

**TRANSMEDIAL ADAPTATION FROM THE SHORT STORY OF
BEAUTY AND THE BEAST TO THE PERFECT MATCH GAME**

(Symbolic Interactionism Approach)

THESIS

Submitted as a Partial Requirements

for the degree of *Sarjana* in English Letters Department



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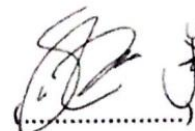
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DEDICATION

This thesis is dedicated to:

1. My beloved parents
2. My beloved Lecturers of English Letter
3. English letters 2016
4. English Letter Department of IAIN Surakarta
5. My Almamater IAIN Surakarta

MOTTO

“Dan bersabarlah kamu terhadap apa yang mereka ucapkan”

(QS. Al – Muzammil: 10)

“Lailaha illa anta subhanaka ini kuntu minaz zalimin”

Angin tidak berhembus untuk menggoyangkan pepohonan melainkan menguji

kekuatan akarnya

-Ali bin Abi Thalib

There is a life and there is a death, and there are beauty and melancholy

between.

-Albert Camus

Be as you wish to seem

-Socrates

PRONOUNCEMENT

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I hereby sincerely state that the thesis titled “Transmedial Adaptation from the Short Story of *Beauty and the Beast* to the Perfect Match Game (Symbolic Interactionism Approach)”. 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 repelling my thesis and academic degree.

Surakarta, Oktober 15, 2020

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

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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, October 17 2020

The researcher,

Ismi Fauziah

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ABSTRACT

Ismi Fauziah. 2020. Transmedial Adaptation from the Short Story of *Beauty and the Beast* to the *Perfect Match* Game (*Symbolic Interactionism Approach*). Thesis. English Letters Study Program Cultures and Languages Faculty.

Advisor : Dr. SF. Luthfie Arguby Purnomo, S.S., M. Hum

Keywords : Transmedial Adaptation, Short Story, Beauty and the Beast, Game, Perfect Match.

This research aims to describe How the game adapted the intrinsic element of Short Story of *Beauty and the Beast* to the *Perfect Match* Game. The theory used in this research is A theory of adaptation from Linda Hutcheon (2006), Introduction to game Studies from Frans Mayra (2008), Familiar Wild Flowers from Hulme (1878), The Power of the Colours: Meaning & Symbolism from Harald (2020)and the continuum encyclopedia of symbols from Udo Becker (2000).

The researcher applied the qualitative method. The sources of the data are dialog in the short story and screenshots part in the perfect match game. This study used a symbolic interactionism approach to reveal how intrinsic elements such as theme, plot, and character are symbolized into items in the perfect match game. This study used data limitation based on the finding of the same pattern between an intrinsic element in the short story and items or symbols in the game. The data are in the form of words, phrases, sentences, and the screenshots found in the game perfect match.

Based on the analysis, there are 26 data of aligned category and 7 data of non aligned category. The result of this research reveals that the dominant data is aligned category. This finding indicates that the adaptation from the short story Beauty and the Beast to the Perfect match game still has a connection and change slightly even though the point of view is shifted from print to the performance that in telling mode the reader can stop reading and re-read the story but in the showing mode the audience can more active to focus and detail of moving from imagination to the realm. This change occurred when the game maker added some music and items that were not written in the story.

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CHAPTER I

INTRODUCTION

A. Background of the Study

Adaptation is the least involved in these debates when there is no change of medium or modes of engagement. Adaptation makes the move across modes of engagement and thus across media, especially in the most common shift, that is, from the printed page to performance in stage or opera that they find themselves most enmeshed in the intricacies of the medium specificity debates so too when works are adapted from either print or performance to interactive media, with their multiple sensory and semiotic channel (Ryan in Hutcheon, 2004).

Adaptations are those that move from the telling to the showing mode, from print to performance. The emphasis is about the visual, move from imagination to actual perception. There are separate soundtracks that let elements in a visual mode like music, voice, noise to the verbal text. Adaptations have an overt and defining relationship to earlier texts, usually revealing called "source" (Hutcheon, 2012). Adaptation is a process of creation, the act of adaptation always involves both (re-) interpretation and then (re -) creation. It's called both appropriation and salvaging (Hutcheon, 2012).

In adapt from telling to showing, some things change and are not by the source. However, these changes do not end the source essence. According to Lodge in Hutcheon (1993) states that a mode of performance adaptation must make more draining the audience's feelings in describing a scene in the text (short story or novel), narration, and thought represented beyond a speech, action, voice, and visual images. There are conflicts and ideological differences between the characters that are seen and heard. Sound is very influential in video games, where music also integrates with sound effects both to underline and to make emotional reactions.

In the telling mode, engagement begins in the realm of imagination. The reader can stop reading at any point, skip ahead and re-read. But with the mode of showing, the audience caught in an unrelenting, forward-driving story; with a mix of both detail and focus of moving from the imagination to the realm of direct perception. The showing mode teaches that language is not the only way to express meaning. Telling a story in words, orally or on paper, is never the same as showing that visually and aural are available in the many performance media.

The story is the denominator or what is often referred to as the core of what is moved to different media or different modes of involvement to tell, interact, and appear without changing the source. In

adapting, story arguments about "equality" in different sign systems are used in various elements; theme, symbols, characters, events, world, point of view, context, image, consequences. What is suggested by the phenomenon of adaptation, although the latter is true for the audience, the audience or the audience experiences the story with a form or arrangement of material that is different from the source. The various constituent elements of the story will be considered separately by the adapter and by theorists if only because the technical constraints of the media used are different. therefore, it will highlight various aspects of the story (Gaudreault and Marion in Hutcheon 1998). With each mode, different things are adapted and in different ways.

As an audience, interact with stories in, the new media. The telling mode (a novel) through imagination in a fictional world; then, the showing mode (plays) through the oral and visual perception; the participatory mode (video games) through aesthetically and physically. But, the representation of a story on the stage or screen is passive. Mode to participatory modes is different, the audience can engage physically with the story and its world; for example, in role-playing or puzzle/ skill testing one is not more active but certainly active in a different way.

Playing games in a literary context is part of literary work. In literature, there is such a thing as Ergodic. Ergodic is a literary work that emphasizes how to access. Where when playing games, various

methods, or techniques from each player. So, the results are also different. Aarseth (1997) uses the word 'ergodic' from physics. It combines the Greek words 'ergon' and 'hodos', which means 'to work'. Ergodic literature refers to texts that make the reader make a different or greater effort than usual. This requires the reader to find a 'key' to unlock the meaning of the text or introduce a narrator or unreliable deviation. Examples of adaptation in the Ergodic literary context are *Beauty and the Beast*.



Figure 1.1 screenshot genre in the game

According to Devitt (2008), the text is not limited to literary genres or ideas of genres as formal conventions, it provides a theoretical definition of genre as rhetorical, dynamic and flexible, ideological and constraining. A Genre of *Beauty and the Beast* is a perfect match. It

means finds similar symbols that same (three symbol that match). The player can find in the first if you open this game before you play the game. The theme in the short story describes that the beast says in the Belle dream: " don't trust your eyes, just listen to your heart", then belle finally falling in love with a beast. It means that love is not looked at by the cover but with inner and the heart genre and theme in the game and short story called Aligned.

In this thesis, the researcher uses an adaptive version of *Beauty and the Beast* Short Story. In the adaptation process of this short story, the maker adapts to the casual perfect match game. Added and changed the intrinsic elements to symbols in-game like Diamond, Heart, Clover, Book, Lion, Circle, Rock, Mirror, Genre, Tutorial and others. Decorate Belle's castle with many furniture, bonuses and other reward matching together three symbols that same because them to disappear from the grid.

The reason the researcher conducted this research, This game has a characteristic structure based on symbols. In adapting a literary work into a game, the maker must divert the story in the form of symbols. One story (novel) can adapt to many transforms; Drama on stage, film, poem, poetry, or video game. Besides, this research shows that adapted to different media. However, the researcher will find the relation in the short story *Beauty and the Beast* and the Perfect Match game.

This thesis with the title " Transmedial Adaptation from the Short Story of *Beauty and the Beast* to the Perfect Match Game (Symbolic Interactionism Approach).

B. Definition Term

1. Adaptation: A process of translating from literature to other different media, such as novels to films, poetry, games. Adaptation is a process of creation, the act of adaptation always involves both (re -) interpretation and then (re -) creation. It's called both appropriation and salvaging (Hutcheon, 2012)
2. Short story: A type of literary work that is fictional in the form of prose that tells a story that is experienced by a character briefly accompanied by various conflicts and there is a solution or solution to the problem. According to Klarer (2004) "Short story is its impression of unity since it can read—in contrast to the novel—in one sitting without interruption."
3. Game: The game is a complex activity in which there are rules, play. A game is a system where players are involved in conflicts that made, in the game, some rules aim to limit the behavior of players and find the game. The game aims to entertain, usually many games like by children - adults. [Game is:] an interactive structure of endogenous

meaning that requires players to struggle toward a goal (Costikyan in Schell, 2002).

4. Telling to showing: the telling to the showing mode, especially from print to performance—a definitional problem potentially arises. In a very real sense, every live staging of a printed play could theoretically be considered an adaptation in its performance. The text of a play does not necessarily tell an actor about such matters as the gestures, expressions, and tones of voice to use in converting words on a page into a convincing performance (J. Miller in Hutcheon, 1986).

C. Limitation of the Study

To reach the expected goal of the research, the researcher only focuses on how the relationship between the short story of *Beauty and the Beast* intrinsic elements and symbols in-game Perfect Match. The researcher used the theory The Continuum Encyclopedia of Symbols from Becker (2000), Familiar Wild Flowers from Hulme (1878), The Power of the Colours: Meaning & Symbolism from Harald (2020), and Symbolic Interactionism Approach from George Herbert Mead (1986). In this thesis, the researcher used a short story retold by Jenny Dooley entitled "*Beauty and the Beast*" which is adapted into the Beauty and the Beast perfect match game.

D. Problem Statement

To guide the research, the problem of the study can be formulated as follows: How does the game adapt the intrinsic elements of the *Beauty and the beast* short story to symbols in the perfect match game?

E. Objectives of the Research

To know how the game adapt the intrinsic elements of the Beauty and the Beast short story to symbols in the perfect match game.

F. Benefits of the study

This thesis has some benefits that can be used to study. In the following ways:

1. Theoretical benefits
 - a. The research can expand and enrich the research in the game analysis.
 - b. Adding some references to the students or scholars about adaptation.
2. Practical benefits
 - a. Used as a reference to the reader about transmedial adaptation to analyze short story to game based on symbols.
 - b. For the academic society, the result of this research will provide information about transmedial adaptation in literary works and how its adapted into certain media, whether it is a text or a game.

CHAPTER II

REVIEW ON RELATED LITERATURE

A. Theoretical Framework

1. The Element of the short story

The Intrinsic element is one of the most important points when analyzing a novel. Intrinsic elements are the elements that make up the story. Elements of short story are theme, plot, setting, character and characterization, style and point of view, according to Klarer (2004), the most important elements are plot (what happens), character, narrative perspective, and setting (where and when do the events take place).

a. Plot

The stages of the short story sequence. Ranging from introduction, conflict, climax, resolution. According to Klarer (2004), plot is the logical interaction of the various thematic elements of a text which lead to a change of the original situation as presented at the outset of the narrative. An ideal traditional plotline encompasses the following four sequential levels: exposition, complication, climax or turning point, resolution. Further, as explained by Klarer (2004), The exposition or presentation of the first situation disturbs a complication

or conflict which produces suspense and eventually leads to a climax, crisis, or turning point. The climax is followed by the complication resolution with which the text usually ends. This section will explain how the characters in the story are going to have a happy, bad, or hanging ending.

b. Character

Generally speaking, characters in a text can be rendered either as types or as people. A typified character in a literature dominated by one specific trait and referred to as a flat character. The term round character usually denotes a persona with more complex and differentiated features.

Characters are the actors involved in the story. Each character has its character. Klarer (2004) defines that typed character in a literature dominated by one specific trait and referred to as a flat character, and term round character usually denotes a person with more complex and differentiated features. In a short story, a character that commonly emergence is a flat character since the short story only presents the critical time of the chief character.

c. Point of view

According to Klarer (2004), "The term point of view, or narrative perspective, characterizes the way a text presents persons, events, and

settings. The subtleties of narrative perspectives developed parallel to the novel emergence and can reduce to three basic positions: the text action is either mediated through an exterior, unspecified narrator (omniscient point of view), through a person involved in the action (first-person narration), or presented without extra commentary (figure narrative situation)."

The point of view is with direct a writer in conveying a story, so the story is more alive and well conveyed to the reader. In other words, the point of view is the way the writer puts himself in a story. According to Klarer, the point of view is divided into three, namely the first-person point of view, third-person point of view and the point of view presented without making more comments.

1. Omniscient point of view

Who refers to the protagonist in the third person. Action from an all-knowing and the acting figures in the third person, God-like perspective.

2. First-person narration

First-person narration is the action as seen through a participating figure of the writer. First-person narrations can adopt the point of view either of the protagonist or a minor figure of the story. A novel most in first-person narration use, of course, the protagonist (the main

character) as narrator. The first-person point of view use words "I", "you"

d. Setting

According to Klarer (2004), "Setting is another aspect traditionally included in analyses of prose fiction, and it is relevant to discussions of other genres, too. The term setting denotes the place, historical period, and social surroundings in which a text develops an action is one of the important aspects of analyzing prose fiction, short stories, novels, other genres. Settings divided into three parts. The time frame is the moment when the character or the actor does something during the event in a story. The example: In the morning, during the day, in the afternoon, at night, in the past, in the future, and so on. The place setting is where the character or the actor experiences the events or events in the story. Like the example: in a building, in the ocean, in a forest, in a school, in a palace, in space, and so on.

2. Adaptation

Media is an intermediary or escort message from the sender to the message recipient. Another definition, media is a facility used to tell or send messages from communicators to people. According W.J.T. Mitchell in Hutcheon (2005), he stated that the medium does not lie between sender and receiver, it includes and makes up them". Media use for

communication facilities in print or audio-visual form, including hardware technology. There are three types of media; visual, audio and audio-visual.

Transmedia is a form of transformation or change from one media into other media. A Transmedia production exists across multiple platforms and discrete components understood together include an integrated, connected narrative whole, through which they are meet separately. As a design strategy, Transmedia productions have to date been primarily designed as extensions of films, TV series and console games that function as a central "tent-pole" production (Hutcheon 2012). It is not just changing parts of the media. But it also changes the audience and adapters. Shown a story is not the same as being told it, and neither is the same as participating in it interacting with it, experiencing a story directly and kinesthetic. With each mode, different things get adapted and in different ways.

In the literature, adaptation is often interpreted as a process of "translation" from literary work to other different media. But it does not rule out the possibility that adaptation can through the same media, such as novel to novel. Although other sources such as journals, historical records and diaries can use as sources of adaptation, novel or short stories are more widely used as sources in adapting. In adapting a literary work not only copying it, but ideas and imagination of the source also must to includes. " might well be to economically and artistically supplant the earlier works"

(Hutcheon 2012). Processing ideas and imagination from a literary work to a fresh medium without destroying story ideas or plots from the source.

Adaptation as palimpsest through our memory of other works that resonate through repetition with variation (Hutcheon 2012). Adaptation is second work not secondary. In development, the short story did not end like a short story, but it underwent a new transform into another medium. The short story which originally used language media as a Messenger for the author to the reader, now begun adapted into the game and interesting new product (Herman in Hutcheon 1985). Transposition to another medium, or even moving within the same one, always means change or in the language of the new media "reformatting". And there will always be both gains and losses (Stam in Hutcheon 2000)

1. Modes of engagement

To overcome the various dimensions of the phenomenon of broad adaptation, there is one way that is needed, namely: adaptation using two aspects, namely adaptation as a process and adaptation as a product. The emphasis on the process allows broadening the traditional focus of adaptation studies to consider as well as the relationships among the main modes of engagement. The three modes in this process are arguably "immersive", albeit to different degrees and in different ways. Fashion telling (a novel or short story) immersed in

imagination in the world of fiction. Performance modes (drama, film or videogame) sink through aural and visual perception; participatory mode (videogame) is immersed physically and is always kinesthetic related. The mode is called "interactive". In this mode the act of seeing and interpreting different or striking signs by looking directly at a story on the screen or stage. Both are emotionally active, imaginative and cognitive (Hutcheon, 2012)

In telling mode (in narrative text), an engagement begins in the field of the reader's imagination; which is simultaneously caused by the choice of words that are able to influence the state of the reader, focusing on the text and not limited by visual or aural. However, when moving to airing mode (film adaptation or video game) stuck in a story line that is always moving forward. it moves from imagination to the field of direct perception. Performance mode teaches that language or text is not the only way to express meaning or to connect stories. Visual and gestural representations are rich in complex associations, in music offering aural "equality" for the character's emotions; provoking effective responses to the audience; sound, in general, can enhance amplifying or even conflicting with visual and verbal aspects. Telling a story with written words or paper is never the same as showing it visually and aurally and can be enjoyed by the eye. Interacting with a

story is different from being shown or told. As in drama or film, in virtual reality or videogames, performance modes, we do not physically enter the world and seem to be in it. (Hutcheon, 2012)

Stories, do not consist only of the material means of their transmission (media) or the rules that structure (genres). A wider communicative context that any theory of adaptation would do well to consider. The context will change with the mode of presentation or engagement: the telling mode can use a variety of material media as can the live or mediated showing mode, just as each medium can support a variety of genres. (Hutcheon, 2006)

Lines of differentiation are not as clear as it might expect. The private and individual experience of reading. Closer to the private visual and domestic spaces of television, radio, video, a computer that to the public and communal viewing experience in a dark theater of any kind. The level and kind of engagement are different between sitting in the dark, quiet, being shown real live bodies speaking or singing on stage that sits in front of a screen and technology mediates "reality". When playing a first-person shooter videogame and become an active character in a narrative world and viscerally experience the action, our response is different. (Hutcheon, 2006)

2. Short story

The Short story tends to be dense, short and direct compared to other longer works, such as novella and novels. A short story is shorter in length than a novel. According to Klarer (2000) states that a crucial feature commonly identified with the Short Story is its impression of unity since it can be read in contrast to the novel in one sitting without interruption. Due to restriction of length, the plot of Short Story has to be highly selective, entailing an idiosyncratic temporal dimension that focuses on one central moment of action. It means that the short story focuses on one central conflict without interruption and continues until the end of the story. that makes short stories different from novella or novel.

Short stories begin in the oral narrative tradition. Which was then spread by word of mouth. Klarer (2000) the roots of short story lie on antiquity and the Middle Ages story, myth and fairy tale relate to the oldest types of textual manifestations, "texts" which were primarily orally transmitted. Short stories are not as complex as compared to novels. Short stories usually only explain one plot, the number of limited characters has a single setting and a short period. Short stories have different characteristics from each author, related to that, short stories have two elements, intrinsic elements, and extrinsic elements.

3. Game

Games are characterized by a number of player or decision makers who interact, possibly threaten each other and form coalitions, take actions under uncertain condition, and finally receive some reward or some benefit or sometimes some punishment. There are three main mathematical models of forms used in the study of games, the extensive form, the strategic form and the coalition form. These differ in the amount to detail on the play of the game built into the model. The most detail is given in the extensive form, where the structure closely follows the actual rules of the game. In the extensive form, we are able to speak of a position in the game, and of a move of the game as moving from one position to another. The set of possibly moves from a position may depend on the player whose turn it is to move from that position. In the extensive form of the game, some of the moves may be the random moves, such as the dealing of cards or the rolling of dice. The rules of the game specify the probabilities of a outcomes of the random moves. One may also speak of the information player have when they move. When the players know all past moves by all the players and the outcomes of all past random moves, the game is called a perfect information. Combinatorial games are two-person games of perfect information with win or lose outcome and no chance moves. Game of solitaire and puzzles are examples of

one-person games as are various sequential optimization problems found in operations research, and optimization. (Ferguson in Frans Mayra, 2001)

Strategic game is a model of interacting decision-makers. In recognition of the interaction, we refer to the decision-makers as players. Each player has a set of possible actions. The model captures interaction between the players by allowing each player to be affected by the actions of all players, not only her own action. Specifically, each player has preferences about the action profile, the list of all the players actions. A very wide range of situations may be modeled as strategic games. Time is absent from the model. The idea is that each player chooses its action once and for all, and the player choose their actions “simultaneously” in the sense that no player is informed, when it is chooses the action, of the action chosen by any other player. A strategic game (with ordinal preferences) consists of: a set of players, for each player, a set of action, for each player, preferences over the set of action profiles.

A game is a situation in which the benefit or cost reaped by each player from an interactive situation does not only depend on its own decision but also on those taken by the route he/she chooses but also on the decisions taken by the other drivers. Therefore, in the game, the actions and objectives of the players are tightly coupled. Until very

recently, game theory has been used only marginally in signal processing. Game is something that plays someone or some people who have rules and struggle to win or make a goal. "And people play them typically freely in their 'unproductive' leisure time, excited and immersed in action to face the surprises provided by the uncertain outcome".(Caillois in Frans Mayra, 2002). Casual games have some characteristics: Colorful graphics, intuitive gameplay, playing casual games directly without using manuals or instructions and without violence.

The most interesting gameplay arises from rules that have both positive and negative consequences. This means that the player must make decisions that are not always clear and automatic. Good gameplay, in effect, arises when choices are non-obvious, and the player must explore different tactics to see what the trade-offs are for each decision. (Scott Miller, in Newman and Simons in Frans Mayra, 2004.). According to Frans Mayra, an interesting and good game is a game that has uncertain rules, meaning that players must decide their own choices and strategies to win the game.

a. Casual games

This game genre is usually in the form of a simple puzzle or action. An example is puzzle games. Match 3 Games or know as tile-matching games.it is a type of puzzle game where players

search for gems to make them disappear. In many match 3 games, the criterion is to place a certain amount of gems of the same kind. The core challenge of the match 3 game is identifying the patterns on the board that appear chaotic. The number of adjoining gems is often three, hence the so-called "match 3" game. Match 3 games first appeared in the late 1980s for example games like Chain Shot! (SameGame) and Puzznic. This match 3 games were first released in 1994 called "Shariki". Zuma is a legendary pioneering game for PC. After its successful launch in 2003, the idea of matching elements with shots was quickly taken up by the game development community and led to many new games appearing such as the bubble shooter boom (Luxor, Frozen Bubble, etc.)

Match 3 games were popularized throughout the 2000s, in the form of casual games, especially the Bejeweled series. Candy Crush Saga game is one of the most widely played casual games in the world. Match 3 games include various elements of mechanics, design, and gaming experience. This game includes games that are turn-based but can also feature elements of arcade-style action, such as time pressure, shooting, or hand-eye coordination. The tile-matching mechanic can also be entered as a "mini-game" in some of the larger and more complex games -

giving the player a different and unique gameplay challenge and mechanic to enjoy.

b. Gameplay

1.) Features of the Match 3 Game

Match 3 Game Features Match 3 games set in a fictional setting are usually based on "bright and positive" fiction, as opposed to the backdrop of war like strategy games. The Match 3 game mechanics have been combined with other mechanics to create a wide variety of puzzle game experiences.

2.) Not all the gems are equal

Not all gems in every level are the same. Players can create special gems in the form of gems. Several gems can be obtained by players, including:

a) Line burst

The player can create special gems by matching four gems to clear the line in a way match 4 identically colored gems in a row to create a Line Burst. Then, Match the enchanted gem to break all gems in a row or column.

b) Radiant blast

Match 5 identically colored gems in a “T” or “L” pattern to create a Radiant Blast. Match the enchanted gem to blast the 3x3 area around it.

c) Rainbow twirl

Match 5 identically colored gems in a row to create the rainbow twirl. Then match the rainbow twirl with any gem to clear all gems of that color. making it even more useful

d) Dazzing combos

Combine any 2 enchanted gems to unleash dazzling combos

e) Look out for gems trapped within glass. watch for gems trapped in the glass. These must be matched with the same gems to break glass, but you cannot swipe trapped gems before they are shattered.

f) Players will get coins after playing a level and these coins are used to buy furniture in the Beast castle. You earn bonus coins for building your combo moves and score across a level, such as being able to play a match multiple times. Other than that the remaining movements will be accumulated and converted into coins. so players must be more efficient in moving.

The coins that have been collected can be made to decorate the space as the player likes and according to the coins that have been earned. The key here is that by adding furniture, players will get beauty points. By getting enough beauty points and players will be given stars to level up. Every time the player gets a star, it will unlock several bonuses such as coins and power-ups. Players also open new rooms in the castle that function as a form of level structure

4. Ergodic Literature

The concept of cybertext focuses on the mechanical organization of the text, by positing the intricacies of the medium as an integral part of the literary exchange. The performance of their reader takes place all in his head, while the user of cybertext also performs in an extranoematic sense. During the cybertextual process, the user will have effectuated a semiotic sequence, and this selective movement is a work of physical construction that the various concept of "reading". This phenomenon called ergodic, using a term appropriated from physics that derives from the Greek words *ergon* and *hodos*, meaning "work" and "path." In ergodic literature, nontrivial effort is required to allow the reader to traverse the text. If ergodic literature is to make

sense as a concept, there must also be nonergodic literature, where the effort to traverse the text is trivial, with no extranoematic responsibilities placed on (Aarseth,1997)

A cybertext is a machine for the production of variety of expression since literary theorists are trained to uncover literary ambivalence in texts with linear expression, they evidently mistook texts with variable expression for text such as a hypertext, they claimed that all texts are produced as a linear sequence during reading. Cybertext is a perspective on all forms of textuality, a way expand the scope of literary studies to include phenomena that today are perceived as outside of, or marginalized by, the field of literature, or even in opposition to it, for purely extraneous reason.

Even if the cybertexts are not narrative texts but other forms of literature governed by a different set of rules, they retain to a lesser or greater extent some aspects of narrative. Most display some forms of narrative behaviour, just as can be found in other non-narrative literary genres. The idea of pure literary forms or discrete genres is not be persuade here. Instead, a perspective of complementary generic traits is used to describe the various types as synthetic, composite genres. Perhaps, by studying cybertexts and trying to discover this alterity of narrative, we may also get some small new clues as to what narrative is.

Literature and visual art, was reduced to the multicursal paradigm that we recognize today. Consequently, the old metaphor of the text as labyrinth, which in medieval poetics could signify both a difficult, winding, but potentially rewarding linear process and a spatial, artistically complex, and confusing artifact, was restricted to the latter sense. Therefore, it is reasonable to assume that the image of the text as a labyrinth has undergone an ideological transformation, from a harmonic duality where the figurative likeness of the narrative text as unicursal coexisted with a topology of multicursal aspects, such as repetition, interlaced narrative threads and prolepsis. When the unicursal paradigm faded, the multicursal paradigm came to dominate the figure, devolving the rich ambiguity of the classical and medieval labyrinth into the less ambiguous Renaissance model of pure multicursality. Since we now regard labyrinthine and linear as incompatible terms, and since the labyrinth no longer denotes linear progress and teleology but their opposites, its status as a model of narrative text has become inapt for most narratives. Here, the image of the labyrinth has become severely distorted. A labyrinth without exit is a labyrinth without entrance, in other words not a labyrinth at all.

5. Symbolic Interactionism Approach

According to George Herbert Mead (1986) states that symbolic interaction occurs through the use of significant symbols being a gesture whose meaning is perceived. A gesture has several important features. First, it is a truncated part of somewhat larger act still to come that stands for a foreshadows the remainder of this larger act. Second, a gesture necessarily presupposes response on the part of another organism. Gestures are what bring organism together in an acting relationship. Its means which the ongoing actions of the separate organisms come to be adjusted or fitted to each other. Mead draws between “conversation of gestures and use significant symbol”. In the conversation of gestures, organism in interaction response to each other’s gestures without identifying the meaning of the gestures. Each organism responds unreflectively to the gesture of the other with an action already organized for release, the response is not preceded based on interpretation of the gesture.

B. Previous studies

The first previous study that the researcher found is from research by Kusuma Wati. (2017) her study with the title "Stylistics for Video Games Analysis from Ludic Linguistics Perspectives". She tried to know Ludic

linguistics on video games adaptation made by students English Letters as IAIN Surakarta, 2016. Finally, She concludes that the style of the short story of Andersen's The Angel experienced shifted when transferred into the style of video games.

Based on her study, the design of her research finding of the research based on the short story of Andersen's The Angel, 68 data are found and consisted of 5 data showing mnemonic symbiosis and 63 showing hegemonic symbiosis. Mnemonic symbiosis presence indicates that the illustration, the non-diegetic elements, functions as a representation of the diegetic elements on a story that suggests and supports the diegetic elements. Meanwhile, hegemonic symbiosis presence suggests that diegetic and non-diegetic elements are about conflict, an overpowering act. The medium in which the overpowering act contributes to the tendency elements could be more dominant. While in the video game adaptation product, 162 data are found consisting of 48 showing mnemonic symbiosis and 114 showing that of hegemonic symbiosis. Mnemonic symbiosis presence as an illustration of the non-diegetic elements which function as a representation of the diegetic elements on a text box in every slide. Based on her study, she concludes that style in the short story of Andersen's The Angel experienced shifted when transferred into the style of video games.

Ardiyanto, R.(2017) his study entitled "An Analysis of Racism Portrayed in Bethesda's Elder Scroll V: Skyrim Video Game". Identifying and analyzing how the racism in the game reflected in the gameplay by using three aspects of racism and to prevent the world from suffering the same conclusion as Skyrim's aftermath. He uses descriptive qualitative research. The data are the conversation, visual, and sentences conforming to the Racism found in the dialogue, game. He found total of the data 30 of Racism event, as long as discrimination, Stereotype Prejudice is found in The Elder Scrolls V Skyrim Video Game consisting of main quest, subquest, and visual action in the gameplay: Discrimination Racism: 19 data, Stereotype Racism: 7 data, and Prejudice Racism: 4 data. The game found 3 data of racial events or conversations and the researcher tries to explain to the reader the depiction racism in the game with the real world.

Based on his study, he found that racism in the game happens because of unqiues reason, racism is to describe the feeling of injustice in-game. He tries to describe it in a game that of course we are as gamer/player have many elections because of the current development

Sari, H.D.P (2017) her study with the title "Aesthetic Problems on Visual Novel Video Game Adaptation of Jackson's The Lottery in the Aestheticism Perspective". She tried to decide aesthetic problems on the Lottery visual novel from narrative and mechanical perspectives.

In her study, the design of her research is qualitative in descriptive articulation. From the narrative perspective, there are 5 aesthetic problems in the story writing of the visual novel. They are typing errors, capital letters errors, punctuation errors, unnatural paraphrases, and grammatical errors. The dominant problem is a punctuation error. From the mechanical perspective, there is a difference between those experts to judge the aesthetic in the visual novel. The problems categorized into image background, font, music background, image effect, UI button, UI sound, and sound effect.

Astuti, D.P (2017) her study titled " Flouting Maxims in Visual Novel Products of Sparring Program at IAIN Surakarta in 2015". She tried to know the flouting maxim and implicate found by character short stories adaptation to the visual novel in the SPARRING program in 2015.

Based on her study, from those problems, there are 40 data in flouting the maxim of measure, 2 data in flouting the maxim of quality, 21 data in flouting the maxim of relevance, and 29 data in flouting the maxim of way. The total of data is 92 data. The dominant problem of flouting maxim and implicate that found in visual novel products of SPARRING program at IAIN Surakarta in 2015 is flouting the maxim of measure.

Fadzilah, R.M (2017) her study titled " A Semiotics Study of Characterization on the Movie and Visual Novel Adaptations of Andersen's

Thumbelina". Based on her analysis above, Thumbelina Warner Bros. Animation movie and Tiny and Her Necklace SPARRING visual novel adapted from the short story of Andersen's Thumbelina have similarities and differences to present the characterization. The used telling method including characterization through the use of names and characterization through appearance and use showing method including characterization through dialogue and facial expression of the character. The differences between both of them are the movie uses characterization through the action of the character so it to showing the method disposed of. The visual novel uses characterization through direct commentary from the author or narrator so it to the telling method disposed of.

Based on the previous study above, the researcher conducted a research entitled "Transmedial Adaptation from the Short Story of Beauty and the Beast to the Perfect Match Game". The similarity of this research with the previous studies above is about analyzing of adaptation in to video game. Besides the similarity of this research, the researcher will analyze relation problem from the short story to the perfect match game. This game has a characteristic structure that tends based on symbols. Comparing with the previous, the researcher's position is to give more detail about transmedial adaptation to analyze relation problem intrinsic element in the short story and symbol in the game.

CHAPTER III

RESEARCH METHODOLOGY

In analyzing and discussing the data. The researcher has to enter the research method to get success in conducting this research. Concerning this research, the researcher chooses a descriptive method to frame the research. It covers five main points of the research, namely, The Research Design, Data, and Source of Data, Technique of Data Collection, Technique of Data Validation, Technique of Data Analysis.

A. Research Design

In this research, the researcher used a descriptive qualitative research design to make the goal of the study. The major goal of the study is to explore the relationship has same pattern or not between the short story of *Beauty and the Beast* and *Perfect Match game*. Therefore, it employs a descriptive qualitative research design to make the goal of the study where the researcher only collected, classified, analyzed the data then decide a conclusion. Descriptive qualitative research is the study that just focused in single or complex case. According to Bogdan and Biklen (1982) state that qualitative research is descriptive which the data is collected in the form of words or pictures rather than numbers. Data in the form of quotes from documents,

field notes, and interviews or excerpts from videotapes, audiotapes, or electronic communications are used to present the findings of the study.

This study discusses the *Transmedial Adaptation from the Short Story of Beauty and the Beast to the Perfect Match game* which are focusing only on how does the game adapts the intrinsic elements of the short story of *Beauty and the Beast* to symbols in the perfect match game. It is aimed to reveal the relationship between the intrinsic element of the short story and symbols or items in the game.

B. Data and The Source of Data

Data is the information of fact to analyzed. Data also the raw material that needs to be processed and collects the information. Data is material information about the study of something. The data can be found by interview, documentation, book so on. The data of this research are symbols in the perfect match game and narration in a short story taken by analyzing the problem statement that the researcher finds.

The source of the data is used for considering to decide analyze the research. The source of data comes from the short story of *Beauty and the Beast* retold by Jenny Dolley and the perfect match game. Then, the researcher analyzes how does the game adapt the intrinsic element of the short story to the game's perfect match.

C. Technique of Collecting Data

According to Manohar (2004), the technique of collecting data is a technique that is used by the researcher to attempt to employ the most appropriate data collecting method in their research projects. The data collection technique refers to the way the researcher obtains the data observed.

The source of data comes from the short story of *Beauty and the Beast* retold by Jenny Dooley and it is Perfect Match game. Then, the researcher comparing the intrinsic elements in the story whether they have the same pattern or have changed due to different points of view from telling mode to performance mode using adaptation theory, intrinsic element theory, game theory, and symbols theory in order know how the intrinsic elements are written in the short story of *Beauty and the Beast* still have relationships or there are changes when adapted to the game. Data collection technique used in this research are:

First, reading. The researcher needs to read the short story of *Beauty and the Beast* to obtain an understanding of the story including the intrinsic element.

Second, the researcher must play the Perfect Match game to collect information about symbols in the game whether it has a relationship or not with the data sources in the short story.


Third, the researcher collects and selects the data which is related to the problem statement: how does the game adapt the intrinsic element of the short story to symbols in the game. In this case, the data are in the form of screenshots of symbols or items and narration or statements in the short story of *Beauty and the Beast* retold Jenny Dooley which have a relationship or not.

In collecting the data, the researcher tries to add some references to support the research finding. The data must be related to the theory and the researcher checking again all the data. Then, collect the data and classified it based on problem relation.

Then, the researcher makes decoding all of the data and make a table which consists of data number, data classification (compare symbols and intrinsic element), relationship, and evidence that seen in the short story of *Beauty and the Beast* and symbols or items in the Perfect Match game. While coding the data that provide as it follows:

Table 3.1 Table Coding

No.	Datanumber/symbol- intrinsic element/relationship	Screenshots
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1.	01/Genre- theme/Aligned	 <p>The screenshot shows the game. The text is not limited to literary genres or ideas of genres as formal conventions, it provides a theoretical definition of genre as rhetorical, dynamic and flexible, ideological, and containing. Genre of the game is about match. It means to find a similar symbol (gems) that same (three symbol that match). Find the similar symbol must horizontal line or vertical line. When the player can find four or five symbol in the line, the player get the reward like rainbow twirl or line brush.</p> <p style="text-align: right;">Beauty and the Beast Retold by</p>
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		<p>Jenny Dooley</p> <p>This screenshot explains that the theme in the short story is about finding true love. The title is <i>Beauty and the Beast</i> retold by Jenny Dooley (level 1). This short story is many are adapting. One of them from Jenny Dooley. The main character of this short story is Beauty (Belle) and the Prince (Beast).</p> <p>So, the relation between genre in the game and theme in the short story is aligned. Because the genre in the game about the match (finding the same symbols or gems) and the theme in the short story also about finding true love.</p>
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D. Data Validation Technique

The data should valid before analyzing and the data validation technique is very important and needed. According to Creswell (2009) validation is the most common way that is used to develop the trustworthiness of the data in

qualitative research. Creswell and Miller (2000) state validation is the data validity based on the validator. The data categorized into good data when the data are valid. To get the validity of data by examining and determine the accuracy the finding uses the validator. The form of data validation is document analysis.

This research uses members to check and validate the data. The researcher uses an expert in game development also literature study as the validator of this research. The researcher confirmed to Yustin Sartika S.S, M.A. to do the verification and do the validation of the data of this research, also the lecture in one of the University in Surakarta.

E. Technique of Analyzing Data

The next step after the researcher collecting the data is analyzing data. Analyzing data uses to get the result of the study. According to Bogdan in Sugiono (2009) states that data analysis is the process of systematically searching and arranging the film dialogue script, notes, and other materials that the researcher accumulates to increase the researcher's understanding of them and to enable the researcher to present what the researcher has discovered to others. The researcher uses some steps to analyze data:

1. The researcher finds the intrinsic element of *Beauty and the Beast* short story.

2. The researcher finds the relation (Aligned and Non- aligned) between short stories and games.
3. The researcher makes the table to help the writer to analyze data.
4. The researcher interprets the results to find the intrinsic element in the short story.
5. The researcher interprets the results to find the relation between short story and game.
6. The researcher analyzes all to make the assumption the results.

CHAPTER IV

RESEARCH FINDING AND DISCUSSION

This chapter presents the analysis of the data findings and discussions based on the theoretical framework as stated in the Chapter II. The researcher will show the findings that discussed based on relation problems that happened through the *Beauty and The Beast* that changed from the short story of *Beauty and the Beast* retold by Jenny Dooley into the *Perfect Match* game.

A. Research Finding

In the fourth chapter, the researcher presents the data. The findings are classified based on the intrinsic element category and then comparing the symbols in the game to find the relationship between them. There are has the same pattern or difference. The research question is how the game adapts the intrinsic element from the short story *Beauty and the Beast* to the *Perfect match* game?

The data are separated into “aligned category” and non-aligned category”. The aligned category reveals how the intrinsic elements in the story are related to the same pattern as the items or symbols in the game. It relates to the representation of intrinsic elements, through screenshots that are shown in the game. The representation leads to A Theory of Adaptation from Hutcheon (2006). The adapted text, therefore, is not something to be reproduced, but rather something to be interpreted and recreated often in new media. Adaptations have an overt and

defining relationship to prior texts, usually revealingly called “source”. So, even though it was adapted into other media it still has a relation with the source.

The non-aligned category also contributes to the adaptation aspect. Non-aligned occurs when symbols or items in the game have no relationship and connection with the intrinsic element in the short story. Some aspects of the adaptation of the telling mode to the showing mode change due to the different points of view of the adapter. Based on Hutcheon (2006), telling the same story from a different point of view, that can create a manifestly different interpretation. Shifts in the focalization or point of view of the adapted story lead to major differences. Some things have changed, especially adapting to the game. In the game, there are rules and techniques for how to play that each player must obey. Based on Miller in Frans Mayra (2008), the most interesting gameplay arises from rules that have both positive and negative consequences. That means that the player must make decisions that are not always clear and automatic. The good gameplay that the player must explore different tactics to see what the trade-offs are for each decision.

Based on data, there are 30 data. In this research, the researcher shows the data according to *An Introduction to Literary Studies* from klarer (2005). The researcher just focuses to analyze three intrinsic element theme, plot, character (only focus on Belle and Beast) and compare to symbols in the game. The symbol is contains meaning that uses the humans in expressing the idea through gestures

that can be understood by another. According to Becker (2000), the sign has become a symbol, therefore encoded the apparent meaning of an expression or that which was represented: the uninitiated observer could no longer understand the statement so encoded. The results of this research explained as follows:

1. The intrinsic element of the short story category

This sub-chapter focuses on discussing categories of intrinsic element of the short story. That are found on *Beauty and the Beast* short story according to Klarer (2004) the data are classified into three categories that are focus of the theme, plot, and character that adapted into symbols in the game.

a. Theme

Theme in the short story is about finding true love. When the ugly prince is cursed to become ugly and must find his true love so he can return to being a prince again.

1) Short story

In the short story *Beauty and the Beast*, it is explained in chapter 10, page 9. That Beast's struggle was not in vain when convincing Belle that Beast was a handsome prince, and was cursed ugly. Evidence:

"But where do I come into the story?" "The old lady told me this. 'You will stay like that until your heart becomes good. Only the true love of a woman can change you back.' You were the woman with true love, Beauty."

The citation from the short story explains that Beast describes an experience before he becomes a Beast when an old lady cursed him to be ugly because he had expelled her from his palace. The lady said that she would return to being a prince when he found true love. And the beast said that Belle was his true love. This short story was adapted by many media including the perfect match game. According to Linda Hutcheon (2006) stated that adaptation that seems to desire the repetition as much as the change. This is in line with the mechanism in the perfect match game. The genre in the game symbolically means that players must look for the most appropriate. Evidence:



Figure 4.1 screenshot of Genre in the game

It can be concluded that the themes in the short story and the genre in the game have the same pattern or aligned. Because the theme in the short story discusses finding true love and the genre in the game discusses finding the same gems (symbols) in the same line.

Then, the data theme is found in the data below:

04/tutorial-theme/aligned

The theme in the short story is about Belle's dream. Beast who falls in love with Belle then expresses his love. But Belle refused because Belle thinks that the Beast was kind but she didn't love him. Beasts don't give up and present in Belle's dreams. In the dream explains that the Beast is a handsome prince who is cursed by an evil witch. Beast continues to provide puzzles and give a clue and steps so that the Belle can understand the meaning of her dream. Evidence:

"But Prince, how can I help you?" "Don't trust your eyes. Just listen to your heart." Then a clock striking softly twelve times, woke her up. Beauty remembered where she was. She remembered the wonderful Prince of her dream, and she was calm and happy. She remembered that in the dream the Prince was in the hall, so she decided to go there. She walked around the hall and it was all the same as in the dream. But, of course, there was no Prince. (page 4)

The citation shows that the prince gives the clue how to find and save him. He said that don't trust your eyes. Just listen to your heart. Because when he talks with Belle in real life, she didn't trust him. So, he presents in Belle's dream. This is related to the tutorial in the game.



Figure 4.2 screenshot part of tutorial in the game

The game has a tutorial on how to play each level. These screenshots are one of them. In the game, Beast and Belle explain how rules to play the game. In level 1-19 belle guides the player steps the game. For example, belle says that “welcome back to....”, “you must play the game level by level to get the furniture to complete the dance room, bedroom, and others. Every level gift the one furniture”, “good luck...”, that helped by lumier (candle). The player understands and can finish the game. So, this relation is aligned. The theme in the short story tells about Belle’s dream when Beast gives some clue how to find and save him. When adapting to the game, it still has the same pattern in the tutorial section. Tutorial in the game is about how to play each level in the game.

b. Plot

The Plot in the short story is about Belle's dream. According to Klarer (1998), the plot is the logical interaction of various thematic elements of a text which leads to a change of the original situation as presented at the outset of the narrative. An ideal traditional plotline encompasses the following four sequential levels:

1) Exposition

The story began when it was told that there lived a farmer and his three children. Once upon a time, the father had to go to town to buy a cart for his farm. Before leaving he asked his daughters that he would buy a present for them when he back.

a.) Short story

When belle's father picked roses, he met a figure named Beast. Beast was furious and wanted to kill him. Then Belle's father said that this rose was for his last son who was the most beautiful and had a good heart. Evidence:

"But the rose wasn't for me. I did it for someone very special, someone with a heart of gold." "And who is that?" "It's my youngest daughter, Beauty." Now the Beast was quieter and calmer. But still, when he spoke, the farmer was afraid. "Why do you call her Beauty?" "Because she is the most beautiful girl in the whole world, and her heart is as lovely as her face. Please, I beg you, forgive me, and let me go to her."

Did you hear me? Go! Bring beauty to me! (page 2)

Beast suddenly attracted when Belle's father saying that Belle is the most beautiful girl and has a good heart and want Belle stay in the castle. His intuition say that Belle is can be break the curse and turn him into a prince again. This is related with heart symbol in the game.

b.) **Game**

This is related to the symbol in the game, the heart symbol (item). Based on Becker (2000), the heart is symbol of intuition. Intuition is an idea that arise from an individual and are used as a consideration in making a decision without being preceded and analysis before.



Figure 4.3 screenshot part of item heart in the game

From the screenshots explains that when you first open the game you will be given 3 gifts to choose from. Each cup has different contents. There are contents of gems, coins, and also additional lives. The location of each gift is always changing. Sometimes the gems are on the right, left, or center. Depending on the luck of the player.

So, this relation is aligned. Because item heart in the game is symbol of intuition and plot in the short story is about Beast intuition that he wants Belle to stay in his castle after Belle's father says that Belle is the most beautiful girl and has good heart. Beast believes that she can become the true love without thinking a lot about Belle's background. (14/item heart-Plot/aligned)

2) Complication

According to Becker (2000) states that the Complication or conflict which produces suspense and eventually leads to a climax. A problem occurs when Belle has a dream that meets a handsome prince who asks to save him. However, she did not know the meaning of the riddle in her dream. Because when Belle woke up, she couldn't find the prince in the castle.

1. Short story

In the short story, Belle is explained when she begins to be confused by the puzzle of her dream because she wants to help the prince but doesn't know what to do. The prince just gave Belle the clue that "Don't trust your eyes. Just listen to your heart. It means that the prince in her dream is Beast but he doesn't want to tell Belle directly because she definitely won't believe what is said. So, he was present in Belle's dream.

"But Prince, how can I help you?" "Don't trust your eyes. Just listen to your heart." Then a clock striking softly twelve times, woke her up. Beauty remembered where she was. She remembered the wonderful Prince of her dream, and she was calm and happy. She remembered that in the dream the Prince was in the hall, so she decided to go there. She walked around the hall and it was all the same as in the dream. But, of course, there was no Prince. Beauty had a wonderful time exploring the castle. But she could not stop thinking about the Prince. (page 4)

2. Game

According to Stam in Hutcheon (2006), transposition to another medium always means change in the language of the new media “reformatting”. And there will always be both gains and losses. There are several symbols or items in the game that are not connection to the intrinsic element in the story. For example, the clover symbol.



Figure 4.4 screenshot of item clover

From the picture above it is explained that when we search for the same 4 symbols, the symbol will change as shown above. According to Becker (2000) in his book the continuum encyclopedia of symbols, he states that Clover is a widely common papilionaceous flower, because of its vigorous growth is a symbol of vitality, among the celts it was a secret magical plant. That the plants as a sign of luck. According to Harald (2020) states that green is the color of the survival instinct, which strives to hold its ground and to prevail. Green is the beginning of love. Green should always be cherished when your heart wants to love and green should not be worn by those who are afraid of love. But, this is not in line with the existing plot of the short story. Because the plot in beauty and the beast tells the story that it is full of twists and puzzles. From the start of the belle who got a dream full of puzzles and did not understand the meaning of the dream and continued to find out that the handsome prince in his dream turned out to be ugly. (8/item clover – plot / non-aligned)

3) Climax

The climax of this short story is when Beast calls for help in chapter 8. Where Belle must choose to stay with her father and siblings or return to the castle to fulfill a promise.

a.) Short story

The short story describes that Belle has remained with her family for many months. Even though she had promised to Beast that returns to the castle immediately. Then Beast appears in Belle's dream. However, this dream was different from usual because it was very dark in the castle and everything there was dying. Like the prince, he was very sad when Belle left the castle. Belle still couldn't find a way to help and save the prince. Evidence:

That night Beauty had a dream. She dreamed of the Prince, but this time the dream was sad. He spoke to her. "Oh, Beauty! Why are you leaving me?" "I'm only going to see my father who is very ill." "I'll die if you leave. Please save me." "You won't die. I will come back." "Why don't you save me, Beauty? Find me and save me." "I am looking for you, Prince, but I can't find you." "Beauty, things are not the way they seem." (page 7)

This citation explains that the Beast came into Belle's dream again to save him immediately and give her a clue that things are not the way they seem.

b.) Game

When adapted to the game, it still has a relationship with symbols. That has the same pattern as the symbol mirror.



Figure 4.5 screenshot part of symbol mirror

In level 183, shows that the player must collect 47 stones. And are only given 31 moves. The marked in red above is the missing mirror symbol. It means that when the player can't match beside them, the mirror will be gone. Mirrors that can be used are those that still have light. If the light is dim, this symbol can't reflect the light and will disappear. So, players must quickly to match gems beside them.

In the game, it is also explained that the mirror symbol helps players in completing existing levels. Reflecting light around the glass. Related to the plot in the short story that explained a truth will be revealed. Beast said in the Belle dream that things are not the way they seem. So, this relation is aligned because the plot in the short story is told about the truth will be revealed and the mirror is a

symbol of truth and clarity. Both of them tell about the truth.

(26/Mirror-plot/aligned)

4) Resolution

The resolution stage began when Belle began to realize that the Beast was a good person. This was proven when Belle regretted leaving the Beast for too long and thinks that she had killed him.

a.) Short story

In the short story, Belle explains that although her face and body are bad, the Beast is a good person and has a handsome heart. Belle also expressed all his feelings that he loved her while crying.

Evidence :

"He is dead! I have killed him! I broke my promise and now he is dead, it's all my fault." Beauty lay down and put her face onto his. She cried and cried, and her tears ran down the Beast's face. "You were so kind. You had this horrible body and face, but you were so good inside. And you loved me and trusted me!" She put her arms round him and she held him close. He was cold and heavy. "And all the time I didn't want to touch you because you were so ugly. But your heart was beautiful! Oh, Beast, my love, don't die!" Beauty's tears ran over the Beast's eyes. The fur on his face was wet from her tears. Beauty looked at him. She looked at his eyes. They were open just a little. Exactly as they were in the dream. "Oh, Beast! Can you hear me? Can you speak?" The Beast spoke very slowly. (page 8)

In the citation above, it can be concluded that Beast has finally found his true love. It is evident from the last citation that the Beast

tried to open his eyes again and began to be able to say to Belle even though spoke very slowly.

b.) **Game**

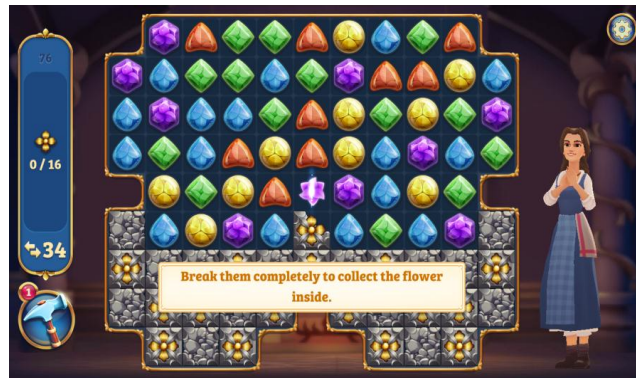


Figure 4.6 screenshot part of symbol flowers

The picture explains that to collect the flowers is must break them completely. If there is a horizontal or vertical line brush, it can be faster to collect flowers. The player can also use the help of a magic hammer to hit the flower symbol and use it when the chance to move is running out. Based on Becker (2000) Flower or we blossom as a symbol of crowning achievement, of what is essential. the flowers in the game are yellow. this has its own meaning. According to Daphne and Cloe (2015) states that yellow is a color difficult to understand, since it contains within itself a multiplicity of contradictory meaning, wisdom, anger. A bouquet of yellow flowers can mean a message of love. This is related with the plot in the short story, because the most important thing in this story is that

Beast can find true love who is willing to accept him and is always kind to him. Where Beast can finally return to being a prince after a long journey that made him learn to be a kind person. Many times have to convince Belle that he is the handsome prince in her dreams.

So, this relation is aligned. Because the plot in the short story is about the important thing is when Beast finds true love and symbol flower in the game have meant a symbol of crowning achievement, that essential. Both of them tell about the important or what the essential of something. (32/flowers-plot/aligned)

c. Character

The main character in the short story is Belle and Beast. According to Hutcheon (2006), characters are usually considered the forms in which the human subject is central.

1. Short story

At the beginning of the chapter, the life of Belle and Beast is described.

A very long time ago, on a small farm, there lived a poor farmer with his three daughters. He never made much money as his farm was very small. When he was a young man, he lost the most valuable thing in his life. His beautiful and kind wife died when their last baby daughter was born. (page 1)

In the citation, it was explained that Belle is the last daughter of a poor farmer and her two sisters. They always live on deprivation

even only have a little field. Her mother died when the last baby daughter was born. This is different from the Beast's life where he lives in a very large and spacious castle and has many servants. Even what he asked for must be fulfilled. Evidence:

"I must be dreaming! For a moment I thought I saw a castle." But he wasn't dreaming. There, in front of him stood a beautiful big castle! next morning he woke up with the sun shining on his face. At first, he didn't remember where he was. Then he saw the table - with breakfast on it. Hot, fresh coffee, sweet bread rolls, jam, fruit and fresh cream. He ate the breakfast, and then looked around the room. In the corner, there was a jug of hot water, soap and a towel. (page 1)

In the citation above, it is explained that when Belle's father lost in the forest he found the beautiful castle. Then he entered the castle and there was treated to delicious food. This still has the same pattern as the genre in the game.

c.) **Game**

The genre in the game discusses the differences in the main character namely Belle and Beast.



Figure 4.7 screenshot part of character Belle and Beast in the game

From the screenshots above, the main character in the game is Belle and Beast. Beast with a prince's fancy dress and Belle just wear simple clothes. The game also explains that the Beast has a big castle. Based on Becker (2000), the castle is a common fairy tale motif, often stands in the middle of enchanted forests or on bewitched mountains, usually symbolized (described as being bright and shining). The Beast just appears on some level. The game also explains that the Beast has a big castle with four doors (library, Belle's room, Dinning room, and Beast's room. It is referred to as the genre in the game. Because genre in the game is about what the

clothes character wear and the Character in the short story is the difference in life between Belle and Beast. (3/genre – character/aligned)

Then, the data character is found in the data bellow:

06/tutorial –character/ aligned

a.) Short story

The character in the short story is the focus of Belle. Shows that she is the kind person and has the good heart.

"I... I am s .. s .. sorry! But the rose wasn't for me. I did it for someone very special, someone with a heart of gold."

"And who is that?"

"It's my youngest daughter, Beauty."

Now the Beast was quieter and calmer. But still, when he spoke, the farmer was afraid.

"Why do you call her Beauty?"

"Because she is the most beautiful girl in the whole world, and her heart is as lovely as her face (page 2)

This citation shows that the Beast asks Belle's father why the youngest daughter call beauty. Belle's father tells her that she is the most beautiful girl in the world and has a good heart.

b.) Game

This is in line with the mechanism in the perfect match game. The tutorial in the game is about how friendly Belle likes. Evidence:

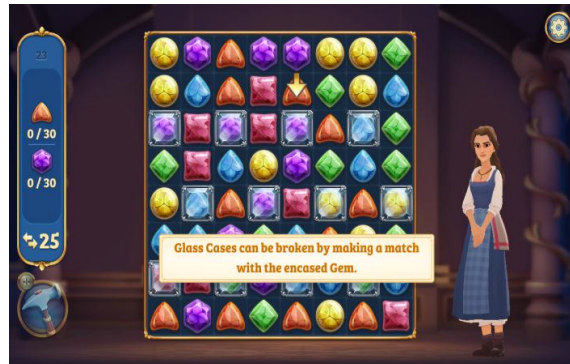


Figure 4.8 screenshot part of tutorial in the game

This game always provides instructions on how to play and direct players to understand the purpose of this game. First, the player enters, it has been presented with Belle and Lumiere conversations that discuss empty spaces that must be filled. At each level, the player will also find belle and beasts that guide players in carrying out their mission. Each when a player opens this game Belle always says hello with the player like “*welcome back mon ami*”. Belle is a kind character when describing in the game.

So, this relation is aligned because the tutorial in the game tells about how friendly Belle likes, and the character in the short story also tells about what the kind Belle likes.

B. Discussion

Based on the explanations in research findings by the researcher above, this study discusses the study based on the research findings of problem relation that happens in the short story of *Beauty and the Beast* by Jenny Dooley to the Perfect match game. According to Hutcheon states that adaptation is an extensive transposition of particular works. The word transcoding can involve a shift of medium or a change of frame. Telling the same story from a different point of view can create a different interpretation. Its means that the point of view is shifted from print to the performance that in telling mode the reader can stop reading and re-read the story but in the showing mode the audience can more active to focus and detail of moving from imagination to the realm. This change occurred when the game maker added some music and items that were not written in the story.

According to Klarer states that the most important elements are plot, character, narrative perspective, and setting. The researcher only focuses on intrinsic elements theme, plot (logical interaction of the various thematic elements of a text which lead to a change of the original situation as presented at the outset of the narrative.), and character (figure presented in a literary). This is in line with the Hutcheon theory, which explains that themes are the easiest story element to see as adaptable across media. Characters too can be transported from one text to another. Characters are crucial to the rhetorical and aesthetic effect of narrative and performance texts because they engage

the receiver's imaginations through called recognition, alignment, and allegiance.

The researcher found the category of the problem-relation includes 26 data of the Aligned category, data of the non-aligned category. The Aligned category happens when the intrinsic element in the short story and symbol or item in the game has a relation or same pattern. According to Hutcheon states that the stories do get retold in different ways in new material and cultural environments. The stories travel to different cultures and different media, the stories just as they are adapted the game maker of this game uses some other references and add some item and symbols to create something new but does not eliminate the essential of source in short story Beauty and the Beast.

The researcher analysis based on the research finding, concludes that the Aligned category happens when there is has a similar pattern when adapting from the intrinsic element of the short story to the game that visualized into symbols or items that appeared several in the level of the game. The Aligned category occurs to make a different concept but still has the same storyline and does not change the source. In the data *11/item diamond-plot/aligned*, diamond is closely related to that of crystal, the crystal is a symbol of the mind. this is related to the plot in the short story is about belle's father who stole roses from the Beast, which resulted in Belle's stay in the castle. In the castle, Belle had a dream to meet a handsome prince in the hall of the castle and asking for help when woke up Belle walked around the castle but there

was no prince. She could not stop thinking about the prince. The relation is aligned because the diamond is a symbol of mind and the plot in the short story is part when Belle thinking about the prince. Even though it has been adapted into different media, it still has the same pattern. When the game maker adds the symbols, music, items, reward that was not written in the short story *Beauty and the Beast* but it is connected with the element of the short story

The conclusion is the problem relation found in the short story of *Beauty and the Beast* to the perfect Match game is the Aligned category that happens when symbols in the game have the same pattern and relation with an intrinsic element of the short story. According to Lodge in Hutcheon (1993) states that adapt from telling to showing, some things change and are not by the source. However, these changes do not end the source essence. A mode of performance adaptation must make more draining the audience feelings in describing a scene in the text (short story or novel), narration, and thought represented beyond a speech, action, voice, and visual images. There are conflict and ideological differences between the characters that are seen and heard. The game maker adapts to the puzzle game's perfect match. Added and changed the intrinsic elements to symbols in the game. These additions make a little change when a media is adapted to different media. The researcher classified it into a non-aligned category. Non-aligned is occurs where the symbols or items in the game have no relationship with the intrinsic element

of the story because there are additions or parts from the game maker. There are 4 data of non-aligned category that occurs in the short story *Beauty and the Beast* to the game perfect match.

Then, the researcher makes the table below the problem relation category.

Table 4.1 percentage of problem relation category analysis

Problem relation	Total	Presentage
Aligned	26	86,6%
Non-aligned	4	13,3%
Total	30	100%

The analysis of problem relation by the researcher shows that Aligned 26 data (86,6%), Non-aligned 4 data (13,3%). The dominant data is aligned category.

By finding the Aligned category as dominant data, the researcher connects and assumes that the game added some music, text, items in the part of the game that was not written in the story. At the beginning of the story, the game maker adds dialog between Belle and Lumiere. When the player can finish the level, the player will get rewards like rainbow twirl, line brush, magic hammer, or additional lives. The game maker does not change a lot when adapting the game and still has a relation with the story. Some of the

changes that occur when the game maker adapts a story into a game are that this game has a unique characteristic and different from other games based on symbols. Each symbol has a different meaning and meaning which is based on the theory of Udo Becker in his book entitled *The Continuum Encyclopedia of Symbols*.

In the case of a perfect game a casual game that simple gameplay includes text dialogues and animations that are easy to understand to players and can be played offline. This is also related to the symbols in the game, where the game maker chooses familiar items or symbols to make them easy to understand. For example, the symbols of mirror, lion, or rose. According to Becker in his book *The Continuum Encyclopedia of Symbols* states that mirror is a symbol of truth and clarity. The researcher chooses the short story of *Beauty and the Beast* by Jenny Dooley because this story is easily understood by readers and widely adapted into different media including games. However, the researcher chose the perfect match game that this game has a characteristic structure based on symbols.

CHAPTER V

CONCLUSION & SUGGESTION

This chapter is the last chapter of this research. It divides two parts, Conclusion and Suggestion. The first part is a conclusion that consists of the answer to one problem statement of the previous chapter; problem relation. The second part is a suggestion, that contains some suggestions for the Scriptwriters and the next researcher. The suggestions as follows:

A. Conclusion

The researcher found 2 categories of problem relation on 30 data.

The analysis of transmedial adaptation from the short story of *Beauty and the Beast* the researcher shows that 26 data (86,6%) apply Aligned category, 4 data (13,3%) apply. The researcher found that the dominant data is aligned category. The aligned happens when the intrinsic element in the short story has relation or same pattern with symbols in the game perfect match.

B. Suggestion

The researcher found 30 data of analysis include 2 category of problem relation. The dominant data in the short story of *Beauty and the Beast* by Jenny Dooley and the game *Perfect Match* is Aligned Category.

Based on the conclusions of analysis of problem relation of the *Beauty and the Beast* and Perfect Match game above, the suggestions as follows:

1. For the game maker

From the results of this study can be used as a reference because this research is about looking for the same pattern between two different media with the same title. The researcher hopes that the game maker will add more information when they want to adapt a story to different media.

2. For the next researchers

This research can help the next researchers when analyzing a story between two different media of literary works including transmedial adaptation from the short story of *Beauty and the Beast* to the game Perfect Match. After reading this research, the researcher hopes that the next researchers can understand and add their knowledge about transmedial adaptation, Aligned and Non-aligned, Beauty and the Beast, intrinsic element, symbols, Perfect Match Game, Game study.

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APPENDICES

No	Data	Explanation	Valid	No valid
1	1/genre – theme / aligned	 <p>The screenshot shows the game. The text is not limited to literary genres or ideas of genres as formal conventions, it provides a theoretical definition of genre as rhetorical, dynamic and flexible, ideological, and containing. Genre of the game is about match. It means to find a similar symbol (gems) that same (three symbol that match). Find the similar symbol must horizontal line or vertical line.</p>	V	

When the player can find four or five symbol in the line, the player get the reward like rainbow twirl or line brush.

Beauty and the Beast

Retold by Jenny Dooley

Express Publishing Graded Readers Level 1

Chapter 1 The Castle

A very long time ago, on a small farm, there lived a poor farmer with his three daughters. He never made much money as

This screenshots explains that theme in the short story is about finding true love. The title is *Beauty and the Beast* retold by Jenny Dooley (level 1). This short story is many are adapting. One of them from Jenny Dooley. The main character of this short story is Beauty (Belle) and the Prince (Beast).

So the relation between genre in the game and theme in the short story is aligned. Because the genre in the game about match (finding the same symbols or gems) and theme in short story also about finding true love.

2/genre –

plot /

aligned



V

The screenshot in the shows that the game has some level. This image that in level 20. the guide of the game is beast. In this level the plyer must find 40 symbols of clover and rectangular. If the player difficult find the symbols, the beast will help to find it. Look at the right position. Must quickly find the symbols before the time is up. Can repeat the level until the player can success.

Genre in the game shows that the player must find the method to finish each level. The method or trick used by the player determines the failure or success of completing the game until finish. Because this game is like puzzle, the player must find the same symbols in line that scrambled.


Plot in the game shows that Belle must find the

answer to the puzzle of her dream. In her dream belle met the handsome prince in the castle. The prince said did belle love him? And belle answered no, she was just amazed by the goodness of the beast. Evidence:

"Beauty, I love you. Do you love me? Will you marry me?"
 What should she say? She was afraid of him, and she didn't know how to say "no".
 And so, she said,
 "No, Beast. You are kind, but I don't love you. And I don't want to marry you."
 At this the Beast let out a roar of anger and pain.
 "Why don't you love me? Am I so ugly?!" he shouted at the terrified Beauty, and left the room.

In the above screenshots, it is explained that Beast expresses his love for Belle but Belle refuses because she does not love Beast. She said that Beast was good but she didn't love him. Then Beast got angry and left the room. However, Beast does not give up, he appears in Belle's dream again to convince her that he is a cursed handsome prince. Every day, Beast is present in Belle's dream, but Belle still doesn't understand the meaning of her dream because when she goes around the palace, no one is found except Beast. until finally, Belle had a dream that Beast was dying and needed his help.

So this relation is aligned, because genre in the game shows the method to finish the level and plot in the short story shows that Belle must solve the puzzle in her dream

		to find the prince.		
	<p>3/genre – character/aligned</p>	 <p>From the screenshots above, the main character in the game is Belle and Beast. Beast with a prince's fancy dress and Belle just wear the simple clothes. In the game also explains that Beast has the big castle. Beast just appear in some level. In the game also explain that Beast has a big castle with four door (library, Belle's room, Dinning rom and Beast's room.</p>	V	

"I must be dreaming! For a moment I thought I saw a castle."
 But he wasn't dreaming.
There, in front of him stood a beautiful big castle!
 "I will ask for food and a bed for the night. I am so tired and hungry! And tomorrow
 home."

From the screenshots explains that Belle's father lost in the forest and saw the castle after left the town. He does not believe what he sees, but it's true. Because the castle so big and beautiful.

Beauty and the Beast

Retold by Jenny Dooley

Express Pu

Chapter 1 The Castle

A very long time ago, on a small farm, there lived a poor farmer with his three daughters. He never
 is farm was very small. When he was a young man, he lost the most valuable thing in his life. His beautiful
 when their last baby daughter was born.

This screenshots shows that Belle from the a small family. Belle's father is a poor farmer. Her family never made much money as because his farm was very small.

So, this relation is aligned. Because genre in the game is about what the clothes character wear and Character in the short story is the difference in life between Belle and Beast.

4/tutorial –

theme /


aligned



V

In the game has the tutorial how to play in each level. This screenshots is one of them. In the game, Beast and Belle explain how rules to play the game. In level 1-19 belle guides the player steps the game. For example, belle says that “welcome back to...”, “you must play the game level by level to get the furniture to complete dance room, bedroom, and others. Every level gift the one furniture”, “good luck...”, that helped by lumier (candle). So the player understand and can finish the game.

		<p>Theme in the short story is about Belle's dream. When Beast who falls in love with Belle then expresses his love. But Belle refused because Belle thinks that Beast was kind but she didn't love him. Beasts don't give up and present in Belle's dreams. In the dream explains that Beast is a handsome prince who is cursed by an evil witch. Beast continues to provide puzzles and give clue and steps so that the Belle can understand the meaning of her dream.</p> <p>Evidence :</p> <p>him and she was filled with love for him. He spoke to her. "Beauty don't be sad. Things are not the way they seem. Please find me, and save me from my misery. I am very unhappy." "But Prince, how can I help you?" "Don't trust your eyes. Just listen to your heart." Then a clock striking softly twelve times, woke her up. Beauty remembered where she was. She remembered the wonderful Prince of her dream, and she was calm and happy. She remembered that in the dream the Prince was in the hall so she decided to go there.</p> <p>In this screenshots shows that the prince give the clue how find and save him. He said that don't trust your eyes. Just listen to your heart. Because when he tell with Belle in real life, she didn't trust him if he is the prince. So he present in Belle's dream.</p> <p>So, this relation is Aligned. Because tutorial in the game is about how to play the game. Belle and Beast become to guide in each level. So, the player understand and can finish the game. While theme in the short story is about Beast give to Belle the clue in her dream so that she</p>	
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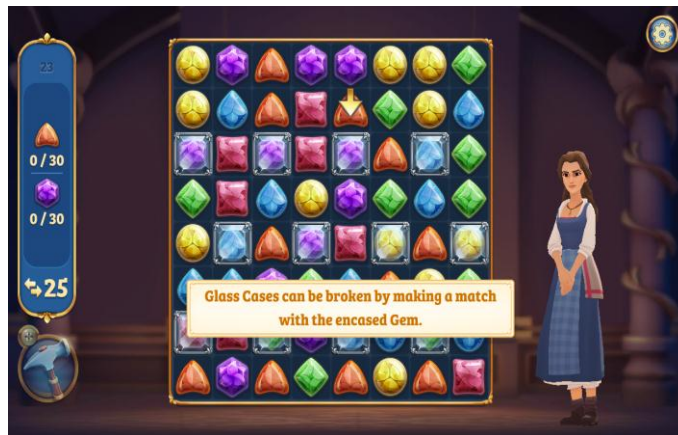
		<p>understand for the dream. Both of them is tell about give steps for understand something.</p>		
	<p>5/tutorial</p> <p>- plot /</p> <p>aligned</p>	 <p>In the game there are many levels available. And at each level different ways to play and what mission must be completed to get a gift like the furniture. Well here is the task of belle and beast to explain how to play.</p> <p>The plot in the short story is about Belle's dream. Because Belle has a puzzle in her dream. She can't not understand who the prince. So, Beast present her dream everyday. When Belle woke up, Beast will be ask "Beauty, i love you. Do you love me? Will you marry me? Evidence :</p>	V	

"Hello, Beauty. Did you find things to make you happy today?"
 "Yes, thank you, Beast."
 "Good. I want you to be happy here. Are you happy?"
 "Oh, yes, Beast. Everything is lovely here."
 "Beauty, I want to ask you something. But you must give me an honest answer, the answer that comes from your heart."
 "Yes, Beast. What is it?"
 "Beauty, I love you. Do you love me? Will you marry me?"
 What should she say? She was afraid of him, and she didn't know how to say "no".
 And so, she said,
 "No, Beast. You are kind, but I don't love you. And I don't want to marry you."
 At this the Beast let out a roar of anger and pain.
 "Why don't you love me? Am I so ugly?!" he shouted at the terrified Beauty, and left the room.

In this screenshots shows that Beast ask to Belle and Belle always refuse his love.

This relation is aligned. Each level in the game is describe the puzzle in Belle's dream. Because each level in the game has same pattern that find the same symbols in line. So, this is same in Belle's dream. Every dream has same pattern that she saw the handsome prince in the hall of the castle, and the prince said to find him and save from the misery. He also said that he was unhappy. So, both of them is tell about the same pattern between each level in the game and Belle's dream in the short story.

6/tutorial-
character/align-
ned



This game always provides instructions on how to play and direct players to understand the purpose of this game. First, the player enter, its have been presented with Belle and lumier conversations which discuss empty spaces that must be filled. Each level the player will also find belle and beasts that guide players in carrying out their mission. Every the player open this game Belle always say hello with the player like “welcome back mon ami”. Belle is the kind character when describe in the game.

Characters in the short story is focus to Belle. Shows that she is the kind person and have the good heart. Evidence :


"It's my youngest daughter, Beauty."

Now the Beast was quieter and calmer. But still, when he spoke, the farmer was afraid.

"Why do you call her Beauty?"

"Because she is the most beautiful girl in the whole world, and her heart is as lovely as her face. Please, I beg you, forgive me and let me go to her."

In this screenshots shows that Beast ask to Belle's

		<p>father why the youngest daughter call beauty. Belle's father tell that she is the most beautiful girl in the world and has the good heart.</p> <p>So this relation is aligned, because tutorial in the game tell about how friendly Belle like and character in short story tell about what is Belle like.</p>		
	<p>7/clover – theme /aligned</p>	 <p>From the screenshots shows that the clove has 4 sides.</p>	V	

What is meant by 4 sides is 4 leaves. And the clover taken here is green. According to Becker udo (2000) the continuum encyclopedia of symbol states that the four-leaf clover (see four) is though to bring good luck. So clover has the intention of bringing luck because of leafy 4. Each number of leaves has a different meaning. In the game it is illustrated that the clover has 4 sides or 4 leaves. One side and others its connected.

However, this is line with the theme in the short story. Because the theme of the short story is about romance. Can see in the title of Beauty and the Beast short story retold by Jenny Dooley. There are divide to ten chapter. From chapter 1 until the last chapter has relation and connected. Evidence :

Beauty and the Beast

Retold by Jenny Dooley


Express Publishing Graded Readers Level 1

Chapter 1 The Castle

A very long time ago, on a small farm, there lived a poor farmer with his three daughters. He never made much money as his farm was very small. When he was a young man he had the most beautiful thing in his life. His beautiful and kind wife died.

		<p>Then he walked up to the castle door. It was open. "That's strange! I wonder who lives here."</p> <p style="text-align: center;">Chapter 2 The Rose</p> <p>"Hello! Is anybody there?" There was no reply. "That's very strange! A wonderful castle like this, but nobody in it. Perhaps there is someone upstairs."</p> <p style="text-align: right;">1</p> <hr/> <p>The farmer went up the grand staircase and into the rooms upstairs. He opened a door into a small room. It was warm inside, there was a big fire with a comfortable chair in front of it. He saw a table with a meal on it, and a bed ready to sleep in.</p> <p>The farmer sat down and ate the meal. Then he went over to the bed. He was very tired, and he went to sleep immediately. The next morning he woke up with the sun shining on his face. At first, he didn't remember where he was. Then he saw the table - with breakfast on it.</p> <p>Hot, fresh coffee, sweet bread rolls, jam, fruit and fresh cream. He ate the breakfast, and then looked around the room. In the corner, there was a jug of hot water, soap and a towel.</p> <p>"Well, I need a wash, it's true. But who did all this?" He washed and then left the room. He walked along the long hallways and down the stairs. Again he called out: "Hello! Is anybody there?" Again, there was no answer. "Well somebody knows I am here, but who? And how can I say thank you for the kindness, the food and bed? Oh, well, never mind. Maybe one day a poor traveller will come to my door. I will certainly do the same thing for him. Now, I must go; my daughters are waiting for me."</p> <p>He went to get his horse from the stables which were across the garden.</p> <p>The garden was beautiful - lovely green grass and flowers of every colour. He suddenly remembered his promise to Beauty to bring her a rose. At that moment, he saw something in the middle of a flowerbed.</p> <p>"Just look at that rose! I have never seen anything so beautiful in all my life!" The rose was pink, but inside it there was a golden light. It was so bright that he thought: "It cannot be real, it must be magic! It is a perfect present for Beauty." He put his hand forward to pick the rose. "LEAVE IT ALONE!" A terrible voice shouted at him. "Who do you think you are? I give you everything a poor traveller needs and you STEAL MY ROSE!" What a noise! The ground shook under the farmer's feet. He turned his head, and he saw ... it! It was on two legs, like a human. But it was taller than any human. It was covered with fur - long dark fur. It had gigantic paws and horrible long ears. But the worst thing was the face, the horrible, ugly face. It had eyes like a wolf, and two big horns. The face was angry and fierce, and the voice - oh, the voice! The words of a human, but the sound of a wild lion. The farmer was very scared. "I am very sorry. I didn't want to upset you. And you are right, you have done something to make me welcome in your</p>	
		<p>From the screenshot explains that this short story divided into ten chapter. Each chapter has a different title. for example in chapter 1 the castle. So, in chapter 1 tells the story of belle's father meeting the castle. Continue in chapter 2 the rose. In this chapter about belle's father stealing roses.</p> <p>So, the relation is aligned. Because the clover has 4 sides or 4 leaves. One side and others its connected. In short story also about the story divide to 10 chapter. The first chapter until the last is connected and has relation.</p>	

	<p>8/item clover – plot / non aligned</p>	 <p>From the picture above it is explained that when we search for the same 4 symbols, the symbol will change as shown above. We can use this new form of a symbol when we find the same symbol again. But the line of the symbol will disappear, see the second image, there are vertical and horizontal lines.</p> <p>Clover is a widely common papilionaceous flower, because of its vigorous growth is a symbol of vitality,</p>	V	


		<p>among the celts it was a secret magical plant. That the plants as a sign of luck. However, this is not in line with the existing plot of the short story. Because the plot in beauty and the beast tells the story that it is full of twists and puzzles. From the start of the belle who got a dream full of puzzles and did not understand the meaning of the dream and continued to find out that the handsome prince in his dream turned out to be an ugly.</p>		
	<p>9/item clover – character / non aligned</p>	 <p>In the picture above that is marked is a clover item. This item often appears on each level. Clover is a core item that has the meaning of luck. Clover is a name commonly used for plants belonging to the family of genus Trifolium. Three leaf shamrock also has meaning as hope and love. The fourth leaf means get good luck.</p>	V	

		<p>Four-leaf clover or lucky clover is an unusual variation of three-leaf clover and is widely regarded as a symbol of luck. Because they are rare and rarely found so it is considered lucky (Article of Tenon Tours)</p> <p>This relation is non-aligned because both the character and nature of the beast and belle have nothing to do with luck. The beast, who has an arrogant and arrogant nature, initially turns out to be kind and helpful. This is because he got a curse and had to find his true love before the last flower petals fell. Evidence :</p> <p><small>handeters. A beautiful fur cape flew in front of her, she took it and put it round her shoulders. When she finally got back to her room there were all kinds of books for her to read, and a delicious meal on the table. Beauty ate the meal, and started to read one of the books. She was so interested in the story that she didn't hear anyone at the door. She looked up and the Beast was in front of her.</small></p> <p>From the screenshots in the short story above, it is explained that Belle feels respected and treated well by the beast and her servants in the palace. Even a very sumptuous dinner was prepared just to express love to Belle. This shows that the Beast is trying to be good. So the relationship between clover and characters in the short story is non-aligned</p>		
	10/ item		V	

Diamond-
theme/aligne
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At level 40 it is explained that the player must collect 70 diamond items, but it will be a little difficult to collect because it is blocked by stone and must destroy it. according to Becker (2000), Diamond is symbol of absolute purity, spirituality and permanence. Diamonds are the most prized and highly present of gemstone. This is has a relation with the theme in the beauty and the Beast short story. That the theme is about absolute purity of Belle's love. Beast can back to the prince if he found the right person with the beautiful heart or called finding true love. Evidence :

		<p>it then. But she was not just an ugly old lady, she also had magic powers. And she changed me into as a Beast I learned to be kind." into the story?" this. <i>You will stay like that until your heart becomes good. Only the true love of a woman can change you back.</i> h true love, Beauty." ity's hand and walked her to the door.</p> <p>In the above screenshots, it is explained that the Beast tells the end of the story that he was cursed to be ugly by a witch and will return to being a prince when he finds someone who sincerely loves him. And the Beast convinced that Belle was the right person and also his sincere love made his back. Finally, the entire palace changed all in the castle who was cursed into household furniture. Beast also realized his mistakes and arrogance. So the diamond items and characters in the short story are related or aligned because both of them tell about absolute purity.</p>		
	<p>11/item Diamond- plot/aligned</p>		V	


According to Dundek (2009) states that a diamond cut begins with the shape of a diamond, of which there is a wide variety, the most popular being the round brilliant cut. All other shapes are known as fancy shapes. When a diamond is perfectly cut, light rays from all sides are bent towards the center of the stone and are reflected back through the top in a rainbow blaze of light. Diamond also has several shapes. The shape of a diamond is governed by the way it is cut and good cutting, polishing and proportions are collectively the key to a beautiful gemstone and the one in this game is round brilliant cut (this is a familiar cut. Other examples cuts are oval.

Diamond is closely related to that of crystal, the crystal is a symbol of the mind.

Plot in the short story is about Belle's father who stole roses from the Beast, which resulted in Belle must stay in the castle. In the castle, Belle had a dream to meet a

		<p>handsome prince in the hall of the castle and asking for help when woke up Belle walked around the castle but there was no prince. She could not stop thinking about the prince. Evidence :</p> <p>Prince, how can I help you?" "Don't trust your eyes. Just listen to your heart." Then a clock striking softly twelve times, wol her up. Beauty remembered where she was. She remembered the wonderful Prince of her dream, and she was calm and happy. She remembered that in the dream the Prince was in the hall, so she decided to go there. She walked around the hall and it was all the same as in the dream. But, of course, there was no Prince. Beauty had a wonderful time exploring the castle. But she could not stop thinking about the Prince.</p> <p>"But what does it all mean? After all, it was only a dream, but it seemed so real. Is the Beast so cruel that he can keep the Prince in prison? He must be very evil!"</p> <p>So, the relation between diamond symbol in the game and plot in the short story is aligned. Because diamond have the meaning symbols of the mind. While plot in the short story is part when Belle thinking about the prince because he is always present in Belle dream. So, both of them tell about the mind.</p>		
	<p>12/item Diamond- character/align ed</p>	 <p>This screenshots describe that in the level 40, players</p>	<p>V</p>	

		<p>must be able to collect 70 gems diamond and the box 70.</p> <p>A lot of gems are blocked by the glass. So players must break the glass so that it is easy to collect the gems. there was also no help from the magic hammer. Magic hammer can be obtained when players buy furniture to fill the space. There are various kinds of rewards such as magic hammer, line brush, rainbow twirl and so on.</p> <p>Diamond also symbols of the unification of opposites like spirit and matter, because diamond looks transparent. According to Dundek (2009) states that Diamond come in many colors and their optical properties are stunning. They disperse light into the colors of the rainbow and sparkle far more than any other gemstone. It's related with character in the story. When beast condemned to become ugly by witches. Get rid of the beast curse, he must find a clean-hearted women who wants to accept him.</p> <p><small>I can't believe it: you are so kind. "I am now, but I wasn't then. But she was not just an ugly old lady, she also had magic powers. And she changed me into the Beast. And when I was a Beast I learned to be kind." "But where do I come into the story?" "The old lady told me this. <i>You will stay like that until your heart becomes good. Only the true love of a woman can change you back.</i> You were the woman with true love, Beauty."</small></p> <p>In the screenshots describe that Beast says that Belle is her true love. A woman who has a kind heart. Beast also explains that the chronology of events in his palace turned</p>	
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		<p>frightening and everyone in the palace turned into objects that could speak. Then, Beast comes in Belle's dream that he is a handsome prince. Beast's spirit never disappears even though several times Belle doesn't understand the dream and refuse Beast (page 3-7). So this relation is aligned.</p>		
	<p>13/item heart- theme/aligne d</p>	 <p>In the picture above it is explained that the player gets a gift in the form of an additional life that can be used when</p>	V	

the core life is exhausted. This is very helpful because when life runs out it takes about 2 hours so that the player life can be fully charged again. Because only given 5 lives to play at each level. Then you have to be careful because your steps are limited.


Theme in the short story is about when Beast dying because Belle come so late. Evidence :

"Oh, Beast! Can you hear me? Can you speak?"
 The Beast spoke very slowly.
 "Beauty ... you ... have ... come ... back."
 "Yes, Beast. I am so sorry I took so long."
 "Beauty ... do you love me?"
 "Oh, Beast! I will love you forever!"
 "Beauty ... will you stay with me and never leave me again?"
 "Yes. I will always be with you."
 "Then. I will live. I will live!"
 Beauty looked at his face - and she looked again.
 "What... what is ..."

In the screenshots said that Belle back to the castle. Belle saw that Beast dying in front of tree. Belle call him but Beast spoke very slowly. Belle so sorry because she very come late to save him. Belle accept his love when Beast ask "beauty, do you love me?". Finally Beast back to prince.

So this relation is aligned. Because heart in the game have meaning that the player get the additional life that can be used when the player run out stock of life. While in

		<p>the short story Beast can back to normal again because Belle save his life and found the true love.</p>		
	<p>14/item heart- Plot/aligned</p>	<div data-bbox="597 741 1177 1062" data-label="Image"> </div> <p>In the picture above, it is explained that when you first open the game you will be given 3 gifts to choose from. And each cup has different contents. There are contents of gems, coins, and also additional lives. The location of each gift is always changing. Sometimes the gems are on the right, left or center. Depending on the luck of the player.</p> <p>The garden was beautiful - lovely green grass and flowers of every colour. He to bring her a rose. At that moment, he saw something in the middle of a flowerbed. <u>"Just look at that rose! I have never seen anything so beautiful in all my life!"</u></p> <p>In the screenshots above, it is explained that belle's father went around the palace and saw a rose garden that</p>	V	

		<p>was very beautiful and different from usual. So he thought of giving the best gift to Belle. (page 2)</p> <p>and let me go to her." <u>"I will let you go to her, but you must bring her back to me. I am looking for someone with a very good heart. Bring daughter, and you will live."</u> <u>"Oh, no! I cannot ask my Beauty to give her life to save mine! Please, no. I am so sorry about the rose ..."</u> <u>"DID YOU HEAR ME? GO! BRING BEAUTY TO ME!"</u> Now the farmer was terrified.</p> <p>However, the Beast is angry and finally, he asks who the rose is for. From the picture above, it is explained that the beast starts to be attracted to Belle because belle's father says that Belle is the most beautiful girl in the world and her heart is also kind. (page 3). So this relation is aligned. Because item heart in the game tell about given a gift for the player and plot in the short story is tell about Belle's father given his daughter a gift</p>		
	<p>15/Heart-</p>	 <p>In the picture above it is explained that his life is reduced by 1 when playing level 115. However, he can</p>	<p>V</p>	

	<p>Character/ali gned</p>	<p>continue playing because his life is still left 4. When his life runs out he must wait a few minutes to be able to play again</p> <p>Heart and also be interpreted as a symbol of intuition and wisdom it's related and aligned with the intrinsic element in a short story (character). Belle's character: she is very wise character seen from the way she made a decision when belle was confronted with the problems.</p> <p>Evidence :</p> <p><u>Ursula was angry.</u> <u>"It's all your fault, Beauty. You asked for the rose. Why didn't you ask for a proper, sensible present? Eh?"</u> <u>But Beauty was calm.</u> <u>"Father, I cannot let the Beast harm you. I must go!"</u> <u>"NO! I can't let you go!"</u> <u>"Father, you are in danger. I love you more than anything or anyone in the whole world. You are so good to me! Now it is my turn to be good to you. I want to go."</u> <u>"Beauty, you don't know what you are saying. The Beast is ugly, and very frightening."</u> <u>"It doesn't matter. I want to do this for you. Now, eat your soup, and go to bed. Goodnight."</u> <u>Beauty kissed her father, and went to bed.</u></p> <p>In the screenshots above it is explained that Ursula and the other siblings are angry when Belle will be handed over to the beast and have to stay in the palace forever. However, belle was calm and made the wise decision that she chose to go to the palace rather than her father in a dangerous situation. Her father had warned her that beasts were ugly and dangerous. However, belle was not afraid and remained determined to go to the palace. Because a promise is a promise that cannot be broken. (page 3)</p>		
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		<p>Whereas beasts have a grumpy and arrogant nature. However, he can turn out to be kind because of Belle's treatment which makes him change for the better.</p> <p>finger, three times. You will not need a horse to return. Just say goodbye to your family, go to bed and turn the ring. 1 nr times. Do you understand?" "Yes. And I will keep my promise. And Beast..." "Yes?" "Thank you." Beauty almost put her arms round him and kissed him. "He is so kind. There is something soft and gentle in him. Sometimes I want to cry when I look at him," she thought to herself. The Beast left the room, and Beauty went to bed. But she didn't go to sleep straight away, she was so excited. "What will Father say when he sees me? I can't wait to see him. But the strange thing is - I feel sad about leaving th</p> <p>In the above screenshots, it is explained that Beast allows Belle to return home because her father is sick and Beast allows Belle to leave by giving her a ring. Even though at the beginning the beast said that belle should not leave the palace. Than she said that "he is so kind, there is something soft and gentle in him". confirms that a beast has changed his nature to be kind. (page 6)</p>		
	<p>16/Book-Theme/aligned</p>		<p>V</p>	



In the picture above it is explained that his life is reduced by 1 when playing level 115. However, he can continue playing because his life is still left 4. When his life runs out he must wait a few minutes to be able to play again.

A Book is a symbol of unity composed of many individual pages and marking. Color is something important because each color has a different meaning and reflects something deep. According to Gage (1999) states that brown is particularly interesting case in point. Brown has a very wide range of affinities with the long-wave spectral colours yellow, orange and red. Its related to the theme in the short story about finding true love between Belle and Beast. Their story is like a book, one page to the

others has relation until the end. Like their love story which is a collection of pieces their stories which are then brought together by love.

Beauty and the Beast

Retold by Jenny Dooley

Express Publishing Graded Readers Level 1

Chapter 1 The Castle

A very long time ago, on a small farm, there lived a poor farmer with his three daughters. He never made much money as

From the screenshots above, it is explained that the title of this short story is Beauty and the Beast. From the title, it is described that it is about the love story of Belle and Beast. This short story is rewritten by Jenny Dooley's version. In this short story, their love journey is discussed a lot in belle dreams. Belle in a dream that a beast is a handsome prince and says "things are not the way they seem". However, Belle is confused about the meaning of the prince's words, because in the palace only she and the Beast. However, because of the power of love, belle and beast can unite. So this relation is aligned

17/Book-plot/**non aligned**

In the screenshots shows that the player must collect 2 type of books and given the opportunity to move 23 times. Book is symbol of corresponding of every single individuality in its entirety. However, this is not in line with the plot in the short story. Because the plot deals with riddles in Belle's dream. Evidence :

same night, unable to forgive himself but also very frightened of the Beast.

Chapter 4 The Dream

Beauty stood at the window and watched her father as he left the castle. She waved as he rode out of the garden, and into

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The essence of this short story in chapter 4, where Belle gets a puzzle in her dream. She wondered who the prince was in her dream because when she woke up she could not find it. And the Beast always asks Belle if he loves her. And Belle refused. This makes the Beast present in her dreams again to convince Belle that he is the handsome prince.

		<p>So this relation is non Aligned. Because book has the meaning that symbols of corresponding and plot in the short story is about Belle's dream.</p>		
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18/Book-
character/aligned



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In the screenshots shows that when the player does not immediately play the game, then Belle will open the book. The book is a symbol of wisdom as well as a total of the universe. It is related to intrinsic elements (character). Belle in the story is a person who likes to read the book. Even when she made the Beast sad for refusing his love, she read the book until sleep. Evidence :

But when she thought about her father, she felt sad again. She missed him so much!
Poor Beauty! She felt worse and worse. Her father was not happy, the Beast was not happy and she was not happy. She tried to forget all the sadness, and she looked down at her book.
A tear fell onto the page. Another one and then another. Beauty went to bed and cried herself to sleep again.
In her dream the Prince came to her once more.

In the screen shots above, it is explained that Belle is sad so she tries to read a book. Then without realizing it he cried and fell asleep. Reading books is something that Belle loves. Belle can read a large collection of books in the Beast library.

So this relation is aligned. Because in the game book is

		<p>symbol of wisdom and its had relation with belle's character that calm down and wise decision when she had a problems like reading the book.</p>		
	<p>19/Lion- theme/aligne d</p>	<div data-bbox="613 615 1230 961" data-label="Image"> </div> <p>=</p> <p>At level 32 the first lion symbol appears. So there are instructions like the image above to help players. So in the picture, it is mentioned that the symbol of lions is hiding in the bushes. Bushes have varying degrees of strength. There are 1 matches can reveal them, but some time must be several times before the matches can reveal them.</p> <p>The lion is a symbol of power (Becker, the continuum encyclopedia of symbols). Word “power” is universal, as the power of love, strength, and others. The lion is called the king of the jungle because they are not afraid of other</p>	<p>V</p>	

		<p>animals. Like in the game. To find and to collect the symbol of the lion, the player must look for it hidden behind the grass. So that players have difficulty and also have to set a strategy so as not to run out. This is in line with the theme in the short story. Belle is having trouble finding puzzles and answers in her dreams. She did not even understand even though she repeatedly had the same dream. Finally, with a pure heart and sincere love, Belle realized that beast is her true love. Then, she believes that love is not from the looks of the sincerity and power of love.</p>		
	<p>20/lion-plot/non aligned</p>	 <p>In the picture above, it is explained that at level 32 players must be able to find the lions hidden in the grass covering them. At this level, belle is guided on the right side to give a response when the level is being played,</p>	V	

		<p>such as clapping when the player can finish before the opportunity to move runs out, or showing a sad face when the player fails to complete the level.</p> <p>The Lion is as the king of the beast of the earth (along with the Eagle as “king” of the birth) a very common symbolic animal, usually having significance associated with the sun or a close association with light probably due in part to its strength, its goldish-yellow color and the ray-like mane that surrounds its head. The lion relation to light is also expressed in the characteristic attributed to it of never shutting its eyes. It is primarily the lion characteristics of courage, wildness, and supposed wisdom that give it its symbolic significance. However, this is not related to the plot in the short story. The plot explains the love story of Belle and Beast, where Beast wants to prove his love and show that he is a handsome prince through Belle's dreams. While the symbol of Lion here means wildness</p>		
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		<p>That night Beauty had another dream about the Prince. This time he was unhappy. 'Beauty, my Beauty. Why are you unkind to me? I love you so much - why do you hurt me?' His eyes were full of tears and Beauty felt a pain in her heart. It was such a sad dream that Beauty woke up. She sat up in bed. 'What have I done to the Prince? Why is he so sad? I hate to see him like this. What can I do?' She remembered the other dreams, and she still didn't understand. 'They are only dreams, after all. The reality is this castle, and the Beast.' Beauty got up and went to look around the castle again. 'I wonder what I shall find today.' She found some stairs and went up them. When she reached the top, she found a door. Beauty opened the door, and went inside. 'What a strange room! Everything is old here. Old toys, old furniture, old pictures. I wonder where they came from.' She picked up one of the pictures. 'I can't believe it! It's the Prince. A picture of the Prince. So he is real!' It certainly was a picture of the Prince. He was exactly the same as the one in her dream - even the clothes were the same. B</p> <p style="text-align: center;">In the short story quote above, it is explained that Belle had another dream from the prince. However, the dream is different from the usual. Because the prince looks sad and he seems to tell belle that he must immediately save the prince from his curse before the last flower petals fall. Then Belle woke up and try to surround the castle and finally she found a place where many old items and objects were stored. Belle finally believes that the prince in her dreams is real after discovering picture the prince. This shows the climax of the plot in this short story.</p>		
	<p>21/lion- character/alig ned</p>		<p>V</p>	



At this level, it requires extra tricks because the hidden lions are separated and divided into 2 columns. Coupled with the glass covering the gems (items) so you have to destroy them first. The lion is characteristic of courage and supposed wisdom. The lion is a very brave predatory animal. This relates to the character in the short story. Belle is the youngest child. But Belle is the wisest than her sister. Even on page 7 when Belle had to go back to the castle and leave her father and family. Because she promised the Beast. Evidence:

she didn't want to go but she knew she had to.
All day, Beauty worried about saying goodbye. She cooked a special dinner, and she made a cake. She sat with her father and sisters in the warm kitchen.

"Beauty, that was a lovely dinner. But why do you look so sad?"

"I must leave, Father. I must go back to the castle."

"Why, Beauty?"

"I made a promise. I told the Beast that I would go back."


Beauty felt sad. Her father looked at her and put his hand on hers.

"You are quite right, my love. A promise is a promise."

She sat alone by the fire for a few minutes.

"I want to remember it just like this. Goodbye for now, Father. And stay well. I want to find you strong and healthy."

This was made clear when Belle was having dinner with her family, she felt sad because she remembered to

		<p>return to the castle immediately. She explained to her father that she had promised to return to the castle. The promise is a promise, its sentence that Belle always holds and makes her a wise and trustworthy person.</p>		
	<p>22/mirror- theme/aligne d</p>	 <p>In the picture above it is explained that at level 182 you have to collect as many as 3 rose symbols. However, the rose is in the middle and is blocked by a stone. However, at this level get help from the mirror. A mirror will appear when the player can match the gems. This mirror will emit light like a mirror on the right when players can match around the mirror, the mirror will reflect light like in the mirror on the left. The resulting reflection from the mirror can destroy gems and rocks around the mirror.</p>	V	

According to Carnegie (2012) states that The mirror itself typifies the mystic inner sense to which all deep wisdom reveals itself, imaged forth like the semblances in a glass that is symbolic of occult knowledge, whether obtained through death or by means of priestly initiation. Concerning the replicative and reflecting function of the mirror, the mirror is a symbol of creation which divine intelligence, is a symbol of the pure human heart. This is aligned with the theme. On the last page, Beast said that

Belle is the woman with true love. Evidence :

I can't believe it! You are so kind.
 "I am now, but I wasn't then. But she was not just an ugly old lady, she also had magic powers. And she changed me into the Beast. And when I was a Beast I learned to be kind."
 "But where do I come into the story?"
 "The old lady told me this. *You will stay like that until your heart becomes good. Only the true love of a woman can change you back.*
 You were the woman with true love, Beauty."

Beast explained to Belle that back then when Beast was cursed to be ugly, the old lady said that he could return to being a handsome prince again when his heart becomes good. Because only the woman that had a pure heart can change his back.


Symbol the mirror and the theme is had relations because the mirror has a meaning of the symbol of the pure human heart. A theme in the short story is also about the pure human heart that can united Beast and Belle. It is

		about love		
	<p>23/Mirror-plot/aligned</p>	<div data-bbox="581 596 1187 970" data-label="Image"> </div> <p>In level 183, it can be explained that the player must collect 47 stones. And are only given 31 moves. The marked in red above is the missing mirror symbol. It means that when the player cant match beside them, the mirror will be gone. Mirrors that can be used are those that still have light. If the light is dim, this symbol can't reflect the light and will disappear. So, players must quickly to match gems beside them.</p> <p>Cirlot (2013). States that mirror as a symbols of</p>	V	

imagination or of consciousness in its capacity to reflect the formal reality of the visible world. Its also the instrument of self-contemplation as well as the reflection of the universe. The mirror is a symbol of truth and clarity. In the game, it is also explained that the mirror symbol helps players in completing existing levels. By reflecting light around the glass. This is has a relation with the plot in the short story that explained a truth will be revealed. Beast said in the Belle dream that things are not the way they seem. Evidence :

where was he? And why was he in her dreams? She remembered how lovely he was, and she wanted to see him
 she remembered his message in the dream.
 "Things are not the way they seem."
 And she remembered the other part of the message.
 "Please don't leave me, save me!"
 She went to many more rooms, but they weren't interesting anymore. She wanted to look for the Prince.
 Eventually it got dark and Beast went back to her room. The fire was bright and the meal was on the table for 1

The words "Things are not the way they seem" is to explain that something is not always what is seen. Like the truth. It is not seen but will be revealed one day. Beast convinces Belle that the handsome prince in her dream is herself. Beast says This is because Belle still doesn't understand what her dream means. Finally, Belle finds a room where there is a picture of a prince in her dream. (Page 5)

		<p>Beauty ran all over the castle. But everything looked different. "Which way is it? I can't remember. And why is it so dark? The castle is usually full of candles." Beauty ran, but every time she came back to the same place: her own door. Not just once, but again and again. "The castle is getting darker. Something terrible is happening." She went to the top of the stairs near a door. But now it was very dark. There was a light behind the door, and the door was slightly open. Beauty went through it, and then she saw where was. It was the garden room. But it wasn't like the room she played in. "No! The trees are dying! Beast! Beast! Are you here?" There was no reply. She ran to the corner just like in her dream. "Oh, no! Beast! Can you hear me?" The Beast was on the floor - exactly as he was in the dream. "Is he breathing? I can't see!" The Beast's eyes were almost shut. There was no sign of life in them. He was lying still.</p> <p>On page 8, Belle runs and looks for the beast in the castle, and everything changes. The Castle turned dark and all the plants were dying and different. Then she runs to the corner like in her dream and managed to find Beast dying on the floor. finally, he believed that his dream was real. This proves that the truth cannot be seen but felt. Like Belle that has the pure heart that can change Beast back.</p>		
	<p>24/mirror-character/aligned</p>		<p>V</p>	



In the screenshots above, it is explained that in Figure 1 the symbol mirror does not appear to give off light. That means that this symbol will disappear soon as already marked in the second image. Mirror as an indirect source of light is the symbol of the sun yet also of the moon because it is passivity, a symbol of the feminine. It is like a symbol mirror in the game that this symbol had the light and can reflect the light around the symbol when the player can match beside them. This is aligned with the character of Belle in the short story.

And do you like me:

"Oh, yes, you are very kind to me."

She decided to be more friendly to him, so she asked him a question.

"Beast, what do you do all day? I never see you in the castle. Have you got any friends?"

The Beast walked to the window and sat down. Then he turned round and said sadly:

"Beauty, do you love me? Will you marry me?"

She knew she didn't love him.

"Say what you feel, Beauty. I only want your honest feelings."

"I ... I ... don't love you. You are very kind. I like you a lot. I don't want you to be sad or lonely. But the truth love the person that I marry. And so - I don't want to marry you."

The Beast stood up quickly. He turned his face away from her. Then he walked out of the room.


Chapter 6 The Mirror

Beauty watched the Beast as he left the room.

She felt sad for him but she didn't love him.

She tried to read her book, but she was too worried about the Beast.

"Maybe I should marry him - to make him happy. But I can't - he told me to tell him my real feelin

		<p>In screenshots, it is explained that Belle rejects Beast's love and tries to be more friendly to him. This shows the beautiful heart she has. He didn't want to offend Beast because he refused. Then in chapter 6, Belle remembered Beast for rejecting her and Beast looked angry. But he remembered what his father said that he had to be honest. He had tried reading books, but he was even more worried about Beast. This also shows that Belle has a sensitive nature and that is part of her femininity. So mirror in the game and character in the short story is Aligned</p>		
	<p>25/rose- theme/aligned</p>	 <p>In this part, it is explained that at level 151 you have to collect 9 processes and you can choose a booster or assistance in the form of line burst (used to remove</p>	V	

symbols that line to the side or up), radiant blast (remove gems around the radians blast) and rainbow twirl. (Used to remove selected gems around it. Then all the same gems will be lost, for example, diamond symbols, all diamond gems will be lost).

Rose is often a symbol of love. This is related to an intrinsic element in the short story. The theme in the story is about love. A rose in the short story symbolized love, but this one is dying just like the beast hopes for true love. This flower symbolized is more than just love, though.

This also explains that the rose in a glass bottle symbolizes a fragile rose. Like the fragile life of a beast tormented by curses. He wants to recover from this bad life. Through Belle, the Beast finally realized and understood that life is valuable and must be respected. To get Belle's love, the Beast must work hard and must be patient to show belle that he is a handsome prince who is cursed through a dream. Finally, Belle fell in love and the beast returned to normal life.

According to Jerry Griswold (2004) states that roses

as a repeating motif. After Beauty makes her request for a rose in the story, they begin to lightly appear in the pictures as decorations in the curtains. For example: on the bushes just inside the Beast's castle grounds. Once the merchant plucks the fateful rose in the garden and the Beast confronts him, these flowers appear more obviously, more frequently and more dramatically. There is both red and white roses appear. Beauty will be associated with red roses and the Beast with white ones. Evidence:

Chapter 10 Beauty and the Prince

Chapter 10 Beauty and the Prince

Suddenly the room was bright and sunny. The leaves returned to the trees, and water came back into the fountains. The butterflies came back to life, then suddenly they stopped; they were no longer butterflies but beautifully dressed people.

"I don't understand. What is happening? Who are they?"

"Let me explain. A long time ago I was a Prince in this castle. But I'm afraid I was not a good Prince. One day an old lady came to the castle. It was cold, and she was lost in the snow."

"The same as Father!"

"Exactly the same. The old woman spoke to a servant, but I was at the door, too. The old woman was very ugly. I told her to go away."

"I can't believe it! You are so kind!"


"I am now, but I wasn't then. But she was not just an ugly old lady, she also had magic powers. And she changed me into the Beast. And when I was a Beast I learned to be kind."

"But where do I come into the story?"

"The old lady told me this. *You will stay like that until your heart becomes good. Only the true love of a woman can change you back.* You were the woman with true love, Beauty."

The Prince took Beauty's hand and walked her to the door.

In the screenshots, it is explained that Belle is confused when all in the castle is back because Belle knows that there are only Beasts in the castle. Then Beast explained when he was not a good prince and one day there was an old lady who came to the castle and he threw out the old lady because she was very ugly. So, the old lady angry and change the prince to the Beast. Belle doesn't even believe that the prince has a bad character because all this time she

		<p>knows that Beast is very kind. When the prince was a Beast, he learned to be kind. This is also because Belle was able to change him to be good and love him sincerely.</p> <p>This is happening because love, the power of love that can change something bad into good. So, this relation rose and the theme is aligned.</p>		
	<p>26/rose-plot/aligned</p>	 <p>In the game screenshots above, it is explained that at level 231 the player must look for the symbol roses. Where to make roses bloom by matching gems beside them. The roses will move to the bottom and go when the player cant matching beside them.</p> <p>In the game there are white roses and red roses. white roses reflect somethingAccording to Jerry Griswold (2004) states that white roses as a gift of flowers would</p>	V	

		<p>reconcile a woman to any humiliation. Rose is also a symbol of creation (of the creation as a sign of divine love) its means sincere love and without a bad specific purpose. In the symbol roses game chosen is a white rose. White roses have a meaning as the wholeness of love or the purity of one's heart. This is related to the plot in the short story because the short story explains that true love is real, and Belle proves that she has a good heart.</p> <p>Evidence:</p> <p style="text-align: center;"> <small>the Beast. And when I was a Beast I learned to be kind. "But where do I come into the story?" "The old lady told me this. 'You will stay like that until your heart becomes good. Only the true love of a woman can change you back You were the woman with true love, Beauty. The Prince took Beauty's hand and walked her to the door.</small> </p> <p>In the screenshots, it was explained that Beast said that Belle was his true love and said "You were the woman with true love, Beauty". Where the Beast can change back when he finds true love. It was said by an old lady who cursed herself to be ugly. Although Beast has to convince Belle repeatedly in Belle's dream that he is a handsome prince. So the relation between the symbol rose and the plot is aligned.</p>		
	27/rose-character/		V	

aligned



In the picture above, it is explained that the player must collect 12 roses and only have 31 steps. In the picture there is also a stone which prevents collecting roses. Because the stones here also have levels. There is one that can break immediately, and there must also be a break that can be broken 3 times. Needed help such as rainbow twirl or hammer if the opportunity to step a little and can not collect all of them.

According to Dehgan (2014) states that roses are often referred to as the Queen of flowers”. They’ve been represented in art and literature since earliest times. Roses are a symbol of love, the most important from a gardening standpoint is the diversity of their flower forms and color and their growth habits that range from miniatures of a few

		<p>inches tall. In most countries there is a symbolic relationship between the color of flowers and expression of feelings towards another person. White roses is symbol for platonic love</p> <p>This is like what Beast did to an old lady. He was too proud and arrogant because he came from a handsome royal family. He threw away the old lady because she was ugly. It was the biggest mistake that changed his life. The prince became ugly, but he learned to be kind person.</p> <p>Evidence :</p> <p>Exactly the same. The old woman spoke to a servant, but I was at the door, too. The old woman was very ugly. I told her to go away."</p> <p>"I can't believe it! You are so kind."</p> <p>"I am now, but I wasn't then. But she was not just an ugly old lady, she also had magic powers. And she changed me into the Beast. And when I was a Beast I learned to be kind."</p> <p>So this relation is aligned, because the rose and the characteristic of Beast discusses the fault</p>		
	<p>28/flowers- theme/aligned</p>		<p>V</p>	

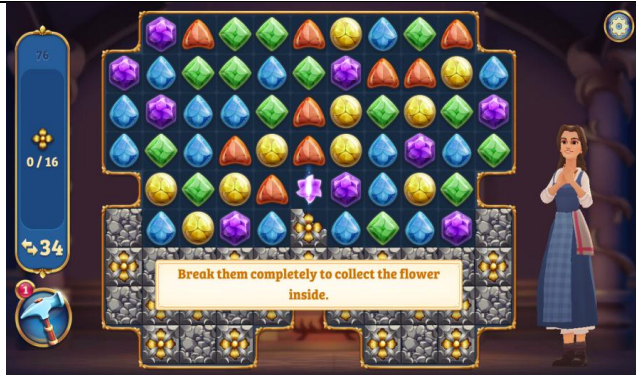


The picture above shows that level 76 is the level where the flower symbols appear. Symbols flower is under the gems. find the line burst down to make it faster in collecting and removing the flower symbol. Also have to destroy stones that are in your way. Or you can use the help of a magic hammer to break stones which can be obtained by filling the room with various furniture. According to Hulme (1878) states that Golden flower dedicated in monkish time and this meaning is an afterthought. Other bright yellow flowers, like the present species

Flower like the butterflies that call upon them, are sometimes associated symbolically with the souls of


		<p>deceased persons. Its means that a person is always in need of his soulmate even though he is dying. This also happened to Beast when he was dying because Belle come to late to save him. Belle also dreamed that she met the prince but the prince was dying. The prince asked belle to save but Belle did not know what to do. Evidence :</p> <p>Beast." She lay for a while, and looked at the fire. It was a lovely room, and a lovely castle. Feeling very happy she went to sleep. That night Beauty had a dream. She dreamed of the Prince, but this time the dream was sad. He spoke to her.</p> <p>"Oh, Beauty! Why are you leaving me?"</p> <p>"I'm only going to see my father who is very ill."</p> <p>"I'll die if you leave. Please save me."</p> <p>"You won't die. I will come back."</p> <p>"Why don't you save me, Beauty? Find me and save me."</p> <p>"I am looking for you, Prince, but I can't find you."</p> <p>"Beauty, things are not the way they seem."</p> <p>"I must go to my poor father. But I have promised the Beast that I will return."</p> <p>"Do you really promise, Beauty?"</p> <p>"Yes. The Beast is so kind. I won't hurt him. A promise is a promise."</p> <p>"And you will keep your promise?"</p> <p>"Of course, I will."</p> <p>Then the Prince's voice became very weak, and the dream finished. Beauty slept.</p> <p>It is explained that Belle has another dream about the prince but this dream is different. The prince was very sad and told Belle to return to the castle to save him, because he was dying. And remind for the last time that "things are not the way they seem". After waking up, Belle immediately return to the castle and save the Beast. It is because of Belle's sincerity and the power of love that unites them. So, this relation is aligned.</p>		
	<p>29/flowers-</p>		<p>V</p>	

plot/aligned



The picture explains that to collect the flowers is must break them completely. If there is a horizontal or vertical line brush, it can be faster to collect flowers. You can also use the help of a magic hammer to hit the flower symbol and use it when the chance to move is running out.

According to Hulme (1878) states that the flowers are a bright pure yellow in colour that may be defined as pale gold. It is about intermediate in tibt between the delicate colour of the primrose and full rich yellow of the buttercup. Flower or we blossom as a symbol of crowning achievement, of what is essential. It is like the plot in the short story, that the most important thing in this story is that Beast can find true love who is willing to accept him and is always kind to him. Where Beast can finally return to being a prince after a long journey that made him learn

	<p>to be a kind person. Many times have to convince Belle that he is the handsome prince in her dreams.</p> <p>"He is dead! I have killed him! I broke my promise and now he is dead, it's all my fault." Beauty lay down and put her face onto his. She cried and cried, and her tears ran down the Beast's face. "You were so kind. You had this horrible body and face, but you were so good inside. And you loved me and trusted me!" She put her arms round him and she held him close. He was cold and heavy. "And all the time I didn't want to touch you because you were so ugly. But your heart was beautiful! Oh, Beast, my love, don't die!"</p> <p>Belle then explained that she loved Beast. She said that even though Beast is ugly but he is so kind. That all this time Belle didn't want to touch him because he was ugly and scary. However, in the end, Belle realized that Beast had a beautiful heart. So Belle fell in love with him. So this relation is aligned.</p>		
30/ flowers-character/ aligned	 <p>In the picture, it is explained that at level 83 the challenge that must be passed is removing the flower item. Must destroy 17 flower items and are only given a chance</p>	V	

to move as much as 31. Each flower takes 4 times of destruction as shown above. The flowers looked like they had a shield blocking them. The flower is a symbol of feminine beauty. The receptive relation to the sun and to rain also make the flower a symbol of passive acquiescence and humility. It's like Belle's nature. Where he has a kind and humble heart. Even when the father is in danger after taking roses in the Beast garden, she's so calm, even though Ursula and the other siblings are furious.

Now I am going to rose Beauty, my dear Beauty. How can I tell my daughters about this? I am no good as a father. He thought about all this until he reached his house. His two older daughters saw him through the trees, and they ran out to meet him.

"Father! Is this the new cart? It's not very big!"

"Father! Where are our presents? Come on! I want to see my jewellery!"

"Come inside."

Beauty was in the kitchen, and when she saw her father she ran to him and kissed him.

"Father! You are safe! But what took you such a long time? I was worried. Come and have some hot soup, you look so tired."

"Oh, get out of the way, Beauty. We want to see our presents."

It was even explained that when the father was new, the two older daughters immediately asked where her present was. Unlike Belle, who was in the kitchen, immediately hugged her father and worried about his father. That is what makes Belle special and different from her sister

Ursula was angry.

"It's all your fault, Beauty. You asked for the rose. Why didn't you ask for a proper, sensible present? Eh?"

But Beauty was calm.

"Father, I cannot let the Beast harm you. I must go!"

"NO! I can't let you go!"

"Father, you are in danger. I love you more than anything or anyone in the whole world. You are so good to me! Now it is my turn to be good to you. I want to go."

"Beauty, you don't know what you are saying. The Beast is ugly, and very frightening."

"It doesn't matter. I want to do this for you. Now, eat your soup, and go to bed. Goodnight."

And when her father explained that he had promised to

		<p>take one of his sons to the palace, otherwise the Beast would come and kill him. So, Belle chose to go and say “she loved her father more than anything or anyone in the world. She did it because he wanted to do good for his father. This has a relation with the symbol of the rose because it discusses humility.</p>		
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