

**ANTHROPOMORPHIC VISUALIZATION OF BIBLICAL LEVIATHAN
IN VIDEO GAMES (Intertextuality Approach)**

THESIS

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For the Degree of *Sarjana* in English Letters



By:

FADHILAH BURHAN

SRN. 153 211 046

**ENGLISH LETTERS DEPARTMENT
CULTURES AND LANGUAGES FACULTY
THE STATE ISLAMIC INSTITUTE OF SURAKARTA**

2019

ADVISOR SHEET

Subject : Fadhilah Burhan

SRN: 153211046

To:

The Dean of Cultures
and Language Faculty
IAIN Surakarta In
Surakarta

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

Name: Fadhilah Burhan

SRN: 153211046

Title: ANTHROPOMORPHIC VISUALIZATION OF LEVIATHAN IN
VIDEO GAMES (Intertextuality Approach) has already fulfilled the
requirements to be presented before the board of examiners (munaqasyah)
to gain Sarjana Degree in IAIN Surakarta.

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Advisor,

SF Lukfianka Sanjaya Purnama, M.Hum

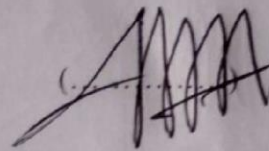
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This is to certify the degree of *sarjana* thesis entitled “ANTHROPOMORPHIC VISUALIZATION OF BIBLICAL LEVIATHAN IN VIDEO GAMES (Intertextuality Approach)” by Fadhilah Burhan has been approved by the Board of Thesis Examiners as the requirement for the degree of *sarjana* in English Letters.

Chairman : Robith Khoiril Umam, M. Hum.

NIP. 198710112015031006



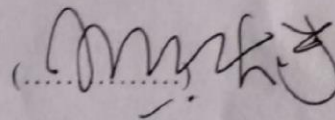
Secretary : SF Lukfianka Sanjaya Purnama, M. Hum.

NIP. 198403172015031003



Main Examiner: Dr. SF Luthfie Arguby Purnomo, S.S., M.Hum

NIP. 198209062006041006



Surakarta, Maret 2020

Approved by
The Dean of Cultures and Languages Faculty



Prof. Dr. Toto Suharto, S. Ag., M.Ag.
NIP. 197104031998031005

DEDICATION

This thesis is dedicated to:

1. The Almighty Creator Allah Subhanu wa Ta'ala
2. The Best Person of All Universe Rasulullah Salallahu 'Alaihi wa Salam
3. Beloved Parents Alm. Pa'e, Ma'e, Bapak dan Ibu
4. Beloved Siblings and Family
5. Beloved 163221234
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9. My Almamater IAIN Surakarta

MOTTO

“...So reutrn (your) vision (to the sky); do you see any breaks? Then return (your) vision twice again. (your) vision will return to you humbled while it is fatigued.”

~Surah Al-Mulk, verse 3-4~

“Running won’t help!”

~Leviathan A.KA Tidehunter (DoTA2)~

PRONOUNCEMENT

Name : Fadhilah Burhan
SRN : 153211046
Study Program : English Letters
Faculty : Cultures and Languages Faculty

I hereby sincerely state that the thesis entitled “*Anthropomorphic Visualization of Biblical Leviathan in Video Games (Intertextuality Approach)*” is my real masterpiece. The things out of my masterpiece in this thesis are signed by citation and referred in the bibliography.

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, Maret 2020

Stated by,

FADHILAH BURHAN

SRN. 153211046

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Alhamdulillah, all praises to Allah, the single power, the lord of the universe, master of the Day of Judgment, God Almighty, for all blessings and mercies so the researcher was able to finish this thesis entitled *ANTHROPOMORPHIC VISUALIZATION OF BIBLICAL LEVIATHAN IN VIDEO GAMES (Intertextuality Approach)*. Peace be upon Prophet Muhammad SAW, the great leader and good inspiration of world revolution.

The researcher is sure that this thesis would not be completed without helps, supports, suggestions from several sides. Finally, the researcher would like to express his deepest thanks to all who had helped, supported, and suggested him during the process of writing this thesis. This goes to:

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10. His bestfriend in English Letters of Liberty 2015.

The researcher realizes that this thesis is still far from being perfect. The researcher hopes that this thesis is useful for the researcher in particular and the readers in general.

Surakarta, 5 December 2019
The researcher,

FADHILAH BURHAN

ABSTRACT

Fadhilah Burhan, 2019. *ANTHROPOMORPHIC VISUALIZATION OF BIBLICAL LEVIATHAN IN VIDEO GAMES (Intertextuality Approach)*. Thesis. English Letters Study Program, Cultures and Languages Faculty.

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Video games are ingrained recently. Driven by some of the most innovative minds in the tech sector, ESA (entertainment software association) industry's unprecedented leaps in software and hardware engages and inspires the diverse global audience (Gallagher, 2015). ESA states in 2015, that the amount of gamers in the world has reached 1.8 billion, with 1.2 billion gamers playing on PC. This vast amount of video games' players makes the video game itself becomes a literature. Players often receive story line and characters in video games by which the story line and the characters are different from its original source. Alike to leviathan in this research, the vast development of technology derives many textual characters in ancient books or the holy books into visual. Therefore, the purpose of this research is to give visualization of leviathan in video games as the hypertext, compare to the origin of biblical leviathan as the hypotext—in term of intertextuality (Fitzsimmon, 2013).

In this research. The researcher uses qualitative research of (Marshall, 2006) to gathering information, participating in setting, observing directly and interviewing in depth the material culture and documents of leviathan in its biblical script as well as in video game's script. The technique of collecting data that is used by the researcher is library analysis, it is a research uses library sources to get data (Zeid, 2004). Then, the data analysis uses in this research is descriptive analysis.

The result of the research shows that there are sixty two leviathans in fifty four video games until the latest video games in 2018. The majority is considered as optional intertextuality, there are 33 leviathans included to this type of intertextuality. The rest 17 leviathans are obligatory intertextuality and the other 12 are considered as accidental intertextuality. This result means that most of visualization of leviathan in video games are optional intertextuality, it implies that the reference of animator regarding to the original biblical leviathan is too little, in other words the visualization of leviathan in video games mostly incapable to visualize its biblical leviathan. Meanwhile only twelve leviathans that had been visualized very different compare to the original characteristics/qualities of leviathan. The rest seven teen leviathans are visualized very similar to its original biblical leviathan.

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CHAPTER I

INTRODUCTION

A. Background of Study

Video games are ingrained recently. Driven by some of the most innovative minds in the tech sector, the industries unprecedented leaps in software and hardware engages and inspires our diverse global audience (Gallagher, 2015). ESA (entertainment software association) states in 2015, that the amount of gamers in the world has reached 1.8 billion, with 1.2 billion gamers are playing on PC (personal computer).

Video game is a kind of literary work, and all literary work has characters. This literature is discussing leviathan as one of characters that had been found in several video games, such as: *Final Fantasy*, *Devil May Cry*, *World of Warcraft*, *Disgaea*, and *God of War*. Leviathan also found in DoTA (*Defense of The Ancient*).

Leviathan, also called as the ancient serpent, is a myth beast that usually described as a giant snake living in the sea. This beast mentioned in bible for several times in three different chapters; in Job, Psalm, and Isaiah. Leviathan clearly described by bible as if it is really exist in this world—especially in Job: 41.

Since there are plenty versions of bible, the researcher points out the King James Version as the source of data. This version should be choose as the source of data because, in general, King James Version used by researchers as a main reference.

Knowing that the term of leviathan is already defined vividly by bible itself, it is necessary to compare leviathan based on bible to leviathan that visualized in many series of video games. In example; according to bible, leviathan could shoot out spark of fire from his mouth meanwhile, none of leviathan in *Final Fantasy* series has such fire ability, meanwhile in *World of Warcraft* the researcher finds this ability but leviathan is visualized as a siege tower and is called Flame Leviathan. To slice this through, researcher tends to use anthropomorphism as a tool to understand the visualization of leviathan in video games regarding to biblical leviathan.

Visualization is a catch-all term that embraces a wide range of activities concerned with representing, or making visible aspects or features of a given set of data or system, from the graphical analysis of scientific data, through the ‘infographics’ used to communicate in the popular media, to data art (Vickers, Faith, and Rossiter, 2013). As technology arises quickly in this world, people do visualization in many objects, such as literary works. It is very possible to do with the popular and powerful computer visualization tools that has spread globally.

Meanwhile, anthropomorphism in term of video games define as progression in technology in which there are plenty advance works and techniques that have to be done to make such visualization in a game even in only one character. According to (Karlsson, 2012), Anthropomorphism is the habit of attributing traits, believed to be uniquely or typically human, to nonhuman entities, such as divinities, machines, or animals.

As explained by Vickers, Faith, Rossiter and Karlsson it is implied that anthropomorphic visualization is contextually elicited. To illustrate vividly the statement, the following might clarify.

In (King James Version: JOB 41:1) it says, Canst thou draw out leviathan with an hook? or his tongue with a cord which thou lettest down?

According to bible, the researcher finds that leviathan is a giant beast in which no man could fish or catch him. Therefore, take a look at *Final Fantasy XV* if it is as big as mentioned in bible.



Figure 1.1

Based on example above, anthropomorphic visualization is needed to analyze the representation of biblical leviathan in video games.

Anthropomorphic visualization to analyze biblical leviathan is the topic of this research in the context video games. This research seeks to find anthropomorphic visualization of biblical leviathan. This research will focus on the character of leviathan in all series of video games. Thus, the problem can be formulated as **Anthropomorphic Visualization of Biblical Leviathan in Video Games (Intertextuality Approach)**.

B. Problem Identification

The problem lies in the characters of the video games that is visualized very variative. Some leviathans visualize in a complete different ways as what in the bible has mentioned. These visualizations could drive the understanding of video games' player becomes narrower.

C. Problem Statement

The researcher learns that biblical leviathan has many visualizations in its video games' appearances. In this literature the researcher tries to analyze this variative visualizations from the standpoint of anthropomorphism and intertextuality. both, anthropomorphism and intertextuality, have the relevance to leviathan from which biblical leviathan has been visualized in video games anthropomorphically, yet it is the hypertext—in term of intertextuality—of biblical leviathan. Therefore, the researcher solves this by a single question on how does biblical leviathan visualized anthropomorphically in video games with intertextuality approach?

D. The Objectives of The Study

Based on the problem statement above, the researcher determines the objective of study is analyzing the visualization of biblical leviathan in video games.

E. The Limitation of Study

The limitation of the research is needed in order to avoid the expansion of the problem that is discussed by the researcher. The limitation of the video games are; *Warhammer 40.000: Dawn of War*, *Star Wars: Knights of The Old Republic*, *Halo The Fall of The Reach*, *Eve Online*, *Warcraft III: Reign of Chaos*, *Mass Effect 3*, *Starcraft*, *Castlevania III: Dracula's Curse*, *Age of Mythology*, *Realm of The Mad God*, *Devil May Cry 3*, *Bomberman 64*, *Umi Neko No Naku Koro Ni*, *Megaman Zero*, *Gears of Wars*, *Twisted Insurrection*, *Dead Space*, *Entropia Universe*, *The Ocean Hunter*, *Angels Online*, *Skullgirls*, *Darksiders*, *Subnautica*, *Defence of The Ancient*, *Destiny 2*, *Disgaea*, *X-COM Terror From The Deep*, *Grand Theft Auto San Andreas*, *Grand Theft Auto V*, *World of Warcraft*, *Resistance 2*, *God of War 4*, *The Legend of Zelda: Skyward Sword*, *Borderlands 2*, *Final Fantasy* series and its sequel.

F. Benefit of The Study

This study hopefully able to provide some benefits to the readers and the other researchers either theoretically or practically.

1. Theoretical Benefits

The result of this study is intended to develop the variety of literary studies especially on the object of anthropomorphism in video game analysis. It also intended to improve reader's knowledge on the concept of visualization of biblical beast in video game.

1. Practical Benefits

This study could be used as a reference for the other researchers who intend to analyze anthropomorphism, visualization of biblical leviathan especially in *Final Fantasy* series.

CHAPTER II

REVIEW ON RELATED THEORIES

A. Previous Studies

Discussions in concern of Leviathan using visualization in anthropomorphism perspective have been done by plenty of researchers in their previous researches. The researcher would conduct it in this subchapter.

Anthropomorphic Mascots of SUKMA Games (1990-2010) is a vivid research about how the mascots of SUKMA (Sukan Malaysia) games has been displayed within twenty years. Learning that the research use the same perspective of anthropomorphism with a lot of data, this study tend to use SWOT (strength, weakness, opportunities and threat) analysis. Researched by Azahar Harun, Baharim Samuri, Mohammed Razeef Abd Razak and Ariff Ali, Tengku Sharhriil Norzaimi build this research into a very clear journal with interactive pictures in each mascots.

Anthropomorphism in general is elaborated already by Guthrie in his book entitled *The Face in The Cloud* (1993). The definition of anthropomorphism is criticized later by Karlsson in his journal entitled *Critical Anthropomorphism and Animal Ethics* in 2012. To this very critical research, anthropomorphism is not a tool to slice an object, but anthropomorphism is the obFject itself sliced by ethicists for its ambiguity.

This research would help and clarify the researcher to determine the new issue of anthropomorphism and the use of its term, if anthropomorphism is correct study or it is anthropocentrism study that more appropriate.

Meanwhile, *Visualization Techniques in Video Game* defines the variety techniques of visualization because video games rely extensively on visual information displayed to the players (Zammito, 2008). Based on this research, Zammito only focused on the visualization of the interface of three game genres below:

1. Heads-up Display (HUD) in which Its main characteristic is that it uses transparences to avoid obstructing what is happening.
2. Real Time Strategy (RTS), This type of game involves managing resources, commanding several units simultaneously, having as main goals conquering, or exploring worlds.
3. Massively Multiplayer Online (MMO) is a game which is several players have their on avatar and play together with other players in a world also called as “persistent world” because the environment is always available and events happen continuously. For the notes, this game should be played online on on each player.

In understanding leviathan from its biblical perspective, the researcher uses Day’s research of *God and Leviathan in Isaiah 27:1* in 1998. The study discusses about leviathan that appears in three books: Psalm, Isaiah and Job. Those three even though relate to the same creature, Day in his conclusion states that the leviathan is referring to Egypt,

Babylon and Assyria that are the enemies of god as a crooked serpent or ancient serpent or a tyrant with seven heads. Meanwhile in Job the leviathan refers to the real sea serpent that god Himself who has the same power and He himself that would slain the leviathan in the end of the world.

Intertextuality uses as the comparison of the origin work of leviathan in bible with leviathans in video games that appear later. To understand Intertextuality as a new critical idiom firstly coined by Kristeva in 1960 with all other poststructuralitsts in that era the researcher would use Graham Allen book that is published in 2000 under title of *Intertextuality: The New Critical Idiom*. Allen is the one to conduct a fine meeting of reasoning intertextuality in his book; it contains the major figures opinions of poststructuralist, Such as: Kristeva, Derrida and Barthes. To specify the study of this literature, the researcher uses the types of intertextuality written by Fitzsimmon (2013).

Frasca (1999) field of ludology is used by the researcher in order to enrich the discussion of leviathan in the perspective video game studies that appearantly named as ludology. The field of ludology has a bond to narrative theory as the consideration video game to be or kind of include to literary work in certain way of narrative theory. In this field the researcher uses Aarseth's *A Narrative Theory* that is published in 2012.

B. Theoretical Framework

It is common to find a work/text which has similarities to other previous work/text. The study that concerning about text and its relationship to other text is intertextuality. Currently, in which intertextuality is increasingly assimilated into literary theory and into theories of cultural, artistic and even technological production and reproduction (Allen, 2000:209), as Allen said about intertextuality in postmodernism, the researcher would use intertextuality theories to analyse leviathan in video games intertexted by biblical leviathan, yet in perspective of anthropomorphism.

1. Video Game

Video game is a kind of literary work. Frasca (2001:4) defines video game as, any form of computer based on entertainment software, either textual or image-based, using any electronics platform such as personal computer or consoles and involving one or multiple players in a physical or networked environment.

Frasca (1999) introduces a field of games studies in general called ludology. Ludology is coming from the latin word of *ludus* and *logos*. In English *ludus* means game and *logos* means knowledge. The reason of Frasca's statement that a video game is a kind of literary work, is because that video games could provide a story line or narration.

The difference of narration in common literary work compare to narration in video games are significant. Frasca (1999) says that

common narration only provides a reader or an observer, meanwhile in video game has the player from which the narration will not prevail unless the player starts the game. There are passive and active border line in it. Still according to Frasca (1999) video game has a basic two possibilities narration, those are triumph and defeat story line. Meanwhile, in common narration the reader only could receive without deciding what to do next in the story. This is two main differences of video games and narrative.

The study of ludology and narrative are important in order to define leviathan from the perspective of a field called video game studies, as this literature is discussing about leviathan in video games. Aarseth has a line to Frasca that even though ludology is different to narrative, yet those two have also similar qualities. Both have four dimensions, (Aarseth, 2012) those are world, object, agent/character, event.

The researcher would like to use this dimensions to define leviathan from the perspective of video game studies. As a matter of fact, leviathans in video games must be visualized by one of these dimensions.

Aarseth does not focus on the differences of ludology and narrative. Aarseth would rather make two poles of ludology and narrative to classify the level of the video game according to four

dimensions that has mentioned above. By then, Aarseth (2012) divides the four dimension. Into following table:

Ontic level	World	Object	Agent/character	Event
Narrative pole	Inaccessible	non-intractable	Deep, rich, round character	Full story
	Linear corridor	usable objects	Flat character	Playable story
	Multicursal labyrinth	destructible		Multipath/quest game/dynamic kernel
	Hubshaped quest landscape	changeable		
Ludic pole	Open world	creatable	Bots (no identity)	Pure game
		Inventable		

Table 2.1

Aarseth (2012) divides these ontic dimensions;

1. World, it divides into five; inaccessible, linear corridor, multicursal, hubshaped landscape and open world.
2. Objects, there are at least six; non-intractable, usable objects, destructible, changeable, creatable, inventible.
3. Characters, there are three classifications that depend on the malleability; deep/rich/round character, flat character, and bots/no individual identity.
4. The last is events, there are linear story, non-linear story, linear game, quest game/dynamic kernel and pure game.

On its historical background, since its birth in 1958 by William Higinbotham, *Tennis* becomes the first video game on the earth. Followed by *Space War* in 1962 by Steve Russel with which made by simple technology for its limit that time. Until now, video game develops significantly both from its various type of genre and its devices, yet, recently, video games not only provided for PCs and Consoles, but also for other devices such as phone and tablet.

To the vast development of video games Ernest Adams and Andrew Rollings (2003) present a game genre taxonomy which's divided into nine genres: Action, Strategy, Role-Playing, Sports, Vehicles-Simulations, Constructionand-Management-Simulations, Adventure, Online-Games and Artificial-LifePuzzle-games-and-others. In this literature, Video games considered as role-playing games, but some of those series there are several that has to be played online so that the genre is shifted into MMORPG (massively multiplayer online role-playing game).

It's quite obvious from the name that RPG is a game in which the user should choose what character that they want to play in the game. Making it into online games, allow great opportunity for social interaction (Zammito, 2008:273). According to Zammito, the main method to communicate among players is through in-game chat.

In its common genre Video games clearly considered as RPG. Because of that, Video games needs a lot of character to develop their

plot story in the game. Bennet (2004:60) says that characters in literature are mostly in the form of human or other that have characteristics as human beings. In this literature, the researcher would focus on leviathan as one of characters in Video games as pointed in previous chapter.

Apparently, the character of leviathan in Video games has mentioned already in bible long before this video game had been made. To study this interrelation between these literary works, intertextuality would be the tool to analyze it.

2. Intertextuality

1986 is the year in which intertextuality was first coined by Julia Kristeva—a Bulgarian theorist. Kristeva, as known that her work inseparable to the influence of Saussure's *Theory of the Sign* and Bakhtin's *Dialogism*. She blends both theorist and finds that semiotic approach to literature in structuralist perspective is fit to her.

a. Text

Intertextuality has its basic term, it is 'text'. To understand intertextuality, text should be understood comprehend. According to (Kristeva, 1980:36), a permutation of texts, intertextuality in the space of a given text, in which several utterances, taken from other texts, intersect and neutralize one another.

The notion of her explanation is that a text doesn't represent the concept of a thing in universe directly, on one hand it is cross to Saussure's theory of 'signified' and 'signifier', on the other hand a text does exist because of the other accumulation texts in cultural textuality. That's why when a text occurs people create individual text and the cultural text. Definition is likely to Bakhtin's notion of 'dialogue', that has established a relationship among society, reader, author and history. The difference between them lies upon Kristeva focused on textuality while Bakhtin's focused on a text as a tool in social life. Still based on Kristeva, a text is not a thing to be consumed, but it is something reproducible and derive in a manner to which culture progresses.

Meanwhile, Barthes senses something crucial to 'text' that he creates *Theory of The Text* (1981) to define text and intertextuality. The notion of Barthes' *Theory of the Text* has been elaborated by (Allen, 2000:67) that the text is not only give a meaning but also woven out and produce other numerous meanings

In clear, it's been added by Barthes to which Kristeva said about text that, a text cannot be a singular meaning, yet a text is not only has plurality of meanings by its relation to other text but also woven out by the reader process of thinking of the meaning. For the reader could give meaning to the text that they are

reading is also called 'researcher of the text', there the author is dead in cost of the birth of the reader.

In his essay *The Death of the Author* (1977), Barthes concludes that a text is not a dead product—could not be changed anymore—instead, text will reproduce its meaning over and over again based on people meanings and people definitions.

Transition of structuralism to post structuralism lies upon textual analysis. Although there are lots of lack in order to understand a text comprehensively in this research, Julia Kristeva and Roland Barthes had enough to renew the definition of a text in which added and elaborated by Graham Allen.

b. Definition of Intertextuality

Since it's coined by Kristeva, theorist has defined intertextuality vigorously and variously. Kristeva's definition of intertextuality from her famous essay *Word, Dialogue and Novel* is that if a text is the mosaic of quotation than intertextuality is the whole poem of quotation (Kristeva, 1980:66).

The above definition explains the idea of Kristeva that every text is in relation with another text and every utterance has a double voice. It implies that all literary works that exist to some extent, are rewritten. Because the use of intertextuality which replace the notion of influence.

Meanwhile, based on Oxford Concise Dictionary of Literary Terms defines the term intertextuality is a bunch of a texts that include anagram, allusion, adaptation translation, parody, pastiche, imitation and other translation.

Meanwhile, structuralists have their own definition of intertextuality, such as Gerald Genette with his five terms: architextuality, paratextuality, metatextuality, hypertextuality and last but not least is intertextuality. These fives, by Genette, collected into one to which he called as transtextuality. (Riffaterre, 1980: 228) only added his account that literary texts are not referential (mimetic) and asserted, what he calls as 'referential fallacy, that the text refers not to objects outside of itself, but to an inter-text. The words of the text signify not by referring to things, but by presupposing other texts.

In brief, intertextuality is needed to examine texts in which, there's no original text in all literary works. Thus, the researcher shall use intertextuality in order to find the inter-text of Video games' leviathan that's echoed from biblical leviathan.

c. Fitzsimmons' Types of Intertextuality

From its researcher's intention and reference's importance, intertextuality can be of three types based on (Fitzsimmons, 2013), those are obligatory, optional and accidental intertextuality. These variations depend on two key factors: the intention of the researcher and the significance of the reference.

1. Obligatory Intertextuality

Fitzsimmons (2013), in his research, defines obligatory intertextuality as when a text is deliberately invokes or associates with previous text. So that, the text will not be understood comprehend unless the reader knows the previous text (hypotext).

In simple way, the reader should understand the hypotext in order to achieve full comprehension of the hypertext.

2. Optional Intertextuality

In his literature (Fitzsimmons, 2013) states about optional intertextuality that it is similar to the obligatory intertextuality, the distinction lies upon the readers' meaning-making. With or without understanding the hypotext, it will make no difference to the reader. If it will, it has less vital impact to the significance of the hypertext.

3. Accidental Intertextuality

To the last type of intertextuality, (Fitzsimmons, 2013) explains that Accidental intertextuality is when readers often connect a text with another text, cultural practice or a personal experience, without there being any tangible anchor-point within the original text.

In his adding (Wöhrle, 2012) says that, the researcher has no intention of making an intertextual reference and it is completely upon the reader's own prior knowledge that these connections are made. Often when reading a book or viewing a film, a memory will be triggered in the viewers' mind.

An example of accidental intertextuality could be found in Hemmingway's *The Old Man and The Sea*. How big the sharks and how sharp their teeth when they eat the blue marlin's is depended on readers thought, experience and knowledge.

3. **Anthropomorphism**

We see the world not only as alive, but also humanlike (Guthrie, 1993:62). Apparently, people do anthropomorphism in most of their life. human involuntarily attribute personality traits, simple example as what human might have anthropomorphized animal based on their physical appearance resemble to human gestures. Alike when a person says that camels are arrogant animal because they carry their noses and chins high or dolphins appear friendly for the corner of their mouth seem arise in a smile.

As what Guthrie has explained that people anthropomorphize things, Caporael (1986:224) explains that anthropomorphism is human psychological activity of anemotional desire to the specific part of

body. People often anthropomorphize something with their desire when they feel love, anger, happy, hate, etc.

In brief, people is in need of anthropomorphism to express their thought and feeling regarding to non-human entities because according to Guthrie they lack of it.

a. Types of Anthropomorphism

Guthrie (1993), there are three types of anthropomorphism:

1. Literal Anthropomorphism

Most literal anthropomorphism in daily life is mistaking some non-human thing or event for a human, Guthrie (1993:92). It is more likely a personification, as human has mistaken that the door is slapped by the wind, how could the wind slapped the door? This literal anthropomorphism is occurred by human mistake of recognizing something.

2. Partial Anthropomorphism

It refers to a non-human object which thinking as a human. At a second level of anthropomorphism, people see thing and events as having important human attributes such as symbolism without mistaking them for humans (Guthrie, 1993:93). For example characters in fable story represent as they possess ability like human such as: feeling, talking like human and even share thought and ideas.

3. Accidental Anthropomorphism

This anthropomorphism occurs when we see parts of a human forms. Gurthie (1993:96) asserts that, accidental anthropomorphism when we see or hear or action of human form in things and events—faces in the moon and armies in the clouds, as mere chance. It is clear that accidental anthropomorphism is influenced by individual experience. It could be learned when two person see the same cloud, the first person might think that the cloud similar to the face of his/her mother, while the second person might thin it is his/her sister face.

b. Anthropomorphic Visualization

To clarify the use of anthropomorphism term in this literature, the researcher finds that most of researchers agree that anthropomorphism is presumptive. This meaning of anthropomorphism reflects uncertainty of truthfulness rather than a factual or categorical flaw (Karlsson, 2012:709). Caporael (1986:2) describes Anthropomorphism presents as human's desire where it based on their imaginations. Atkinson (2015:6) rhymes both and explains that anthropomorphism related to anthropocentrism. It is humans project their own thoughts and feelings onto other animal species because they egotistically believe themselves to be the center of the universe. People think that they freely put their ideas and thoughts to any object include

animals. There still others theorist that slightly critic toward anthropomorphism, several give no solution in return.

Karlsson is one of researchers that give a convincing solution to fix the error of using the term of anthropomorphism that has a thin boundary to anthropocentrism, The study of anthropocentrism would be limited on this literature. Thus, the researcher has a line to Guthrie (1993:5) that human see something human-like and often use anthropomorphism to define that similarity although it is subjective. The researcher is going to pick this statement as a tool to analyse the visualization of leviathan that appears in video games.

To understand visualization process the researcher should employing semiotics, the study of signs. As devised by Saussure and Peirce, semiotics has developed into a powerful theoretical framework for understanding the relationships between signs, sign systems, the consumers of those signs, and the systems they represent (Vickers, Faith and Rossiter, 2013:1).

Thus, the researcher uses anthropomorphic visualization in order to analyse and describe the visualization of leviathan in standpoint of human with all its senses by using Atkinson's theory that visualizing from textual to visual—in context of cinema/video game—need to consider the physical and psychological qualities (Atkinson: 2015).

CHAPTER III

RESEARCH METHODOLOGY

This chapter is discussing about what method that is applied by the researcher in the study. There are five points of research methodology by which the researcher use, those are: research design, data and source of data, research instrument, technique of collecting data and technique of analysing data.

A. Research Design

To give a common picture of what data and how the data would appropriately serve, research design is needed. it is a way to find the truth trough scientific method since it conveys the truth using scientific method that are formulating the problem and doing literature study that is a study about theories or research result in the past which are related to the problem (Ruseffendi, 1994:3).

In this research, the researcher uses qualitative method as a study to analyse the data. According to Mason (2002:52) qualitative research methodology means to imply more than a practical technique or procedure for gaining data, but it also implies a data generation process involving activities that are intellectual, analytical and interpretive. Toward definition above, this research is suitable toward qualitative method, because this research results a descriptive findings.

The researcher also uses the qualitative methodology to collect the data, analyse the data, and interpret the data that has found in video games specifically its character; leviathan. The data that is being analysed is not

only its physical appearances of leviathan, but also its ability and attitude/behaviour.

B. Data and Source of Data

Data is necessary and fundamental element of research. It is all relevant information that is being used in research. Mason (2002:184), claims that data is constitutive or illustrative of the researcher explanation that needed to decide how to use it in presenting and demonstrating your explanation. It can be the form of word, phrase and sentence.

There are two main sources of data that is used by the researcher in this research. The first of the source of data is bible, mainly in Job 41. This literature—bible, is considered as the hypotext of the data in term of intertextuality. In brief, bible is the first source of data in which mentions leviathan compare to any other literatures. The second is Video games series which is becoming the hypertext in term of intertextuality.

Leviathan in this research is analyzed through his attitude, aptitude and appearance. These three, could be found toward his symbols, images, dialogues, expression, experiences, interpretations, thoughts, opinions, understandings, emotions, feelings, behavior, actions, activities, interactions, creations, psyche, and so on. To support in interpreting the data, the researcher also use some references from articles, thesis, and books.

C. Research Instrument

This research is qualitative research. The main instrument of this research is the researcher itself. The characteristic of qualitative research based on Moleong (2001:164) is using or with the help of other people as the instrument of the research. It means the researcher takes role as the designer, the data collector, the analysis, and the interpreter. The research objectively controls the scientific awareness to preserve the validity of the data.

D. Technique of Collecting Data

Technique of collecting data in this research is crucial to understand how the researcher could compile the data. To gain data in comprehend, it has to be noticed that it should be done thoroughly because It will help the researcher in analyzing the subject matter in the research. Followings are several ways of the researcher in collecting data:

1. The researcher plays the game of Video games to obtain more understanding about leviathan as a character in the game to compare and relate it to the leviathan that has mentioned in bible.
2. The researcher takes some notes of leviathan that is visualized in the game of Video games to collect data analysis.

E. Technique of Analyzing Data

After the data were collected, these must be analyzed to achieve the intended objectives. In this research, the researcher applied some steps in analyzing the data, those are:

1. The researcher divided the data of leviathan according to its source of data. It is divided into two main leviathans, the first is biblical leviathan and the next one is video games' leviathan.
2. The data of video games' leviathan is separated according to its series; begin from the first of Video games until the latest video games in 2018.
3. Making table of data of leviathan to analyze them clearly and easily.
4. The researcher analyzed the data table of leviathan to find anthropomorphic visualization.
5. The researcher made a comparative table of biblical leviathan and Video games' leviathan.
6. From the table, the researcher analyzed it to find any intertextuality.
7. Drawing a conclusion from the data analysis and make suggestion.

CHAPTER IV

THE RESEARCH FINDINGS AND DISCUSSIONS

The main research of this literature lies in this chapter. The researcher, after collecting and analysing data, has come to elaborate all the findings that have been found during the research of anthropomorphic visualization of biblical leviathan in video games. The discussion will be elaborated as clear as possible and as detail as possible. Therefore, the data should be shown each by each, parts by parts according to its classification.

A. Research Findings

The research of anthropomorphic visualization of biblical leviathan in video games, focus on each developer of the video games that re-intertext the leviathan of bible in their video games. The researcher believe that the more similar the characters of leviathan in video games the more perfect the re-intertext is. The percentage of this similarity could be seen in table 1. On the other hand, table 2 shows which attribution of biblical leviathan that used by most of video games' developers and which the attribution that is most neglected. From these tables we can afford to bring the detail of hypertext compare to its hypotext.

It has been defined in chapter two that video game is kind of literature. In their book, (Walleck and Warren, 1956) separate two basic elements of literature. Those are intrinsic elements and extrinsic elements. The intrinsic elements consist of plot, characters, theme, etc. Meanwhile, the extrinsic

elements come from the outside of the literature, such as the narrator background, social, and politics situation.

1. Anthropomorphic Visualization

Anthropomorphic visualization has been mentioned in chapter two, by which anthropomorphism we could interpret non-human entities phenomenon as the database of our understanding, it's better safe than sorry (Guthrie, 1993). Based on Guthrie statement, the researcher validate the comparison between leviathan that is mentioned in bible and leviathan that is appeared in video games based on human senses. By that judgement of the comparison, the researcher finds which one of the developers of the video games that could visualized leviathan nearly to its hypotext (biblical leviathan version).

In order to specify the comparison and the detail of differentiations within the hypotext and the hypertext, the researcher finds that (Atkinson, 2006) in his book entitled *The Use of Anthropomorphism in The Animation of Animals: What All Animators Should Know*, divides that the visualization in cinema/picture/image/illustration should come from the idea of physical qualities and psychological qualities of the hypotext (bible).

The essence of this classification lies upon how the researcher should understand which qualities that the developers want to focus on. The leviathan which is found in



Figure 4.1

Warhammer 40.000: Dawn of War might not be serpent-like, it is clearly a solid tank. But the ability of shooting flame is attached to this visualization. From this hypertext the researcher finds that in order to re-intertext the leviathan found in bible, each developer has their own characteristic of visualizing their leviathan. The cost is that the visualizations always have their advantages and disadvantages as well.

a. Physical Qualities

Physical appearance is something that could not be avoided in order to discuss visualization. To derive the textual beast into visual beast, surely the data of the hypertext that discuss about the leviathan is needed. Atkinson (2006) states it is worth noting that animators should begin their focus on looking physical similarities and differences.

Before the researcher mentions what are the physical qualities that belong to leviathan based on bible, the researcher needs to limit the hypertext or the bible itself. There is a lot of versions of bible. The use of many bibles could drive to misinterpret. It could be found between the *King James Version Bible* to *Easy to Read Bible*. The differentiation lies in verse 25 by which *Easy to Read Bible* mentions

that the leviathan has legs which lead obviously that the leviathan is a crocodile. On the other hand, *King James Version* states nothing about legs of the leviathan by which lead the opinion that the leviathan is not crocodile and more likely as a serpent-like as it is mentioned in other chapters—Isaiah and Psalm mention leviathan as a serpent.

To avoid this miss-interpretation the researcher uses *King James Version* as the hypotext to become the main source of data that the leviathan attributions appear and compare to the hypertext that is visualized by the developer of the video games. It has to be *King James Version* because this bible becomes the main references in Christianity. So that, the use of this version could be generally understood.

The physical qualities of leviathan finds in bible (*King James Version*) has nine qualities. Those are in general; strong neck, red-yellow eyes, head, sharp teeth, flaming mouth, long tail, scale of seals, extremely huge, has a tongue and nose. These are the physical appearances how the leviathan elaborates in bible in brief and general. Followings table will show the process of simplifying physical qualities that has been taken from the bible.

Datanumber/Type of bible/Chapter/Verse	Evidence
1/KJV/JOB/41/22	In his neck remaineth strength, and

Neck	sorrow is turned into joy before him.
2/KJV/JOB/41/18 Red-yellow eyes	and his eyes are like the eyelids of the morning.
3/KJV/JOB/41/7 Head	Canst thou fill his skin with barbed irons? or his head with fish spears?
5/KJV/JOB/41/14 Sharp teeth	his teeth are terrible round about.
5/KJV/JOB/41/19&22 Flaming mouth	-Out of his mouth go burning lamps, and sparks of fire leap out. -His breath kindleth coals, and a flame goeth out of his mouth.
7/KJV/JOB/41/15,16,17 Scale of seals	-His scales are his pride, shut up together as with a close seal. -One is so near to another, that no air can come between them. -They are joined one to another, they stick together, that they cannot be sundered.
9/KJV/JOB/41/25	When he raiseth up himself, the

Extremely Huge	mighty are afraid: by reason of breakings they purify themselves.
10/KJV/JOB/41/1 Tongue	Canst thou draw out leviathan with an hook? or his tongue with a cord which thou lettest down?
11/KJV/JOB/41/2 Nose	Canst thou put an hook into his nose? or bore his jaw through with a thorn?

Table 4.1

From those nine qualities, the researcher finding of the most qualities that is used by the developer into their leviathan is quality of having a head and extremely huge. From sixty two leviathans, all of them visualized as a huge character except eleven leviathans. In percentage 82.2% of developers visualized leviathan as an extremely huge character—whether as a beast nor as a machine. For the quality of having a head, 85.4% of developers visualize leviathan with a head. In *Final Fantasy XII*, although the leviathan visualized as an airship, but still there is a part of the airship shaped as a head.



Figure 4.2

Oftenly the comparison between the main character as a normal size to leviathan is unfair. Even in several games the characters play the game inside the body of the leviathan, it could be found in *Devil May Cry 3* and *Final Fantasy 2*. This visualization is served to explain that leviathan is extremely huge, very huge that the player could running around and play a long adventure inside its body.

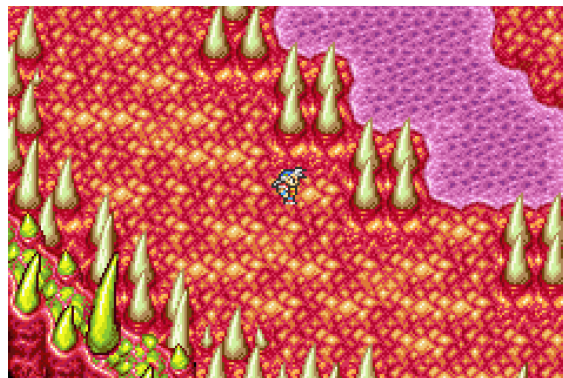


Figure 4.3

The quality of extremely huge also used by developers in visualized leviathan in the form of non-living creature. Such as; tank, plaza, airship, and even roller coaster. From this finding, whether the

leviathan is a machine or beast the visualization of leviathan as a real big character is necessary.

Meanwhile, several developers visualized leviathan in normal size of human or even smaller than the human as a character in video games. Those are the developer of: *Megaman Zero*, *Entropia Universe*, *Skullgirls*, *Disgaea*, *GTA: San Andreas*, *Umineko no Naku Koro Ni*, *World of Warcraft* and *God of War 4*.

On the other hand, the most physical quality that is neglected by the developer is quality of flaming mouth. Although the bible describes that the leviathan is a beast that lives in the deep sea, the bible also explain clearly that leviathan has flame ability out of his mouth. Job 41:19 (King James Version) States *Out of his mouth go burning lamp, and sparks of fire leap out.*

The verse clearly describes that leviathan is a beast with flame ability besides as the king of the sea. From sixty two leviathans there only five developers that visualized leviathan as a character that has a flame ability. the researcher finds that three leviathans that have the ability of fire is non-living-creature which is visualized as a tank. Meanwhile, the other one that has flame ability but not a non-living creature comes from developer of *Castlevania III: Dracula's Curse* from which leviathan describes as one of the count Dracula of lesser demon.

The researcher also finds that from sixty two leviathans, forty eight of them are living creature such as; shark, serpent, dragon, human, and even alien. Meanwhile the other fourteen are non-living creature, such as; tank, helicopter, airship, and even a roller coaster. It means that 77,4% of leviathans visualized as the living creature the same characteristic as mentioned in bible. The researcher surprised by which only one of the living leviathan has the ability of fire. It's left the percentage of leviathan that has this quality only 8% of sixty two leviathans.

b. Psychological Qualities

Mc Gaw *et al* (2004) quote Stanislavsky that they begin with physical, because they are tangible. This is a key to the downfall of many animators. Physical appearances is always come up first, however the psychological side always greatly invoke the appearance. The use of anthropomorphism is bridging those two.

To clarify above statement, the researcher would give the example. In Job 41:33 (King James Version) it says that upon earth there is not his like. It derives to any of human thought that leviathan is the one and only, moreover there is nothing like him, verily origin and nothing can compare to him. Whenever the animators see this status of leviathan that God makes him different to any other His creatures and even superior to them the hypertext of leviathan will proir to the statement that is found in the verse of the bible as its hypotext.

Therefore, the developers of the games that visualize leviathan in their game must show leviathan as the only one in the video games.

To this status of leviathan, it invokes to his appearance. The researcher finds that 74% of sixty two leviathans are the only one, and most of the leviathan made by the animators have visualizations that never be found in real life. The answer to the question why is leviathan always look superior or at least different to other beast is that he is the beast by which created by God only one. This is the reason of appearances invoked by psychological qualities.

In any case, if leviathan were made by God as a horde beast, the animators would have visualized leviathan alike to piranha instead of a fierce fish with tentacles around like what has visualized by the game developer of *Gears of Wars*.



Figure 4.4

Hooks (2003) describes how Stanislavsky and Ivan Pavlov, the famous Russian scientist, investigated the connection between internal experience and its external expression. Hooks drive a conclusion that,

“these two men proved through scientific means that every feeling, every thought, every decision, every mental process is transmitted through the body and manifests itself through external expression.

The idea of manifesting (visualizing) leviathan as a beast or vehicle that is rarely found in the real life—or completely different—is coming from the verse that the researcher has already mentioned above. It is Job 41:33 (King James Version), “Upon earth there is not his like, who is made without fear.

The verse is transmitted through the body—as Hooks statement—into external expression or physical appearance. That is why the visualization of leviathan always different. Meanwhile, the statement that leviathan is made without fear will drive the animators to provide scary visualization. If the visualization of leviathan is a cute animal, every feeling and every thought that has mentioned in the verse will not be delivered properly.

Job 41:33 is one of five verses that mention the psychological qualities of leviathan in bible. There are six psychological qualities which the researcher has already find in bible specifically in King James Version. The following table will show the six qualities of leviathan in bible.

Datanumber/Type of bible/Chapter/Verse	Evidence
10/KJV/JOB/41/5 Wild	Wilt thou play with him as with a bird? or wilt thou bind him for thy maidens?
11/KJV/JOB/41/4 Not negotiable	Will he make a covenant with thee?
12/KJV/JOB/41/22 Cruel	and sorrow is turned into joy before him.
13/KJV/JOB/41/33 Fearless	who is made without fear.
14/KJV/JOB/41/33 The one and only	Upon earth there is not his like.
15/KJV/ISA/27/1 Final Boss Beast that will kill in the Judgement day (one of final stage to face the end)	In that day the Lord with his sore and great and strong sword shall punish leviathan the piercing serpent, even leviathan that crooked serpent; and he shall slay the dragon that (is) in the sea.

Table 4.2

Those are six psychological qualities of leviathan find in bible. Total of all qualities are fifteen and psychological qualities are less than the physical qualities. The researcher findings on how the mental process could invoke the appearance are surprisingly.

From those six qualities, the data shows that all are in the average of 60%. The percentage qualities that is smallest is the quality of leviathan being the final boss in the game it is 53.2%. Meanwhile, the percentage that has the biggest percentage in psychological qualities is 74.1%, the quality of being the only one, being the only leviathan in the game.

Other findings that is prior to the statement of Hooks (2003) that every mental process and every thought are transmitted to physical appearance has been found by the researcher by looking toward the video games that erase the psychological side of leviathan itself.

In brief, the leviathan that is visualized as non-living creature has the very less similarity in physical appearance among others visualization that appear as a living creature. It is happened because when the animators neglect the psychological qualities in the same time the animators neglect its physical appearance as well.

The time whereas the animators decide to create leviathan in video games as a non-living creature, will be the time to perish all physical appearances characteristics of leviathan that has mentioned in bible. Surely, the bible says that leviathan is a living creature with all organic

tools to support him to be lived properly as a living creature. That is the reason God describes leviathan part by part, such as: his strong neck in Job 41:22, sharp teeth in Job 41:14, red-yellow eyes in Job 41:18, etc.

Automatically by the visualization of leviathan as a non-living creature the leviathan has no psychological side, it has no mental process, feeling, and thought. He does not need oxygen to keep his brain works, he does not need air to breathe by which keeping his lung pumping, finally he does not need the visualization of a nose since he is not living.

In this research the leviathans that visualize as a non-living creature there are fourteen leviathans, those are: *Warhammer 40.000: Dawn of War*, *Star Wars: Knights of The Old Republic*, *Halo The Fall of Reach*, *Eve Online*, *Age of Mythology*, *Twisted Insurrection*, *Destiny 2*, *X-COM Terror From the Deep*, *Grand Theft Auto: San Andreas*, *Grand Theft Auto V*, *Final Fantasy XII*, *Final Fantasy XIII*, *World of Warcraft*, *God of War 4*.

All of these non-living creature leviathans has less than 35% of similarity to the qualities that are mentioned in bible. Moreover, the visualization that has no credibility at all to visualize leviathan is leviathan axe in *God of War 4* which is a non-living leviathan and has zero percent of similarity. In average leviathan as a non-living creature is 15%.

On the other hand, the highest percentage quality in this classification (non-living leviathan) is leviathan visualizes in *Final Fantasy XII*, it is 33.3% of similarity compare to the qualities that are mentioned in bible. This classification allows the researcher to observe the tendency of animators in visualizing leviathan neatly.

In this classification fourteen leviathans take a visualization as an airship, a tank, a submarine, a helicopter, a roller coaster, a plaza, and an axe. There are five video games that visualize leviathan as an airship, those are: *Star Wars: Knights of The Old Republic*, *Halo The Fall of Reach*, *Eve Online*, *Destiny 2*, *Final Fantasy XII*. The visualization of leviathan being tank there are three, it can be found in *Warhammer 40.000: Dawn of War*, *Twisted Insurrection*, *World of Warcraft*. The other two leviathans as a submarine could be found in *Age of Mythology* and *XCOM Terror from the Deep*. Finally, the rest is four leviathans visualize as a roller coaster, plaza, helicopter, and an axe. In arrangement those could be found in *Grand Theft Auto V*, *Final Fantasy XIII*, *Grand Theft Auto: San Andreas*, and *God of War 4*.

All these fourteen non-living creature leviathans, since those do not have psychological side, the animators in average take the name under leviathan because those are huge. All of leviathans in this classification are huge, except two. Those are helicopter in *GTA: San Andreas* and leviathan axe in *God of War 4*. It might take a statement that it is make sense to call leviathan only by its size because it's huge, since huge is not rely on the psychological qualities.

Meanwhile, in the classification of leviathan visualizes as living creature, could provide 93.3% of similarity to the qualities that are mentioned in bible and touch the average in 75% similar to leviathan—there are forty eight living creature leviathans. The highest percentage nearly 100% perfect, it is leviathan in *Final Fantasy XII: Revenant wing*.

Thus, the average from both classifications could bring the evidence that leviathans visualize as a living creature (with psychological qualities) provide the more similarity to its physical appearances. Mental manifests its physical expression (Atkinson, 2006). If the data could not help the reader to understand the meaning, an example might clarify.

All fifteen characteristics of leviathan in bible already mentioned in previous page. Those are: strong neck, red-yellow eyes, head, sharp teeth, flaming mouth, and scale of seals, extremely huge, tongue, nose, wild, not negotiable, cruel, and fearless, the only one, and final boss. Next, the reader could imagine each leviathan according to each version—in term of intertextuality this is called as hypertext (Kristeva, 1980). The hypotext is the origin leviathan that has written in bible. If the visualization is already done, the reader could compare the following images of leviathan to the reader leviathan version.



Figure 4.5



Figure 4.6

After seeing these images, choose the one that is similar to the reader visualization of leviathan according to the characteristics that has mentioned in bible. Those two have the same name in each own video games. The left side (the visualization of an axe) is named after leviathan in *God of War 4*. The right side is a sea dragon in sequel of final fantasy series, it is *Final Fantasy XII: The Revenant Wing*—it also called leviathan in its video game.

c. The Qualities Percentage of Leviathan in Video Games

The previous two sub-chapters explain how the researcher uses Atkinson’s (2006) physical and psychological qualities applied to all leviathans that are found in video games. from these fifteen qualities the researcher could draw a table to see which qualities that is more dominant or so in reverse.

Anthropomorphic	Neck	22.8%
	Red-Yellow Eyes	41.9%
	Head	85.4%
	Sharp Teeth	58%

Visualization of Physical Qualities	Fire Ability	8%
	Scale of Seals	41.9%
	Huge	82.2%
	Tongue	54.8%
	Nose	14.5%
Anthropomorphic Visualization of Psychological Qualities	Wild	64.5%
	Not Negotiable	66.1%
	Cruel	64.5%
	Fearless	72.5%
	The Only One	74.1%
	Final Boss	53.2%

Table 4.3

In this table, the researcher finds that there is quality with the lowest percentage and another one is a quality with the highest percentage. The lowest quality is fire ability and the highest is the quality of having a head(s).

The interesting finding is that there are only five leviathans in video games that have the quality of fire ability. Four of them are non-living creature in a form of a tank.



Figure 4.7

This figure is leviathan in *World of Warcraft*. Most of its skills are fire ability. So the same with other three tank-leviathans. Meanwhile, most of leviathans visualized as a living creature do not have the quality of fire ability, instead those have the water ability. Except, leviathan that comes from *Castlevania III: Dracula's Curse*. Following is the visualization of leviathan in *Castlevania III: Dracula's Curse*.



Figure 4.8

The highest percentage quality is the quality of having a head. Most of them are included to living creature leviathan. From leviathan that visualized as a monster (DoTA 2) and leviathan visualized as a girl (*UmiNeko No NakuKoro Ni*).



Figure 4.9



Figure 4.10

There are also leviathan as a guardian of the sky (*The Legend of Zelda: Skyward Sword*) and leviathan that's deep down below the sea (*Subnautica*). All of them have a head(s).

2. Biblical Leviathan

The second sub-chapter is written in order to understand the origin leviathan from its origin source. The researcher, along with this research, finds that several people believe in the existence of leviathan, and of course some do the opposite. The several who do believe that leviathan is exist usually comes up to the visualization of a sea-monster. Whatever it is, whether the monster is a giant serpent, whale, crocodile, or even a squid.

This is happening since there is no restriction to re-intepret bible according to the version of each bible. The vast visualizations of leviathan makes western scholar aware of the doubt whether the leviathan really exists or not, since it could not be proven by a logical thing called science.

There are two ways in solving this doubt. The first is keeping in believe that leviathan does exist in old time by which the scholars keep to search prove under the branch of science called eschatology. The second is simplifying the visualization of leviathan to the present animal or beast. The simplifying of leviathan could be found in Easy to Read Version bible. The leviathan is simplified in to recent crocodile.

If the bible itself is the result of hypertext, than the researcher only hypertexting the the hypertext. Finding the origin leviathan is important in order to find the hypotext in term of intertextuality (Kristeva, 1980).

On this point, the researcher prefer to use King James Version bible since it is the standard bible that is used by the scholars. In addition, King James Version is the oldest scripture of a bible. The older scripture, the closer meaning to its original. The evidence that Leviathan visualized differently is already written in previous page.

The first thing is looking toward the bible in order to find leviathan mentioned in it. In King James Version bible, leviathan is mentioned in three different chapters. Those are Isaiah 27, Job 41, and the last is Psalm 74 and Psalms 104.

The researcher would like to explain how the leviathan is being mentioned and what the meaning according to scholars is. The explanation will break down part by part.

The first is Psalms 104:26 (King James Version) it says, There go the ships: (there is) that leviathan, (whom) thou hast made to play therein. In this verse leviathan is mentioned as one of creatures that the God made by which the human should amazed of. If we see the previous verse the context will be shown comprehently.

In Pslams 104: 24 (King James Version) it says, O LORD, how manifold are thy works! In wisdom hast thou made them all: the earth is

full of thy riches. This is the opening verse to the context of mentioning leviathan.

The next verse is Psalms 104:25 (King James Version) it goes, (So is) this great and wide sea, wherein (are) things creeping innumerable. Both small and great beasts. The amazement toward sea has a feeling of mesmerise and fear, since human only knows little about the sea or what is inside. Then, the verse that mentions the leviathan above.

In Psalms 104 leviathan is mentioned as one of God creations that should be amazed by human, how God could create the very wide sea and all creatures within (include leviathan, the beast that God has made in wisdom).

In Job 41, leviathan is the creature that God tells its detail. The verses start from the first verse until the next thirty four verses. In other words, it has thirty four verses only describing the leviathan as a creation that God has made. To put a sample of those verses followings are Job 41:1-3 (King James Version):

1 Canst thou draw out leviathan with an hook? or his tongue with a cord which thou lettest down? 2 Canst thou put an hook into his nose? or bore his jaw through with a thorn? 3 Will he make many supplications unto thee? will he speak soft words unto thee ?

Job 41 is the source of data that the researcher used to accumulate the hypotext of biblical leviathan. The reader could re-read previous table that has mentioned in previous page of pshysical and psychological qualities (Atkinson, 2006). Most of the qualities are taken from this

chapter. Job 41 in brief, it tells that leviathan is a real beast, but it does not tell whether leviathan is a kind of crocodile, whale, or serpent.

In folks, some of them visualize leviathan as a serpent with seven heads. According to Job 41 in which telling the leviathan parts, leviathan only has a head not seven. It could be found in Job 41:7 it says, ...or his head with fish spear. The mentioning of head without plural term is showing that leviathan has only one head.

Meanwhile, the mentioning of leviathan as a beast with multiple heads is written in Psalms 74: 13-14, it says Thou didst divide the sea by thy strength: thou brakest the heads of the dragon in the waters. Thou brakest the heads of leviathan in pieces, (and) gavest him (to be) meat to the people inhabiting the wilderness. Two times, the verses mention 'heads of leviathan'.

By this point, the description of leviathan in its verse is already contradict to each other. Until the researcher finds a research by Day (1998). Day (1998) focuses on Isaiah 27:1 (King James Version), he states that this chapter is also well-known as little apocalypse (the triumph of Yahweh over evil things in the judgement day).

In Isaiah 27:1 (King James Version) it says, in that day the Lord with his sore and great and strong sword shall punish leviathan the piercing serpent, even the leviathan that crooked serpent; and he shall slay the dragon that (is) in the sea. Based on this verse, leviathan is kind of a serpent or a snake. Specifically it is sea snake/dragon.

Day (1998:425) brings the original term of leviathan and finds that the terminology background is in religious culture of Syro-Palestine, he states that therefore the term originally comes up from Canaanite version of the creation-and-kingship myth.

So that, leviathan is original term of Canaanite that has been found in thirteenth century B.C. In bible Canaanite is closely relate to ancient Israel, that is why Isaiah chapter is the part of Old Testament. To Israel Canaanite is the promised land by God himself for the Israel.

In the same time, the Canaanite is a pagan that worshipping Gods. Such as Baal, Mot, and Yamm. Similar to any paganism, the existence of Gods is coming from the epic story. Researchers have discovered numerous clay of tablets at the ancient city of Ugarit (one of cities in Canaanite era). It is coming from 1300 B.C a hundred years before Canaanite destroyed by the invasion of Sea People.

The epic that has discovered by the researcher mainly tells about the kingship of Baal, god of storm and fertility, over the power of chaos. On the other hand, Mot is a god of death and Yamm is a god of sea. In the Canaanite mythology Baal is challenged by Yamm, son of El.

By this point Baal accept the challenge. Yamm with the help of Nahar, god of river, have a combat with Baal, rider of the clouds. The combat is won by Baal over the god of sea and the god of river. The defeat of Yamm and Nahar is written in the following epic translated into english by Day (1998:428):

What foe has risen up against Baal,
what enemy has risen against the Rider of the Clouds?
Surely I destroyed Yamm, beloved of El,
surely I made an end of River, the mighty god.
Surely I lifted up the Dragon . . .
I destroyed the Crooked Serpent,
the Tyrant with the seven heads.
I destroyed Ar[s], beloved of El,
I put an end to El's calf Atik.
I destroyed El's bitch the Fire,
made an end of El's daughter the Flame.

The god of river named Nahar in Ugaritic text is equal to Dragon and Lotan. From this epic story Day (1998), finds that the god of river, also called dragon or lotan, is a monster-tyrant and its terminology is carried over into Hebrew Scripture.

Still according to Day (1998) the term lotan is transcript into litan and then liwyatan in Hebrew's terminology, in english derived into leviathan. Day statements over the epic of Baal against his foe in the mythology of Canaanite, is closely related to verse of Isaiah 27:1 (King James Version) it says, in that day the Lord with his sore and great and strong sword shall punish leviathan the piercing (fleeing) serpent, even the leviathan that crooked serpent; and he shall slay the dragon that (is) in the sea.

The triumph of Yahweh over leviathan in Isaiah 27:1 is the same victory of Baal over Yamm and Lotan. The term of crooked serpent is related to the mythology of Canaanite God, Nahar the tyrant with seven heads.

Meanwhile, in bible the seven heads serpent is mentioned in another verse of bible, it is Psalms 74:14 (King James Version) it says, Thou brakest the heads of leviathan in pieces, (and) gavest him (to be) meat to the people inhabiting the wilderness.

In Psalms 74:12-14 according to Day (1998) the writer of bible is expand the imagery of leviathan into the historical exodus of Israel from egypt. Psalms 74:13 (King James Version) it says, Thou didst divide the sea by thy strength: thou brakest the heads of the dragon in the waters. The verse is telling about exodus whereas the sea refers to the Red Sea and the head of dragon is referring to pharoah as the tyrant like lotan does in Mythology of Canaanite.

Thus, leviathan that is mentioned in Isaiah 27:1 is leviathan that is defeated in the begining of creation. Leviathan in Psalms 74:12-14 is the tyrant of Egypt and the last is leviathan in Job 41 is leviathan that that exist recently by which Yahweh will slay in the apocalypse—that is told in the past.

The researcher picks leviathan visualization with a head instead of seven heads because the seven heads leviathan is referring to pharoah of Egypt, not the leviathan itself as a beast in the term of biblical's demonology.

3. Intertextuality of Leviathan in Video Games

Intertextuality is clearly first coined by Kristeva in 1986. Since then, intertextuality defines in many terms by many scientist. Kristeva

(1980) defines the basic term of intertextuality that is coming from the word 'text'. The meaning of a text or a term according to Kristeva (1980) it is not only meant to be consumed, but also to be reproduce or re-meaning.

The researcher has given the example of the term F.U.C.K in the middle age of english that keeps changing over the time. Firstly, the text/term is used to be a certifacation of legal sex under the king judgement. It keeps re-meaning by the culture a swearing word or a verb that straight to the meaning of having sex itself. Another re-meaning making is the use of the term fucking to be an adjective that something is too awesome.

From this far, intertextuality is only point to the term or a text. Allen (2000) in his book entitled *Intertextuality: The New Critical Idiom* expands the definition of text. He states that intertextuality could be used in vast literary works and arts such as, poem, paintings, and even a movie. The use of intertextuality in expanding its object of study invokes the text as something that is wider as well. It could be said that a paintings is a text in which a text is reproducable, yet irreducible (Kristeva, 1980).

a. Types of Intertextuality

Brief explanation of intertextuality above derive the types of intertextuality by Fitzsimmons (2013). Fitzsimmons states that there are three types of intertextuality, those are obligatory intertextuality, optional intertextuality, and accidental intertextuality.

Fitzsimmons (2013) says that the distinction among those three are based on these two, the intention of the researcher (animator, author, etc) and the significance of the reference. As the example to this literature is that leviathans as a text visualized in video games are depending to the animator/developer of the games. It depends on the intention of the animators and the significance of references that the animator has.

Surely, when the animator has a wide knowledge of leviathan in his references it will invoke the animator intention of visualizing leviathan to be more similar to its original leviathan. On the opposite, if the animators have no idea about leviathan or have a less knowledge in references, the visualization of leviathan will be more haphazard.

So that, there are three types of intertextuality. As the researcher mentions in chapter two still according to Fitzsimmons (2013) the intention of the researcher is also called as hypertext, meanwhile the significance of references is also called hypotext.

Obligatory intertextuality could be found if the animators visualize leviathan nearly the same to its reference (bible). Without a vast reference, the animators could not make a similar visualization of leviathan. Fitzsimmons (2013) states that obligatory intertextuality is when the researcher (author/animator) deliberately invokes the hypotext, on this point the researcher conclude that the bigger

percentage of qualities, the most likely the visualization is obligatory intertextuality.

Accidental intertextuality is the opposite of obligatory intertextuality. Fitzsimmons (2013) states that accidental intertextuality is not an intertext that the researcher (animator/author) want to make. The smaller percentage of qualities show that, the more animators haphazardly named a character in its video games as leviathan, the more likely it is making in accidental intertextuality. The very last of three types of intertextuality is optional intertextuality. It lies within those two.

The researcher finds that, sixty two leviathans in video games most of them is an optional intertextuality. There are thirty three leviathans that are optional intertextuality, seventeen of them are obligatory and the rest twelve are accidental intertextuality.

b. Leviathan in Video Games

In this sub-chapter, the researcher’s finding is a table that conduct all the data in regard of leviathan in video games. Following table would easily give the reader’s understanding about all sixty two leviathans that are found in all video games.

Leviathan in Video Games (Living Creature)					
No.	Games’ Titles	Visualization	Genre	Qualities Percentage	Type of Intertextuality
1.	Entropia Universe	A brown fish	MMORPG, FPS	33.3%	Optional

2.	Subnautica	Treader Leviathan	Survival Adventure	33.3%	Optional
3.	Skullgirls	A parasite	Combat	33.3%	Optional
4.	Umineko no Naku Koro Ni	A girl	Visual Novel	40%	Optional
5.	The Legend of Zelda: Skyward Sword	A flying whale	Action Adv	40%	Optional
6.	Dead Space	A giant mouth with three tentacle	Action Adventure	46.6%	Optional
7.	Mass Effect 3	A squid-like titan	Action RPG	46.6%	Optional
8.	Subnautica	Reefback Leviathan	Survival Adv	46.6%	Optional
9.	Subnautica	Reaper Leviathan	Survival Adv	46.6%	Optional
10.	Megaman Zero	A girl warrior	Action, RPG	53.3%	Optional
11.	Disgaea	A human-shark	RPG	53.3%	Optional
12.	Subnautica	Sea Emperor Leviathan	Survival Adv	53.3%	Optional
13.	Subnautica	Ghost Leviathan	Survival Adv	60%	Optional
14.	Gears of Wars	A fish with squids	FPS	60%	Optional
15.	Devil May Cry 3	A giant three-fins whale	Action Adventure	66.6%	Optional
16.	Defense of The Ancient 2	Human-like monster	MOBA	66.6%	Optional
17.	The Ocean Hunter	Megalodeon shark	Shooter games	66.6%	Optional

18.	Subnautica	Sea Dragon Leviathan	Survival Adv	66.6%	Optional
19.	Final Fantasy Dimensions	A sea serpent	RPG	66.6%	Optional
20.	Final Fantasy Dimension 2	A sea serpent	RPG	66.6%	Optional
21.	Final Fantasy: The Four Heroes Light	A sea serpent	RPG	66.6%	Optional
22.	Bomberman 64	A giatn fish with antenna	Action Advanture	66.6%	Optional
23.	Final Fantasy XV	A sea serpent	RPG, MMORPG	73.3%	Optional
24.	Warcraft III: Reign of Chaos	A human-like monster	RTS, MOBA, RPG	73.3%	Optional
25.	Final Fantasy III	A sea serpent	RPG	73.3%	Optional
26.	Final Fantasy Fables: Chocobo's Dungeon	A sea serpent	RPG	73.3%	Optional
27.	Realm of The Mad God	A serpent	MMORPG	73.3%	Optional
28.	Resistance 2	A two-legged alien monster	FPS	73.3%	Optional
29.	Borderlands 2	A fat monster	Action RPG, FPS	73.3%	Optional
30.	Final Fantasy VIII	A sea serpent	RPG	80%	Obligatory
31.	Final Fantasy IX	A sea serpent	RPG	80%	Obligatory
32.	Final Fantasy XI	A sea serpent	RPG	80%	Obligatory
33.	Final Fantasy	A sea serpent	RPG	80%	Obligatory

	XIV				
34.	World of Final Fantasy	A sea serpent	RPG	80%	Obligatory
35.	Final Fantasy VII	A sea serpent	RPG	80%	Obligatory
36.	Final Fantasy Brave Exvius	A sea serpent	RPG	80%	Obligatory
37.	Final Fantasy IV	A sea serpent	RPG	80%	Obligatory
38.	Final Fantasy Exploreres	A sea serpent	RPG	80%	Obligatory
39.	Final Fantasy VI	A sea serpent	RPG	80%	Obligatory
40.	Darksiders	A sea-dragon	Action-Adv	80%	Obligatory
41.	Dissidia Final Fantasy	A sea serpent	RPG	80%	Obligatory
42.	Final Fantasy V	A sea serpent	RPG	80%	Obligatory
43.	Final Fantasy Tactics	A sea serpent	RPG	80%	Obligatory
44.	Castlevania III: Dracula's Curse	A human-like monster with a sheep head	Action RPG	86.6%	Obligatory
45.	Angels Online	A mermaid	MMORPG	86.6%	Obligatory
46.	Final Fantasy XII: Revenant Wings	A sea serpent	RPG	93.3%	Obligatory

Table 4.4

This table is the resume of all data that the researcher has compiled in all video games. It is quite clear that the number of leviathans in video games which are visualized as a living creature is forty six.

There are sixty two of all leviathan and most of them are visualized as a living creature.

Another interesting finding is that the leviathan in RPG (role play games) genre becomes the most sufficient qualities to complete all the characteristics of leviathan in bible rather than any other genres. So that, in regard of Fitzsimmons (2013) theory, these leviathans that are above eighty percent of qualities is considered as obligatory intertextuality.

Obligatory intertextuality is the highest level to find that the hypertext is having such a fine significance reference of biblical leviathan. There are three types of intertextuality from which stated in previous chapter. Start from the very high among others are obligatory intertextuality, then optional intertextuality, while the last is accidental intertextuality.

From table 4.4 the researcher finds that none of leviathan that is visualized as a living creature considered as an accidental intertextuality. It means that there is no leviathan which is appeared in developers' video games accidentally. All is coming from a good start to put leviathan in their video game with significant reference.

The table also explains that most of obligatory intertextuality is coming from leviathan in genre RPG. it is happened as The researcher has found that RPG is a game from which has the most length time to be done or finished.

No.	Video Games	Visualization	Genre	Qualities Percentage	Type of Intertextuality
1.	God of War 4	An axe	Action Adv	0%	Accidental
2.	Eve Online	An Airship	MMORPG	6.6%	Accidental
3.	Grand Theft Auto: San Andreas	A helicopter	Action Adv	6.6%	Accidental
4.	Star Wars: Knights of The Old Republic	An airship	RPG	13.3%	Accidental
5.	Destiny 2	A starship	FPS	13.3%	Accidental
6.	X-COM Terror From the Deep	A submarine	RTS	13.3%	Accidental
7.	Grand Theft Auto V	A roller coaster	Action adv	13.3%	Accidental
8.	Warhammer 40.000: Dawn of War	A tank	RTS, MOBA	13.3%	Accidental
9.	Halo The Fall of Reach	An airship	FPS	20%	Accidental
10.	Age of Mythology	A submarine	RTS	20%	Accidental
11.	World of Warcraft	A tank	MMORPG	20%	Accidental
12.	Twisted Insurrection	A tank	FPS	20%	Accidental
13.	Final Fantasy XIII	A plaza	RPG	26.6%	Optional
14.	Final Fantasy XII	An airship	RPG	33.3%	Optional

15.	Final Fantasy II	A sea serpent	RPG	26.6%	Optional
16.	Starcraft	An airhsip swarm	RTS	33.3%	Optional

Table 4.5

The researcher also learns that, there are three most dominant of genres that have sufficient qualities to be considered as optional and obligatory intertextuality. The first one is RPG, then Adventure and the last is Action.

In order to find the understanding of why RPG becomes most of obligatory intertextuality, first of all it is a good idea to know the differences among those three.

Based on the research of Rollings and Adams (2003) the researcher has concluded that the difference among those three are lies within how the player control the character, levelling system within the story line, and how is the fighting or combat system.

Role play is a genre that provides the player to control ‘the’ character. While action and adventure only control character. It means that there are plenty options to determine the physical appearance of the character. It is subjectively depended on the player itself to imagine how the character that the player want to be. While action and adventure the player should choose character. There is no modification of physical appearance of the character in this genre.

In action and adventure, usually there is no levelling system. There is no daily mission to upgrade the EXP. The game is focused on the story line. The character development based on the story line. Since the genre is focused on the story line there are no side mission. While

RPG is completely on the other side of those characteristics in action and adventure genre. A combat or a fighting is the most effective way to introduce characters in these three genres. This element is the basic differences among these genres.

Action games has a combat system whereas the player should have a devastating reflex to defeat the enemy by clicking the required button(s).

Adventure games has a real-time combat system, keep distance and striking the enemy in the correct time is a skill that should be mastered. Meanwhile, reflex and time in role play games are not necessary at all. RPG combat system is using good preparation and fine strategy of using skills to defeat the enemy.

The providing such plenty detail data give such plenty significance references as well. This is the answer on how role play becomes most of genre that fills obligatory intertextuality..

The researcher has mentioned that the visualization of leviathan as non-living creature has less quality percentage, this is surely caused by the origin of biblical leviathan is definitely a living creature.

Therefore, above table is the table of leviathan in video games as non-living creature.

This table strengthen the researcher's opinion in previous paragraph in regard of role play. On the other hand, RTS (real time strategy) and FPS (first person shooter) have the less quality percentage since this kind of genres has the fewer story lines which invoke the significance reference leviathan in video games.

c. Ludo-Narrative of Leviathan in Video Games.

As Aarseth (2012) narrates that there are four basic dimensions that incline ludic and narrativism. The researcher uses the Aarseth's table of ludo-narrative as mentioned in table 2.1 and finds that there are six leviathan in classification of world/stage, eleven in object, and the rest thirty six leviathan depicts in a character of the game.

In the world classification most dominant type of world is hubshaped quest landscape. The example of this type is *Starwars: Knight of The Old Republic*. meanwhile there only one multicursal labyrinth in *Final Fantasy II*. This finding explain that leviathan as a living creature that is visualized as a world appearantly cannot be visualized as an open landscape world nor inaccessible. As matter of fact, inaccessible is the pole to pure story. on the other hand, open landscape is the pole to pure game (Aarseth, 2012).

Relating to its genre, the researcher learns that the leviathan in the world dimension has a genre mostly in role-play game and the

genre that similar to it—action-adventure and first person shooter. The action-adventure is found in *Devil May Cry 3* while the FPS (first person shooter) is found in *Starwars: Knights of The Old Republic*.

Object dimensions is filled by eleven leviathan that has variety of visualizations of leviathan that is usable and creatable. Although most of them are visualized as a vehicle. This explain that biblical leviathan's depiction is large, so large that it could be loaded by a lot of things.

More specific to the vehicle, the leviathan in object dimension is dominated by an arm-machine vehicle such as tank, amphibious helicopter, submarine and airship. These vehicles are complete depiction that leviathan in object dimension often become the calvary rather than mass transportation—similar to biblical leviathan. The most unique leviathan in object dimension is leviathan axe finds in *God of War 4* that has a cross-mythological background that leviathan axe is made by Brok and Sindri, the Huldra brothers that also made Thor's Mjolnir, because both feels guilty of destruction that Thor has made. Leviathan is basically made to defeat Thor and is inspired by the epic of Thor versus Jormungandr. The last finding of leviathan in object dimension is that most of the genres are real-time strategy.

Character and event are providing so much narrative elements in video games (Aarseth: 2012), therefore they are bond each other or impacting one to another. this can be seen in leviathan of *Neko Umi no*

Naku that the leviathan is real deep character that impacting the events become fully plotted. Without the character of leviathan the game will lose the kernel and the story line would have been changed.

Leviathan in *Neko Umi no Naku* is one of the seven sister purgatory. Each sister should be named after the seven sin, one of the seven sins is leviathan the depiction of envy sin. Without envy the seven sins is incomplete, therefore the character should be seven girl and leviathan must include as one of them.

In conclusion, Biblical leviathan as an antagonist sea-beast that has a kernel to the events of doomsday which will be destroyed by the Yahweh is already depicted in such different satellites/discourse. It enriches the story of leviathan in video games. The researcher also concludes that the deeper the character of leviathan in video game the more similar it will be to the biblical leviathan, because its original belongs to biblical bestiary.

In brief the findings to ludo-narrative of leviathan in video games are: (1) The most dominant dimension in classification of world is hub-shaped quest landscape. This result is influenced by the genre of the video games from which most of them are RPG (role-play game). RPG could provide a lot of narrative plot line in order to enrich leviathan. (2) Meanwhile, the most dominant dimension of object is usable and creatable. The genre of this dimension mostly is RTS (real-time strategy). RTS game is a game that the player should develop

many tools/objects with many specific function to build a firm line up in order to defeat the enemy. Understanding the use of each tool and upgrading the ability of the tools are tactically essential. Thus, leviathan often visualize as a cavalry (a ear transportation/a killing machine) that is usable and changable/upgradeable. (3) character dimension mostly filled by deep character. Leviathan often become the antagonist character visualized as an aquatic-monstrous boss. This is a line to biblical leviathan as he is the enemy of Yahweh in doomsday. To set up leviathan as the final boss the game should have a good story line/narrative. Both, RPG and action-adventure are the most compatible genre. From these two genre, (4) influence the event that most of events/plot lines are dynamic satelite and dynmaic kernel (playable story and quest game). The researcher also concludes—many leviathans in video game that leviathan often belongs to RPG—leviathan's kernels are its large size and the antagonist character (specifically final boss). RPG could provide this kernel and modify the satelite to enrich its discourse but often the size and the antagonistic of leviathan do not change.

B. Discussion

The researcher has already shown all the findings of anthropomorphic visualization of biblical leviathan in video games. The findings are broken down into three sub-chapters, those are anthropomorphic visualization, biblical leviathan and the last is intertextuality of leviathan in video games.

The first sub-chapter is dominated by the theory of Nikki Atkinson (2006) in his book entitled *The Use of Anthropomorphism in the Animation of Animals: What All Animators Should Know*. Atkinson (2006) states in order to animate animals into visualization the animators should begin with two basic aspects of the animal itself.

The first is physical qualities and the second is psychological qualities. These two should be considered by the animator in order to derive the qualities of human traits to be more living in animation of animal. This is the use of anthropomorphism—to attribute human traits to non-human entities.

The object of the study in this literature is leviathan. leviathan until recent day is not appear yet as it is written in bible (King James Version). Therefore, the researcher could not study about leviathan personally. The study of leviathan, about the characteristics that will be used by the animator (physical and psychological qualities), is focus on the study of bible itself.

The researcher has found the qualities that Atkinson (2006) meant from the source of the bible. There are fifteen findings of leviathan qualities in bible. nine qualities are mentioned as physical qualities and six qualities are the psychological qualities.

Most of the qualities are found in Job 41:1-34 (King James Version), there are fourteen qualities in that chapter, and one quality that the researcher finds in Isaiah: 27:1 (King James Version).

The use of King James Version bible is to avoid different interpretation of leviathan. the use of one version is helping the researcher to be more focus on

looking toward the origin of leviathan. Day (1998) in his research entitled *God and Leviathan* is using King James Version bible as well. Moreover, King James Version generally becomes a main reference of bible and is one of pillars in English language.

By far, anthropomorphism is important for God to tells how great leviathan is. Guthrie (1993) has three types of anthropomorphism; those are literal, partial and accidental anthropomorphism. The most significant type to this research is partial anthropomorphism. Guthrie (1993) gives the character in fable as an example to this type of anthropomorphism. He says that partial anthropomorphism is the second level whereas people see things (non-human entities) as having human attributes; thinking, feeling, and talking like human.

It brings to the point that, if bible is truly God words than God Himself gives the attribution of pride, fearless, cruel, wild as a big boss in video game the same attribution that human have. The attribution that is coming from human value and thought.

In brief, in this context, according to Guthrie (1993) bible is a fable. Because it tells leviathan as one of characters in bible—which is a beast—that has human traits. It happens also leviathan in video games, since video game is literary work than any character that has leviathan in it is considered as partial anthropomorphism. In the example is leviathan in *World of Final Fantasy* could talk as human do.

In addition to biblical leviathan, the researcher would like to remain that leviathan which is mentioned in Psalms is not used as source of data or

hypotext in the context of intertextuality. The reason is that according to Day (1998) leviathan in this chapter is leviathan as imagery to a tyrant that is origin from the word *lotan* in Ugaritic text that derives to pharaoh in the event of exodus.

Leviathan in bible is told by (Day, 1998) as an enemy of God in the beginning of creation, exodus, exodus from exile, and an enemy in which will be destroyed by God in the end of the world. The character of leviathan is told similar to villain character in literature. Video games' genres that will provide villain characters are role-playing, action and adventure.

Adams and Rollings (2003) present nine genres of video games, those are action, strategy, role-playing, sports, vehicle-simulation, constructioned-management-simulation, adventure, online-games and artificial-lifepuzzle-games-and-others.

According to data that the researcher had already compiled. Leviathan appears usually in genre of role-playing, also called as RPG (role playing games), and adventure. Those two is the most fit to appear leviathan as a villain character in its video games. If it is not coming from those two, in average it is coming from the mixing genre.

Mixing genre is genre that provides two or more genre in a game. As an example is genre MMORPG (multiple massive online role-playing game), this genre provides two or more player connect in the same game to play with, and each player play with their own console. *World of Warcraft* is one of MMORPG video game.

Intertextuality of leviathan in video game has been mentioned by the researcher in previous sub-chapter. The findings are allowing the reader to know which type is that leviathan in each video games based on Fitzsimmons (2013) three types of intertextuality.

It's found that leviathan in video games in average are considered to optional intertextuality. The obligatory intertextuality is much more than accidental intertextuality. It implies that the developers with a lot of significance references to leviathan is mucher than those developers that visualized leviathan haphazardly or less references.

From the researcher data, leviathan in video games with less reference has been visualized by western developers, consist of USA, Canada, England, Sweden and Iceland.

Meanwhile, Eastern developers have visualized leviathan in a lot of significant references that allow the developers to visualized leviathan with extra similar percentage of qualities in two side qualities, it is physical qualities and psychological qualities.

Perhaps, according to the researcher, it is considered as an irony that the sixteen western developers, seven of them—nearly half of sixteen—have a line to visualized biblical leviathan as a non-living creature which is clearly written in bible as a living creature. Yet, bible is coming from the western itself.

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Video games are ingrained in our culture (Gallagher, 2015). In 2015 according to entertainment software association (ESA), twenty percent of seven billion human on the earth are a gamers. Gamers are those who play any video games regularly.

Giving character in video game is necessary. There are many types of character, in this research the researcher pick the villain character under the name leviathan. Leviathan originally written in bible, therefore the leviathan, which is written in bible, in this research called biblical leviathan—also called as ancient serpent or sea dragon.

All over the well-known video games on the earth, there are sixty two leviathans in fifty seven different video games visualized by thirty two developers all around the country. These leviathans are visualized in vast variety. According to (Atkinson, 2006) is divided into living creature leviathan and non-living creature (thing) leviathan.

From sixty two leviathans in video games, there are forty eight leviathans visualized as a living creature. The rest fourteen are non-living creature leviathan. The visualization of leviathan as a living creature is dominated by eastern developers, meanwhile the opposite visualization is dominated by western developers.

The most similar visualization of leviathan in video games compare to its original biblical leviathan is developed by Square Enix an eastern developer under a video game entitled *Final Fantasy XII: The Revenant Wing*.

On the other hand, the most incapable visualization of leviathan in video game is leviathan which is developed by Santa Monica Studios along with *God of War 4* in which leviathan is visualized as one-handed axe, one of Kratos weapons.

Using Fitzsimmons (2013) three types of intertextuality. There are twelve accidental intertextuality of leviathan in which leviathan is visualized in video games, yet those have under twenty five percentage of similarity. Most of them are visualized in non-living creature.

Thus, there are seventeen leviathans considered as obligatory leviathans (the leviathan which has the percentage of similarity above 75%). The last is optional intertextuality in which thirty three leviathans are considered in it.

B. Suggestion

Indeed in visualizing character in video game is depended on the animator itself. But, the researcher finds that character in video games are more memorable, because it shows the name and the visualization along with the ability of the character.

The researcher along with this research has kind of suggestion to the developers or animators that, it is important to give significant

similarity in order to give an understanding to the player about the real thing outside the games by which visualized in video games. This is important thing to deliver the correct meaning because hypertext is more popular than the hypotext itself.

Thus, as Atkinson (2006) states, if anyone wants to visualize textual into visual. The psychological qualities and physical qualities should not be neglected at any cost.

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APPENDIXES

1. Leviathan in Bible

No.	Datanumber/Type of bible/Chapter/Verse	Evidence
1.	1/KJV/JOB/41/22 Strong neck	In his neck remaineth strength, and sorrow is turned into joy before him.
2.	2/KJV/JOB/41/18 Red eyes	and his eyes are like the eyelids of the morning.
3.	3/KJV/JOB/41/7 Head	Canst thou fill his skin with barbed irons? or his head with fish spears?
4.	4/KJV/JOB/41/14 Sharp teeth	his teeth are terrible round about.
5.	5/KJV/JOB/41/19&22 Fire Ability	-Out of his mouth go burning lamps, and sparks of fire leap out. -His breath kindleth coals, and a flame goeth out of his mouth.
6.	6/KJV/JOB/41/15,16,17 Scale of seals	-His scales are his pride, shut up together as with a close seal. -One is so near to another, that no air can come between them. -They are joined one to another, they stick together, that they cannot be sundered.
7.	7/KJV/JOB/41/25 Extremely Huge	When he raiseth up himself, the mighty are afraid: by reason of breakings they purify themselves.

8.	8/KJV/JOB/41/1 Tongue	Canst thou draw out leviathan with an hook? or his tongue with a cord which thou lettest down?
9.	9/KJV/JOB/41/2 Nose	Canst thou put an hook into his nose? or bore his jaw through with a thorn?
10.	10/KJV/JOB/41/5 Wild	Wilt thou play with him as with a bird? or wilt thou bind him for thy maidens?
11.	11/KJV/JOB/41/4 Not negotiable	Will he make a covenant with thee?
12.	12/KJV/JOB/41/22 Cruel	and sorrow is turned into joy before him.
13.	13/KJV/JOB/41/33 Fearless	who is made without fear.
14.	14/KJV/JOB/41/33 The one and only	Upon earth there is not his like.
15.	15/KJV/ISA/27/1 Final Boss Beast that will kill in the Judgement day (one of final stage to face the end)	In that day the Lord with his sore and great and strong sword shall punish leviathan the piercing serpent, even leviathan that crooked serpent; and he shall slay the dragon that (is) in the sea.

2. The Qualities Percentage of Leviathan in video games

Anthropomorphic Visualization	Physical Qualities	Neck	22.8%
		Red-Yellow Eyes	41.9%
		Head	85.4%
		Sharp Teeth	58%
		Fire Ability	8%
		Scale of Seals	41.9%
		Huge	82.2%
		Tongue	54.8%
	Nose	14.5%	
	Psychological Qualities	Wild	64.5%
		Not Negotiable	66.1%
		Cruel	64.5%
		Fearless	72.5%
		The Only One	74.1%
Final Boss		53.2%	

3. The Intertextuality of Leviathan in Video Games

	Video Games	Visualization	Genre	Qualities Percentage	Type of Intertextuality
Non-Living	God of War 4	An axe	Action Adv	0%	Accidental
	Eve Online	An Airship	MMORPG	6.6%	Accidental
	Grand Theft Auto: San Andreas	A helicopter	Action Adv	6.6%	Accidental
	Star Wars: Knights of The Old Republic	An airship	RPG	13.3%	Accidental
	Destiny 2	A starship	FPS	13.3%	Accidental
	X-COM Terror From the Deep	A submarine	RTS	13.3%	Accidental

Creature	Grand Theft Auto V	A roller coaster	Action adv	13.3%	Accidental
	Warhammer 40.000: Dawn of War	A tank	RTS, MOBA	13.3%	Accidental
	Halo The Fall of Reach	An airship	FPS	20%	Accidental
	Age of Mythology	A submarine	RTS	20%	Accidental
	World of Warcraft	A tank	MMORPG	20%	Accidental
	Twisted Insurrection	A tank	FPS	20%	Accidental
	Final Fantasy XIII	A plaza	RPG	26.6%	Optional
	Final Fantasy XII	An airship	RPG	33.3%	Optional
Living Creature	Final Fantasy II	A sea serpent	RPG	26.6%	Optional
	Starcraft	An airship swarm	RTS	33.3%	Optional
	Entropia Universe	A brown fish	MMORPG, FPS	33.3%	Optional
	Subnautica	Treader Leviathan	Survival Adventure	33.3%	Optional
	Skullgirls	A parasite	Combat	33.3%	Optional
	Umineko no Naku Koro Ni	A girl	Visual Novel	40%	Optional
	The Legend of Zelda: Skyward Sword	A flying whale	Action Adv	40%	Optional
	Dead Space	A giant mouth with three tentacle	Action Adventure	46.6%	Optional
	Mass Effect 3	A squid-like titan	Action RPG	46.6%	Optional
	Subnautica	Reefback Leviathan	Survival Adv	46.6%	Optional
	Subnautica	Reaper Leviathan	Survival Adv	46.6%	Optional
	Megaman Zero	A girl warrior	Action, RPG	53.3%	Optional
	Disgaea	A human-shark	RPG	53.3%	Optional

Subnautica	Sea Emperor Leviathan	Survival Adv	53.3%	Optional
Subnautica	Ghost Leviathan	Survival Adv	60%	Optional
Gears of Wars	A fish wih squids	FPS	60%	Optional
Devil May Cry 3	A giant three-fins whale	Acirion Advanture	66.6%	Optional
Defense of The Ancient 2	Human-like monster	MOBA	66.6%	Optional
The Ocean Hunter	Megalodeon shark	Shooter games	66.6%	Optional
Subnautica	Sea Dragon Leviathan	Survival Adv	66.6%	Optional
Final Fantasy Dimensions	A sea serpent	RPG	66.6%	Optional
Final Fantasy Dimension 2	A sea serpent	RPG	66.6%	Optional
Final Fantasy: The Four Heroes Light	A sea serpent	RPG	66.6%	Optional
Bomberman 64	A giatn fish with antena	Action Advanture	66.6%	Optional
Final Fantasy XV	A sea serpent	RPG, MMORPG	73.3%	Optional
Warcraft III: Reign of Chaos	A human-like monster	RTS, MOBA, RPG	73.3%	Optional
Final Fantasy III	A sea serpent	RPG	73.3%	Optional
Final Fantasy Fables: Chocobo's Dungeon	A sea serpent	RPG	73.3%	Optional
Realm of The Mad God	A serpent	MMORPG	73.3%	Optional
Resistance 2	A two-legged alien monster	FPS	73.3%	Optional

Borderlands 2	A fat monster	Action RPG, FPS	73.3%	Optional
Final Fantasy VIII	A sea serpent	RPG	80%	Obligatory
Final Fantasy IX	A sea serpent	RPG	80%	Obligatory
Final Fantasy XI	A sea serpent	RPG	80%	Obligatory
Final Fantasy XIV	A sea serpent	RPG	80%	Obligatory
World of Final Fantasy	A sea serpent	RPG	80%	Obligatory
Final Fantasy VII	A sea serpent	RPG	80%	Obligatory
Final Fantasy Brave Exvius	A sea serpent	RPG	80%	Obligatory
Final Fantasy IV	A sea serpent	RPG	80%	Obligatory
Final Fantasy Exploreres	A sea serpent	RPG	80%	Obligatory
Final Fantasy VI	A sea serpent	RPG	80%	Obligatory
Darksiders	A sea-dragon	Action-Adv	80%	Obligatory
Dissidia Final Fantasy	A sea serpent	RPG	80%	Obligatory
Final Fantasy V	A sea serpent	RPG	80%	Obligatory
Final Fantasy Tactics	A sea serpent	RPG	80%	Obligatory
Castlevania III: Dracula's Curse	A human-like monster with a sheep head	Action RPG	86.6%	Obligatory
Angels Online	A mermaid	MMORPG	86.6%	Obligatory
Final Fantasy XII: Revenant Wings	A sea serpent	RPG	93.3%	Obligatory

4. Ludo-Narrative table of leviathan in video games

No.	Leviathan in video games	Ludo-Narrative dimensions			
		World	Object	Character	Events
1.	Warhammer 40.000: Dawn of War	-	<p>(+) Usable object</p> <p>Leviathan in warhammer 40K appears as a gigantic tank. Visualized as gigantic vehicle to bring vast number of troops.</p> <p>This leviathan also could shoot a fire cannon alike to biblical leviathan. So much so the cannon called as doomsday cannon because of its destructional impact.</p>	-	<p>(+) Pure game</p> <p>Leviathan of Warhammer 40K is used as a vehicles that it is up to the player want to use it or not. As the game is a real-time strategy, there has no plot or story line in the video game include leviathan. Thus, leviathan in this game is a pure only used to be played like a bishop in chess.</p>
2.	Star Wars: Knights of The Old Republic	<p>(+) Hubshaped quest landscape</p> <p>Leviathan in this video game is visualized as a world/stage that has to be done. Alike to</p>	-	-	<p>(+) Quest game/dynamic kernel</p> <p>Leviathan appears in this video game as one of the biggest starship. Owned by Darth Malak (big boss). In its</p>

		Aarsets statement that the world has three quests. Each quest should be finished by the player in order to move to the next stage.			<p>appearance, Carth, the main character, says “it’s the leviathan” in refer to its spesific magnificent shape and glorious size of leviathan.</p> <p>Leviathan becomes one of the stages in this game after the third planet toward the fourth planet</p> <p>There are three quests inside leviathan airship, one of them is the Capture of Darth Revan the big boss. This airship leviathan alike to biblical leviathan, that this airship only create once.</p>
3.	Halo The Fall of The Reach		<p>(+) Non-interactable</p> <p>Leviathan as a gigantic airship is only told in the beginning of the video game as a prequel to the player before the game start.</p>		<p>(+) Full story</p> <p>Leviathan only visualized for a while. It is told that leviathan is one of the last 27 airships on the earth to fight the oulander of alien. Led by Admiral</p>

					Stanforth in this video game leviathan is destroyed along with its admiral.
4.	Eve Online		<p>(+) Creatable</p> <p>Leviathan is a titanic class belongs to the Caldary. Along with leviathan there are others four titanic ships those are Avatar, Erebus and Ragnarok. Leviathan is a titanic ships that could be upgrade by gold and his attribute will increase. The abilities of leviathan is launching torpedo and missiles.</p>		<p>(+) Pure game</p> <p>Leviathan has no story line. It's just an object that is created by the player to fight another player. Since Eve online is a real-time strategy game the story line is very limited.</p>
5.	Warcraft III: Reign of Chaos			<p>(+) Deep character</p> <p>Warcraft III has hundred of heroes/character in its game. One of them is Leviathan. Each hero in Warcraft has their story include leviathan. In this video game leviathan is human-like monster that</p>	<p>(+) Pure Game</p> <p>Leviathan even though has a deep character, in this game as a MOBA (massive online battle arena) it appears only if he is picked by the player. It has a massive health point and often becomes the tanker and</p>

				uses an anchor as his weapon. He has such a great a malevolence toward Kunkka the admiral (also a hero in this video game).	supporter role. MOBA is a genre that does not need any story line. Players only focus on what the hero can do in battle, yet the abilities of leviathan does not similar to the abilities of biblical leviathan.
6.	Mass Effect 3			<p>(+) Deep character</p> <p>Leviathan is first and formal in the series of Mass Effect 3 appears. The enemy of the main character in this video game is Reapers. This monstrous enemy is killing the earth and its civilization. Leviathan is told as a character but not to be fought or to befriend, it is told that leviathan is the first creation of all universe from the creator. Leviathan has a task to make a data of all organic creator in the galaxy. But then, from their</p>	<p>(+) Full story</p> <p>Leviathan in this story is unplayable, it appears only to tell the whole reason of the coming of the reaper. Although the game itself is role-play game.</p>

				<p>briliant intelegence leviathan made a mistake that they want to make an artificial intelegence of and end up creating the reaper that kills their own race. In this remaining leviathan is preserving their life by seek a refuge to depth of the ocean under 2150m. Leviathan has a telephatic ability to control the mind and body of all organic creation. Nevertheless, the remain hiding their self without fighting or supporting the player of the game.</p>	
7.	Starcraft		<p>(+) Creatable</p> <p>Leviathan in starcraft is alike to leviathan in Eve Online. Although has different visualization. Leviathan in starcraft is also airship but it visulizes as a</p>		<p>(+) Pure game</p> <p>Leviathan is only used to be played and upgraded in the middle of the game if the player want to use this object. There is no story line of the leviathan but it has the ability</p>

			gigantic swarm.		of flame shooting as elaborated in biblical leviathan.
8.	Castlevania III: Dracula's Curse			(+) Deep Character In Castlevania III leviathan is one of dracula's race. It has a sheep head, muscular human body and a pair of bat wings. In its specific room leviathan should be defeated as one of the big bosses in order to pass through the next stage.	(+) Playable story Castlevania is a role play game. A simple game with a simple story line. The player has no other choices unless to win all the stage to complete the plot line.
9.	Age of Mythology		(+) creatable Age of mythology is a more simple of real-time strategy game. Leviathan in this game cannot be upgraded, rather it is only an aquatic vehicle to load troops.		(+) Pure game Leviathan is created pure only to be played and become transportation.
10.	Realm of The Mad God			(+) Deep character Leviathan in this game is one of a big boss that has aquatic-shooting	(+) Playable story The player should defeat the leviathan as the game is a role play game that should play the

				ability.without defeating the leviathan the game will not be finished as the game is depict the wrath of god include its creation the leviathan. The gigantic serpent.	plot line to finish the game.
11.	Devil May Cry 3	(+) Hubshaped quest landscape After leviathan eating Dante (the main character), inside the leviathan, it becomes the world/stage that Dante should pass in eighth stage after he awaken his Devil Trigger.		(+) Deep character Leviathan depict as a giang whale is also a big boss that Dante should defeat from inside. Leviathan is a beast belong to Devil-King as the final boss. Yet, dante should defeat this leviathan as a depiction of envy sin—one of seven sins, inside leviathan specifically in its heart.	(+) Playable story Leviathan inside is an intense stage to be defeated. Dante cannot be too long inside as the game is improving or else he will die.
12.	Bomberman 64			(+) Flat character Although leviathan in Bomberman 64 is one of the bosses in this video game, the game does not give any	(+) Playable story The Bomberman 64 is a simple role play game from which the player ony has to defeat the enemy provide in a very

				detail plot story of leviathan.	limited battle arena.
13.	Umi Neko No Naku Koro Ni			<p>(+) Deep character</p> <p>Leviathan is one of the depiction to envy sin. In the video game leviathan is indeed a girl who has desire to be envy rather than any other sisters. She is one of the sister purgatory. Leviathan often speak on behalf of other sisters to the oldest sister. Leviathan has a master named Beatrice.</p>	<p>(+) Full story</p> <p>Leviathan in this game cannot be played as the video game is a visual novel that the player could only follow the plot line and chooses the plot line that the player prefer to choose</p>
14.	Megaman Zero			<p>(+) Deep Character</p> <p>Leviathan is visualized as robotic-girl boss that has three different abilities of fighting. Leviathan is not the final boss. But she belongs to the brotherhoof of the bosses.</p>	<p>(+) Playable story</p> <p>As a quite simple role play game, leviathan should be defeated after the player get in to her territory in order to progress the plot line as well as the game.</p>
15.	Gears of Wars			(+) Deep character	(+) Playable story

				<p>Leviathan is a gigantic fish like piranha that is far more bigger than piranha. It dwells in a lake of Hollows below mount Kadar. Leviathan often attack the Locust and while the player has to go to Nexus, the place where separate by the Hollow and no other way to reach there without take a boat and set a sail to Nexus and of course get attacked by the leviathans</p>	<p>Leviathan has to appear in order to strike any boat sails above the lake. The leviathans are the guardian of the Nexus.</p>
16.	Twisted Insurrection		<p>(+) Creatable</p> <p>Leviathan as a tank as finds in Warhammer 40K is alike to leviathan in Twisted Insurrection. In this video game leviathan is the biggest vehicle that the forsaken has ever made.</p>		<p>(+) Pure game</p> <p>Most of the game that leviathan depicts as a tank is a real-time strategy game. The leviathan becomes lack in story line and appears to be played only.</p>
17.	Dead Space			<p>(+) Deep character</p> <p>Leviathan in Dead Space</p>	<p>(+) Playable story</p> <p>Leviathan appears in the dect</p>

				<p>encountered in USG Ishimura's food storage facility during the outbreak aboard the vessel. Leviathan collided with the USG Ishimura while drifting through space. It made its way into the Hydroponics Deck of the ship and barricaded itself inside the food storage facility. The shipboard oxygen levels became critical as a result.</p>	<p>suddenly attacking the Hydroponics facility that produce oxygen. Leviathan should be defeated in order to survive.</p>
18.	Entropia Universe			<p>(+) Flat character</p> <p>This leviathan is a huge sea-living creature that inhabits the large oceans. It sometimes ventures near the coastlines or into secluded bays to feed or mate. It has a very large mouth and characteristic elongated eyes sticking out from its head.</p>	<p>(+) Quest game/dynamic kernel</p> <p>Leviathan is a creature that is common to be killed in this video game. The player may and may not kill the leviathan. But, still killing leviathan bring some bonus in return.</p>

19.	The Ocean Hunter			<p>(+) Deep character</p> <p>Leviathan in this video game is visualized as a huge shark megaladon that appears while the player is in the ocean set sail with a boat. It is said that the leviathan has sunk eleven ships by himself.</p>	<p>(+) Playable story</p> <p>Leviathan appears in all sudden attacking the boat from the deep of the sea. The player should kill this shark megalodon by the gun.</p>
20.	Angels Online			<p>(+) Deep character</p> <p>Player could arrive in the leviathan's bedroom after they pass through the mysterious passage in Nightmare Palace. It seems that the girl (leviathan) is always crying in the dark somewhere.</p>	<p>(+) Quest game/dynamic kernel</p> <p>To meet the leviathan the player should find a passage in Nightmare Palace. Also the player should have finished a quest in conspiracy about the poisonous liquid.</p>
21.	Skullgirls			<p>(+) Flat character</p> <p>Leviathan is a parasite to</p>	<p>(+) Pure game</p> <p>Leviathan appears as a sidekick</p>

				one of character in Skullgirl.and it is rival to Samson. Leviathan is a very loyal parasite to Squigly through as well as honorable.	of one of the heroes to give support in battle arena.
22.	Darksiders			(+) Deep character The leviathan one of many who bathe in the agony of the revenant.leviathan is a massive serpent-like creature that appears in the river Styx. Death had to acquire its tongue to use it as payment for a new weapon from Vulgrim.	(+) Quest game/dynamic kernel Fury can buy off the Leviathan's soul from Vulgrim in the form of Enhancement. It seems to hold no grudge toward the Nephilim for causing its death. The leviathan in its dungeon may and may not be fought.
23.	Subnautica			(+) Deep character There are seven leviathans in Subnautica that can be found in different depths. The size of leviathans are different depend on its type.	(+) Quest game/dynamic kernel Subnautica is a survival game that the player should avoid any harmful creatures in the depth of the ocean include

					leviathan as a huge and threatening creature.
24.	Defence of The Ancient 2			(+) Deep character Based on the story line leviathan in DoTA 2 is alike to leviathan in Warcraft III: Frozen throne, even though the leviathan has different visualization.	(+) Pure game Leviathan is played as one of many heroes in DoTA 2. It still has the role of tanker and supporter as leviathan has the Ravage ability to stun enemy in very wide areas at once. Yet, leviathan also has a lot of health point.
25.	Destiny 2	(+) Hubshaped quest landscape Leviathan is a raid in Destiny 2 which is located in Nessus orbit. It is the star eater. The objectives in this leviathan raid is to answer the invitation of Emperor Calus and complete his trials. There other bosses in this world such as:			(+) Multipath/Quest game/dynamic kernel There are so many quests to be done before fight the Emperor Calus. There also a prestige boss those are Gra'ask and Za'ahn that need some specific quest, level and item.

		Aru'un, B'ael and M'orn.			
26.	Disgaea			<p>(+) Deep character</p> <p>Leviathan is a rare shark-type dragon. One theory says that they are foreign species that came from another Netherworld. They are extremely aggressive and seek their prey throughout the Netherworld. It is located in Dark Congress</p>	<p>(+) Quest game/dynamic kernel</p> <p>To fight the leviathan is a choice. Unless the player has already strong enough, avoiding the creature is a better way.</p>
27.	X-COM Terror From The Deep		<p>(+) Creatable</p> <p>A transport that intercept fling sub, with extreme depth capability. A superb synthesis of alien and human technology, utilising Ion Propulsion System and Magnetic Array Navigation.</p> <p>In order to create leviathan, the player should have enough Zrbite as it is the</p>		<p>(+) Pure game</p> <p>The leviathan is pure to be played as a vehicle. It is a very fast vehicle that is available in the X COM Terror From The Deep.</p>

			main fuel to Leviathan		
28.	Grand Theft Auto San Andreas		<p>(+) Usable, destructible</p> <p>Leviathan is the second biggest helicopter in the game. It has the ability to land on water that is why the helicopter named after leviathan as it is an amphibious helicopter</p>		<p>(+) Pure game</p> <p>Leviathan is a helicopter that could be used to make some experience of driving a simulation of a helicopter.</p>
29.	Grand Theft Auto V		<p>(+) Usable object</p> <p>The leviathan is a small roller coaster in GTA V, it is located at the Del Perro Puer at the Fair Ground called the Pleasure Pier in Los Santos.</p>		<p>(+) Pure game</p> <p>Leviathan maximum carriage is two person. It is cost 10 dollars to use this vehicle. From the top side the leviathan looks like a penis from which another crude humor in GTA.</p>
30.	World of Warcraft			<p>(+) Deep character</p> <p>Levaiathan could be found in Black Temple. There are three abilities of leviathan, those are Poison Spit, Dibilitating Spray and Tail Sweep. There are no flame</p>	<p>(+) Quest game/dynamic kernel</p> <p>The leviathan is affiliated to Illidian's force and Ilidian's naga. the leviathan is an easy enemy to fight as it is not kind</p>

				abilities as it is found in biblical leviathan.	of boss in the game.
31.	Resistance 2			<p>(+) Deep character</p> <p>Leviathan is one of the big bosses in Resistance 2. Nathan Hale in the coming of leviathan says "Command, what the hell is that?!". It appears in Chicago and has humanoid reptilian body structure and carnivorous teeth. Leviathan has a 300-foot tall. There only two leviathan that ever reported.</p>	<p>(+) Playable story</p> <p>Leviathan appears and defeated by Benjamin and his assistant Nathan Hale along with the black ops. It is defeated specifically in Chimeran tower.</p>
32.	God of War 4		<p>(+) usable, changeable, creatable</p> <p>The leviathan axe is a two-handed war axe. It is the most offensive weapon that Kratos has in God of War 4. The leviathan axe is forged by the Huldra brothers, Sindri and Brok, who also</p>		<p>(+) Quest game/dynamic kernel</p> <p>God of War 4 as the other previous series, Kratos has always more than a weapon to use. Leviathan is one of the weapons that could be used or not by the player depends on his decision and the situation of</p>

			<p>forged the Thor’s hammer—Mjolnir. After feeling responsible for the destruction brought by Thor. As a weapon made to oppose the power of Mjolnir and inspired by the epic size of Jormungandr, Brok suggest the axe be named leviathan.</p>		<p>the game.</p>
33.	<p>The Legend of Zelda: Skyward Sword</p>			<p>(+) Deep character</p> <p>“I am the the great spirit they call Levias. Before she passed from this world so long ago, the goddes, Hylia, appointed me as warden of the skies.” Leviathan said in the game when he meets Fi. Leviathan plays an important role in the game as he makes an ally to Fi and Three dragon to aid Link in his quest to acquire triforce in order to defeat</p>	<p>(+) Playable story</p> <p>Leviathan in this video game should be met by Fi and Three dragons in order to aid Link and complete the quest as well as the game and its plot line.</p>

				The imprisoned.	
34.	Borderlands 2			(+) Deep character The leviathan is the final boss of the video game. It is the guardian of Captain Blade's lost treasure, and must be defeated before the treasure room can be accessed. It is an enormous beast, capable of a variety of devastating attacks.	(+) Playable story In order to finish the game, the player should defeat the leviathan that only has one weak spot in his blue eyes after defeating leviathan the corpse creates a walkway that allows access to the treasure room.
35.	Final Fantasy II	(+) Multicursal labyrinth Leviathan is a large sea monster that consumes any ship carrying a Crystal Rod on approach to the Tower of Mysdia. After consumed by leviathan, the map changes inside the leviathan.			(+) Playable story The leviathan intestines are small dungeon, containing a group of people he swallowed, including Richard Highwind.

36.	Final Fantasy III			<p>(+) Deep character</p> <p>Leviathan is one of bosses in Final Fantasy III along with other series of Final Fantasy. The Warriors of Light fight Leviathan under Lake Dohr after obtaining the Invincible. He is visible on the world map as a shadow swimming in the lake.</p>	<p>(+) Playable story</p> <p>Leviathan has to be fought to progress the plot line as well as the game. After defeating leviathan he can be summoned by Evokers and Summoners with the Level 7 Summon Magic spell Leviath. His summon magic can also be bought at a shop in Eureka for a large expense of 60,000 gil.</p>
37.	Final Fantasy IV			<p>(+) Deep Character</p> <p>“He Eidolon King... Born of the Northern Sea itself, he is the Lord of All Waters, and unchallenged champion of the Eidolons.”-Eilodon library.</p> <p>Leviathan is "The Lord of All Waters" and is the king of the Eidolons that live on a parallel plane of existence</p>	<p>(+) Playable story</p> <p>Leviathan is "The Lord of All Waters" and is the king of the Eidolons that live on a parallel plane of existence in the Underworld—the Feymarch—and rules the summoned monsters with Queen Asura. He knows that Rydia of Mist was one of the last surviving Summoners. When Rydia is crossing the ocean with Cecil,</p>

				in the Underworld—the Feymarch—and rules the summoned monsters with Queen Asura. He knows that Rydia of Mist was one of the last surviving Summoners.	Edward, and Yang to Baron, Leviathan attacks the ship and carries Rydia off into the Feymarch to protect her and train her in her summoning abilities. Later on the player can enter the Feymarch and defeat Leviathan to earn him as a summon if they have also defeated Asura.
38.	Final Fantasy V			(+) Deep Character Leviathan is a Level 5 Summon that guards Istory Falls. He protects the Tablet that lies there, but the player party does not need to fight him. Instead, the party can return later to confront him.	(+) Playable story Leviathan in the video game is an optional boss. The party could come later to confront him.
39.	Final Fantasy VI			(+) Deep Character Leviathan is a big boss in the video game. Similar to previous Final Fantasy series. His attack, Tidal Wave, deals heavy water-	(+) Playable story Leviathan appears in the Advance and mobile/Steam versions in the World of Ruin. He is acquired along the route from South Figaro to Nikeah

				elemental damage to all enemies. He costs 70 MP to summon and his power is 130. He teaches Flood at a rate of x2, and gives +2 Stamina for every level up.	by ferry, after a boss fight.
40.	Final Fantasy VII			(+) Deep Character Leviathan is a water-elemental summon who can be called in battle using the Leviathan Materia. He uses the attack Tidal Wave, which hits all enemies.	(+) Playable story The Leviathan Summon Materia is obtained in Wutai Village after Yuffie defeats the fifth and last pagoda god, Godo. It casts Tidal Wave and costs 78 MP. Leviathan's spell power is equal to 4.6875x the base magic damage.
41.	Final Fantasy VIII			(+) Deep Character Leviathan learns Magic and Spirit junctions and elemental attack and defense. It is the only Guardian Force to learn the Recover command naturally, which deals a full heal up to 9999 HP to a	(+) Playable story The Guardian Force Leviathan can be drawn from NORG. If missed, it can later be drawn from Trauma in the final dungeon.

				target and can thus also be used to damage undead opponents. It learns a support ability that has the junctioner automatically use a recovery potion when they are hit by an enemy. Its unique abilities make support magic and GF recovery medicine from items, and an ability that boosts the user's Spirit upon level up.	
42.	Final Fantasy IX			(+) Deep Character The eidolon Leviathan is obtained at the Iifa Tree as part of the story. It is taught through the Aquamarine for 40 AP.	(+) Playable story Eiko explains that the summoner tribe failed to summon Leviathan and so sealed him away near the Iifa Tree using Carbuncle as the seal. Dagger rushes to find Leviathan and unseal him to save her mother from Kuja's attack, but realizes she can't use Leviathan to save Brahne since she is currently with her

					<p>fleet of ships. Leviathan is mentioned in an old memo written by Hironobu Sakaguchi for the development of Final Fantasy IX. Upon their first meeting Princess Garnet would have rushed past Zidane and "a thief" (Blank in the final game), and while the thief would have focused on Garnet's chest being slightly revealed in her formal dress, Zidane would take notice of the pendant she was wearing: "No, no, she was wearing the pendant of the summons permitted by only royalty. Deep blue stone... 'The Legend of Leviathan', was it Princess Garnet?"[1] This could refer to Garnet's royal pendant being the summoning jewel for Leviathan in the early story drafts. In the final game, Garnet is unaware the pendant is a fragment of Alexander's</p>
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					summoning jewel.
43.	Final Fantasy XI			<p>(+) Deep Character</p> <p>Leviathan is one of the six celestial avatars and represents the water element. The job class Summoner can unlock the "spell" Leviathan upon completion of the quest "Trial By Water". Alternatively, a brave low-level Summoner may go on the quest "Trial Size Trial By Water" and defeat Leviathan in a battle alone rather than in a group. He retains his trademark move, Tidal Wave as his Astral Flow ability.</p>	<p>(+) Playable story</p> <p>He was a great sea serpent who used to terrorize the Gugru Sea, in protest of the development of sea commerce. All attempts to defeat him failed, until a war hero named Veydal, who lived in an island kingdom in the middle of the Gugru Sea, volunteered to resolve the situation. He wanted to apologize to Leviathan and try to discuss with him. However, his first mate was too eager to fight and attacked the sea serpent before the order was given, which caused Leviathan to rampage.</p> <p>Forced to defend his men, Veydal offered his life to Leviathan in return for theirs. The rest of his crew fled, including the first mate.</p>

					<p>Veydal was last seen falling into the sea in fierce combat with the serpent. Upon returning home, Veydal's first mate claimed the victory as his own. However, the next day, Leviathan's body washed ashore, with Veydal's sword planted in his skull. The serpent wished to honor the memory of the brave warrior and show the truth to his kinsmen, in a dying effort.</p> <p>Altana, moved by Leviathan's gesture and Veydal's courage, called them both to the heavens. She transformed Leviathan into the Celestial Avatar of Water. Veydal is the name of the brightest, dark-blue colored star of the Leviathan constellation.</p>
44.	Final Fantasy XII	(+) Hubshaped quest landscape			(+) Multipath the airship Dreadnought

		Leviathan is an airship that brings the adventure of this video game inside the leviathan as a dreadnought.			Leviathan from the time of Final Fantasy XII has been rebuilt, bearing its predecessor's name, now under the ownership of Queen Ashe. It serves as the Galbana's gateway between Lemurés and Ivalice.
45.	Final Fantasy XIII	(+) Hubshaped quest landscape Leviathan is a fal'Cie, and the Leviathan Plaza is an area on Cocoon, in the city of Eden, past the Siren Park.			(+) Multipath Concept artwork for Leviathan exists, showing people walking inside its body, suggesting he may have been considered as another form of amusement in Nautilus, like Ifrit or Carbuncle.
46.	Final Fantasy XIV			(+) Deep Character Leviathan appears as the primal of the Sahagin beastmen tribe. Leviathan was originally scheduled to appear as a boss in the original version,	(+) Playable story In A Realm Reborn, Leviathan appears as the final boss of the "Through the Maelstrom" scenario introduced in the game's 2.2 patch. Leviathan first appears during the "The Gift of Eternity" main scenario

				<p>but following the tsunami disaster of 2011, his and Titan's plotlines were seen as inappropriate for the time and were shelved.</p>	<p>quest, during which he is summoned by a Sahagin Priest. Leviathan absorbs the spirit of the priest and dives into the ocean. After obtaining a specially-outfitted boat, the Whorleater, to fight the primal on equal footing, the Warrior of Light and their allies defeat Leviathan out at sea. His signature attack during the battle is Tidal Wave, which can be defended against by activating a force field powered by an Elemental Converter.</p> <p>In addition to the scenario version of the boss, players may face a stronger version of Leviathan in "The Whorleater (Extreme)" instance, which offers the chance to obtain Leviathan-themed weapons and several drops for crafting furniture and stylized chocobo</p>
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					barding.
47.	Final Fantasy XV			<p>(+) Deep Character</p> <p>Leviathan is one of the Six Astrals, and is commonly known as the Hydraean or the Tidemother.</p>	<p>(+) Playable story</p> <p>The leviathan sleeps in the waters of Altissia, and is awakened by Lunafreya, who wishes for Leviathan to lend Noctis her power. She is the largest Astral in Eos, and is a colossal sea serpent.</p> <p>She is fought as a boss in Chapter 9. Noctis can summon her after forging a covenant with her.</p>
48.	Final Fantasy: The 4 Heroes Light			<p>(+) Deep Character</p> <p>Leviathan is a minor antagonist and is a servant of Chaos. Leviathan's appearance is extremely different from the main series, as he appears as a squid-like creature with six serpents for tentacles.</p>	<p>(+) Playable story</p> <p>Leviathan began to cause trouble in Liberte around the time of Glassworks Fair. He had sent his minions to make Captain Drake and his crew attack the city to steal all of the objects in Liberte's town hall. The captain and his crew stole Pione's vase with Lilibelle</p>

					<p>inside, and the Rusty Compass. After the Rusty Compass was stolen, the Cetus was forced into an eternal slumber and city of Liberte was overrun by Leviathan's minions.</p> <p>After being sent into the past, the Heroes of Light travel to Liberte a day before the events of the Glassworks Fair and help Pione by bringing Lilibelle for his vase. The next day, the party discovers that Captain Drake and his crew robbed the city of the artwork and kidnapped both Pione and Lilibelle. The party travels to the Pirate Hideout and discovers that Captain Drake was being manipulated by Leviathan's minion. The party defeats the Sea Devil and frees Pione and Lilibelle.</p> <p>Captain Drake apologizes for his actions and gives the party</p>
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					the Rusty Compass. The party returns to Liberte and resurrects the Cetus. The party then takes the Cetus to the east and defeats Leviathan, bringing peace to Liberte. Later, Leviathan is revived within the Star Chamber, but it is defeated once more.
49.	Final Fantasy Dimensions			(+) Deep Character Leviathan is a minor boss in the video game.	(+) Playable story Leviathan is an optional Eidolon. The player must defeat him inside the Abyssal Shrine to use him as a level 5 Summon Magic available for Summoners for the cost 56 MP. When summoned, he will use Tidal, which inflicts strong water-elemental damage to all enemies.
50.	Final Fantasy Dimensions 2			(+) Deep character Leviathan appears as a water-elemental summon. Leviathan first appears in	(+) Playable story Leviathan is one of the summons that may be purchased through the game's

				<p>the story as a boss twice in the first chapter during the "Philosopher's Ordeal" and "Eidolon Summoning" event quests.</p>	<p>cash shop. However, the summon can still be obtained through normal means. In addition, Wrieg has Leviathan's Phantom Stone equipped to him during the opening prologue.</p> <p>Leviathan's special Tidal Wave deals water-elemental damage to all enemies. All versions of the summon go up to rank 7. Summoning Leviathan costs 3 points from the Consumption Gauge.</p>
51.	Dissidia Final Fantasy			<p>(+) Deep Character</p> <p>Leviathan is a summonstone who uses Tsunami, which repeatedly washes away Bravery Points during a certain period of time from the summoner's opponent.</p>	<p>(+) Pure game</p> <p>Like some summons in Dissidia, Leviathan can be summoned by two distinct ways: automatically, which summons it immediately when the summoner suffers a break, decreasing their opponent's Bravery by periods of 20 and shows its Final Fantasy VIII</p>

					<p>artwork; and manually, where the summoner's opponent Bravery is decreased by periods of 40 and its Final Fantasy V artwork appears. Leviathan's auto version is obtained in the third stage of the Destiny Odyssey V storyline and its manual version is obtained in the second stage of the Destiny Odyssey V storyline.</p>
52.	Final Fantasy XII: The Revenant Wings			<p>(+) Deep Character</p> <p>Leviathan is the boss, it is the rank 3 Physical Water summon fought in Mission 58: Serpent's Rage, which takes place at Oghu, the Veiled Isle.</p>	<p>(+) Playable story</p> <p>The party meets up with Queen Ashe and Basch on the new Dreadnought Leviathan. Descending to Ivalice, Vaan and company follow several leads on the Judge, until they meet her at the Feol Warren, the secluded home of the feol viera. Mydia kills the penultimate members of her own race, with the intent to give them, in death, escape</p>

					from Feolthanos's will. Vaan's party defeats Mydia for the final time, and as she dies, she tells them of her loss of Velis and the attempt to bring him back to life, which led only to the giving of herself to Feolthanos in the false hope he would resurrect her fallen love.
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	Anthropomorphic Visualization														Percentage	
	Physical Qualities									Psychological Qualities					Final Boss	
Video Games	Strong neck	Red-yellow eyes	Head	Sharp teeth	Flaming mouth	Scale of seals	Extremely huge	Tongue	Nose	Wild	Not negotiable	Cruel	Fearless	The only one		
Warhammer 40.000: Dawn of War	-	-	-	-	+	-	+	-	-	-	-	-	-	-	-	13.3%
<ol style="list-style-type: none"> 1. A tank does not have a neck. 2. A tank does not have eyes. 3. A tank does not have a head, the part on the toppest of the tank called turret. It use to add extra machine gun. 4. A tank does not have teeth. 5. The main gun could spark/spit a canon-flame, it is like the snake spits its venom from the mouth. 6. A leviathan tank made by plates, it is plain and not scale. 																




	<p>7. Leviathans use for the vast numbers of men. It stands over 90 meters tall.</p> <p>8. Tank has no tongue.</p> <p>9. It has no nose as well.</p> <p>10. Since the leviathan is non-living creature, and it's only move when the army control it. It's not wild at all.</p> <p>11. The leviathan is non-living creature.</p> <p>12. The leviathan is non-living creature.</p> <p>13. The leviathan is non-living creature.</p> <p>14. It could be reproduce in mass.</p> <p>15. The leviathan used by the imperium side, It's not againts the player.</p>															
Star Wars:	-	-	-	-	-	-	+	-	-	-	-	-	-	+	-	13.3%
Knights of	1. An airship has no neck.															

The Old Republic

2. An airship has no eyes.
3. An airship has no head.
4. An airship doesn't have teeth.
5. Although the leviathan could fire 20 quad laser cannons, the laser doesn't come out from a mouth-like.
6. A leviathan tank made by plates, it is plain and not scale.
7. A very large airship with all living supply. This leviathan is 600 meters-long.
8. An airship has no tongue.
9. An airship has no nose.
10. The leviathan is non-living creature.
11. The leviathan is non-living creature.
12. The leviathan is non-living creature.



		<p>13. The leviathan is non-living creature.</p> <p>14. The leviathan was made only one, it was an Interdictor-class cruiser, served for Republic Navy during the Mandalion Wars.</p> <p>15. The leviathan is not a final boss, it's just a tool.</p>															
Halo	The	-	-	-	-	+	-	+	-	-	-	-	-	-	+	-	20%
Fall	of	<p>1. An airship has no neck.</p> <p>2. An airship has no eyes</p> <p>3. An airship has no head</p> <p>4. An airship doesn't have teeth</p> <p>5. Part of this leviathan that similar to mouth could spark flame ability, such as: 2 magnetic accelerator cannons, archer</p> <p>Missiles pods and Shiva-class nuclear missiles.</p> <p>6. A leviathan starship made by plates, it is plain and not scale.</p>															
Reach																	

	<p>7. This leviathan considered as huge because it was made 1190 meters-long and 293 meters-wide. It's a gigantic airship.</p> <p>8. An airship has no tongue.</p> <p>9. An airship has no nose.</p> <p>10. The leviathan is non-living creature.</p> <p>11. The leviathan is non-living creature.</p> <p>12. The leviathan is non-living creature.</p> <p>13. The leviathan is non-living creature.</p> <p>14. The leviathan is the only marathon-class heavy cruiser commanded by Vice Admiral Michael Stanfoth.</p> <p>15. The leviathan just a tool of the player.</p>														
Eve Online	-	-	-	-	-	-	+	-	-	-	-	-	-	-	6.6%
	<p>1. An airship has no neck.</p>														

2. An airship has no eyes.
3. An airship has no head.
4. An airship doesn't have teeth.
5. Although the leviathan could out some flame ability out, the leviathan doesn't have any mouth-like part.
6. A leviathan starship made by plates, it is plain and not scale.
7. The leviathan has 132.500.000 m³ volume.
8. An airship has no tongue.
9. An airship has no nose.
10. The leviathan is non-living creature.
11. The leviathan is non-living creature.
12. The leviathan is non-living creature.



	<p>13. The leviathan is non-living creature.</p> <p>14. Leviathans are mass production.</p> <p>15. It's the one of titan airhsip made by Caldari titan that is not the final boss.</p>															
<p>Warcraft III: Reign of Chaos</p>	+	-	+	+	-	-	+	+	+	+	+	+	+	+	-	73.3%
	<ol style="list-style-type: none"> 1. Since leviathan is human like, it has a neck covered by his beard. 2. As you can see, the leviathan has two white eyes instead of red/orange. 3. He has a head clearly. 4. The leviathan's teeth is neat as human teeth, in addition his teeth are sharp. 5. The mouth although clearly visualized, it has no flame ability. All the leviathan abilities are related to water. 6. Like human skin, the leviathan skin consists of small fibers instead of scale-like. 7. Rather than other heroes, leviathan visualized as huge and tall hero that has a role as a tanker (the one with huge amount of HP). 															



	<p>8. The tongue is humanlike.</p> <p>9. Clearly that leviathan has two holes in his nose.</p> <p>10. Leviathan wildness comes from his story line that it was a monster of the sea.</p> <p>11. When he strikes a ship, he speak none to its prey.</p> <p>12. In the game, leviathan roles as the villain and cruel characters.</p> <p>13. Fearless, strikes along although alone.</p> <p>14. A lot of heroes in Warcraft III, each has their characters so that the hero only made on.</p> <p>15. Leviathan occured in the MOBA gameplay of Warcraft. So that he's not a final boss.</p>															
<p>Mass Effect</p> <p>3</p>	-	-	+	-	-	+	+	+	+	-	-	-	+	-	+	46.6%
	<p>1. The leviathan resemblance as a squid-like with a face. So he has no neck.</p> <p>2. Leviathan as indeed has 2 eyes, but its colour is blue.</p>															

3. The head is exist hugely.
4. The leviathan shows no teeth.
5. The leviathan could speak through his mouth, but the ability of flame is absent.
6. The leviathan skin as hard as plates come from many plate and then united like a seal.
7. The leviathan visualized as a real huge monster in the depth below 2000 meters.
8. Leviathans have a tongue that they can talk to the player.
9. Although live in the deep the leviathan visualized has a nose.
10. The leviathan is wildless, though looks like as a monster he's not attacking brutally to the player.
11. This leviathan could speak intellectually.
12. Leviathan is not cruel as well.
13. To keep his race exist, leviathans are fearless to any enemy.



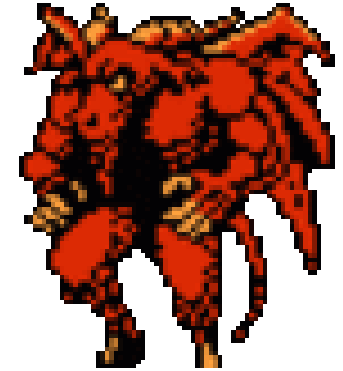
	<p>14. Leviathan is a race, so that there are many of them not only one.</p> <p>15. Leviathan is one of the final boss in Mass Effect 3</p>															
Starcraft	+	+	+	+	-	-	+	-	-	-	-	-	+	-	-	33.3%
	<ol style="list-style-type: none"> 1. Like a swarm, the leviathan has a smaller part in his neck to connect its body to the head. 2. Leviathan has exactly the eyes as written in bible, its color likes the eyelids of the morning. 3. Leviathan has a head. 4. All of his teeth are sharp, it is fully in his face and vertically embedded. 5. The mouth of leviathan is flameless, because it could not fire anything. 6. The leviathan likes a swarm some of his body covered by bile and some straight to its flesh. It is not like a seal. 7. Leviathan is a massive interstellar orbital assault-carrier bioship. It is very huge in order to carry troops. 8. The leviathan shows no tongue. 															



	<p>9. The leviathan shows no nose.</p> <p>10. Although a monster, leviathan is not wild since it could be controlled as a bioship.</p> <p>11. Leviathan only move if someone control it.</p> <p>12. Leviathan is not cruel also.</p> <p>13. Leviathan is fearless.</p> <p>14. Leviathan is bioship that could be reproduce, it's not only one.</p> <p>15. The leviathan used by player to be played, it's not a final boss.</p>															
Castlevania	+	+	+	-	+	-	+	+	+	+	+	+	+	+	+	86.6%
III: Dracula's	<p>1. The neck connects the body with its head.</p> <p>2. Leviathan has orange eyes, similar to sunlight when it rises.</p>															

Curse


3. The head of leviathan clearly visualized and it's look like sheep head.
4. His teeth are not shown as sharp teeth.
5. Leviathan has the ability of flame and poison breath.
6. Flesh-skin doesn't unite as seal.
7. In the video game, leviathan visualized four times bigger than the player itself, too huge to handle.
8. Analogically, all sheep head has a tongue.
9. Leviathan has two noses clearly.
10. The leviathan finds in video games attacking wildly.
11. He denied to negotiate.
12. He is cruel, attacking the main player until he or the player is dead.
13. He's fearless to his opponents.



	<p>14. It is found by main character only once, he's the only one.</p> <p>15. Leviathan is a final boss in certain stage of the video game.</p>														
Age of	-	-	+	-	-	+	+	-	-	-	-	-	-	-	20%
Mythology	<ol style="list-style-type: none"> 1. The look of the leviathan similar to a fish. So that, it doesn't have any neck. 2. Leviathan has a blank eyes. 3. Its head in the very front. 4. Leviathan has no teeth at all. 5. Although the leviathan has a mouth, it doesn't have any flame ability. 6. All submarine is made by plates, united as scale of seal. 7. Leviathan is a huge submarine that could bring 15 land units. 														



	<p>8. The researcher finds no tongue.</p> <p>9. It doesn't have nose since the form is fish-like.</p> <p>10. Leviathan is controlled by the player, it's not wild at all.</p> <p>11. He couldn't speak as well.</p> <p>12. A submarine cannot be cruel.</p> <p>13. He has no determine to feel fear nor fearless.</p> <p>14. Leviathan could be produce in mass, it is not the only one.</p> <p>15. The game genre is RTS, so that there is no final boss.</p>														
<p>Realm of The Mad</p>	-	+	+	-	-	-	+	+	+	+	+	+	+	+	73.3%
	<p>1. The leviathan does not have a neck since it is a serpent.</p>														

God	<ol style="list-style-type: none">2. Eyes of leviathan are orange as the light of sunrise.3. The head is visualized with two horns in it.4. The researcher couldn't analyze its teeth.5. The mouth of the leviathan is smiling that it could fire water element but not the flame element.6. is not scale-like. It is smooth and plain.7. compare to the player, leviathan is vast larger than the player.8. The tongue is shown from the tip of his mouth.9. Noses of leviathan are two in the edge of the mouth that has darker colour.10. The leviathan is really wild that couldn't be controlled.11. He's attacking player shockingly while the player is around his dungeon.12. Leviathan is a cruel foe that he attacks until the player died or he died.	
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	<p>13. He's fearless to its opponents.</p> <p>14. The player only finds this beast once.</p> <p>15. It is one of the final bosses.</p>															
Devil May Cry 3	-	+	+	+	-	+	+	-	-	-	+	+	+	+	+	66.6%
	<p>1. Leviathan in Devil May Cry 3 visualized as a fish, so that he has no neck.</p> <p>2. Leviathan has two red eyes that.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan has scale of seals.</p>															

- 7. The main character of Devil May Cry 3 is swallowed by leviathan that inside the leviathan is the stage of the game.
- 8. In Devil May Cry 3 leviathan is a giant fish, fish does not have a tongue.
- 9. Leviathan as a giant fish, it has gills to breath instead of nose.
- 10. Although leviathan look likes an uncontrolled beast, instead he is the weapon of the Devil-King, as all weapon do it's

Not attacking brutally, rather it has a target enemy.
- 11. Unnegotiably attack its target.
- 12. Leviathan is a cruel evil beast that even the main character is eaten by him.
- 13. He is fearless living-weapon.
- 14. He is the only one in the video game.
- 15. Leviathan is the beast that should be killed from inside otherwise the game is not over. He is one of the final bosses.



Bombberman	+	+	+	-	-	-	+	-	-	+	+	+	+	+	+	66.6%
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64


1. Although leviathan in Bomberman 64 visualized as a giant fish-like, he has a neck to connect his head with its body.
2. Eyes of leviathan visualized in colour of yellow surrounded by red.
3. Leviathan does have a head.
4. The teeth of leviathan are not sharp.
5. It has a mouth but does not have flame ability.
6. Leviathan has plain skin instead of scale.
7. Against the bomberman, the leviathan is five times bigger than him.
8. Leviathan shows no tongue.
9. Leviathan is a fish that he breathes through gills instead of nose.
10. He's a wild animal.
11. Cruel to fight the bomberman until he or the bomberman died.



	<p>12. Cannot be negotiate, the leviathan should be fought.</p> <p>13. Leviathan is fearless to fight the bomberman, without any withdrawal.</p> <p>14. It is the only one.</p> <p>15. Leviathan is one of the final bosses in video game that should be killed by the bomberman.</p>															
<p>UmiNeko No NakuKoro Ni</p>	+	+	+	-	-	-	-	+	+	-	-	-	-	+	-	40%
	<p>1. Obviously in UmiNeko No NakuKoro Ni, the leviathan is a girl that clearly has a neck.</p> <p>2. Leviathan eyes similar to her cloth. It is dark brown.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are not sharp.</p> <p>5. It has a mouth but does not have flame ability.</p>															



6. Skin of human in leviathan is not scale.
7. Although leviathan is one of purgatory sisters, leviathan size is the same to normal human.
8. Leviathan has a tongue since she is a human.
9. Leviathan has a nose as human does.
10. She is not wild as an animal. She has a master named Beatrice.
11. Negotiably demon. She often speak to the oldest sister on behalf of all sister.
12. As a demon she is not cruel to other sisters.
13. She fears of her master and cannot disobey her.
14. She is the only one leviathan from seven sister purgatory.
15. Leviathan is not a final boss since the genre is a visual novel game.

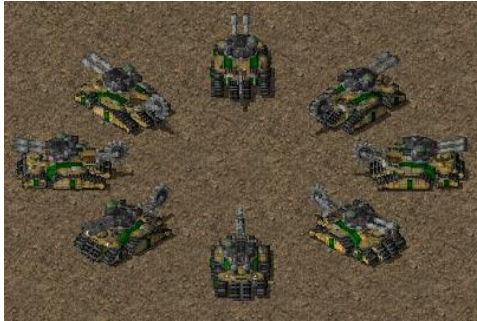
Megaman Zero	+	-	+	-	-	-	-	+	+	-	+	-	+	+	+	53.3%
<ol style="list-style-type: none"> 1. Leviathan of Megaman Zero has a neck that she is visualized as a human. 2. Similar to its costume, leviathan has two blue eyes. 3. Leviathan does have a head. 4. The teeth of leviathan are not sharp. 5. It has a mouth but does not have flame ability. 6. Skin of human in leviathan is not scale. 7. Leviathan in Megaman Zero becomes the enemy of the player that has the same size to the main character. 8. Leviathan has a tongue since she is a human like. 9. Leviathan has a nose as human does. 10. Leviathan is highly educated and is not wild. 																

	<p>11. She is unnegotiably to againts the main character.</p> <p>12. Leviathan is not cruel.</p> <p>13. Leviathan is fearless as one of the four guardians.</p> <p>14. There is only one leviathan.</p> <p>15. Leviathan is one of the final bosses.</p>															
Gears of Wars	-	-	+	+	-	-	+	-	-	+	+	+	+	+	+	60%
	<p>1. Gears of Wars visualizes leviathan as an aggressive fish that doesn't have a neck.</p> <p>2. Grey is the colour of the eyes of the leviathan.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p>															



5. It has a mouth but does not have flame ability.
6. Leviathan skin similar to squid skin rather than scale.
7. Leviathan has a real big size, one of the characters said that the leviathan is the biggest fish that he ever seen.
8. Leviathan is a huge fish without a tongue.
9. A giant fish with tentacles is the visualization of leviathan that he uses lamellae as squid do in order to breath, and not by a nose.
10. Leviathan is wild like a piranha.
11. It cannot speak make him not negotiable.
12. Cruel to hunt all things in their lair.
13. It is fearless even it bites a coral once he hunts his prey.
14. There is only one leviathan in the game.
15. Leviathan is one of the final bosses.


Twisted Insurrection	-	-	-	-	+	-	+	-	-	-	-	-	-	-	20%
	<p>1. In Twisted Insurrection, the leviathan visualized as a tank that absolutely has no neck.</p> <p>2.A tank does not have eyes.</p> <p>3. Leviathan does not have a head.</p> <p>4. The leviathan does not have teeth.</p> <p>5. It has a mouth that could fire flame cannons.</p> <p>6. A leviathan tank made by plates, it is plain instead of scale.</p> <p>7. Leviathan tank of Twister Insurrection is the biggest vehicle that the Forsaken ever made.</p> <p>8. A tank does not have tongue.</p> <p>9. There is no part of the tank called nose.</p>														



	<p>10. It is non living creature, it is not wild.</p> <p>11. It is non living creature.</p> <p>12. It is non living creature.</p> <p>13.It is non livingcrature.</p> <p>14. The leviathan could produce in vast numbers.</p> <p>15. Leviathan is not a final boss.</p>														
Dead Space	-	-	-	-	-	-	+	-	-	+	+	+	+	+	46.6%
	<p>1. In Dead Space, the appearance of leviathan only its mouth. The researcher could not analyze its neck.</p> <p>2. The video game shows no eyes of leviathan.</p> <p>3. Leviathan does not have a head.</p>														

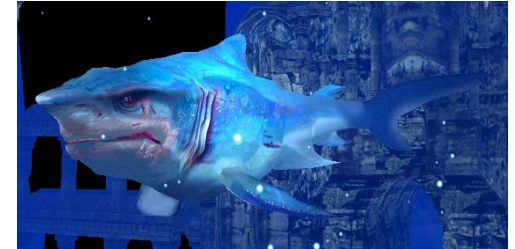
4. The teeth of leviathan do not visualized. Only three tentacle-like inside its mouth.
5. It has a mouth but does not have flame ability.
6. Leviathan does not have scale.
7. Leviathan is real big that even the player struggling in order to fight only its mouth.
8. The visualization of gaping mouth is not tongue. Those are three orifices.
9. Dead Space does not visualize any nose.
10. Leviathan is wild as other sea monster.
11. Leviathan unnegotiably attack the laboratorium.
12. It is cruel to the human.
13. It is fearless.
14. It is the only one in the game.



	15. Leviathan is one of the final bosses.															
Entropia Universe	-	-	+	+	-	-	-	-	-	+	+	-	+	-	-	33.3%
	<p>1. Leviathan of Entropia Universe is a fish that doesn't have any neck/</p> <p>2. leviathan's eyes are white.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan visualized as a fish, and the fish skin is not scale.</p> <p>7. Leviathan in Entropia Universe considered as a common fish to be killed.</p> <p>8. A fish does not have a tongue.</p>															
																

	<p>9. Leviathan uses gills in order to breath.</p> <p>10. Wild as other sea creature.</p> <p>11. It could not speak.</p> <p>12. It is not cruel at all to human.</p> <p>13. It is fearless to attack the main character.</p> <p>14. There are a lot of leviathans in the game.</p> <p>15. Leviathan is not a final boss in the game.</p>															
The Ocean Hunter	-	-	+	+	-	-	+	-	-	+	+	+	+	+	+	66.6%
	<p>1. The Ocean Hunter visualized leviathan as a nowadays shark that doesn't have neck.</p> <p>2. Black surrounded by white is the color of the leviathan eyes.</p>															

3. Leviathan does have a head.
4. The teeth of leviathan are sharp.
5. It has a mouth but does not have flame ability.
6. A shark leviathan does not have scale.
7. Leviathan in Ocean Hunter is a giant blue shark that has destroyed eleven ships by himself.
8. A shark leviathan has no tongue.
9. Leviathan uses gills in order to breath.
10. Leviathan is a wild beast.
11. It could not speak.
12. He is cruel to any human, even already sunk eleven ships.
13. Fearless in attacking its prey.



	<p>14. He is the only one in the game.</p> <p>15. Leviathan is one of the final bosses.</p>															
Angels Online	+	+	+	+	-	+	+	+	+	-	+	+	+	+	+	86.6%
	<p>1. Leviathan of Angels Online, it appears as a queen of mermaid with a neck.</p> <p>2. The color of leviathan eyes are similar to its tail, yellow-orange.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. The scale of leviathan in its tail.</p> <p>7. Leviathan is a big mermaid in the room of leviathan.</p>															



	<p>8. Mermaid does have a tongue as human does.</p> <p>9. Mermaid has a nose as human.</p> <p>10. Leviathan is not wild as she has her own room.</p> <p>11. She is not negotiable to those who enter her room.</p> <p>12. Cruel to her enemy.</p> <p>13. Fearless as the boss in her room.</p> <p>14. She is the only in the game.</p> <p>15. Leviathan is one of the final bosses.</p>															
Skullgirls	-	+	+	+	-	-	-	-	-	-	-	-	+	+	-	33.3%
	<p>1. Skullgirls visualizes Leviathan as a parasite that only has a head and a body attach to a girl without neck.</p>															

2. The eyes of the leviathan are clear yellow.
3. Leviathan does have a head.
4. The teeth of leviathan are sharp.
5. It has a mouth but does not have flame ability.
6. Leviathan has no scale.
7. Leviathan is a small parasite that attaches to a girl.
8. In the game leviathan shows no tongue.
9. Leviathan shows no nose in its visualization/
10. He's not wild as a parasite.
11. Negotiable to its master.
12. Not cruel.



	<p>13. Leviathan, although as a parasite he's fearless in battle.</p> <p>14. He is the only in the game.</p> <p>15. Leviathan is not a final boss, he is partner to one of the character.</p>															
Darksiders	-	-	+	+	-	+	+	+	+	+	+	+	+	+	+	80%
	<p>1. Leviathan of Darksiders is a sea-dragon that does not have a neck.</p> <p>2. Leviathan eyes are white. It is not yellow or orange or red.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan has a solid scale.</p>															



	<p>7. In Darksiders, leviathan as big as twenty times than the player.</p> <p>8. Leviathan visualized as a sea dragon has a tongue.</p> <p>9. A sea dragan does have a nose like a serpent does.</p> <p>10. A wild beast.</p> <p>11.He is cruel in order to kill the main character.</p> <p>12. Not negotiable boss.</p> <p>13. It is fearless.</p> <p>14. He is the only one in the game.</p> <p>15. Leviathan is one of the final bosses.</p>															
Treader	-	-	+	-	-	-	-	-	-	+	+	+	+	-	-	33.3%

Leviathan
in
Subnautica


1. Treader leviathan in Subnautica is a little creature of the sea that does not have a neck.
2. Treader leviathan has two black eyes.
3. Leviathan does have a head.
4. The leviathan does not have teeth.
5. It has a mouth but does not have flame ability.
6. Treader leviathan has no scale.
7. It considered as a small organism.
8. Treader leviathan has no tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Not negotiable predator.



	<p>12. Leviathan hunts the main character till dead.</p> <p>13. It is fearless.</p> <p>14. It is not the only one leviathan in the game.</p> <p>15. Leviathan is not a final boss.</p>															
<p>Ghost Leviathan in Subnautica</p>	-	+	+	-	-	+	+	-	-	+	+	+	+	-	-	60%
	<p>1. Ghost leviathan in Subnautica does not have a neck, it appears as an eel-like without a neck.</p> <p>2. Ghost leviathan has two clear yellow.</p> <p>3. Leviathan does have a head.</p> <p>4. The leviathan does not have teeth.</p> <p>5. It has a mouth but does not have flame ability.</p>															



6. Leviathan has an electricity scale.
7. In Subnautica ghost leviathan is 110 meters long.
8. Ghost leviathan has no tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Not negotiable predator.
12. Leviathan hunts the main character till dead.
13. It is fearless.
14. It is not the only one leviathan in the game.
15. Leviathan is not a final boss.

Reefback	-	-	+	-	-	-	+	-	-	+	+	+	+	-	-	46.6%
Leviathan in Subnautica	<p>1.Reefback leviathan is another weird shape of leviathan in subnautica, he does not have a neck as well.</p> <p>2.Reefback leviathan has no clear eyes.</p> <p>3. Leviathan does have a head.</p> <p>4.he leviathan does not have teeth.</p> <p>5. It does not have a mouth.</p> <p>6. Leviathan does not have scale.</p> <p>7. Although reefback leviathan only 70 meters in length he has extremely wide board.</p> <p>8.Reefback leviathan does not visualized as a creature that has a tongue.</p> <p>9. Leviathan is a sea creature, sea creatures do not have a nose.</p> <p>10. A wild creature.</p> 															

	<p>11. Not negotiable predator.</p> <p>12. Leviathan hunts the main character till dead.</p> <p>13. It is fearless.</p> <p>14. It is not the only one leviathan in the game.</p> <p>15. Leviathan is not a final boss.</p>															
<p>Reaper Leviathan in Subnautica</p>	-	-	+	+	-	-	+	-	-	+	+	+	+	-	-	46.6%
	<p>1. Reaper leviathan in Subnautica is similar to ghost leviathan, like an eel without a neck.</p> <p>2. Reaper leviathan eyes color is black.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p>															



5. It has a mouth but does not have flame ability.
6. Leviathan has soft skin.
7. Reaper leviathan in Subnautica has 55 meters long.
8. Reaper leviathan similar to a fish, it has not tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Not negotiable predator.
12. Leviathan hunts the main character till dead.
13. It is fearless.
14. It is not the only one leviathan in the game.
15. Leviathan is not a final boss.

Sea Dragon	+	+	+	+	-	-	+	+	-	+	+	+	+	-	-	66.6%	
Leviathan in Subnautica	<p>1. Sea Dragon in Subnautica has a neck since his shape of body similar to a body of crocodile rather than the body of a snake or an eel.</p> <p>2. Sea dragon leviathan has orange around the yellow colot.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan has a soft skin rather a scale skin.</p> <p>7. Sea Dragon leviathan has 112 meters long.</p> <p>8. Different to other leviathan in Subnautica, sea dragon leviathan has a tongue from which the same with a crocodile.</p>																



	<p>9. Leviathan is a sea creature, sea creatures do not have a nose.</p> <p>10. A wild creature.</p> <p>11. Not negotiable predator.</p> <p>12. Leviathan hunts the main character till dead.</p> <p>13.it is fearless.</p> <p>14. It is not the only one leviathan in the game.</p> <p>15. Leviathan is not a final boss.</p>															
<p>Sea Emperor Leviathan in Subnautica</p>	+	-	+	-	-	+	+	-	-	+	+	+	+	-	-	53.3%
	<p>1. Sea Emperor in Subnautica also has a neck, the neck lies between the body and it head, and the neck is smaller than those two.</p> <p>2. The sea emperor leviathan eyes are white inside blue outside.</p> <p>3. Leviathan does have a head.</p>															

4. The teeth of leviathan are not sharp.
5. It has a mouth but does not have flame ability.
6. Sea emperor skin clearly made by scale that unites tightly.
7. Sea emperor leviathan in the biggest leviathan in Subnautica. It is 160 until 200 meter long.
8. Sea emperor leviathan visualized without no tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Not negotiable predator.
12. Leviathan hunts the main character till dead.
13. It is fearless.
14. It is not the only one leviathan in the game.



	15. Leviathan is not a final boss.															
Defense of The Ancient 2	+	-	+	+	-	-	-	+	+	+	+	+	+	+	-	66.6%
	<p>1. Leviathan in Defense of The Ancient 2 has a firm muscular neck.</p> <p>2. Eyes of leviathan are blue, similar to its body color.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan does not have scale.</p> <p>7. In DoTA 2 leviathan only two times of Kunkka (a human).</p> <p>8. Leviathan could speak like a human, so that he has a tongue.</p>															



	<p>9. Leviathan has a pair of nostrils like human do.</p> <p>10. A wild creature.</p> <p>11. Not negotiable predator.</p> <p>12. Leviathan is a cruel ship sinker.</p> <p>13. Leviathan is fearless as it is a tanker in the game.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is not a final boss.</p>															
Destiny 2	-	-	-	-	-	-	+	-	-	-	-	-	-	+	-	13.3%
	<p>1. In Destiny 2 the leviathan is a starship, it doesn't have a neck.</p> <p>2. Leviathan as starship does not have eyes.</p>															

3. Leviathan does not have a head. It only has a body and then direct huge mouth.

4. The leviathan does not have teeth.

5. It has a mouth but does not have flame ability.

6. leviathan visualized does not have scale.

7. In Destiny 2 levoathan could swallow a planet.

8. Starship shape like a giant fish, only mouth without any tongue.

9. A starship has no nose.

10. It is not wild as a ship.

11. Leviathan is a starship.

12. leviathan is a starship.

13. Leviathan is a starship.



	<p>14. He is the only one in the game</p> <p>15. Leviathan is not a final boss.</p>															
Disgaea	+	-	+	+	-	-	-	-	-	+	+	+	+	+	-	53.3%
	<p>1. Leviathan of Disgaea has a neck, lies between its shark-head and human-body.</p> <p>2. The eyes color of leviathan are white.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan has a skin shark that is plain.</p> <p>7. Leviathan in Disgaea visualized as a not so big opponent.</p>															



	<p>8. Since the leviathan head is shark alike, he has no tongue.</p> <p>9. Leviathan uses gills in order to breathe.</p> <p>10. A wild creature.</p> <p>11. Cruel alien from netherworld.</p> <p>12. Not negotiable in attacking its enemy.</p> <p>13. Leviathan is fearless to any character that close to its dungeon.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is not a final boss.</p>														
X-COM	-	-	+	-	-	-	+	-	-	-	-	-	-	-	13.3%

Terror From
the Deep

1. X-COM Terror From The Deep visualized leviathan as a submarine. It does not have a neck.
2. Leviathan does not have eye.
3. Leviathan does have a head.
4. The leviathan does not have teeth.
5. It does not have a mouth.
6. A submarine does not have scale.
7. Leviathan could carry more than ten troops.
8. A submarine does not have a tongue.
9. Leviathan does not have part called nose.
10. Submarine is not a wild thing.
11. Leviathan is non living creature.



	<p>12. Leviathan is non living creature.</p> <p>13. Leviathan is non living creature.</p> <p>14. It is not the only one, the submarine could make in vast numbers.</p> <p>15. Leviathan is not a final boss.</p>														
Grand Theft	-	-	+	-	-	-	-	-	-	-	-	-	-	-	6.6%
Auto: San Andreas	<p>1. GTA: San Andreas visualized leviathan to a helicopter, so that it does not have any part called a neck.</p> <p>2. Leviathan as a helicopter does not have eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The leviathan does not have teeth.</p> <p>5. It does not have a mouth.</p> <p>6. A helicopter leviathan skin made by ridge plates.</p>														



	<p>7. Leviathan has a standard size of a helicopter.</p> <p>8. A helicopter visualized as leviathan does not have a tongue.</p> <p>9. Leviathan does not have part called nose.</p> <p>10. Helicopter is not a wild thing.</p> <p>11. Leviathan is non living creature.</p> <p>12. Leviathan is non living creature.</p> <p>13. Leviathan is non living creature.</p> <p>14. It is not the only one in the game, it could be reproduced.</p> <p>15. Leviathan is not a final boss.</p>															
Grand Theft	-	-	-	-	-	-	+	-	-	-	-	-	-	+	-	13.3%
Auto V	<p>1. A roller coaster is the visualization of leviathan in GTA V, it does not have any neck also.</p>															

2. Leviathan in GTA V does not have eye.
3. Leviathan does not have a head.
4. The leviathan does not have teeth.
5. It does not have a mouth.
6. The skin of leviathan made by iron and not scale skin.
7. Leviathan is super long roller coaster.
8. Leviathan has no part called tongue.
9. Leviathan does not have part called nose.
10. Roller coaster is not a wild thing.
11. Leviathan is non living creature.
12. Leviathan is non living creature.



	<p>13. Leviathan is non living creature.</p> <p>14. It is the only one in the game</p> <p>15. Leviathan is not a final boss.</p>															
Final Fantasy XV	-	-	+	+	-	+	+	+	-	+	+	+	+	+	+	73.3%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body</p> <p>To its head.</p> <p>2. The eyes color of leviathan is black.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.</p>															



	<p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p> <p>9. A sea serpent does not have nose in order to breathe.</p> <p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Final Fantasy II	-	-	-	+	-	-	+	-	-	+	-	-	-	+	-	26.6%
	<p>1. Since inside the body, the researcher could not analyze the neck of leviathan in Final Fantasy II</p>															

2. Final Fantasy II does not visualize the Leviathan's eyes.

3. Leviathan does not have a head.

4. The teeth of Leviathan are sharp.

5. It has a mouth but does not have flame ability.

6. Leviathan shows no part of his skin.

7. Inside Leviathan, the player does their journey.

8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpents have a tongue.

9. The researcher could not find its nose.

10. It is a wild creature that eats humans.

11. Leviathan is only a place in the game.

12. Leviathan is only a place in the game.



	<p>13. Leviathan only a place of the game.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is not a final boss.</p>															
Final Fantasy III	-	-	+	+	-	+	+	+	-	+	+	+	+	+	+	73.3%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has two white eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.</p>															



	<p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p> <p>9. Leviathan is a sea creature, sea creatures do not have a nose.</p> <p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>														
Final Fantasy IV	-	+	+	+	-	+	+	+	-	+	+	+	+	+	80%
	1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body														

to its head.

2. Leviathan has two red eyes.

3. Leviathan does have a head.

4. The teeth of leviathan are sharp.

5. It has a mouth but does not have flame ability.

6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.

7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.

8. Leviathan could speak to the player, as a proof that he has a tongue.

9. Leviathan is a sea creature, sea creatures do not have a nose.

10. A wild creature.

11. Leviathan is not negotiable to fight the main character.



	<p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
<p>Final Fantasy V</p>	-	+	+	+	-	+	+	+	-	+	+	+	+	+	80%	
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has two red eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p>															



	<p>6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.</p> <p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p> <p>9. Leviathan is a sea creature, sea creatures do not have a nose.</p> <p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Final	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%

Fantasy VI

- 1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.
- 2.Leviathan has two red eyes.
- 3.Leviathan does have a head.
4. The teeth of leviathan are sharp.
- 5.It has a mouth but does not have flame ability
6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.
8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.



	<p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Final Fantasy VII	-	+	+	+	-	+	+	+	-	+	+	+	+	+	80%	
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has two blue eyes</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p>															



5. It has a mouth but does not have flame ability.
6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.
8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Leviathan is not negotiable to fight the main character.
12. Leviathan is a cruel beast.
13. Leviathan is a fearless creature.
14. He is the only one in the game
15. Leviathan is one of the final bosses.

Final Fantasy VIII	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%
	<p>1. The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has two blue eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.</p> <p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p> <p>9. Leviathan is a sea creature, sea creatures do not have a nose.</p>															



	<p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>														
Final Fantasy IX	-	+	+	+	-	+	+	+	-	+	+	+	+	+	80%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has two white eyes.</p> <p>3. Leviathan does have a head.</p>														



4. The teeth of leviathan are sharp.
5. It has a mouth but does not have flame ability.
6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.
8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Leviathan is not negotiable to fight the main character.
12. Leviathan is a cruel beast.
13. Leviathan is a fearless creature.
14. He is the only one in the game

	15. Leviathan is one of the final bosses.															
Final Fantasy XI	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%
	<p>1. The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has two red eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.</p> <p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p>															



	<p>9. Leviathan is a sea creature, sea creatures do not have a nose.</p> <p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Final Fantasy XII	-	-	+	-	-	+	+	+	-	-	-	-	-	+	-	33.3%
	<p>1. Leviathan in Final Fantasy XII visualized as an airship that it does not have a neck.</p> <p>2. Leviathan does not have eyes.</p> <p>3. Leviathan does have a head.</p>															

4. The leviathan does not have teeth.
5. It has a mouth but does not have flame ability.
6. Leviathan made by metal, it is not arranged as a scale.
7. An airship that inside becomes one of the stages in the video game.
8. The plaza has a mouth part, from which in the tip of it there is a tongue part that sticks out.
9. It does not have a nose.
10. An airship is not wild at all.
11. Leviathan is a non-living creature.
12. Leviathan is a non-living creature.
13. Leviathan is a non-living creature.
14. He is the only one in the game.



	15. Leviathan is not a final boss.															
Final Fantasy XIII	-	-	+	-	-	+	+	+	-	-	-	-	-	+	-	26.6%
	<p>1. The body of Leviathan in Final Fantasy XV is similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan does not have eyes, since it is a plaza.</p> <p>3. Leviathan does have a head.</p> <p>4. The Leviathan does not have teeth.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan as a sea dragon has a scale in the back of his body, united as a seal.</p> <p>7. Similar to the previous Leviathan, the Leviathan is a plaza that becomes one of the stages in the game.</p>															



	<p>8. The plaza has a mouth part, from which in the tip of it there is a tongue part that sticken out.</p> <p>9. Leviathan needs no oxygen. It has no nose.</p> <p>10. Plaza is not wild at all.</p> <p>11. Leviathan is non living creature.</p> <p>12. Leviathan is non living creature.</p> <p>13. Leviathan is non living creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is not a final boss.</p>															
Final Fantasy XIV	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p>															

2. Leviathan has two red eyes.
3. Leviathan does have a head.
4. The teeth of leviathan are sharp.
5. It has a mouth but does not have flame ability.
6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.
8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Leviathan is not negotiable to fight the main character.
12. Leviathan is a cruel beast.



	<p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
World of Warcraft	-	-	-	-	+	-	-	-	-	-	-	-	-	+	+	20%
	<p>1. World of Warcraft visualizes leviathan as a tank that it does not have neck.</p> <p>2. Leviathan does not have eyes.</p> <p>3. Leviathan does not have a head.</p> <p>4. The leviathan does not have teeth.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. A leviathan tank does not have a scale.</p> <p>7. Leviathan size is not that huge in the game, since it has a normal size againts the player.</p>															



	<p>8. A tank does not have a tongue.</p> <p>9. A tank does not have a nose.</p> <p>10. A tank is not wild.</p> <p>11. Leviathan is non living creature.</p> <p>12. Leviathan is non living creature.</p> <p>13. Leviathan is non living creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is the final boss in the first stage.</p>															
World of	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%
Final	1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body															

Fantasy

to its head.

2. Leviathan has two red eyes.

3. Leviathan does have a head.

4. The teeth of leviathan are sharp.

5. It has a mouth but does not have flame ability.

6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.

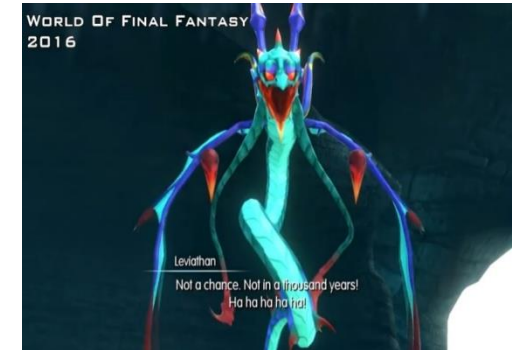
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.

8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.

9. Leviathan is a sea creature, sea creatures do not have a nose.

10. A wild creature.

11. Leviathan is not negotiable to fight the main character.



	<p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
<p>Final Fantasy XII: Revenant Wings</p>	+	+	+	+	-	+	+	+	+	+	+	+	+	+	+	93.3%
	<p>1. Final Fantasy XII: Revenant Wings visualizes leviathan as a dragon like human in posture. He does have a neck.</p> <p>2. Similar to its body, leviathan eyes are soft purple.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.</p>															



	<p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p> <p>9. Leviathan is a kind of bird with a snake-like body, but the head visualize nose.</p> <p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Final Fantasy	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body</p>															

Brave

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to its head.

2. Leviathan has two red eyes.

3. Leviathan does have a head.

4. The teeth of leviathan are sharp.

5. It has a mouth but does not have flame ability.

6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.

7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.

8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.

9. Leviathan is a sea creature, sea creatures do not have a nose.

10. A wild creature.

11. Leviathan is not negotiable to fight the main character.



	<p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Final Fantasy Fables: Chocobo's Dungeon	-	-	+	+	-	+	+	+	-	+	+	+	+	+	+	73.3%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Similar to its body the eyes of leviathan is blue.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p>															




	<p>6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.</p> <p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p> <p>9. Leviathan is a sea creature, sea creatures do not have a nose.</p> <p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Final	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%

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- 1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.
2. Leviathan eyes are red.
3. Leviathan does have a head.
4. The teeth of leviathan are sharp.
5. It has a mouth but does not have flame ability.
6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.
8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.




	<p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Final Fantasy Dimensions	-	-	+	+	-	-	+	+	-	+	+	+	+	+	66.6%	
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has two white eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> 															


5. It has a mouth but does not have flame ability.
6. Leviathan rather like a serpent that has a scale, it has soft skin like an eel.
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.
8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Leviathan is not negotiable to fight the main character.
12. Leviathan is a cruel beast.
13. Leviathan is a fearless creature.
14. He is the only one in the game
15. Leviathan is one of the final bosses.

Final Fantasy Dimensions 2	-	-	+	+	-	-	+	+	-	+	+	+	+	+	+	66.6%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. White is the color of leviathan eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan rather like a serpent that has a scale, it has soft skin like an eel.</p> <p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p> <p>9. Leviathan is a sea creature, sea creatures do not have a nose.</p>															



	<p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Dissidia	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%
Final Fantasy	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has two red eyes.</p> <p>3. Leviathan does have a head.</p> 															

4. The teeth of leviathan are sharp.
5. It has a mouth but does not have flame ability.
6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.
8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Leviathan is not negotiable to fight the main character.
12. Leviathan is a cruel beast.
13. Leviathan is a fearless creature.
14. He is the only one in the game

	15. Leviathan is one of the final bosses.															
Final Fantasy The Four Heroes Light	-	-	+	+	-	-	+	+	-	+	+	+	+	+	+	66.6%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan does not have eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. It has a mouth but does not have flame ability.</p> <p>6. Leviathan has no scale, the serpents skin similar to tentacles that have soft and plain skin.</p> <p>7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.</p> <p>8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.</p>															
																

	<p>9. Leviathan more like squid that the uses a pair of gills called lammelae in order to breathe, and not a nose.</p> <p>10. A wild creature.</p> <p>11. Leviathan is not negotiable to fight the main character.</p> <p>12. Leviathan is a cruel beast.</p> <p>13. Leviathan is a fearless creature.</p> <p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
<p>Final Fantasy Tactics</p>	-	+	+	+	-	+	+	+	-	+	+	+	+	+	+	80%
	<p>1.The body of leviathan in Final Fantasy XV similar to a snake, so that he does not have any neck to connect his body to its head.</p> <p>2. Leviathan has white eyes, it is not red or orange or yellow.</p>															

3. Leviathan does have a head.
4. The teeth of leviathan are sharp.
5. It has a mouth but does not have flame ability.
6. Leviathan as sea dragon has a scale in the back of his body, unite as a seal.
7. Leviathan is a huge monster sea, it is bigger than anything in the horizon.
8. Leviathan could speak to the player, as a proof that he has a tongue. Yet, he is serpent-like that all serpent has tongue.
9. Leviathan is a sea creature, sea creatures do not have a nose.
10. A wild creature.
11. Leviathan is not negotiable to fight the main character.
12. Leviathan is a cruel beast.
13. Leviathan is a fearless creature.




	<p>14. He is the only one in the game</p> <p>15. Leviathan is one of the final bosses.</p>															
Resistance 2	+	+	+	+	-	+	+	-	-	+	+	+	+	-	+	73.3%
	<p>1. The neck of leviathan in Resistance 2 is holding his big head.</p> <p>2. Leviathan in Resistance 2 has six orange eyes.</p> <p>3. Leviathan does have a head.</p> <p>4. The teeth of leviathan are sharp.</p> <p>5. Leviathan has a round mouth that has no flame ability.</p> <p>6. Leviathan as a huge monster has a scale in the back of his body, unite as a seal.</p> <p>7. It is a huge monster that even bigger than buildings.</p> <p>8. Leviathan has no tongue, in his mouth there are only terrible teeth, round mouth, and straight to throat.</p>															



	<p>9. Leviathan is an alien creature, he needs no oxygen to live. Therefore, he has no nose.</p> <p>10. A wild creature.</p> <p>11. Not negotiable to human</p> <p>12. Fearless in attacking human being.</p> <p>13. He is cruel in destroying all the city.</p> <p>14. He is not the only one in the game, it appears two times in the game with different leviathan but the same shape of leviathan.</p> <p>15. Leviathan is one of the final bosses.</p>															
<p>God of War 4</p>	-	-	-	-	-	-	-	-	-	-	-	-	-	+	-	0%
	<p>1. The leviathan axe is the visualization in God of War 4, the axe does not have any part called neck.</p> <p>2. Leviathan axe does not have eyes.</p>															

3. Leviathan does not have a head.
4. The leviathan does not have teeth.
5. It does not have a mouth.
6. Leviathan does not have a scale.
7. Leviathan is little one-hand axe.
8. An axe does not have a tongue.
9. Leviathan axe does not have a nose.
10. It is non living creature. It is not wild.
11. It is non living creature.
12. It is non living creature. It is not cruel.
13. It is non living creature. It does not have the fearlessness.



	<p>14. It is the only weapon alike in the game.</p> <p>15. Leviathan is not a final boss.</p>															
<p>The Legend of Zelda: Skyward Sword</p>	-	+	+	-	-	+	+	+	-	-	-	-	-	+	-	40%
	<ol style="list-style-type: none"> 1. Leviathan in The Legend of Zelda is a giant fish. A fish doesn't have a neck. 2. Eyes of leviathan visualized in color of orange in centre and red surround the centre. 3. Leviathan does have a head. 4. Leviathan teeth is not sharp. 5. It has a mouth but does not have flame ability. 6. Leviathan scale is sealed each other. 7. Leviathan is a huge guardian of sky that deny all people to enter it. 															

	<p>8. In the game the researcher finds leviathan could speak. To speak creature need to have a tongue.</p> <p>9. Leviathan is a whale-like creature, he breathes through nostrils called blowhole(not a nose) on top of their head.</p> <p>10. Someone who guard and take the sky in control is not wild.</p> <p>11. Leviathan negotiably to those who are not trespass the sky.</p> <p>12. Leviathan does not cruel at all.</p> <p>13. As a guardian, leviathan serves and fears to the goddes Hylia.</p> <p>14. The only one leviathan in the game as the wise guardian of the sky.</p> <p>15. He is not a final boss nor an enemy. He's only a hint.</p>														
Borderlands 2	+	-	+	+	-	-	+	+	-	+	+	+	+	+	73.3%
	<p>1. In Borderlands 2, the leviathan visualized as a monster that his head held by is fatty neck.</p>														

2. The leviathan eyes are closed.
3. Leviathan does have a head.
4. The teeth of leviathan are sharp.
5. It has a mouth but does not have flame ability.
6. Leviathan does not have scale, it is fatty skin.
7. Leviathan in Borderlands 2 is really big, fiveteen times bigger than the player, even more.
8. Leviathan has a tongue behind its terrible teeth.
9. The visualization of nose cannot be found in leviathan.
10. Wild as a king of the beast.
11. Leviathan could not speak that he cannot negotiate at all to anyone who meets him.
12. It is a cruel beast that attack the enemy until he died or the enemy died.



13. As a beast he has no fear to attack its enemy.

14. It is the only one in the game.

15. Leviathan is the final boss in the game, after killing the leviathan, the player will get the treasure and the game is over.