individual animal, but in the game most of the battle is in group.
49		Gravity Bison	Bison	L	L	▪ Between the name and the representation of the zoid it has similarities. ▪ This zoid is controlled by robot and one of the character called, Ford. He is the solder of Republican Force. He is Van's friend. ▪ Between the name and narrative, the special weapon is the horn.
50		Gun Blaster	Anklyosaurus	N L	N L	▪ Based o the name and the representation of the zoid, this zoid have o relationship at all. ▪ From the name and the narrative, this zoid is controlled by a robot and one of the Helic Team, Colonel Kruger. The team is recognized by Van, the Zeru's Friend. They controlled by BD team as the opponent, but after they lose they are back, and join to Zeru Team. ▪ Between the Anklyosaurus and the narrative plot, the zoid's special ability is in long range combat.
51		Gun Sniper	Raptor	N L	N L	▪ Based o the name and the representation of the zoid, this zoid have o relationship at all. ▪ This zoid is controlled by a robot. ▪ Between the Raptor and the narrative plot, the zoid's special ability is not in speed, but in long range combat.
52		Gun Sniper LS	Raptor	N L	N L	▪ Between name and representation, the zoid does N Linar, the name is not represent the Raptor and also the Raptor does not appear in the name of zoid. ▪ From the name through narrative aspect, the zoid is controlled by Leena, Blitz team, but she join to Zeru's Team against BD Team. She is money mad ▪ Through the Raptor and narrative plot, the zoid is attacking in group, but the
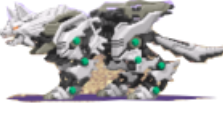
					special ability is not the speed, it is too much heavy with the rail gun, missile pod, AZ missile.
53	Gun Sniper NS	Raptor	N L	N L	■ Between name and representation, the zoid has no relationship. ■ From name and narrative aspect, the zoid is quite famous with Naomi as the pilot. This zoid has specific ability in range combat. It is known as a zoid warrior who never misses in shot. ■ From the Raptor and the narrative plot, the zoid is N Linear, with the special ability in range combat.
54	Gun Sniper Weasel	Raptor	N L	N L	■ Between name and representation, there are no relationships. ■ From the name to game narrative, the zoid piloted by robot. ■ Between the Raptor to narrative plot, the zoid attacks in group with Gun Sniper.
55	Gun Tiger.	Tiger	L	L	■ The representation of the zoid as same as the tiger, it means that the zoid and mechanics is linear ■ Between the name and the narrative plot of the story, the zoid appears at the first time of the game, She helps Zeru to beat the enemies down. ■ Between the narrative plot to the Tiger. It ha linearity in the part of individualist. Because before she met with Zeru, she was alone.
56	Guysack	Scorpio	N L	N L	■ From the name and representation, the zoid has specific relationship to the scorpion. ■ From the name and narrative, the zoid is controlled by robot. ■ Through the Scorpion and narrative plot, the zoid is not fighting alone, they fight in group.

57		Guysack Stinger	Scorpio	N L	N L	▪ From the name and representation, the zoid shown one of the characteristics of the animal. They use stinger as the name of zoid which has a relationship to the scorpion. ▪ Through name and narrative, the zoid appears when Zeru trapped in the Time-Confusion, then help Van against Protezen. The pilot is Stinger known as a bandit who hunts a treasure. ▪ From the Scorpion to the narrative plot, the zoid attacks alone, as same as the Scorpion.
58		Hammer Head VL ,	Hammer head shark	L	L	▪ From the representation and the name, the zoid has similarities. ▪ Through name and narrative plot, the zoid controlled by robot. ▪ From the hammerhead shark and the plot, the zoid attacks in group
59		Hammer Head,	Hammer head shark	L	L	▪ From the representation and the name, the zoid has similarities. ▪ Through name and narrative plot, the zoid controlled by robot. ▪ From the hammerhead shark and the plot, the zoid attacks in group.
60		Hammer Rock	Gorilla	N L	L	▪ Between the name and representation, the zoid have no relationship. ▪ This zoin is controlled by a robot so that, the function of the zoid is used as the obstacle in the game. ▪ Between the gorilla and the narrative plot,the zoid is linear with attacking in a group.
61		Hellrunn er	Raptor	L	L	▪ From the name and representation the zoid has relationship, where the one of the Raptor characteristics is their speed in running. ▪ Through the name and the narrative plot of the story, the zoid is controlled by a robot. there are no special characteristics from the pilot ▪ Between the Raptor characteristic and the plot, the zoid has a same ability in running.
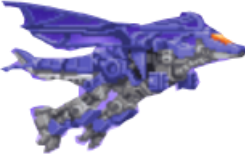
62	Iguan	Iguana	N L	L	- Based on the name and the representation the zoid has different from of iguana. Iguana walk in 4 legs, but the zoid walks on 2 legs. - Based on name and narrative, the zoid has piloted by a robot, and usually attack individually. - Based on the representation and narrative, the zoid is linear because the zoid attack individually as same as iguana in the earth.
63	Iron Drill ,	Gorilla	N L	L	- Between the name and representation, the zoid has similar maning in kong. - The zoid is controlled by robot - From the Gorilla and the narrative plot, the zoid is linear in attacking on group.
64	Iron Kong Maneuver,	Gorilla	L	L	- Between the name and representation, the zoid has similar maning in kong. - The zoid is controlled by robot - From the Gorilla and the narrative plot, the zoid is linear in attacking on group.
65	Iron Kong PK,	Gorilla	L	L	- Between the name and representation, the zoid has similar maning in kong. - The zoid is controlled by the army of Proteizen Force, the enemy of the Republican. Those city included into the war caused by coup d'etat. - From the Gorilla and the narrative plot, the zoid is linear in attacking on group.
66	Iron Kong,	Gorilla	L	L	- Between the name and representation, the zoid has similar maning in kong. - The zoid is controlled by the army of Proteizen Force, the enemy of the Republican. Those city included into the war caused by coup d'etat. - From the Gorilla and the narrative plot, the zoid is linear in attacking on group.

67		Jagd Fur y,	Tyrannos aurus	N L	N L	- From the name and representation, this zoid has no certain part that says same. - From the name and the narrative aspect, the zoid is controlled by robot and one of the BD team in the way of BD Team Base Ruin. - From the Tyrannosaurus and the narrative aspect, the zoid attacks in group.
68		Jagd Stin ger,	Scorpion	L	L	- From the name and representation, the zoid shown one of the characteristics of the animal. they use stinger as the name of zoid which has a relationship to the scorpion. - Through name and narrative, the zoid appears in the Breton ruin before fight the Death Meteor from Hiltz. - From the Scorpion to the narrative plot, the zoid attacks alone, as same as the Scorpion.
69		Killer Spiner	Spinosau rus	L	N L	- Between the name and the representation, the zoid has characteristic shape of Spinosaurus, although, there is a different object in the back which more likes a Killer Dome. - Between the name and narrative aspect, the zoid controlled by robot. - Through the Spinosaurus and narrative aspect, The zoid appears to attack in group.
70		Killer Do me.	Dome	L	L	- From the name and representation, the zoid are not representing an animal, it is just a dome but it has legs. - This zoid is controlled by robot - From the dome and the narrative plot, there attacks in group. The dome is used as the place where the weapon saved.
71		Koning Wolf DS R.	Wolf	L	L	- Based on the name and the representation the basic shape of the zoid is linear with the name, wolf - From name and the narrative, the zoid is used by a team with a same type - From the characteristic of the wolf and the narrative, the zoid

					is linear that the wolf moves in a group.
72	Koning Wolf,	Wolf	L	L	▪ Based on the name and the representation the basic shape of the zoid is linear with the name, wolf ▪ From name and the narrative, the zoid is used by a team with a same type ▪ From the characteristic of the wolf and the narrative, the zoid is linear that the wolf moves in a group.
73	Leo Blaze	Lion	L	L	▪ From the Name and the representation, the zoid has chacacteristics of those animals. ▪ From the name and narrative, this zoid controlled by Zan, one of the Rottinger squad. He comes from the future because the time-confusion, he helps Zeru to fix it. ▪ From the Lion through the narrative, the zoid fights in group.
74	Liger Aero,	Lion	L	L	▪ zoid is linar with the liger as a big cat such Lion, ▪ In the narrative aspects, the zoid controlled by a party which called The Justice. they attack in group with a same type. So that the zoid is linear. ▪ Linear in shape, they also at attack in group
75	Liger Zero,	Lion	L	L	▪ In term of mechanic aspect, the name and the mechanics of attack and defense, the zoids are linear. ▪ Between the name and the narrative term, The pilot is Bit. He is a zoid warrior but at the first time he has no zoid until zeru come and invites him to join the party. after that Bit was out from the party and made a new one, but in the and he joined to the Zeru's Team ▪ From the Lion and narrative term, based on the story above it is N Linear.

76	Lightning Saix	Lightning Saix	Jaguar	N L	N L	■ Between the name and the representation, the zoid have no relationship ■ From the name and the narrative, this zoid is used by a team called Back Draf as the enemy of zeru's team ■ Between the jaguar and the narrative plot, the zoid is attack I group but in different type, then the special ability is a range combat through the weapon.
77	Lighning Saix BS	Lightning Saix BS	Jaguar	N L	L	■ Between the name and the representation, the zoid have no relationship ■ From the name and the narrative, the zoid is controlled by robot. ■ From the jaguar and narrative plot, the zoid attacks in group but in the same type.
78	Molga	Molga	Maggot	L	L	■ Between the name ad representation the name is represent a maggot, but in different structure, the consonant "m" and "g" is still used and the vocal "o" and "a" is reversed. ■ Between the name and the narrative, the zoid are controlled by a robot at fitst, 4but in the competition it controlrd by a ilot. ■ The characteristics of the Maggots are attacking in group.
79	Mosasledge	Mosasledge,	Liopeuro don	N L	N L	■ Based on name and represention, the name is not representing the Liopeurodon. ■ Between the name and narrative plot, the zoid is comes from the future. It is piloted by Albane, an Rottinger squad. ■ From the Liopeurodon and narrative plot, the zoid is flying zoid while the Lioupeurodon is swimming animal.
80	Nightwise	Nightwise,	Owl	L	L	■ The name ad representation, the zoid is representing the Owl that active in the night. ■ Between the name and narrative plot, the zoid is comes from the future. It is a kind of bonus items which is carried by Rottinger squad.

						▪ From the owl to the narrative, the zoid's special ability is almost as same with the owl, they use infrered and radar to detec the enemy while the owl known as an animal which has a good night vision.
81	Proto Breaker	Proto Bre aker,	Tyrannos aurus	N L	N L	▪ From the name and representation, this zoid has no certain part that says same. ▪ From the name and the narrative aspect, the zoid is controlled by robot and one of the BD team in the way of BD Team Base Ruin. ▪ From the Tyrannosaurus and the narrative aspect, the zoid attacks in group.
82	Proto Zaber	Proto Za ber,	Saber tooth	L	L	▪ From the name and representation, this zoid has certain part that says same. ▪ From the name and the narrative aspect, the zoid is controlled by robot and one of the BD team in the way of BD Team Base Ruin. ▪ From the Tyrannosaurus and the narrative aspect, the zoid attacks in group.
83	Pteramander	Pteraman der,	Pteranod on	L	L	▪ Between the name and representation, there is a different word but it still related as pteranodon. ▪ From the name and narrative plot, the zoid is controlled by robot. ▪ The pteranodon and narrative plot, the zoid attacks in group.
84	Pteras Bomber	Pteras Bomber,	Pteranod on	L	L	▪ Between the name and representation, there is a different word but it still related as pteranodon. ▪ From the name and narrative plot, the zoid is controlled by robot. ▪ The pteranodon and narrative plot, the zoid attacks in group.
85	Pteras Radome	Pteras Radome,	Pteranod on	L	L	▪ Between the name and representation, there is a different word but it still related as pteranodon. ▪ From the name and narrative plot, the zoid is controlled by robot. ▪ The pteranodon and narrative
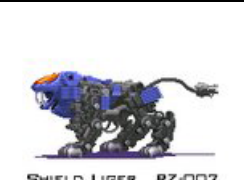
					• plot, the zoid attacks in group.
86	Pteras	Pteras,	Pteranod on	L	L	• Between the name and representation, there is a different word but it still related as pteranodon. • From the name and narrative plot, the zoid is controlled by robot. • The pteranodon and narrative plot, the zoid attacks in group
87	Raynos	Raynos,	Pteranod on	N L	N L	• From name and representation, the name is not representing the shape or representation. • From name to narrative plot, the zoid controlled by robot. • Based from pteranodon and narrative plot, the zoid attacks in group.
88	Red Blade Liger	Red Blade Liger	Lion	L	L	• Based from representation and name, this zoid is directly says the shape. • From the name and the narrative plot, this zoid is Naomi's partner, named Leon in the second battle in the north continent. He is Leena's Brother. Firstly, he joined to the Blitz team, but then he was out, then found this zoid an d juined to Naomi's team, called Fluegel. • In the presepective of Lion and narrative plot, when Leon came out form the party, it is same as a Lion that have to go when he was getting older.
89	Red Horn	Red Horn	Tricerato ps	L	L	• The name of the zoid is not specific explain about the representation as Triceratops, they uses the one of the characteristics of Triceratops, the horn. • Between the name and the narrative plot, the zoid is controlled by robot • From the triceratops and narrative, the zoid is attacking in group and the special weapon of this zoid is the horn.

90	Red Horn BG	Tricerato ps	L	L	- Based on the name and representation, the name of the zoid is not represent the whole of the representation. it just shows a specific part of the representation. - Based on the name and narrative plot, the zoid is controlled by robot. - This zoid attacks in group, as same as triceratops and the special weapon of this zoid is the horn.
91	Redler Intercept or,	Dragon	N L	N L	- Based on the name and representation of the zoid , the name is not representing the representation of the zoid. - From the name and narrative plot, this zoid is used by robot and human. There are no name from the human, it just called BD Team which indicates that he is the BD Team. - From the dragon to narrative plot, the zoid is same as with the mythology of dragon. From the representation, it is quite same with the European dragon myth that they are described as the monster
92	Redler B oost C,	Dragon	N L	N L	- Based from name and representation, the name is not representing the general shape of the zoid. - From the name and narrative, there are two pilots who rides the zoid, firstly, it is robot and the second is Laviathe. Laviathe is a bandit leader who kidnapped Juno, but then she joined to BD Team and being an antagonist. - From the dragon to narrative plot, the zoid is same as with the mythology of dragon. From the representation, it is quite same with the European dragon myth that they are described as the monster.

93	Redler	Redler,	Dragon	N L	N L	- Based on the name and representation of the zoid , the name is not representing the representation of the zoid. - From the name and narrative plot, this zoid is used by robot - From the dragon to narrative plot, the zoid is same as with the mythology of dragon. From the representation, it is quite same with the European dragon myth that they are described as the monster
94	Rev Raptor Hunter	Rev Raptor Hunter	Raptor	L	L	- Based from representation and the name, the name has quite clear that it is refers to Raptor. - From the name and narrative, this zoid appears on the way of second battle in the North Continent. The pilot is robot. - From the Raptor to the narrative, this zoid attacks in group.
95	Rev Raptor	Rev Raptor	Raptor	L	L	- Based from representation and the name, the name has quite clear that it is refers to Raptor. - From the name and narrative plot, the zoid is controlled by robot and BD team. On BD team parts, the zoid appears as the opposition for the zoid warrior championship. - From the Raptor to the narrative, this zoid attacks in group
96	Saberlion	SaberLion,	Lion	L	L	- Based on the name and the representation, the zoid have linearity in shape and name, a Lion - From the name and narrative term, this is the first zoid piloted by Zeru. - Between the Lion and narrative of the story, at the first time he traveled to be a zoid warrior, as same as a a young Lion he travel alone in exploring the jungle.

97	Saicurtis	Saicurtis,	Beetle	N L	L	- From the name and representation, the name is not representing the zoid shape. - This zoid is controlled by robot - From the beetle to narrative plot, the zoid is attacking in group.
98	Sea Striker	Sea Striker,	Eagle ray	L	N L	- From the name and representation, the name is not representing the general shape of the zoid. They just represent the specific place of the animal living. - From the name and the narrative plot, the zoid is controlled by robot. - From eagle ray to the narrative plot, the zoid can fly and swim, but the eagle ray lives in the water and the zoid usually appears in a ruins,
99	Shadow Fox	Shadow Fox	Fox	L	L	- This types of zoid has a linear based shapes of fox. - Between the name and narrative, this zoid appears at the first time in the battle island. It is controlled by Raon, he is Dr. Tros's rival, to fight against Zeru's team. After the Doctor defeated, one of Zeru's Team, Zan Fel escapes from Zeru's team, but join again with the Shadow Fox - Based o the narrative plot and fox, the zoid is come alone as same as the fox which individualist
100	Shell Karn	Shell Karn	Turtle+gorilla	L	N L	- Based on the name and representation, the name is not representing the general shape of the zoid. It just focuses in shell, the characteristic of Turtle. - Between the name and narrative, it is Rottinger force zoid, with Claudia, Reiner, and Tita. They are the squad from the future, but it is a kind of bonus item, because they are have their own zoid. - Between the turtle, gorilla and narrative plot, the zoid has three primer weapons, knuckle, bite fang and electric freeze.

101	Shield Liger DCS-J	Shield Liger DC S-J,	Lion	L	L	▪ zoid is linear with the liger as a big cat such Lion, ▪ In the narrative aspects, the zoid appears as a ziod which is controlled by a robot system, it attacks in group, with Shield Liger DCS-J or Brachios, Liger Aero. It is linear with the natural habits of Lion.
102	BEAM CANNON GP-01	Shield Liger DCS,	Lion	L	L	▪ Base on name the name and mechanics, the zoid is linar with the liger as a big cat such Lion, ▪ In the narrative aspects, the zoid appears as a ziod which is controlled by a robot system, it attacks in group, with Shield Liger DCS-J or Brachios, Liger Aero. It is linear with the natural habits of Lion.
103	SHIELD LIGER RZ-007	Shield Liger,	Lion	L	L	▪ <u>Based on name to the mechanic</u>, the zoid is linear with the name liger which refers to the big cat such a Lion. ▪ <u>Based on name to the narrative plot</u>,along the journey, the pilot build their own party by the pilot and shield liger as a leader. ▪ Dased on the based shape and the narrative, he leads a group of zoids, but the zoids is not just one type, but more than one types.
104	Sniper Master	Sniper Master	Raptor	N L	N L	▪ Beween the name and representation, both of them has no relationship. ▪ From name and narrative plot, the zoid this zoid is used by robot. ▪ From Raptor to narrative plot, the zoid attacks in group but the special weapon is Beam Cannon.
105	Sniper MAster A-Shield	Sniper Master A-Shield	Raptor	N L	N L	▪ Beween the name and representation, both of them has no relationship. ▪ From name and narrative plot, the zoid this zoid is used by robot. ▪ From Raptor to narrative plot, the zoid attacks in group but the special weapon is Beem Cannon.

106		Sniper Master FB	Raptor	N L	N L	▪ Beween the name and representation, both of them has no relationship. ▪ From name and narrative plot, the zoid this zoid is used by robot. ▪ From Raptor to narrative plot, the zoid attacks in group and the special weapon is Sniper Rifle.
107		Spark Liger,	Lion	L	L	▪ zoid is linar with the liger as a big cat such Lion ▪ It is not appear in the game, the Zoid Core items is found in the lab research ▪ Between the Lion and narrative plot, the zoid is not too different with the ligers, but it depends of the pilot and the player, in term how will the zoid be.
108		Stealth Viper	Viper snake	L	L	▪ zoid is linar with the viper as a big snake. ▪ It appears in the game as the obstacle because the zoid is controlled by robot. ▪ Between the snake and narrative plot, the zoid attacks in group.
109		Storm Sworder F,	Pteranodon	N L	L	▪ From name and representation, the zoid has no relationship. ▪ Between name and narrative, the zoid is controlled by robot and one of the DB team captain, Pierce. ▪ From Pteranodon and narrative plot, the zoid attacks in group.
110		Storm Sworder FX,	Pteranodon	N L	L	▪ From name and representation, the zoid has no relationship. ▪ Between name and narrative, the zoid is controlled by robot. ▪ From Pteranodon and narrative plot, the zoid attacks in group.
111		Storm S worder,	Pteranodon	N L	L	▪ From name and representation, the zoid has no relationship. ▪ Between name and narrative, the zoid is controlled by robot. ▪ From pteranodon and narrative plot, the zoid attacks in group

112	Storm Fury	Strum Fury,	Tyrannosaurus	N L	N L	▪ From the name and representation, this zoid has no certain part that says same. ▪ From the name and the narrative aspect, the zoid is controlled by robot and one of the BD team in the way of BD Team Base Ruin. ▪ From the Tyrannosaurus and the narrative aspect, the zoid attacks in group.
113	Trinity Liger BA	Trinity Liger AB	Lion	L	L	▪ Between the name and the mechanical aspect, the zoid is linear, from the liger as a Lion. ▪ Based on the name and the narrative aspect the zoid is developed by Alster Team. Then they give to Alster to develop his Trinity Liger. ▪ From the Lion behaviour and the narrative plot, the zoid as same as Trinity Liger because it made for a Trinity Liger.
114	TRINITY LIGER	Trinity Liger,	Lion	L	L	▪ Between the name and the mechanical aspect, the zoid is linear, from the liger as a Lion. ▪ Based on the name and the narrative aspect the zoid is linear because the pilot, Althe, is one of the leader of a holly zoid organization ▪ From the Lion behaviour and the narrative plot, the zoid is in group
115	Unenlagia	Unenlagia	Raptor	N L	L	▪ Based on name and represention, the name is not representing the Raptor. ▪ Between the name and narrative plot, the zoid is comes from the future. It is piloted by Tita, an Rottinger squad. ▪ From the Raptor and narrative plot, the zoid is attacks in group.
116	Wardick	Wardick,	Fish	N L	L	▪ From name and representation, the zoid has no relationship. ▪ Between name and narrative, the zoid is controlled by robot. ▪ From Fish and narrative plot, the zoid attacks in group

117	Zabat	Zabat,	Bat	L	L	▪ From name and representation, the zoid has no relationship. ▪ Between name and narrative, the zoid is controlled by robot. ▪ From Bat and narrative plot, the zoid attacks in group
118	Zaber Fang TS	Zaber Fang TS, (tigers spec)	Saber tooth	L	L	▪ From name and representation, this zoid has different pattern of word structure, but has similarities at saber and zaber. ▪ From the name and narrative, this robot is controlled by Tiger Team, as the obstacle and also as the member of Zeriu Team in the way to defeat the BD Team. ▪ From the Sabertooth to the narrative plot, this zoid attacks in group.
119	Zaber Fang AT	Zaber Fang AT (assault type)	Saber tooth	L	L	▪ From name and representation, this zoid has different pattern of word structure, but has similarities at saber and zaber. ▪ From the name and narrative, this robot is controlled by a robot and the BD Team, as the enemy of Zeru's Team ▪ From the Sabertooth to the narrative plot, this zoid attacks in group.
120	Zaber Fang	Zaber Fang,	Saber tooth	L	L	▪ From name and representation, this zoid has different pattern of word structure, but has similarities at saber and zaber. ▪ From the name and narrative, this robot is controlled Robot, as the obstacle of the game. ▪ From the Sabertooth to the narrative plot, this zoid attacks in group.
121	Zaber Fang Old	Zaber Fang Old,	Saber tooth	L	L	▪ From name and representation, this zoid has different pattern of word structure, but has similarities at saber and zaber. ▪ From the name and narrative, this robot is controlled Robot, as the obstacle of the game. it is the old type of Zaber Fang. ▪ From the Sabertooth to the narrative plot, this zoid attacks in group.

122		Liger Zero Empire	Lion	L	L	- Between the name and representation the zoid is linear, with the Liger Zero base - Between the name and narrative term, the zoid is controlled by robot, there are no specific information through this zoid. - From the Lion to the narrative, the zoid is attacks in group, with Liger Zero and Zero X.
123		Liger Zero Jaeger,	Lion	L	L	- Jeager means hunter the representation is a Lion, - Relation between the name and story. The zoid is one of Bit's zoid costume called CAS, which has a specialize in speed, as same as the one of the specific items from the Lion's attack and the words Jeager means hunter. - Based from the Lion and narrative, the zoid are similar with the Lion in case of speed.
124		Liger Zero Schneider,	Lion	L	L	- Between the name and representation the zoid is linear, with the Liger Zero base - From the name and narrative plot, this is the other bit's zoid customs which has a specialize in open combats, short combat with 5 blades in the head - Based from the Lion and narrative, the zoid are similar with the Lion in case of speed.
125		Liger Zero Panzer,	Lion	L	L	- Between the name and representation the zoid is linear, with the Liger Zero base - From the name and narrative plot, this is the other bit's zoid customs It has a specialize in range combat, with thousand missile in the costume - Based from the Lion and narrative, the zoid are similar with the Lion in case of speed.
126		Liger Zero X,	Lion	L	L	- Between the name and representation the zoid is linear, with the Liger Zero base - Between the name and narrative term, the zoid is controlled by robot, there are no specific information through this zoid. - From the Lion to the narrative, the zoid is attacks in group, with Liger Zero and Zero

						Empire.