

**ABILITY TRANSLATION ANALYSIS ON POKEMON TRADING CARD GAME IN REGARD TO
MYTH NARRATIVE**

THESIS

Submitted as a Partial Requirement for Writing the Thesis



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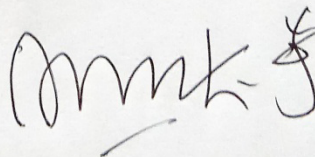
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Thank you for the attention.

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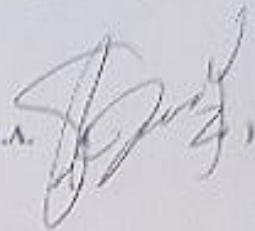
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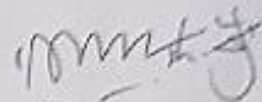
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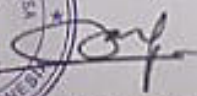
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DEDICATION

This thesis is dedicated to:

- 1 One and only myself
- 2 My beloved parents
- 3 My beloved family
- 4 My precious friends
- 5 My Almamater UIN Raden Mas Said Surakarta

MOTTO

رَبَّنَا ۖ اِكْتَسَبْتَ مَا وَعَلَيْهَا كَسَبْتَ مَا لَهَا ۖ اِوْسَعَهَا اِلَّا تَفْسًا اللّٰهُ يَكْفِيْ لَنَا
حَمَلْتَهُ كَمَا اِصْرًا عَلَيْنَا تَحْمِلُ وَلَا رَبَّنَا ۖ اِخْطَاْنَا اَوْ تَسِيْنَا اِنْ تُوَاخِذْنَا لَا
عَنَّا وَاَعْفُ ۖ بِهٖ لَنَا طَاقَةٌ لَّا مَا نَحْمِلُنَا وَلَا رَبَّنَا اِقْبَلْنَا مِنْ اَلَّذِيْنَ عَلٰى
اَلْكَافِرِيْنَ اَلْقَوْمِ عَلٰى فَاَنْصُرْنَا مَوْلٰنَا اَنْتَ ۖ وَاَرْحَمُنَا لَنَا وَاَغْفِرُ

"Allah does not burden a person but according to his ability. He gets (rewards) from the (virtue) he does and he gets (torture) from the (crime) he does."

(QS. Al-Baqarah : 286)

خَيْرٌ وَّهُوَ شَيْءٌ اَتَكْرَهُوْا اِنْ وَعَسٰى ۗ لَّكُمْ كَرَهٌ وَّهُوَ الْقِتَالُ عَلَيْكُمْ كَتَبَ
لَا وَاِنْ تَمْ يَعْلَمُ وَاَللّٰهُ لَكُمْ شَرٌّ وَّهُوَ شَيْءٌ اَتَحِبُّوْا اِنْ وَعَسٰى ۗ لَّكُمْ
تَعْلَمُوْنَ

"It is possible that you hate something even though it is very good for you, and it is also possible that you like something even though it is very bad for you, Allah knows while you do not know"

(QS. Al-Baqarah : 216)

النَّهْصِرِيْنَ خَيْرٌ وَّهُوَ لَكُمْ مَوْلٰهُ بَل

"But Allah is your protector, and He is the best of helpers"

(QS. Ali Imran: 160)

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled *Ability Translation Analysis on Pokemon Trading Card Game in Regard to Myth Narrative* is my own original work. To the best of my knowledge and belief, the thesis contains no material previously published or written by another person except where due references are made.

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

Surakarta, April 11th, 2023

Stated by,

A 10,000 Indonesian Rupiah banknote is shown, partially obscured by a handwritten signature in black ink. The banknote features the Garuda Pancasila emblem and the text 'REPUBLIK INDONESIA' and 'MILIKI DAN JAGA'.

Dian Ariyani

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ABSTRACT

Dian Ariyani . 2023. *Ability Translation Analysis On Pokémon Trading Card Game In Regard To Myth Narrative*. Thesis. English Letters, Faculty of Cultures and Languages.

Advisor : Dr. SF. Luthfie Arguby Pur nomo,S.S.,MHum

Keywords : Localization; Pokémon; Pokémon Collectible Cards; Ability Names; Myth Narrative Shifts

Localization draws challenges on making the products sound local while at the same time preserving the original messages of the localized products. The problem shows a higher level of complexity when the localized products are a world wide phenomenon e.g. *Pokémon* with established myth narratives and spatial restrictions. This study investigated the localization of Pokémon's abilities in *Pokémon* Collectible Card Game in regard to whether the myth narratives suffer from a shift or not. In investigating the localization, the research data, the English and Indonesian versions of Pokémon ability names, were extracted from *Pokémon Sun and Moon* in *Pokémon* Trading Card Game. 232 ability names are revealed from the collectible card game.

Applying the translation techniques by Mblina and Albir (2002), the findings indicate that the translation tends to shift the myth narratives of the Pokémon. Adaptation technique as the most dominant technique found from the translation contributes to the presence of this shift on myth narrative. These findings further imply that the necessity to localize a product, though making the product sound local, generates the presence of shifts on its implied messages.

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LIST OF ABBREVIATION

- TCG : Trading Card Game
- PTCG : Pokemon Trading Card Game
- ST : Source Text

TT : Target Text

SL : Source Language

TL : Target Language

MtG : The Gathering

PTCG-SM : Pokemon Trading Card Game Sun and Moon

CHAPTER I

INTRODUCTION

A. Research background

The translation is not a thing that sounds unfamiliar to people. Especially in the modern era, where technology is booming. Translation is one of the things that is booming because it has many benefits, one of which helps in understanding foreign cultural studies. Besides that, translation also makes it easier for people to translate. So that people have no difficulty translating foreign languages. Translation is also part of globalization. The translation is a creative process that always gives freedom or choice to the translation of the closest equivalent in situational meaning (Levy, 1993). But there's another theory, states that translation is the process of generating natural equivalence of messages into the target language from the source language, first in terms of meaning and second in terms of style (Nida and Taber, 1969). Translation referred to here is not just a language transfer, but the transfer of meaning from a foreign language to the target language without changing the original context. The translation is often encountered in everyday life as we hear from television, movies, books, songs, magazines, trading card games, etc.

In a trading card game, we can also find foreign languages. The trading card game is a card game from the anime series. Trading card game (TCG) commonly known as the collectible card game, it is a game where players collect cards in a game, and uses that card to play with other players in a competitive setting with preordained rules (David-Marshall, 2010). The trading card game was first created in 1993, then booming to become a superior product in Japan. The first time trading card game that

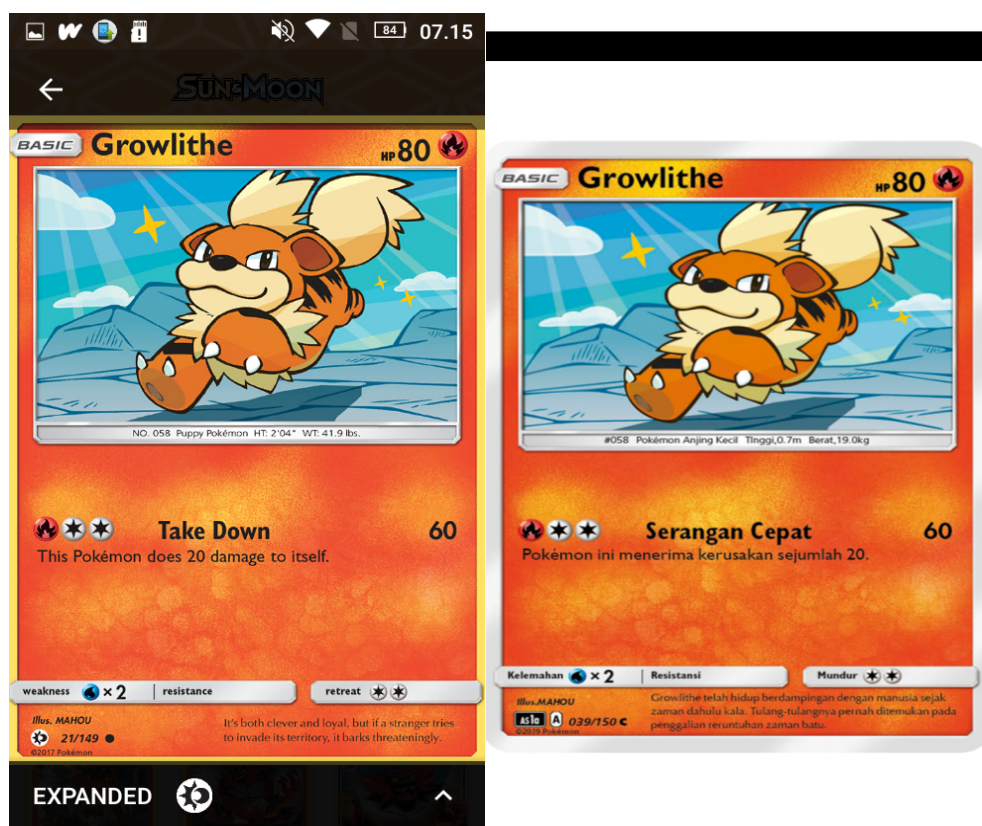
is successfully translated into many languages, including Indonesian, *Yu Gi Oh*. Then in the following other trading card games like volleyball card games and pokémon trading card games. *Yu Gi Oh*, the card game is no longer popular because of its many fake versions. Until October 2019, the only trading card game was officially launched in Indonesia, namely *thePokémon Trading Card Game*.

In 2019 One of the popular translations is the translation of the pokémon trading card games. Pokémon is one that was translated from Japanese into 13 other languages. Pokémon is a media franchise owned by the video game company Nintendo by Satoshi Tajiri in 1995. Pokémon is one of the popular games not only for kids but also for adults. Pokémon was first created in a video game. In addition, pokémon appear in various forms such as anime, books, trading cards, and others. Pokémon has been translated into many languages, one of which is Indonesian. Early in 2019, a company launched a pokémon card game or a pokémon trading card game. A pokémon trading card game has been translated into Indonesian. Because of its first launch that's why the pokémon trading card game is popular in Indonesia.

Pokémon trading card game The first series that was translated into Indonesian was Pokémon Sun and Moon. Namely with the emergence of cards set A and set B, the emergence of a legend. Pokémon tog is officially the first and oldest trading card game in Japan and was launched in October 1996. This pokémon card game has several types of cards, such as fire and water. This type of pokémon is still related to the stories that people believe. In the Pokémon portal, Pokémon are mysterious creatures with many secrets that live in the wild in the wild. meadow, cave, or sea. Pokémon cannot be separated from mythical narratives. Myths are related to legends or fantasies. Myths embody beliefs about some facts and phenomena that refer to the past. Stories related to the past and are considered true by its adherents are

also called mythical stories. There is a slight change in the translation, making a shift to myth. Every cultural product in society is believed to reflect certain belief standards, consciously or unconsciously (Purnama, 2014). Whereas localization cannot be separated from elements of cultural values. Values that are believed to be true by a group in pop culture are called myths (Nachbar and Lause, 1992). In translation, of course, it cannot be separated from translation techniques.

For the example:



SL: Take Down

TL: Serangan Cepat

From the example, Growlithe is depicted like a dog. Dogs are raised to look after things. In the real world the dog is identically shown as a guard from the police. Growlithe has the ability "Take Down" in the English version; if translated literally, it will be "Menjatuhkan". But in the Indonesian version, it becomes "Serangan Cepat". The focus shifted,

but still reflected myth narrative. The power reflects that dogs have fast strength.

From this research on the translation of Pokémon's abilities, it will find interesting things. Not all Pokémon abilities will be translated exactly to the original. Like the first example "Take Down" translates to "Serangan Cepat". Although not translated as the original, but Serangan Cepat still has a relationship related to the strength of a dog.

B. Limitation of The Study

This research will discuss ability translation analysis on Pokémon trading card games in regard to myth narrative. Translation techniques used by translators in translating Pokémon Sun and Moon in trading card games. The data used is only Pokémon Sun and Moon set A and set B the first series which was launched in 2019. Because the first launch was in great demand and popular in Indonesia. Then, followed by the launch of the second series. The research will discuss whether there is a shift in myth in Pokémon myth narrative or not. The research data was taken from Pokémon Deckbox for the English version and from the ID Pokémon Portal for the Indonesian version.

C. Problem Formulation

Based on the research background stated above, the following problem statements are proposed:

- 1 What myths do the Pokémon have from their abilities Pokémon Sun and Moon trading card game?
- 2 What translation techniques are employed to translate the abilities of the Pokémon in Pokémon Sun and Moon trading card game?

D. Research Objective

The objective of the research are:

- 1 To Know the myths contained in each Pokémon Sun and Moon.
- 2 To Know translation techniques used in translating Pokémon trading cards.

E. Research Benefits

A. Theoretical Benefits

This research is expected to be a reference for other researchers in related topics to contribute to the development of English letters.

B. Practical benefits

1 Translator

The findings in this study are expected to be used as input in translating culture-based texts (Indonesian-English and vice versa).

2 Student English Letters

This research is expected to be additional knowledge by English letters students in the same object research.

3. Other researchers

This research is expected to be additional information about related objects that are studied in relation to translation, especially when wanting to analyze Pokémon related.

F. Key Terms

1. Pokémon

Pokémon is a media franchise owned by the video game Nintendo company by Satoshi Tajiri in 1995. In the world of Pokémon, Pokémon are mysterious creatures with many secrets that live in the wild in the meadow, cave, or sea.

2. Trading Card Game

Trading Card Game (TCG) commonly known as the Collectible Card Game, is a game where players collect cards in a game, and use that card to play with other players in a competitive setting with predefined rules (David-Marshall, 2010).

3. Myth Narrative

Values that are believed to be true by a group in popular culture are called myths (Nachbar and Lause, 1992).

4. Pokémon's ability

Pokémon learn various moves that they can use in battle. Pokémon grow stronger and level up through battle. Some Pokémon not only level up, but also evolve. Pokémon ability is the ability to ride level, through the fight (<https://id.portal-pokemon.com/about/>).

5. Pokémon Trading Card Game

The Pokémon trading card game is a collectible card game based on the Pokémon franchise by Nintendo.

CHAPTER II

A. THEORETICAL BACKGROUND

1 Translation

The translation is a creative process that always gives freedom or choice to translation of the closest equivalent in situational meaning (Levy, 1993). But there's another theory, states that translation is the process of generating natural equivalence of messages into the target language from the source language, first in terms of meaning and second in terms of style. (Nida and Taber, 1969).

2 Translation Techniques

Translation Technique is a way to divert a message from the source language into the target language. Molina and Albir (2002) state that translation techniques have five characteristics:

- 1 Translation techniques influence translation.

Translation technique affect the results of the translation which means each technique used will have a different effect on each word or sentence that is translated. For example when in a paragraph or text, the literal and borrowing is used a lot then it will make the end

result of the text becomes foreign.

2. Classified techniques by comparison on the source language.

Translation techniques are classified by comparison of the source text with the target text.

3. Techniques are at the micro level.

Every word that is translated will affect every sentence. For example when translating words but not according to the sentence or context.

4. Techniques are not interrelated but are based on specific contexts.

Sentences translated are not related to each other but are based on a certain context. For example, cultural context.

5. Techniques are functional

In translating, the translator must not be constrained by the source text but controlled by the function of the target text to be achieved. Translation has given a new color in translation development and research

Below are the kinds of translation techniques that are proposed by Molina and Albir (2002), as follows:

- a. Adaptation: to replace an ST cultural element with one from the target culture.

Example: ST : You look like a **beginner adventure**,

TT : Sepertinya kamu masih **anak kemarin sore**,

b. Amplification: to introduce details that are not formulated in the ST information, explicative paraphrasing.

Example: ST : **Yes! You! Help us out!**

TT : **Ya, kamu yang bengong! Bantu kami!**

c. Borrowing: to take a word or expression straight from another language. It can be pure (without any change) or it can be naturalized (to fit spelling rules in the TL).

Example: ST : About **Crysta?**

TT : Tentang **Crysta?**

d. Calque: Literal translation of foreign word or phrase.

e. Compensation: to introduce a ST element of information or stylistic effect in another place in the TT because it cannot be reflected in the same place as in the ST.

f. Description: to change ST terms, which is unfamiliar for the target readers, with its forms of functions.

g. Discursive creation: to show temporary equivalence which is unpredictable or out of context.

Example: ST : I'm just an **old crock**. What do you want from me?

TT : Perlu apa kamu dengan **nenek tua sepertiku?**

h. Established Equivalent: to applied establish expressions or daily expression, which enclosed in dictionaries and known by the target readers.

Example: **ST** : Get 5 herbs from **the plant-like creatures** here.

TT : Kumpulkan 5 lembar daun obat dari **monster tumbuhan** di tempat ini.

i. Generalization: to translating the particular terms in ST into the more general terms.

j. Linguistic Amplification: by adding linguistic elements in the ST, in order to gain equivalence in the TT. Linguistic amplification is usually applied in consecutive interpreting and dubbing.

Example: **ST** : It was the traveler that collected the herbs.
Not us.

TT : Dialah yang bekerja mengumpulkan daunnya.
Apa ada yang aneh jika dia yang menerima imbalannya?

k. Linguistic Compression: by simplifying ST linguistic elements. Linguistic compression can be used in simultaneous interpreting and subtitling.

Example: **ST** : **Come this way, please.**

TT : **Mari...**

l. Literal Translation: is used to translate a word or expression literary

word-for-word. Literal translation occurs when form coincides with function and meaning.

Example: ST : Do you know about the four factions in this world?

TT : Apakah kamu tahu 4 faksi di duniaini?

m Modulation: is the changing of point of view of the ST. The changing occurs in lexical and structural level.

Example: ST : Oh, how nice of you!

TT : Wah, jadi nrepotkan.

n. Particularization: is the changing of super ordinate terms in the ST into subordinate terms in the TT. This aims to give more concrete and precise meaning to the readers.

Example: ST : We need to hurry, **Balft**?

TT : Sepertinya kita harus bergegas, **kak**.

o. Reduction: is the technique attempts to provide details explanation of implicit information or terms found in the ST.

Example: ST : I don't really know much about them

TT : Aku hanya tahu soal menempa besi.

- p. Substitution: is the changing of linguistic elements (verbal) into paralinguistic (gesture) and vice versa. It is usually done in interpreting.
- q. Transposition: by adjusting the word structures or shifting the word classes.
- r. Variation: is the changing of linguistic unit that influences the linguistic variation.

3 Trading Card Game

Trading Card Game (TCG), commonly known as the Collectible Card Game, is a game where players collect cards in a game and uses that card to play with other players in a competitive setting with preordained rules (David-Marshall, 2010). A trading card game is a card collection game where each card has its function and ability. The trading card game is generally themed around the fantasy of an anime series.

In a trading card games, card sets are specially designed and represent elements of a customized theme, for example, categorized as creatures, enhancements, and resources. The trading card game introduces gameplay strategies and narrative knowledge. The trading card game is a type of card game that combines strategic deck elements and trading card features. Trading card games are usually themed around the fantasy genre, including horror, cartoon, and sports themes. TCG cards are a special set. Each TCG card represents an element of each theme, and can be categorized as creatures, upgrades, or resources. TCG's expansion set introduces new gameplay strategies and narrative lore.

In 1993, a math professor named Dr. Richard Garfield and his partner, Peter Adkinson created the first TCG card game called *Magic: The Gathering* (MtG). Peter Adkinson is the CEO of Wizard of The Coast LLC which is the American company that issued the MtG card. The MtG series has 295 cards and has sold 26 million cards. It is recognized as the first TCG-based card game and became the standard for TCG-based card games at that time. The success of this MtG made other gaming companies enliven the world of TCG with their own TCG. 1995 to 1999 was a time when TCG was very intensively created. This year, the company also made TCG with an already existing character. For example, a video game, Nintendo made Pokemon TCG, an adaptation of the Pokemon video game released in 1996.

4 Myth

Myth is part of a story from the past, which is considered true and refers to traditional stories. The myth describes the creatures of mythology. It arises because of the exaggerated records of historical events related to natural phenomena and related to religion. The main actors in myth can not be separated from gods, humans, or animals. Myth is closely related to legends and folklore. Localization cannot be separated from elements of cultural values. Values that are believed to be true by a group in pop culture are called myths (Nachbar and Lause, 1992). Myth in Greek mythology, tells about the life and adventures of gods, goddesses, heroes, and mythological creatures. Roland Barthes argues that modern culture explores religious experience to relate moral feelings to the past.

Myth is a term from the Greek language *muthos* which means story or something that people say, myth is a traditional story that is usually told from generation to generation. Myths have characteristics. The uniqueness of the myth is that although it is translated into other languages, the myth will not lose its characteristics or mystical characteristics. In general, myths tell of the occurrence of the universe and describe mythological creatures. The main actors that are told are usually gods, humans, supernatural heroes, and mythological animals. In a society, myths are considered to have happened in the past. But in reality, traditional stories have two categories of true stories or myths and also fairy tales or fables.

Myth is closely related to legends and folk tales. Myths, legends, and folk tales are traditional fairy tales of various kinds. Joseph Campbell states the four main functions of myth, namely; the mystical function interprets the admiration of the universe. the cosmological function describes the universe. the sociological function supports a certain social order, and the pedagogical function of how to live life as a human being.

5. Narrative

The narrative is effective narration, the telling of stories or recounting of personal experiences, and is an art requiring skills that appear crucial for children's language development and literacy equipment. (Allyssa and Peterson, 1991). A narrative has the meaning of telling a story. Narratives are sentences that describe an event. The narrative at least contains elements of title, orientation, complication, and resolution. The narrative is to tell past

events.

The story that is told is unreal, because its purpose is to entertain the reader. Types of narratives include informative narratives, narratives that have the goal of delivering precise information about an event. An expository narrative, tells an event based on actual data. An artistic narrative, is a narrative that tries to give a specific purpose by using logical language based on existing facts. a suggestive narrative, conveys a hidden message so that it appears as if it is real.

Narration can also mean story. The story is based on a sequence or series of events incident. There are several characters in the story experienced a series of incidents of conflict. Narration must also be distinguished from description. Then other elements of the narrative are the plot, characters and setting. Narration according to Joseph Campbell, the relationship is discussing the narrative with myth. Narration contains an explanation of how the story is told, how the material of a story is selected and arranged to achieve a certain effect on audience. each narrative has a plot based on continuity events in a causal relationship.

6. Popular Literature

Popular literature is fiction that does not deal with abstract problems; it takes moral principles as the given, accepting certain generalized, common-sense ideas and values as its base (http://aynr andlexicon.com/lexicon/popular_literature.html). Popular literature is shown to many people and likely by people. Some of the characteristics of

popular literature include:

- 1 Aspects of the reader, popular literature occurred in its time.
- 2 Presentation tension presents minor problems.
3. Popular literary works serve only as entertainment.
4. Structure, showing characters in emotional terms, transferring spoken language to written language.
5. Characteristic, cliché, and repetition.

7. Animation

To animate and the related words, animation, animated, and animator all derive from the Latin verb, *animate*, which means 'to give life to' and within the context of the animated film, this largely means the artificial creation of the illusion of movement in animated lines and forms (Paul Wells, 1996). Animation is a film that comes from processing hand images into moving images. In America, animated films were discovered and developed in the 18th century using stop motion. This technique uses a series of images that are assembled together to give the impression that it is moving.

J. Stuart Blackton was the first American to use the stop motion technique. Some of the films he created include *The Enchanted Drawing* (1900) and *Humorous Phases of Funny Faces* (1906). After computer technology developed, animation with computer technology emerged, such as 2-dimensional (2D) and 3-dimensional (3D) types, and even developed to 4 dimensions. The figure who is considered to have contributed greatly to developing animated films is Walt Disney. He has produced many phenomenal works such as Mickey Mouse, Donald

Duck, Pinocchio, and Snow White. Walt Disney Lay made the first animated sound film

Stephen Cavalier divides the history of world animation into five major chapters. The five chapters began before 1900. This was the era of animation before films and cameras and projectors were invented. The next chapter starts from 1900-1927, the era where the experimentation of motion and techniques as well as the early cinematography of animated films. The first animated film with a stop frame technique was made by an Englishman named Arthur Melbourne Cooper. The third act was from 1928-1957, the golden era of cartoon animation, both commercially, technically, and artistically.

This era is synonymous with the Disney era. The fourth batch was in 1958-1985. The era where animation on television began. Animations began to appear serially. In this era, Japanese animation was known as anime. Anime began to dominate the world with its animated series. And the fifth round starts from 1986-2010. In this era, the invention of digital technology has also influenced the development of animation at large. This era began with the release of 3D animation.

8. Pokemon

Pokemon is a mysterious creature with many secrets. Some Pokemon live with humans and some live in the wild in the meadow, cave, or sea, but many things about their ecology are still unknown (<https://id.portal-pokemon.com/about/>). Pokemon is a franchise owned by the video game company Nintendo and created by Satoshi Tajiri in 1995. Pokemon is the second most

successful video game created by Nintendo.

The Pokémon franchise appears in various forms such as video games, anime, manga, trading cards, books, etc. Pokémon is a phenomenal game through a mobile application. Pokémon is a romanization of the Japanese name "Pocket Monsters". The word "pokémon" also refers to a fictional species that appears in all Pokémon series. In November 2005, 4kids Entertainment, which is a Pokémon distributor outside Japan, announced that it was extending its contract with the Pokémon Company. The Pokémon company Japan then created a subsidiary company based in America. The company is known as the Pokémon company international.

Satoshi Tajiri, is the figure who developed the Pokémon games for Nintendo. The man from Japan has developed a phenomenal first-generation game since 1990, but the game was only released in 1995. The red and green Pokémon game was launched in Japan, then Nintendo released the red and blue Pokémon in the United States as an improvement to the previous game. This game is getting a good response so Nintendo is looking at other opportunities by creating anime, comics, and toys related to Pokémon.

This video game was booming until 2013. Nintendo released Pokémon Y as the sixth generation to use 3D graphics for the first time. The name Pokémon became increasingly famous after the Pokémon GO game appeared in 2016. This game was developed by Niantic Labs and launched by The Pokémon Company as the property owner. This game beats other mobile games like Clash Royale and Angry Bird. The reason for Nintendo's increasing market value is due to a misconception among investors who think Pokémon GO is a Nintendo product.

After the company provides clarification, the impact is that the company's valuation value drops. Pokémon GO's fame began to fade, and Nintendo took the opportunity by releasing a new game in November 2018.

9. Pokémon's ability

Pokémon learn various moves that they can use in battle. Pokémon grow stronger and level up through battle. Some Pokémon not only level up, but also evolve. Pokémon ability is the ability to ride level, through the fight (<https://id.portal-pokemon.com/about/>). Pokémon's ability to introduce strength, weakness, and immunity to other Pokémon. The Pokémon's ability is distinguished by the type of Pokémon. Types of Pokémon like fire, water, grass, ice, poison, electric, fighting, ground, flying, psychic, rock, ghost, normal, bug, dragon, dark, steel, and fairy.

Ability is a Pokémon's passive and active ability that can be used. Pokémon abilities are needed to help with playing strategy. An ability is a game mechanic introduced in Generation III that provides a passive effect in combat. Pokémon only have one ability at a time.

Before the 4th generation, abilities cannot be changed after Pokémon is obtained except with evolution. Where the ability is determined from the previous ability and changes in form. Some Pokémon species have multiple abilities, two normal abilities, and one hidden ability. Hidden abilities were introduced in Generation V. Apart from evolution, there are three ways for Pokémon to change their abilities permanently, one way is if the Pokémon has a different form.

1. Pokémon Type Symbols

Symbols are often used to convey a message or purpose. A symbol means a sign that can explain something. A symbol is an object that has a shape or pattern like an image that is matched with other objects (Frederick William Dillistone, 1993). Symbols can also be a marker of an object. Elemental type of Pokémon cards such as:



1 Fire



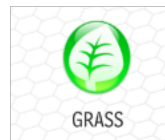
The fire type has a circle icon with a fire symbol. The symbol of fire is a symbol of power that can destroy, but fire is also interpreted as a symbol of enlightenment. Fire allows us to see clearly in the dark.

2 Water



The water type has a circle icon with a water drop symbol. The symbol of water is a symbol of calm, peace, life but water can be interpreted as calm but carried away. Besides being able to fulfill life but also can destroy.

3. Grass



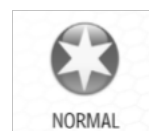
The grass type has a circle icon with a leaf symbol. The leaf symbol is a symbol of life, adaptation, life, hope, and victory. Leaves exude coolness that enlivens the surrounding environment.

4. Electric



The electric type has a circle icon with a lightning symbol. The symbol of lightning is a symbol of a great power capable of destroying various kinds of objects it strikes. Lightning as a symbol of speed. The power of lightning is still related to electricity.

5. Normal



The normal type has a circle icon with a star-like symbol.

6. Ice



The ice type has a circle icon with the ice symbol. The ice symbol relates to things blue, calm, and cold.

7. Poison



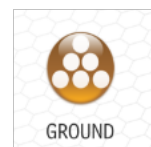
The poison type has a circle icon with a symbol like a skull. The symbol relates to death.

8. Fighting



The fighting type has a circle icon with a fist symbol. The symbol of struggle is related to enthusiasm, struggle, victory.

9. Ground



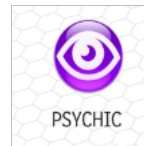
The ground type has a circle icon with the symbol of six circles forming a triangle. Land related to energy sources.

10. Rock



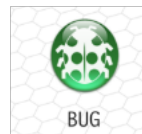
The rock type has a circle icon with rock symbol. Rock symbols are all things rock related. It was hard and hard to break.

11. Psychic



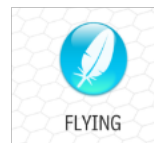
The psychic type has a circle icon with an eye symbol. Psychic symbols are associated with ritual, occult, mystical, spiritual.

12. Bug



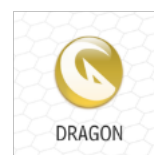
The bug type has a circle icon with an insect symbol. This symbol is related to insects, can fly, usually likes to bite.

13. Flying



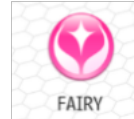
The flying type has a circle icon with a feather symbol. The feather symbol relates to something that has wings and can fly.

14. Dragon



This type of dragon has a circle icon with a symbol like a dragon's tail. The dragon symbol relates to all things dragon, ferocious, frightening, spooky.

16. Fairy



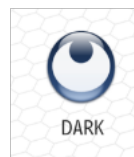
The fairy type has a circle icon with fairy symbol. Fairy symbols related to magic. While magic is only believed by children.

16. Ghost



The ghost type has a circle icon with a skull symbol. The skull symbol is associated with scary things like ghosts.

17. Dark



The dark type has a circle icon with a moon symbol. The moon symbol is associated with darkness, night, scary things.

18. Steel



The steel type has a circle icon with the iron symbol. The steel symbol relates to anything made of steel or iron. While steel is strong,

resilient, and not easily damaged.

11 Colours

In terms of psychology, colors are classified into two namely hot colors and colors cold. The psychological effects included in the hot color group are orange, red, yellow, these colors have the impression of being warm, pleasant, stimulating and passionate. While those belonging to the cold color group are green, blue and purple which have a psychological effect calming, peaceful, fresh, serene (Pile, 1995 and Birren, 1961). Each color has a different character and properties,

1 Red: Symbolizes the power of struggle, competition, courage, dominating, active, eccentric, aggressive.

2. Blue: Symbolizes calm, calm, not easily offended, firm, stubborn, fixed stance.

3. Yellow: symbolizes the nature of disease, cowardice, hope, eccentric.

4. Black: Symbolizes emptiness, extinction, darkness, destruction.

5. Purple: Symbolizes a nature similar to the color blue. It's a little bit insecure but always full of hope and unpredictable. Purple gives a mysterious, spiritual, to imaginative impression.

6. Green: symbolizes Peace, life, nature, hope, victory, security.

7. Orange is a symbol of optimism, adventure, ability. The impression of orange is energetic and strong,

8. Gray : symbol of intelligence, calm, stable and reliable.

9. Pink: symbol of feminine, childish, and caring.

B. PREVIOUS RELATED STUDIES

As the previous discussion, the research focuses on ability translation analysis on the pokemōn trading card games in regard to myth narrative. It implies that the discussion around the pokemōn, pokemōn translation, trading card game, and myth narrative. Previous studies in this research around of analyzed of pokemōn “Pikachu’s global adventure: the rise and fall of pokemōn” by Buckingham, Sefton-Green, Allison, Iwabuchi (2002).

Previous studies in this research around of analysis of pokemōn translation there are “A categorization Japanese-to-English translation methods of pokemōn” by Arvidsson (2018). The other previous study is “the translation moves in the pokemōn” by Sainio (2019). The last previous study is “Study of Japanese animation as translation” by Adachi (2012).

In 2002, Buckingham, Sefton-Green, Allison, and Iwabuchi analysis of “Pikachu’s global adventure: the rise and fall of Pokemōn”. This study is meant to analyze the popularity of pokemōn. The result of the research is the debate about the globalization of popular culture and explores the origins of pokemōn.

In 2018, Arvidsson has an analysis “A categorization Japanese-to-English translation methods of pokemōn”. This analysis focus on translation methods used to translate pokemōn from Japanese to English.

In 2019, Sainio has an analysis of “the translation moves in the pokémon”. This study aims to analyze the pokémon video game localization. The result of the research is video game translation, game localization, and translation strategies.

In 2012, Adachi has analysis “The last previous study is “Study of Japanese animation as translation: a descriptive analysis of Hayao Miyazaki and other anime dubbed into English”. This analysis focus on Japanese animation. The result of the research process of translation of Japanese animated film, subtitling, and dubbing.

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

Based on this research used a qualitative research method. According to Bogdan and Tylor (1975), qualitative research is the methodology used by researcher to produce descriptive data using detailed words. By using the method the researcher then collected, classified, analyzed the data, and made it into a conclusion.

Qualitative research methods are used to answer questions in research, to find pokémon types, techniques used in translating, and what techniques are more dominant to be a conclusion in research.

Furthermore, the researcher analyzes the translation technique found on Pokémon Deckbox and <https://id.portal-pokemon.com/card/>. In this study researcher focused on Pokémon ability names in the Pokémon Trading Card Game in regard to whether the myth narratives suffer from a shift or not. In this study, the data consists of images. Then analyze the translation techniques used in *Pokémon Sun and Moon* in the Pokémon trading card game.

B. Data and The Source of Data

1 Data

According to Pawito (2007), the data used in qualitative research can be based on pictures, text, or stories. In this matter the data of the picture and text. The pokémon TCG English version data is obtained through the pokémon deck box application which can be downloaded via the playstore. While the Indonesian version is obtained by buying a Pokémon deckbox online on the Alfamart application. Then the full set of the Indonesian version can be downloaded via the link <https://id.portal-pokemon.com/card/>.

2 Source of Data

The source data of this research is the Pokémon Trading Card Game. The source data of this research is in the form of words from images taken from Pokémon Deckbox for the English version and [https://id.portal-](https://id.portal-pokemon.com/card/)

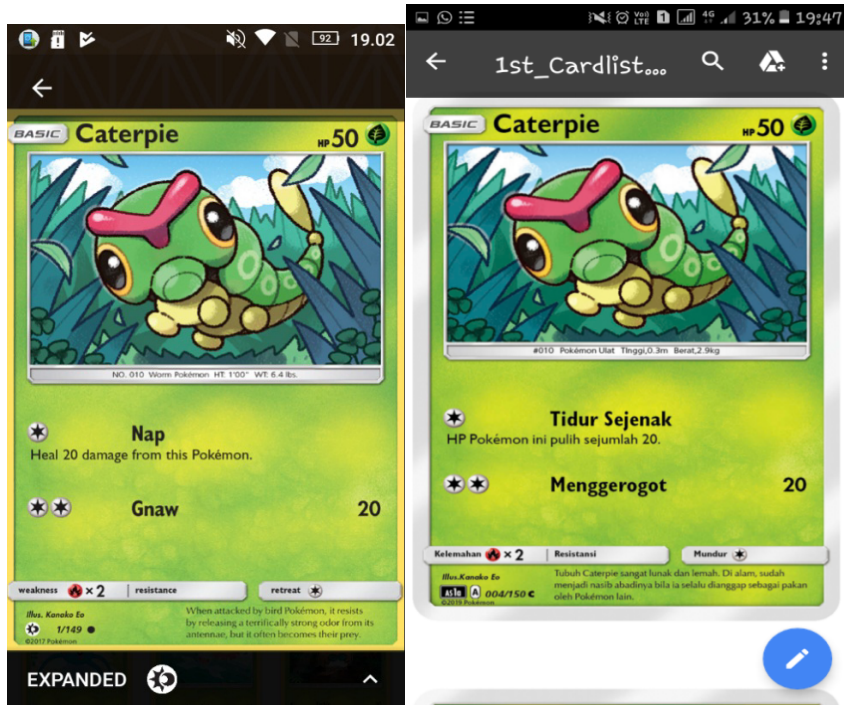
pokemon.com/card/ for the Indonesian version. A Pokémon Deckbox is a box that contains Pokémon cards. The English version of Pokémon Deckbox can be downloaded from the Playstore. While the Indonesian version can be purchased through Alfamart. The categories of data taken are Pokémon TCG Series A and B. The English Version was released on the march, 24 2011 by American Dire wolf Studio, and The Indonesian Version was released on August, 8 2019 by PT Anugrah Kreasi Gemilang.

C. Technique of collecting data

This study uses documentation as a technique for collecting data. According to Sugiyono (2015) documentation is one of the ways that people use to obtain data and information in written and graphic form. To get that data would have to go through a few steps:

1. Download the Pokémon trading card game English version in playstore.
2. Download the English version of Pokémon Deckbox.
3. Take a screenshot pictures on the deckbox of Pokémon has been downloaded.
4. Searching web [https://id.portal-pokemon.com/card/ Indonesian version](https://id.portal-pokemon.com/card/Indonesian%20version).
5. Downloading the Indonesian version of the deck bok Pokémon Trading Card Game.
6. Take a screenshot the same picture as the English version.
7. Comparing target language with the source language.
8. Gave the code to the data it collected. Sample of the data code used in analyzing

the data:



1 ST: Nap

TT: Tidur Sejenak

1/PTCG-SM/Grass/Literal

2 ST: Gnaw

TT: Menggerogot

2/PTCG-SM/Grass/Literal

Table 1 Example of Coding

No	Pokémon	ST	TT	Type of Pokémon	Translation Technique	Code

1	PTCG-SM	Nap	Tidur Sejenak	Grass	Literal	1/PTCG-SM/Grass/Literal
2	PTCG-SM	Gnaw	Menggerogot	Grass	Literal	2/PTCG-SM/Grass/Literal

9. Researchers analyze data to answer the problem statements.

1. What myths do the Pokémon have from their abilities Pokémon Sun and Moon trading card game?

2. What translation techniques are employed to translate the abilities of the Pokémon in Pokémon Sun and Moon trading card game?

Answer: Below are the kinds of translation techniques that are proposed by Mblina and Albir (2002), as follows:

1. Adaptation
2. Amplification
3. Borrowing
4. Calque
5. Compensation
6. Description
7. Discursive creation
8. Established Equivalent
9. Generalization

10. Linguistic Amplification
11. Linguistic Compression
12. Literal
13. Modulation
14. Particularization
15. Reduction
16. Substitution
17. Transposition
18. Variation

D. Technique of Analyzing Data

Spradley (1980) states that techniques in data analysis, Domain, Taxonomy, Componential, and Cultural Themes.

1. Domain

Researchers get a general idea of data to answer the focus of the research and to categorize it.

2. Taxonomy

After the domain analysis, the researcher determined taxonomy analysis. In taxonomy analysis, the researcher analyzed the entire obtained data using the theory by Mblina and Albir (2002).

3. Componential

In this step, the researcher tabulates the data. The researcher summarizes the type of translation techniques on the component table for determining gap and contrast.

Table 2 Table of Componential

	N	FG	S		F	W	GS	E	PSY	FR	D
	Gray	Orange	Gray	Bluish-Black	Orange	Blue	Green	Yellow	Purple	Pink	Bluish-Black
Br											
Ad											
L											
V											
Sb											
DC											
Gn											
M											
Am											
Clq											
Ds											
LA											
LC											
Rd											
Pr											
T											
C											
Es Eq											

Notes:

N	: Normal	Ad	: Adaptation
FG	: Fighting	Am	: Amplification
FL	: Flaying	Br	: Borrowing
P	: Poison	Clq	: Calque
GR	: Ground	C	: Compensation
R	: Rock	Ds	: Description
B	: Bug	DC	: Discursive creation
GH	: Ghost	EE	: Established Equivalent
S	: Steel	Gn	: Generalization
F	: Fire	LA	: Linguistic Amplification
W	: Water	LC	: Linguistic Compression
GS	: Grass	L	: Literal
E	: Electric	M	: Modulation
PSY	: Psychic	Pr	: Particularization
I	: Ice	Rd	: Reduction
DG	: Dragon	Sb	: Substitution
FR	: Fairy	T	: Transposition
D	: Dark	V	: Variation

4. Cultural Theme :

Cultural themes have been analyzed and found based on the component table above. The component table shows that the dominance of the translation techniques used is adaptation. But many are also translated by literal techniques or translated word for word even though not as much as adapted.

E. The Data Validation

In this study, all data accumulated is tested for data validity before being analyzed further by the researcher. Data validity is very important to guarantee valid data. Data collected must be accurate, inaccurate data cannot be used as research data. There are several techniques for checking data validity. One of them is according to Moleong (2011), triangulation is a data validity examination technique using something else as a comparison.

There are four triangulation data triangulation, methodological triangulation, investigator triangulation, and theory triangulation. In this study, the researcher used investigator triangulation to validate data. The research results of a specific or entire section may be validated. The validator will ensure that the data is correct by rechecking its credibility. The validator requirement is to have knowledge and understanding about this. Some of the requirements that the validator in this study include: Understanding about the game, understanding translation, and also understanding translation techniques.

CHAPTER IV

This chapter includes an analysis of the findings from the theory in chapter two. The findings of this chapter are to find the myth narrative of the pokémon trading card game by analyzing the types of pokémon and the translation techniques used in translating English into Indonesian. then find the dominant technique used by the translator to find conclusions. Researchers have found 78 data that have been analyzed through comparison of Pokémon cards using the theory of Mblina and Albir (2002), to analyze the translation techniques used. (Purnama, 2014) and (Nachbar and Lause, 1992) analyze the myth narrative contained in the Pokémon cards.

A. RESEARCH FINDINGS

Researchers focus on pokémon TCG. Pokémon TCG which was first translated into Indonesian was Pokémon TCG sun and moon. Then to analyze it, the researcher uses the theory from Mblina and Albir (2002) about translation techniques. This theory is used to find out the translation techniques used in translating Pokémon abilities. And to find out the dominant technique used.

a) Myths of the Abilities of Pokémon

Pokémon TCG sun and moon only found a few types of the many types of pokémon. From the data found 10 types of 18 types that exist in pokémon. But besides the type, the myth is also related to the color, and the symbols contained on each card. There are eight colors related to type and symbol.

Table 3. Table of Type Pokemon TCG


No	Type Pokemon TCG	Total data
1	Grass	15
2	Fire	10
3	Steel	4
4	Fighting	15
5	Fairy	18
6	Normal	3
7	Dark	1
8	Electric	7
9	Psychic	7
10	Water	3

1 Grass

This type consists of grass and insects. What's striking about this type is that it has an evolution up to stage 2. The majority of these pokemon are weak against fire, ice, poison, flying, and bug pokemon. But effective against pokemon water, ground, and rock.

Example

1 Butterfree

English Version	Indonesian Version
 <p>Butterfree HP 130</p> <p>Evilness from Mirajade</p> <p>Psy Bolt 30 Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.</p> <p>Whirlwind 80 Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.</p> <p>weakness × 2 resistance retreat</p> <p>Abilities: Illusion (Close observation of its large eyes reveals that each eye is composed of a myriad of tiny eyes.)</p>	 <p>Butterfree HP 130</p> <p>Evilness dari Mirajade</p> <p>Psy Bolt 30 Lempar koin 1 kali. Jika hasilnya sisi depan, ubah kondisi Pokémon Bertarung lawan menjadi Lumpuh.</p> <p>Angin Puyuh 80 Tukar Pokémon Bertarung lawan dengan Pokémon Cadangan lawan. [Pokémon yang akan masuk Arena Bertarung akan ditentukan pemain lawan.]</p> <p>Kelemahan × 2 Resistensi Mundur</p> <p>Kemampuan: Illusion (Mekanisme dari setiap bagian tubuhnya adalah ribuan mata kecil. Di setiap bagian tubuhnya Bertarung dengan Cadeh untuk memperhatikan daerah belakang.)</p>

3/PTCG-SM/Grass/Borrowing

SL: Psy Bolt

TL: Psy Bolt

4/PTCG-SM/Grass/Literal

SL: Whirlwind

TL: Angin Puyuh

Butterfree consists of the word Butterfly which means butterfly and Free means unlimited. So, Butterfree can mean a butterfly that can fly freely without any more restraints. Butterfree resembles a vaguely anthropomorphic butterfly with a purple body. Unlike other insects, they only have two body segments and four blue legs. Butterfree has two black antennae, and a light blue muzzle with two lower fangs. The female

butter-free is smaller with a black body. Butterfree's wings were covered with poisonous powder which fell continuously like flies. When Butterfree flaps its wings briefly and quickly, a powder containing deadly poison will fly toward the opponent in the wind.

Butterfree is described as a butterfly. Butterfree is a grass-type Pokémon that has a circle icon with a green leaf symbol in the middle. the card is also green, where the green color has the character or nature of peace, life, nature, hope, victory, security. just like butterflies in general that live around plants and flowers. Butterfree has the "Psy Bolt" ability in English Version. The Indonesian version became "Psy Bolt". And also has another ability "Angin Puyuh" in the English version. In the Indonesian version, it becomes "Wind Whirlwind" The focus shifts, but still reflects the mythical narrative. This reflects that the strength of the butterfly is in its wings.

2 Pinsir

English Version	Indonesian Version
 <p>English Version</p> <p>Pinsir HP 110</p> <p>Roof Fling Flip a coin. If heads, put your opponent's Active Pokémon and all cards attached to it into your opponent's hand.</p> <p>Guillotine 50</p> <p>Weakness: Fire x2 Resistance: Retreat: 2</p> <p>6/145</p>	 <p>Indonesian Version</p> <p>Pinsir HP 110</p> <p>Lemparan Langit Lempar koin 1 kali. Jika hasilnya sisi depan, kembalikan Pokémon Bertarung lawan dan kartu yang sedang dikenakan Pokémon tersebut ke Kartu Pegangan lawan.</p> <p>Memenggal 50</p> <p>Kelambatan: Api x2 Resistansi: Mundur: 2</p> <p>009/150</p>

52/PTCG-SM/Grass/Literal

SL: Roof Fling

TL: Lemparan Langit

53/PTCG-SM/Grass/Adaptation

SL: Guillotine

TL: Memenggal

Pinsir is a bipedal coleopteran insectoid Pokémon with a broad, dull brown body. On top of its head is a large pair of gray spiky pincers. In its mouth many long and flat teeth. The legs are short and thick, while the arms are long and thin. Pinsir can use its pincers to smash, throw, hit, or tear opponents. Pinsir lives deep in forests and temperate forests, where it burrows underground or hides in treetops at night.

Pinsir is a bug or grass type Pokémon. The card is green and has the symbol of a leaf. The colors and symbols mean peace, life, nature, hope, victory, security. Pinsir has the ability "Roof Fling" in the English Version. The Indonesian version, it becomes "Lemparan Langit". Pinsir also has the "Guillotine" ability in the English Version. If translated literally it would be "Menghukum Dengan Pemenggalan Kepala". But in the Indonesian version, it becomes "Memenggal". Pinsir's ability focuses on the power that exists in his visuals. But not related to nature.

3. Tsareena



54/PTCG-SM/Grass/Adaptation

SL: Queenly Majesty

TL: Kehormatan Ratu

55/PTCG-SM/Grass/Adaptation

SL: Trop Kick

TL: Tendangan Tropis

Tsareena is a bipedal, plant-like Pokémon with a humanoid appearance. It has a dark purple body, arms and legs, while its hips and head are white. It has dark purple eyelids and long eyelashes, but no mouth or nose. Tsareena is known to be strong and aggressive. This Pokémon has high-class traits and will punish anyone who approaches it with evil thoughts. Tsareena uses smooth kicks and graceful movements. Tsareena is the only known Pokémon capable of learning

the Trop Kick.

Tsareena is a Grass-type Pokémon introduced in Generation VII. Tsareena is Bounsweet's final evolved form. Bounsweet evolves into Steenee, then evolves into Tsareena. The myth goes that only the most powerful Steenee can evolve into a Tsareena. The card is green and has a leaf symbol which means life, hope, victory. Tsareena has the ability "Queenly Majesty" in the English Version if it literally translates to "Yang Mulia Ratu". But in the Indonesian version, it becomes "Kehormatan Ratu". Tsareena's ability focuses on her visuals that look like a queen ant. Tsareena also has the "Trop Kick" ability in the English Version. If translated literally it would be "Tendangan Trop". But in the Indonesian version, it becomes "Tendangan Tropis". Tsareena's ability reflects the hopeful strength of victory to fight the enemy and protect self.

4. Bounsweet

English Version	Indonesian Version
 <p>The English version of the Bounsweet card features the following text: "BASIC Bounsweet HP 60", "Sweet Scent: Heal 30 damage from 1 of your Pokémon.", "Splash 10", "weakness x2", "resistance", "retreat", "Illustration: Akira Komiyama", "18/149", "Pokélector", and "A delectable aroma pours from its body. They are often swallowed whole by Toucannon and other Pokémon."</p>	 <p>The Indonesian version of the Bounsweet card features the following text: "BASIC Bounsweet HP 60", "Harum Manis: HP 1 Pokémon sendiri pulih sejumlah 30.", "Loncat 10", "Kelemahan x2", "Resistensi", "Mundur", "Illustration: Akira Komiyama", "028/150 C", and "Bounsweet akan mencoba memutarakan kelopak di atas kepalanya sebagai perlindungan jika akan dibunuh oleh Pokémon lawan. Ujasa ini biasanya sia-sia."</p>

56/PTCG-SM/Grass/Literal

SL: Sweet scent

TL: Harum manis

57/PTCG-SM/Grass/Adaptation

SL: Splash

TL: Loncat

Bounsweet is a small Poké mon that looks like a mangosteen. Most of its body is pink-purple with a short white skirt around the waist, which resembles the flesh of a mangosteen fruit when split open. It has beady yellow eyes and two tiny legs. Above his head was a green petal. While fleeing from danger, Bounsweet jumped in without showing any hint of despair. It can repel enemies by rotating its petals.

Bounsweet was the first form before evolving into Steenee. Bounsweet belongs to the Fruit Poké mon. the origin of the name bounsweet may be a combination of bounce and sweet. Bounsweet may be based on purple mangosteen.

Bounsweet is a Grass-type Poké mon introduced in Generation VII. The card is green and has a leaf symbol. Colors and symbols that have the character or nature of life, nature, hope, victory, security. Bounsweet has the ability "Sweet scent" in the English Version. The Indonesian version, it becomes "Harum manis". Bounsweet also has the "Splash" ability in the English Version. If translated literally it would be "Per cikan". But in the Indonesian version, it becomes "Loncat".

Bounsweet's abilities reflect the strength of its visuals which are like mangosteen and small round. His ability is still related to nature and life.

2 Fire

This type is one of the most popular early Pokémon types along with two other types, namely Grass and Water. This Pokémon is effective against Steel, Grass, and Bug Pokémon. However, this fire-type Pokémon has a weakness against Rock and Water type Pokémon. The fire-type Pokémon has a red circle icon with a flame symbol in the middle.

Example

1 Arcanine

English Version	Indonesian Version
 <p>English Version Arcanine HP 130</p> <p>Searing Flame 60 Your opponent's Active Pokémon is now Burned.</p> <p>Firestorm 190 Discard 3 Energy from this Pokémon.</p> <p>Weakness: Water x2 Resistance: None Retreat: 2</p>	 <p>Indonesian Version Arcanine HP 130</p> <p>Kobaran Api Penghangus 60 Mengubah kondisi Pokémon Bertarung lawan menjadi Luka Bakar.</p> <p>Badai Api 190 Buang 3 Energi pada Pokémon ini ke Trash.</p> <p>Kelemahan: Air x2 Resistensi: Tidak Ada Mundur: 2</p>

8/PTCG-SM/Fire/Adaptation

SL: Searing Flame

TL: Kobar an Api Penghangus

9/PTCG-SM/Fire/literal

SL: Fire storm

TL: Badai Api

Arcanine consists of the words Arcane and Canine. Arcane means ancient and full of mystery. While a Canine is a dog. Arcanine is described as a dog.

Arcanine is a fire-type pokémon introduced in generation i. The mythical Arcanine evolves from Growlithe when hit by a fire stone. On Hisui, Arcanine has a dual-type fire regional form Arcanine Hisuian is specially worshiped by hisui people. Because it is part of the 10 ancient pokémon that received blessings from Arceus.

Arcanine depicted on the card is orange like a flame and has a circle icon in the middle of which there is a fire symbol. Fire is a symbol of powerful power that can destroy everything. Arcanine has the ability "Searing Flame" in the English Version if it literally translates to "Api Yang Membakar". But in the Indonesian version, it becomes "Kobar an Api Penghangus". Arcanine also has the "Firestorm" ability in the English Version. But in the Indonesian version, it becomes "Badai Api". The focus remains on reflecting on the destructive power of fire. The power of the fierce fire can destroy and annihilate the enemy.

2 Torkoal

English Version	Indonesian Version
 <p>English Version</p> <p>Torkoal #110</p> <p>Singe Your opponent's Active Pokémon is now Burned.</p> <p>Body Slam 50 Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.</p> <p>weakness ×2 resistance retreat</p>	 <p>Indonesian Version</p> <p>Torkoal #110</p> <p>Menghanguskan Mengubah kondisi Pokémon Bertarung lawan menjadi Luka Bakar.</p> <p>Tubrukan Badan 50 Lempar koin 1 kali. Jika hasilnya sisi depan,ubah kondisi Pokémon Bertarung lawan menjadi Lumpuh.</p> <p>Kelemahan ×2 Resistansi Mundur</p>

6/PTCG-SM/Fire/Literal

SL: Singe

TL: Menghanguskan

7/PTCG-SM/Fire/Adaptation

SL: Body Slam

TL: Tubrukan Badan

Torkoal is a four-legged Pokémon similar to a turtle. The shell is large, black, like a shiny hollow stone. Torkoal lives in mountains and volcanic areas, where it searches for large deposits of coal. The myth he burned coal in his body to produce energy. Because coal is Torkoal's energy source, if attacked, it emits black smoke from its nostrils before fleeing. The Torkoal shell also serves to protect it from blows.

Torkoal is a Fire-type Pokémon introduced in Generation III.

The card is orange and has a fire symbol. Fire is a part of nature that can ignite or destroy. Torikoal has the ability "Singe" in the English Version. Indonesian version, it becomes "Menghanguskan". Torikoal also has the "Body Slam" ability in the English Version. If translated literally it would be "Membanting Tubuh". But in the Indonesian version, it becomes "Tubrukan Badan". Torikoal's powers reflect the ferocious power of fire that he gains by burning coal within his body. Torikoal reflects the power of self-defense by using its strong shell.

3. Incineroar



1/PTCG-SM/Fire/Literal

SL: Fire Fang

TL: Taring Api

1/PTCG-SM/Fire/Adaptation

SL: Darkest Lariat

TL: Jeratan Kegelapan

Incineroar is a humanoid cat Pokémon that has a muscular body. It has a short muzzle with a small red nose, bright green eyes, and small pointed ears. Large tufts of red fur extended from his cheeks, and most of his face was red. The top of the muzzle and the top and back of the head are black. As well as spewing flames from his navel, he uses vicious kicks and punches to fight enemies.

Incineroar is a Fire or Dark dual-type Pokémon introduced in Generation VII. It evolves from Torracat and the final form of Litten. The Incineroar card is orange in color and has an icon with a fire symbol. Fire is a symbol of power that can destroy as well as a symbol of enlightenment. For it enables us to see that which is hidden in darkness.

Incineroar has the ability "Fire Fang" in the English Version. Indonesian version, it becomes "Taring Api". Incineroar also has the "Darkest Lariat" ability in the English Version. If translated literally it would be "Lariat Tergelap". But in the Indonesian version, it becomes "Jeratan Kegelapan". The ability of Inceroar still reflects the destructive power of fire and also fire as enlightenment.

4. Charneleon

English Version	Indonesian Version
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62/PTCG-SM/Fire/Adaptation

SL: Burning Fighter

TL: Cakar Penyayat

63/PTCG-SM/Fire/Adaptation

SL: Flamethrower

TL: Ledakan Panas

Charmeleon is a bipedal reptile Pokémon. The scales are dark red and the underside is cream. It has blue eyes and a long snout with a slightly hooked tip. Charmeleon has a sinister nature and will continue to find enemies. This Pokémon's formidable opponent, causes it to spit bluish-white flames that scorch its surroundings.

Charmeleon is a nearly dinosaur-like Pokémon that belongs to the Fire-type that was introduced in Generation I. It evolved from Charmander and evolved into Charizard. The card is orange and has an icon with a fire symbol. Fire is a symbol of destructive power and fire is also a symbol of passion, emotion, desire. Charmeleon has the ability “Burning Fighter” in the English Version if it literally translates to

“Membakar Tempur”. But in the Indonesian version, it becomes “Cakar Penyayat”. Charmeleon also has the “Flamethrower” ability in the English Version. If translated literally it would be “Penyenbur Api”. But in the Indonesian version, it becomes “Ledakan Panas”. The ability of Charmeleon reflects the strength and desire or desire to always fight against the enemy.

5 Litten

English Version	Indonesian Version
 <p>The English version of the Litten Poké card features the character in a natural setting. The attack "Fury Swipes" is described as flipping 3 coins and dealing 10 damage for each heads. The card includes a "Collector" logo and a "Basic" label.</p>	 <p>The Indonesian version of the Litten Poké card features the character in a more dynamic, jumping pose. The attack "Pembakaran" (Pembakaran) is described with a damage value of 30. The card includes a "Kolektor" logo and a "Basic" label.</p>

64/PTCG-SM/Fire/Adaptation

SL: Fury swipes

TL: Pembakaran

Litten is a four-legged cat Poké mon covered in black fur. It has a short muzzle with a small black nose, red eyes and short, pointed ears with gray insides. Litten is a solitary Poké mon that doesn't usually display emotion, and shouldn't be given too much affection. Litten bristles produce flammable oil.

Litten is a Fire-type Poké mon introduced in Generation VII. It

evolves into Torracat, then evolves into Incineroar. The card is orange and has an icon with a fire symbol. Fire is a part of nature that can ignite and can destroy. Litten has the ability “Fury swipes” in the English Version if it literally translates to “Pukulan Kemarahan”. But in the Indonesian version, it becomes “Pembakaran”. The ability of litten to reflect the aggressive and flammable power of fire.

3. Steel

Steel type Pokémon is a type of Pokémon that has the strongest defense when compared to other types of Pokémon. They will always win when dealing with Pokémon type Ice, Rock, and Fairy. However, they are weak when dealing with Water and Electric type Pokémon.

Example:

1. Metang

English Version	Indonesian Version
 <p>Metang HP 90</p> <p>Evolution from Beldona</p> <p>NO. 375 Iron Claw Pokémon HT 9'11" WT 446.4 lbs.</p> <p>Ram 20</p> <p>Core Beam 80 Discard a ♣ Energy from this Pokémon.</p> <p>weakness ♣ × 2 resistance ♠ -20 retreat ♣ ♠ ♠</p> <p>Fla. Kagemaru Himezo 04/143</p> <p>When two individuals link together, their psychic power is doubled. It has intelligence, however, it lacks one thing.</p>	 <p>Metang HP 90</p> <p>Evolution dari Beldona</p> <p>NO. 375 Pokémon Cakar Besi Tinggi 1,2m Berat 202 kg</p> <p>Menyeruduk 20</p> <p>Tembakan Inti 80 Buang 1 Energi ♣ pada Pokémon ini ke Trash.</p> <p>Ketahanan ♣ × 2 Resistensi ♠ -20 Mendar ♣ ♠ ♠</p> <p>Fla. Kagemaru Himezo 089/150</p> <p>Metang dapat terbang dengan kecepatan tinggi di langit. Ketika memukul dengan tangannya, ia akan menembakkan energi dengan kekuatan yang tajam dan tidak dapat ditangkisnya dengan mudah.</p>

B/PTCG-SM/Steel/Adaptation

SL: Ram

TL: Menyeruduk

PTCG-SM/Steel/Adaptation

SL: Core Beam

TL: Tembakan Inti

Metang is described as a robot bird. Metang is a Pokémon robot with metallic skin. It has a disc-shaped body with a pair of flat gray spikes on either side. The jet will not be able to scratch Metang because of his very strong body. There is a gray protrusion, resembling a nose. Has a pair of red eyes. Despite appearing to be legless, it has a pair of thick arms

Metang is a dual-type Steel or Psychic Pokémon introduced in Generation III. It evolves from Beldum and evolves into Metagross. The card is gray and has a steel symbol. Gray has a character of indecision, indifference, emotional but intelligent and cruel. Steel means strong and stainless steel. Metang has "Ram" ability in English Version. But in the Indonesian version, it becomes "Menyeruduk". And also has the ability "Core Beam" in the English version. Indonesian version "Tembakan Inti". The focus shifts, but this power reflects the mythical narrative of a robot. The robot has a body that is strong and resilient like steel.

2 Sableye

English Version	Indonesian Version
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20/PTCG-SM/Steel/Adaptation

SL: Limitation

TL: Belunggu

21/PTCG-SM/Steel/Literal

SL: Scratch

TL: Menggaruk

Sableye is a bipedal Pokémon with a dark purple body, which is armed with sharp teeth and claws, which it uses to dig the ground. She has pale blue eyes, like gemstones, which allow her to see in dim light and sparkle in the dark. Sableye is a dual-type Dark or Ghost Pokémon introduced in Generation III. The cards are bluish-black like the darkness of the night and bear the symbol of steel. Dark colors tend to be interpreted with bad things like shackles. Sableye has the ability “Limitation” in the English Version if it literally translates to “Pembatasan”. But in the Indonesian version, it becomes “Belunggu”.

Sableye also has the “Scratch” ability in the English Version. But in the Indonesian version, it becomes “Menggaruk”. Sableye’s abilities focused on the strength that resided in his body. Like reflecting the power of the claws.

4 Fighting

This type consists of Fighter, Stone, and Earth types. This type of pokemon has a unique defense based on self-defense moves. This type of pokemon attack will generally win against Rock and Steel pokemon. In addition, this type of pokemon is also suitable for use against Dark, Normal, and Ice type-pokemon. Fighting Pokemon are weak against flying, psychic, and fairy. The fighting type Pokemon has a red circle icon in the middle in which there is an image of a hand grip. which is nothing but a symbol of self-defense.

Example:

1 Machop



31/PTCG-SM/Fighting/Adaptation

SL: Dynamic Chop

TL: Tebasan Dinamik

Machop comes from the words Macho and Chop. Macho means a macho, strong, and muscular person. Chop means punch. Machop is a Pokemon that uses its fists to fight.

Machop is described as a fighter. Machop is a Fighting-type Pokemon introduced in Generation I. It evolves into Machoke, which evolves into Machop. The card is orange in color which has an energetic and strong impression. Has a fight logo which means fighter, enthusiasm, and optimism Machop has the ability "Dynamic Cop" in the English Version if translated literally will be "Potongan Dinamik". But in the Indonesian version, it becomes a "Tebasan Dinamik". The focus shifts, but still reflects the mythical narrative. Machop's ability reflects Strength, enthusiasm and optimism to achieve victory and defeat the enemy.

2Rockruff

English Version	Indonesian Version
 <p>The English version of the Rockruff card features the following text: "Corner: The Defending Pokemon can't retreat during your opponent's next turn." and "Wild Kick: Flip a coin. If tails, this attack does nothing." The card also shows the ability "Corner" and the attack "Wild Kick" with a cost of 30.</p>	 <p>The Indonesian version of the Rockruff card features the following text: "Serudukan: 10" and "Lemparan Batu: 20". The card also shows the ability "Serudukan" and the attack "Lemparan Batu" with a cost of 20.</p>

22/PTCGSM/Fighting/Adaptation

SL: Corner

TL: Serudukan

23/PTCG-SM/Fighting/Adaptation

SL: Wild kick

TL: Lemparan Batu

Rockruff is a four-legged canine Pokémon. It is mainly light brown in color with dark brown muzzle, paws and ear tips. It has large blue eyes, button ears, a short muzzle and a pink nose. Rockruff has a very keen sense of smell and will never forget a smell after smelling it. , Rockruff never forgets the kindness of his master like dogs in general in the real world. Wild Rockruff walks in groups until it evolves. A persistent Pokémon, it will survive until it defeats an enemy that is stronger than itself.

Rockruff is a Pokémon whose body resembles that of a small dog. Rockruff is a Rock or Fighting type Pokémon introduced in Generation VII. The card is orange which means spirit, adventure, energetic and strong. Has a circle icon with the fighting logo. The fighting logo means enthusiasm in fighting, optimistic about victory. Rockruff has the ability "Corner" in the English Version if it literally translates to "Mengepung". But in the Indonesian version, it becomes "Serudukan". Rockruff also has the "Wild kick" ability in the English Version. If translated literally it would be "Tendangan Liar". But in the Indonesian version, it becomes "Lemparan Batu". The focus shifts, but Rockruff's abilities still reflect the strength of the dog. Besides that, he has the enthusiasm and optimism of fighters to win against the enemy.

3. Sudowoodo

English Version	Indonesian Version
 <p>English Version Card: Sudowoodo HP 100 Ability: Roadblock Your opponent can't have more than 4 Benched Pokémon. If they have 3 or more Benched Pokémon, they discard Benched Pokémon until they have 4 Pokémon on the Bench. If more than one effect changes the number of Benched Pokémon allowed, use the smaller number. Rock Throw 40</p>	 <p>Indonesian Version Card: Sudowoodo HP 100 Ability: Penghalang Jalan Selama ada Pokémon ini di Arena, jumlah Pokémon Cadangan yang dapat dimiliki lawan menjadi 4. Pemain lawan akan membuang kelebihan Pokémon Cadangan ke Trash sampai hanya ada 4 Pokémon. [Bila ada efek lain yang juga mengubah jumlah Pokémon Cadangan, jumlah terkecil digunakan.] Lemparan Batu 40</p>

24/PTCGSM/Fighting/Adaptation

SL: Roadblock

TL: Penghalang Jalan

25/PTCGSM/Fighting/Adaptation

SL: Rock Throw

TL: Lemparan Batu

Sudowoodo is a Pokémon that has a body like a brown log with yellow spots. It has short toeless legs, and spindly forelegs with three green balls at the tips of the toes. It has "branches" on its head. Sudowoodo disguised himself as a tree and stood along the road to avoid attacks. Sudowoodo is very weak to water and hates it, so whenever it starts to rain, he flees to the nearest shelter.

Sudowoodo is a Rock or Fighting type Pokémon introduced in Generation II. It evolved from Bonsly. The card is orange which means

adventure, energetic and strong. It has a circle icon with the fight logo. Fighting logo means fighting, optimistic about victory. Sudowoodo has the ability “Roadblock” in the English Version if it literally translates to “Rintangan Jalan”. But in the Indonesian version, it becomes “Penghalang Jalan”. Sudowoodo also has the “Rock Throw” ability in the English Version. If translated literally it would be “Melempar Batu”. But in the Indonesian version, it becomes “Lemparan Batu”. Sudowoodo's abilities focus on his bodily strength. Because he often disguised himself to protect himself from enemies. Sudowoodo fight the enemy when his disguise is blown by throwing a rock.

4. Machop



26/PTCG-SM/Fighting/Adaptation

SL: Settle The Score

TL: Pembalasan

27/PTCG-SM/Fighting/Adaptation

SL: Submission

TL: Roda Neraka

Machop is a humanoid Poké mon with four muscular arms. He has bluish-gray skin, red eyes, and large pale yellow lips. On its head, there are three brown bumps above its eyes. Machop knows every martial arts style in the world. It hits very quickly, throwing 500 punches per second. With just one hand, Machop can move mountains.

Machop is a Fighting-type Poké mon introduced in Generation I. It evolves from Machop when exposed to Linking cordia. This is the final form of Machop. The cards are orange and have battle symbols on them. The character or nature of the colors and symbols have in common, namely struggle, energetic, strong and victory. Machop has the ability "Settle The Score" in the English Version if it literally translates to "Menyelesaikan Skor". But in the Indonesian version, it becomes "Pembalasan". Machop also has the "Submission" ability in the English Version. If translated literally it would be "Penaklukan". But in the Indonesian version, it becomes "Roda Neraka". The focus shifts, Machop's ability still reflects the strength of the fighter by countering and conquering the enemy.

5. Machop

English Version	Indonesian Version
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28/PTCG-SM/Fighting/Adaptation

SL: Daunting Pose

TL: Kuda-Kuda Menakutkan

29/PTCG-SM/Fighting/Adaptation

SL: Cross Chop

TL: Belahan Silang

Machoke is a bipedal humanoid Pokémon covered in blue-gray skin. It had a sketchy, reptilian face with a short snout, narrow red eyes, and four pointed teeth. Machoke is a Pokémon with immense power. Its muscles were as hard as steel, and it could lift very heavy objects with just one finger. Machoke's body is strong enough to never tire. Machoke uses the Yang Belt to regulate his strength, but Machoke will remove it when facing very strong opponents.

Machoke is a Fighting-type Pokémon introduced in Generation I.

It evolves from Machop and evolves into Machop. The cards are orange and have battle symbols on them. The character or nature of colors and symbols have in common that is about struggle, energetic, strong and victory. Both have the desire and fighting spirit in achieving victory. Machop has the ability "Daunting Pose" in the English Version if it literally translates to "Berpose Menakutkan". But in the Indonesian version, it becomes "Kuda-Kuda Menakutkan". Machop also has the "Cross Chop" ability in the English Version. If translated literally it would be "Memotong Silang". But in the Indonesian version, it becomes "Belahan Silang". Machop's ability reflects a fighter's ability. Abilities such as "Kuda-Kuda Menakutkan" and "Belahan Silang" are commonly used in martial arts and self defense. Usually "Kuda-Kuda Menakutkan" are used before attacking the enemy, while "Belahan Silang" are used when attacking the enemy.

5 Fairy

Fairy type is a type of pokémon that was just introduced in Generation 6. This is done to help balance the strength of various pokémon, recognize the effectiveness of pokémon types, as well as reduce power and deal greater damage than Dragon-type pokémon, dark. However, this type of pokémon is not suitable against Steel and Poison type pokémon.

Example:

1 Cottonee

English Version	Indonesian Version
 <p>English Version Card: Cottonee #50. Ability: Continuous Tumble 10x. Description: Flip a coin until you get tails. This attack does 10 damage for each heads. Weakness: x2. Resistance: -20. Retreat: ♣. Ability text: When it hits others or is hit, they all stick together. When enough of them have on the head, the more power they can distribute to each other.</p>	 <p>Indonesian Version Card: Cottonee #50. Ability: Berguling Terus Menerus 10x. Description: Lempar koin hingga hasilnya sisi belakang. Serangan memberikan kerusakan sejumlah 10 untuk tiap lemparan dengan hasil sisi depan. Weakness: x2. Resistansi: -20. Mundar: ♣. Ability text: Ketika ditang, Cottonee menggolongkan kaper dan kapernya untuk menggilkan perhatiannya. Kaper yang hilang dapat kembali kembali dengan segera.</p>

PTCG-SM Fairy/Adaptation

SL: Continuous Tumble

TL: Berguling Terus Menerus

Cottonee comes from the word cottony which means soft like cotton, natural material. Cottonee is a round, almost turtle-like, white Poké mon. It has swollen white patches on the top of its head and under side. Behind it is a green section in the shape of a star. Cottonee is a dual-type Grass or Fairy Poké mon introduced in Generation V. It evolves into Whimsicott when hit by the Sun Stone. The card is pink and has a fairy symbol on it. The color pink has feminine, childish, and caring traits or characters. Whereas fairies are associated with symbols of magic, something full of magic. Cottonee has the ability "Continuous Tumble" in the English Version if translated literally will be "Jatuh Terus

Menerus". But in the Indonesian version, it becomes "Berguling Terus Menerus". The focus shifted, but her abilities mirrored Cotton's visuals. Its rounded shape allows it to roll over continuously.

2 Clefable



16/PTCG-SM/Fairy/Adaptation

SL: Lullaby

TL: Nyanyian Pengantar Tidur

17/PTCG-SM/Fairy/Adaptation

SL: Meteor Mash

TL: Pukulan Meteor

Clefable is a tall, pink Pokémon with a star-shaped body. The ears are long and pointed with dark brown tips and black eyes that are oval and have wrinkles on either side. A tuft of curly fur hangs from its forehead, as does its long tail. Clefable is a shy nocturnal creature that runs away when it senses someone approaching and is also one of

the rarest Pokémon in the world. Due to its keen hearing, it prefers to live in quiet and protected mountain areas.

Clefable is a Fairy-type Pokémon introduced in Generation I. It evolves from Clefairy when hit by a Moonstone. This is the final form of Cleffa. The card is pink and has a fairy symbol on it. The color pink has feminine, childish, and caring traits or characters. Whereas fairies are associated with symbols of magic, something full of magic. Clefable has the ability “Lullaby” in the English Version if it literally translates to “Nina Bobok”. But in the Indonesian version, it becomes “Nyanyian Pengantar Tidur”. Clefable also has the “Meteor Mash” ability in the English Version. If translated literally it would be “Meteor Turnbuk”. But in the Indonesian version, it becomes “Pukulan Meteor”. Clefable’s ability reflects a power that is childish but still related to magic. The ability related to children.

3. Tapu Lele

English Version	Indonesian Version
 <p>English Version Card: Tapu Lele, HP 110. Ability: Charmed Charm. Moves: Magical Shot (70). Weakness: x2. Resistance: -20. Retreat: 1.</p>	 <p>Indonesian Version Card: Tapu Lele, HP 110. Ability: Gelombang Psikedelik (20). Moves: Pertukaran Ajaib. Weakness: x2. Resistance: -20. Mendarat: 1.</p>

39/PTCG-SM Fairy/Adaptation

SL: Charmed Charm

TL: Gelombang Psikedelik

40/PTCG-SM Fairy/Adaptation

SL: Magical Shot

TL: Pertukaran Ajaib

Tapu Lele is a Butterfly-like Legendary Pokémon. The Tapu Lele has a black upper body and head with a few small white markings. Her eyes are blue with a pink stripe down the middle of each iris. The Tapu Lele shell is light pink in color. The top of his head is conical with a white diamond marking in the center and a white half diamond marking below.

The myth of Tapu Lele is part of the Guardian Deities. Guardian Deities is a Pokémon that protects Pokémon in the Alola Region where he lives with Tapu Koko, Tapu Bulu, and Tapu Fini. Tapu Lele guards Akala Island, and chose Olivia as kahuna. Tapu Lele can also be called the last leader.

Tapu Lele is a Psychic or Fairy Legendary dual-type Pokémon introduced in Generation VII. The card is pink and has a fairy symbol on it. Pink has feminine, childish, and caring traits or characters. While fairies are related symbols of magic.

Tapu Lele has the ability "Charmed Charm" in the English Version if it literally translates to "Daya Pengikat Bahagia". But in the Indonesian version, it becomes "Gelombang Psikedelik". Tapu Lele also

has the “Magical Shot” ability in the English Version. If translated literally it would be “Tembakan Magis”. But in the Indonesian version, it becomes “Pertukaran Ajaib”. The focus shifts, but Tapu Lele’s ability to reflect magic is related to femininity and also childishness.

4 Shiinotic

English Version	Indonesian Version

41/PTCG-SM Fairy/Adaptation

SL: Effect Spore

TL: Penghisap Daya

42/PTCG-SM Fairy/Adaptation

SL: Dream's Touch

TL: Gelombang Penidur

Shiinotic is a Pokémon that resembles a jumbo mushroom. It has a slender white stalk-like body, and a large purple mushroomcap on

its head. It has black eyes with a pale green semicircular marking on the outer side and a thick black mouth. This Pokémon lives in dark forests and competes with Parasect for territory; their fights often leave areas covered in spores.

Shiinotic is a dual-type Grass or Fairy Pokémon introduced in Generation VII. It evolves from Morelull. The card is pink and has a fairy symbol on it. Pink has feminine, childish, and caring traits or characters. While the fairy is related to the symbol of magic, a thing full of miracles. Shiinotic has the ability "Effect Spore" in the English Version if it literally translates to "Mempengaruhi Spora". But in the Indonesian version, it becomes "Penghisap Daya".

Shiinotic also has the "Dream's Touch" ability in the English Version. If translated literally it would be "Sentuhan Mimpi". But in the Indonesian version, it becomes "Gelombang Penidur". The focus shifts, but Shiinotic abilities still reflect the power of fairies

6. Normal

The normal type is one of the most common types of Pokémon and is most often found compared to other types of Pokémon. This is because this type of Pokémon is often seen at the beginning of the game. Pokémon of this type must be careful when fighting Pokémon type Fighting and Ghost. Normal-type Pokémon have a gray circle icon with a star in the middle.

Example :

1 Meowth



76/PTCG-SM/Normal/Adaptation

SL: Fake Out

TL: Mengelabui

Meowth comes from the word Meow (the sound of a cat). Meowth is a domestic cat type Pokémon. The color is beige, with black ears. He also has a distinctive feature, namely the koban, an oval gold coin embedded in his head. Meowth is a Pokémon that roams around the community a lot. During the day they generally sleep, and only start operating looking for food at night. Meowth is a four-legged animal with the ability to walk on its hind legs. Meowth is attracted to shiny objects and has the unique ability to generate coins using the Pay Day move.

Meowth is described as a cat. Meowth is a Normal-type Pokémon introduced in Generation I. It evolves into Persian. The cards are gray and have the normal type symbol. Gray has the character or nature of

intelligence, calm and stability. Meowth has the ability "Fake Out" in the English Version if translated literally will be "Penipuan". But in the Indonesian version, it becomes "Mengelabui". The focus remains on the mythical narrative. That Meowth has the ability to trick the enemy. The focus remains on the mythical narrative. Its ability to reflect the cat's ability to trick the enemy. Like spying on enemies, targeting and pretending.

2 Bewear

English Version	Indonesian Version
 <p>STAGE 1 Bewear HP 120</p> <p><i>Evolusi dari Stufful</i></p> <p>Mix-Up Flip a coin. If heads, discard the top 3 cards of your opponent's deck.</p> <p>Tantrum 120 This Pokémon is now Confused.</p> <p>Kelemahan: x 2 Resistansi: Mundur: </p> <p>Ilustrasi: Atsuko Asai #760/750 U</p>	 <p>STAGE 1 Bewear HP 130</p> <p><i>Evolusi dari Stufful</i></p> <p>Bear Hug 40 Pada giliran lawan berikutnya, Pokémon yang menerima serangan ini tidak bisa Mundur.</p> <p>Superpower 80+ Pemain dapat menambahkan kerusakan sejumlah 40. Jika dilakukan, Pokémon ini akan menerima kerusakan sejumlah 20.</p> <p>Kelemahan: x 2 Resistansi: Mundur: </p> <p>Ilustrasi: Atsuko Asai #760/750 U</p>

78/PTCG-SM/Normal/Adaptation

SL: Tantrum

TL: Super power

Bewear is a black and pink Pokémon that resembles a bipedal bear. The legs and front of the body are black, while the head, back and

tail are pink. On the top of its head is a white band with two tufts of feathers at each end. Although Bewear looks friendly, it is actually a very dangerous Pokémon and is even considered the most dangerous.

Bewear is a dual-type Normal or Fighting Pokémon introduced in Generation VII. It evolves from Stufful, the cards are gray and have a normal type symbol. Gray has the character or nature of intelligence, calm and stability. Fighting is related to fighter and victory.

Pokémon in Alola. Bewear has the ability "Tantrum" in the English Version if it literally translates to "Mengamuk". But in the Indonesian version, it becomes "Superpower". Its ability to reflect the power of a bear when it feels threatened by an enemy by going berserk.

7. Dark

This type of Pokémon was introduced in the second generation. This type of Pokémon has an effective attack against Psychics and Ghost Pokémon. This Pokémon is also resistant to attacks by both types of Pokémon. Meanwhile, this Pokémon is weak against Bug, Fairy, and Fighting Pokémon. Dark-type Pokémon have a circular icon with a semi-circle symbolizing the darkness of the night.

Example:

1 Rattata



75/PTCG-SM/Dark/Adaptation

SL: Bite

TL: Menggerogoti

Rattata comes from the word Rat which means mouse and Rat-at-tat-tat = a kind of repeated knocking sound. Pokémon characters that at first glance resemble mouse rodents, what stands out in these character is how they have very long and large teeth and whiskers that run across their faces. With their large teeth, they can bite anything around them, their bite is also their weapon against many of their enemies.

Rattata is described as a little mouse. Rattata is a Normal or dark type Pokémon introduced in Generation I. It evolves into Raticate. The cards are bluish-black like the sky in the dark. Rattata has a dark symbol. The colors and symbols have almost the same character it is the dark night. Rattata has the ability "Bite" in the English Version if translated literally it will be "Menggigit". But in the Indonesian version, it

becomes "Menggerogoti". The focus remains on the mythical narrative. The power of a rat is in its teeth. Rattata's ability reflects the little mouse's strength, namely by biting, and Rattata will be active at night.

8 Electric

The next type of pokemon is the Electric type. This type of Pokemon is very effective use against other Pokemon types Steel and Flying. However, attacks from this pokemon will not affect Dragon and Grass type pokemon. Strong against: water, flying. Weak against: ground. The electric type Pokemon has a yellow circle icon with a lightning symbol in the middle.

Example

1 Pikachu

English Version	Indonesian Version

47/PTCG-SM/Electric/Adaptation

SL: Quick Attack

TL: Dentuman Listrik

Pikachu is a famous and legendary Pokémon. Its name comes from the word Pika = little mouse. Chu is the Japanese word for "squeak" = menciit. Pikachu is Ash Ketchum's main Poké mon. This Poké mon is a kind of yellow pika and has ear characteristics similar to that of a rabbit. He has the special power of electric power.

Pikachu can be found in forests, fields, and places of power sources. Pikachu is often chased by Team Rocket because they think Pikachu is a special Poké mon. Pikachu that can generate high-power electricity has cheek pouches that are soft and stretch easily.

Pikachu is depicted as a little mouse. Pikachu is an Electric-type Poké mon introduced in Generation I. It evolves from Pichu and evolves into Raichu when hit by a Lightning Stone. The card is yellow and has an icon with a lightning logo. Yellow means imagination, intelligence, hope and eccentricity. While the lightning symbolizes the strength and speed that can destroy something that is struck. Pikachu has the ability "Quick Attack" in the English Version. But in the Indonesian version, it becomes "Dentuman Listrik". The focus is more on Pikachu having special abilities related to electricity. Pikachu's abilities focus on attacks that can destroy enemies with their powerful strength. Pikachu's strength reflects the fast and devastating power of lightning.

2. Togedemaru

English Version	Indonesian Version
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60/PTCG-SM/Electric/Literal

SL: Defense Curl

TL: Lingkaran Pertahanan

61/PTCG-SM/Electric/Adaptation

SL: Discharge

TL: Pembebasan Energi

Togedemaru is a round, rodent-like Pokémon. Most of the front is white, while the back is gray. It has black eyes, a short pointed muzzle with a black nose and round ears. It has a needle-like tail on the back of its head. The needles are gray with a yellow tip and are shaped like lightning bolts. Also, Togedemaru has chubby arms and legs. Togedemaru uses the needles on its head to attract and gather electricity. This ability to absorb electricity as a strategy in battle. Togedemaru is a dual-type Electric or Steel Pokémon introduced in Generation VII. The card is yellow and has an icon with a lightning logo. Yellow means imagination, intelligence, hope, fun, loyalty, so that

freshness also shows cowardice, caution, and jealousy. While the lightning symbolizes the power that can destroy. Togedemaru has the ability “Defense Curl” in the English Version. The Indonesian version, it becomes “Lingkar an Pertahanan” . Togedemaru also has the “Discharge” ability in the English Version. If translated literally it would be “Pelepasan”. But in the Indonesian version, it becomes “Pembebasan Energi”. Togedemaru’s abilities focus on defense as opposed to attacking power.

9. Psychic

Psychic is a type of pokemon that has few strengths and weaknesses. consists of Psychic, Ghost, and Poison types. This type is very suitable to be used against Fighting and Poison types. However, this type of pokemon will lose against a bug, ghost, or dark pokemon. Psychic-type Pokemon have a purple circle icon with an eye in the middle of the circle.

Example

1 Gothorita

English Version	Indonesian Version
 <p>STAGE 2 Gothorita HP 80</p> <p>Evolution from Gothita</p> <p>Slap 20</p> <p>Psybeam 30 Your opponent's Active Pokémon is now Confused.</p> <p>weakness × 2 resistance retreat</p> <p>53/145</p>	 <p>STAGE 2 Gothorita HP 80</p> <p>Evolution from Gothita</p> <p>Menampar 20</p> <p>Sinar Psikedelik 30 Mengubah kondisi Pokémon Bertarung lawan menjadi Pusing.</p> <p>Kelambatan × 2 Resistansi Mundur</p> <p>53/145</p>

36/PTCG-SM/Psychic/Literal

SL: Slap

TL: Menampar

37/PTCG-SM/ Psychic/Adaptation

SL: Psybeam

TL: Sinar Psikedelik

Gothorita comes from the words Gothic and Senorita. Gothic word meaning gloomy, dark. The word senorita from Spanish means "nona", referring to a woman.

Gothorita is a Psychic-type Poké mon that was introduced in Generation 5. It is known as a Manipulation Poké mon. Gothorita evolves from Gothita, then after becoming Gothorita will become Gothitelle. Gothorita is known as the Punishment Witch. some people believe Gothorita came from outer space.

Gothorita is described as a woman who likes to cover herself up. Gothorita is a psychic type pokémon. The card is purple and has a psychic symbol. Purple is a symbol of woman, mysterious, and unpredictable. While the psychic symbols relate to rituals and the occult. Gothorita has the ability "Slap" in the English Version. In the Indonesian version it becomes "Menampar". The focus does not change, it still reflects the strength of a woman. And also has the ability "psybeam" in the English version. Indonesian version "Sinar Psikedelik". The focus shifts, but still reflects the power of the gothorita. Gothorita's abilities are not focused on the mystical. But still reflects the power of a woman.

2 Mmiky

English Version	Indonesian Version
 <p>Mimikyu HP 70</p> <p>Filch Draw 2 cards.</p> <p>Copycat If your opponent's Pokémon used an attack that isn't a GX attack during their last turn, use it as this attack.</p> <p>Weakness: Resistance: Retreat: ♣</p> <p>Illus. Mgurot Akashiro 387/49</p>	 <p>Mimikyu HP 70</p> <p>Mencopet Ambil 2 kartu dari atas Deck sendiri.</p> <p>Peniru Jika Pokémon lawan melakukan serangan (kecuali serangan GX) pada giliran lawan sebelum ini, serangan ini akan berlaku sebagai serangan tersebut.</p> <p>Kelamatan: Resistansi: Mendar: ♣</p> <p>Illus. Mgurot Akashiro 387/49</p>

33/PTCG-SM/Psychic/Adaptation

SL: Filch

TL: Mencopet

33/PTCG-SM/Psychic/Literal

SL: Copycat

TL: Peniru

Mmiky consists of the word mimic which means to imitate and the word you which means as in 'imitate you'. Mmiky lives her life completely covered by her cloth and always hidden. People believed that anyone who saw his true form beneath the cloth would catch a mysterious disease.

Mmiky's health deteriorates when exposed to sunlight, so she prefers to stick to dark places. It is said that the reason for covering herself with a cloth is to avoid the sun. Mmiky is a ghost or fairy Pokémon introduced in Generation VII. This Pokémon is weakened by the

sun and the myth is that anyone who sees its true form will cause mysterious and even deadly diseases.

Mmikyū is a psychic pokémon. The card is purple and has a psychic symbol. These colors and symbols have a lot to do with being mysterious and unpredictable. Mmikyū has the ability "Filch" in the English Version if translated literally will be "Mercuri". But in the Indonesian version, it becomes "Mencopet".

Mmikyū also has the ability "copycat" in the English Version if translated literally will be "Peniru". Mmikyū's ability reflects the habits of cats who like to steal and like to imitate human habits. But not related to mystery.

D. Water

Water type Pokémon is the most common type of Pokémon and is often found among other types of Pokémon. This happens because this type of pokémon comes from basic elements. Consists of Water Pokémon and Ice Pokémon. Attacks from Water type pokémon are very effective on Fire, Ground, and Rock type pokémon. However, this type of pokémon must be careful when dealing with other pokémon that have Grass and Electric types. Water-type Pokémon have a blue circle icon with a water drop symbol in the middle of the circle.

Example:

1 Poliwirl

English Version	Indonesian Version
 <p>The English version of the Poliwirl TCG card features the following text: "STAGE 2 Poliwirl HP 90", "Evolves from Poliwhg", "Double Slap 30x", "Flip 2 coins. This attack does 30 damage for each heads.", "Wave Splash 60", "weakness x2", "resistance", "retreat", and "The Muddy Muddle".</p>	 <p>The Indonesian version of the Poliwirl TCG card features the following text: "STAGE 2 Poliwirl HP 90", "Evolusi dari Poliwhg", "Tamparan Ganda 30x", "Lempar koin 2 kali, memberikan kerusakan sebesar 30 tiap hasil sisi depan.", "Debur Ombak 60", "kelemahan x2", "Kebalahan", and "Mundur".</p>

~~PTCGSM~~Water/Literal

SL: Double Slap

TL: Tamparan Ganda

~~PTCGSM~~Water/Adaptation

SL: Wave Splash

TL: Debur Ombak

Poliwhirl and Poliwrath are also not much different. Poliwirl comes from the words Polliwog and whirl, the word poliwog which means “kecebong” and the word Whirl which means “putaran”, like the round line found in the mouth of the Pokémon Poliwirl.

Poliwhirl is described as a tadpole. Poliwirl is a Water-type Pokémon introduced in Generation I. It evolves from Poliwhg then

Evolves to Poliwhirl when hit by a Water Stone. The cards are blue and have the symbol of water. Blue and water have related characters. Gives life but can harm or destroy. Poliwhirl has the ability "Double Slap" in the English Version. But in the Indonesian Version, it becomes "Tamparan Ganda". And also has the ability "Wave Splash" in the English Version if it literally translates to "Percikan Gelombang". Indonesian Version "Debur Ombak". Poliwhirl's abilities are related to water as well as to the sea. When the sea water usually looks calm, but if the waves are big it can be dangerous.

2 Shellder

English Version	Indonesian Version
 <p>The image shows the English version of the Shellder card. It features the Pokémon's name 'Shellder' in the top left, its HP '60' in the top right, and a water-type symbol. The attack 'Tackle' is listed with a power of 10. The card also includes a weakness to Grass (x2), a resistance to Fighting, and a retreat cost of one colorless energy. A flavor text at the bottom reads: 'The hardness of its shell surpasses the hardness of a diamond. In days gone by, people used the shells to make shields.'</p>	 <p>The image shows the Indonesian version of the Shellder card. It features the name 'Shellder' in the top left, its HP '60' in the top right, and a water-type symbol. The attack 'Serudukan' is listed with a power of 10. The card also includes a weakness to Grass (x2), a resistance to Fighting, and a retreat cost of one colorless energy. A flavor text at the bottom reads: 'Kekerasan cangkangnya melebihi ketangkasannya. Dulu, Shellder menjadi perisai karena cangkangnya yang sangat keras. Sebelum itu dapat digunakan untuk membuat perisai.'</p>

1/PTCG-SM/Water /Adaptation

SL: Tackle

TL: Serudukan

Shellder is a bivalve mollusk Pokémon that is encased in a spiky, blue-purple bivalve shell. It has two round white eyes with small black

pupils. Its very long red tongue is used to burrow itself into the sand to sleep and also to lure prey. Even though the shell is hard, pinching the opponent will reveal its vulnerable parts. Therefore, it would only pin itself against the enemy as a last resort. Despite its appearance, Shellder is very fast.

Shellder is a Water-type Pokémon introduced in Generation I. It evolves into Cloyster when hit by a Water Stone. The card is blue and has a water drop symbol. Blue has a calm character or nature, not easily offended, firm can also be associated with a sign of danger. Meanwhile, water is a symbol of calm but sweeping away. Like giving life but can bring danger or disaster. Shellder has the ability "Tackle" in the English Version if it literally translates to "Menangkap". But in the Indonesian version, it becomes "Serudukan". Shellder's ability is like the nature of water, looks calm but can be dangerous.

b) Techniques to Translate the Abilities of the Pokémon

The translation technique is a way of diverting messages from the source language to the target language. Of the many translation techniques proposed by Molina and Albir (2002), only a few translation techniques were found in the Pokémon trading card game data.

Table 4 Table of Translation Technique

No	Translation Technique Pokemon TCG	Total data
1	Literal	20
2	Borrowing	4
3	Adaptation	51
4	Particularization	1
5	Discursive Creation	1
6	Generalization	1

1 Literal

A translation technique by translating word for word without relating it to the context.

Examples:

1 Caterpie

English Version	Indonesian Version
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2/PTCG-SM/Grass/Literal

SL: Gnaw

TL: Mengggerogot

Caterpie is an insect Pokémon that resembles a green caterpillar with yellow underparts and a teardrop-shaped tail. There are yellow ring-shaped markings on the sides of its body, which resemble eyes to scare off predators. Its most notable characteristic are the bright red antennae which are located on its head. Has four tiny legs for climbing. Caterpie is a Bug-type Pokémon introduced in Generation I. It evolves into Metapod, which evolves into Butterfree. The card is green and has a leaf symbol. The green color and the leaf symbol have related characters. Which is about peace, nature, hope, and victory. Caterpie has the ability “Gnaw” in the English Version. But in the Indonesian version, it becomes “Mengggerogot”. Caterpie's ability reflects the ability of a gnawing caterpillar to find food and protect itself from enemies.

2 Chinchou

English Version	Indonesian Version
 <p>English Version</p> <p>Chinchou HP 70</p> <p>Searching Light Look at 1 of your face-down Prize cards.</p> <p>Electro Ball 30</p> <p>weakness ×2 resistance -20 retreat</p> <p>It lives in the depths beyond the reach of sunlight. Its beechen lights are an attraction to others of its kind.</p>	 <p>Indonesian Version</p> <p>Chinchou HP 70</p> <p>Sinar Pencari Lihat isi dari 1 Kartu Point sendiri (yang tertutup) lalu letakkan kembali.</p> <p>Bola Elektro 30</p> <p>Keklemahan ×2 Resistansi -20 Mundur</p> <p>Para Chinchou mengedipkan antena mereka satu sama lain untuk mengklarifikasi daerah kekuasaan masing-masing.</p>

58/PTCG-SM/Electric/Literal

SL: Searching Light

TL: Sinar Pencari

5/PTCG-SM/Electric/Literal

SL: Electro Ball

TL: Bola Elektro

Chinchou is a small piscine Pokémon with a round blue body. It has large yellow eyes with plus-shaped pupils, a pair of semi-transparent light blue pectoral fins, and stubby legs. It has a pair of curved antennae on its head. Chinchou's antennae develop from fins and have teardrop-shaped yellow balls. Inside the Chinchou antenna is a power-generating cell that generates so much electricity. The balls in their antennae can glow and glow from an electric current, which the Chinchou uses to lure prey. Chinchou is a water or electric Pokémon

introduced in generation II. Chinchou lives on the dark bottom of the sea and rarely reaches the surface.

Chinchou is an Electric Pokémon introduced in Generation II. He evolves into Lanturn. The card is yellow, where yellow is a symbol of eccentricity and cowardice. Chinchou also has a circle icon with a lightning logo. Lightning is a symbol of power and speed that can destroy related to electricity. Chinchou also has the ability "Searching Light" in the English Version. But in the Indonesian version, it becomes "Sinar Pencari". This ability reflects Chinchou's power to protect himself living at the bottom of the darkest sea. Chinchou has the ability "Electro Ball" in the English Version. But in the Indonesian version, it becomes "Bola Elektro". The focus remains that Chinchou has a special ability related to electricity. Power that can destroy anything it grabs when Chinchou has risen to the surface.

2 Borrowing

Translation technique by borrowing words. Word borrowing can be purely from the source language without changing the word or spelling to the target language.

Example:

1 Gothitelle

English Version	Indonesian Version
-----------------	--------------------



34/PTCG-SM/Psychic/Borrowing

SL: Tr actor beam

TL: Tr actor beam

35/PTCG-SM/Psychic/Borrowing

SL: Link Blast

TL: Link Blast

Gothitelle consists of Gothic words meaning gloomy, dark and Mademoiselle French for 'Mss', referring to a woman. Gothitelle is described as a woman in the dark of night. Gothitelle is a Psychic-type Pokémon introduced in Generation V. It evolves from Gothorita. It is the final form of Gothita. The card is purple and has a psychic symbol. Purple and the psychic symbol have a mystical and spiritual character. Gothitelle has the ability "Tractorbeam" in the English Version if translated literally will be "Sinar Traktor". But in the Indonesian version, it becomes "Traktorbeam". Gothitelle has the ability "Link Blast" in the English Version if translated literally will be "Ledakan Perantara". But in the Indonesian version, it becomes "Link Blast". The focus still reflects the mythical narrative. The focus still reflects the mystical thing about

Gothitelle as a mysterious woman in the dark of the night.

2 Gothita

English Version	Indonesian Version
	

38/PTCG-SM/Psychic/Borrowing

SL: Blown Kiss

TL: Blown Kiss

Gothita is a small humanoid Pokémon. A small tuft of hair sticks out from the top of her purple head. It has two large blue eyes with three feathers each and small red lips. Its body is black with a horizontal white zig-zag line in the middle. The arms and legs are short and stubby with no visible fingers. Gothita will cry if touched. Gothita is a Psychic-type Pokémon introduced in Generation V. It evolves into Gothorita, which evolves into Gothitelle. The cards are purple and have psychic symbols. Purple is a symbol of mysterious, spiritual and unpredictable. While psychic are things related to mystical, psychic, and things about the occult. Gothita has the ability “Blown Kiss” in the

English Version. But in the Indonesian version, it becomes “Blown Kiss”. Gothita's abilities are beyond his mythical myth. But reflects the strength of Gothita's physique.

3. Adaptation

The translation technique is to replace the existing cultural elements with similar cultural elements. This term is called cultural adaptation.

Examples:

1. Cutiefly



45/PTCG-SM/Fairy/Adaptation

SL: Sweet Scent

TL: Terbang Keliling

Cutiefly consists of the words cutiepie which means darling, sweetheart, and flies which means a species of insect. Cutiefly is a Bug/Fairy type Poké mon introduced in Generation 7. It is known as the Bee Fly Poké mon. Cutiefly can detect the auras of living things, including people, Poké mon, and plants. They search out flowers by the

color and brightness of their auras and then gather their nectar and pollen.

Cutiefly is described as a bee. Bees have wings and a sting behind their tail. Bees are also honey producers. Cutiefly is a dual-type Bug or Fairy Pokémon introduced in Generation VII. It evolves into Ribombee. The card is pink and has a circle icon with a fairy logo. Pink is a feminine symbol while the fairy logo is related to magic.

Cutiefly has the ability "Aroma Manis" in the English Version if translated literally it will be "Sweet aroma". But in the Indonesian version, it becomes "Terbang Keliling". The focus shifts, but still reflects the mythical narrative. This power reflects that bees can fly. This power reflects that bees can fly and their ability to reflect femininity.

2 Ribombee



43/PTCGSM/ Fairy/Adaptation

SL: Mysterious Buzz

TL: Serbuk Penyembuh

44/PTCG-SM Fairy/Adaptation

SL: Stampede

TL: Angin Peri

Ribombee is a small insectoid Poké mon with a large head, slightly smaller body, and spindly arms and legs. It was covered with fine yellow hair and had a white face and lower body, and a tuft of hair down its back. Ribombee has two wings almost as big as his body growing from his back. The wings are white with three brown circle patterns. It is one of the shortest Pokémon in existence.

Ribombee is a dual-type Bug or Fairy Poké mon introduced in Generation VII. It evolves from Cutiefly. The card is pink, which is interpreted as a feminine symbol. The card also has a circular icon with a fairy logo. Fairy associated with mysterious things and magic. Ribombee has the ability "Mysterious Buzz" in the English Version if it literally translates to "Gaib Berdengung". But in the Indonesian version, it becomes "Serbuk Penyembuh". Ribombee also has the "Stampede" ability in the English Version. If translated literally it would be "Menyerbu". But in the Indonesian version, it becomes "Angin Peri". Ribombee's abilities still reflect mysterious and magical things such as the power of fairies but still shows a feminine and childish.

3. Snubbull

English Version	Indonesian Version
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46/PTCG-SM Fairy/Adaptation

SL: Make A Mess

TL: Serangan Sembrono

Snubbull is a pink, biped, bulldog-like Pokémon with blue spots covering its body. It has loose skin that covers the lower half of its body, giving it the appearance of a dress. Snubbull, as seen in the anime, has the ability to use his keen sense of smell to track things down. Although Snubbull may appear fierce, he is very playful and affectionate.

Snubbull is a Fairy-type Pokémon introduced in Generation II. It evolves into Granbull. The card is pink, where pink is a symbol of femininity, childish and caring. The card also has a circular icon with a fairy logo. The fairy logo is related to magic. Snubbull has the ability “Make A Mess” in the English Version if it literally translates to “Membuat Kekacauan”. But in the Indonesian version, it becomes “Serangan Sembrono”. This ability reflects the strength of the childish

Snubbull.

4. Pikachu



66/PTCG-SM/Electric/Adaptation

SL: Tail Whap

TL: Cambukan Ekor

66/PTCG-SM/Electric/Adaptation

SL: Thunder Shock

TL: Percikan Bunga Api

Pikachu is a famous and legendary Pokémon. Its name comes from the word Pika = little mouse. Chu is the Japanese word for “squeak” = menciit. Pikachu is Ash Ketchum’s main Pokémon. This Pokémon is a kind of yellow pika and has ear characteristics similar to that of a rabbit. He has the special power of electric power.

Pikachu can be found in forests, fields, and places of power sources. Pikachu is often chased by Team Rocket because they think Pikachu is a special Pokémon. Pikachu that can generate high-power electricity has cheek pouches that are soft and stretch easily.

Pikachu is depicted as a little mouse. Pikachu is an Electric-type Pokémon introduced in Generation I. Its cards are yellow, where yellow is the symbol for eccentricity. And has a circle icon with a lightning logo in the middle. Lightning is a symbol of great power capable of destroying what it strikes and speed. Pikachu has the ability "Tail Whap" in the English Version if it literally translates to "Buntut Ekor". But in the Indonesian version, it becomes "Cambukan Ekor". Pikachu also has the "Thunder Shock" ability in the English Version. If translated literally it would be "Kejutan Guntur". But in the Indonesian version, it becomes "Perdikan Bunga Api". The focus remains reflecting Pikachu's strength associated with the speed and ferocity of lightning.

4. Particularization

A translation technique that uses more specific terms to translate into the target language. This translation technique is the opposite of generalization.

Examples

1. Stuffful

English Version	Indonesian Version
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77/PTCG-SM/Normal/ Particularization

SL: Tackle

TL: Serudukan

Consists of the word Stuff which means fill with material and Little which means "kecil". Stufful's cute appearance and movements - plus the fluffy feel of its fur - all combine to make it super popular. Stuffful may have a small body, but its strength is extraordinary.

Stufful is a dual-type Normal/Fighting Poké mon introduced in Generation VII. The card is gray, where gray is a symbol of intelligence, calm and stability. Stuffful has the ability to "Tackle" in the English Version if translated literally it will be "Menyerang". But in the Indonesian version it becomes "Serudukan". His focus shifted, but still reflected on his strength against the enemy.

5. Discursive Creation

Translation techniques that use equivalents out of context. This technique aims to attract the attention of the reader.

Examples:

1 Rhydon



68/PTCG-SM/Fighting/Discursive Creation

SL: Megahorn

TL: Tanduk Mega

Rhydon is described as a rhinoceros but also like a dinosaur. Rhydon has a large body and horns. Rhydon is a new ground/ground Pokémon introduced in generation I. Rhydon evolves into Rhyhorn, then evolves into Rhyperior when hit by a barrier.

Rhydon is able to knock down buildings with his tail, and his horns are able to break rocks. His skin was like armor. He was able to pass through magma flows unscathed and take hits from cannonballs unscathed.

Rhydon is a fighting-type Pokémon with orange cards. orange is a symbol of enthusiasm, confidence, optimism

Rhydon has the ability "Megahorn" in the English Version if translated literally will be "Tanduk Besar". But in the Indonesian version, it becomes "Tanduk Mega". The focus remains on the mythical narrative. Its strength is in the horns to protect itself. His focus remains on his Strength Rhydon is on the horns to protect himself as well as to fight enemies.

6. Generalization

This translation technique uses more general terms from the source language. This technique is used because it does not have a specific equivalent.

Examples

1 Rhyhorn

English Version	Indonesian Version
 <p>English Version</p> <p>Rhyhorn HP 80</p> <p>NO. 111 Spoken Pokémon HP 503 WT 253.5 kg</p> <p> ★ ★ Lunge Out 20 ★ ★ ★ Horn Drill 60 </p> <p> weakness × 2 resistance retreat ★ ★ ★ </p> <p> Pokélector "Being, but not too bright, this Pokémon can learn only a few moves while it's charging." </p>	 <p>Indonesian Version</p> <p>Rhyhorn HP 80</p> <p>NO. 111 Pokémon Duit Yeggi, 1 Gm Berat, 253,5 kg</p> <p> ★ ★ Menerjang 20 ★ ★ ★ Bor Tanduk 60 </p> <p> Kelemahan × 2 Resistansi Pundak ★ ★ ★ </p> <p> "Oh, Rhyhorn sangat kecil, sehingga ketika ia sedang belajar, ia bisa lupa mengenai apa yang dia lakukan. Kadang-kadang dia lupa bahwa ia bisa berdiri, setelah ia menghirupkan sesuatu." </p>

70/PTCG-SM/Fighting/Generalization

SL: Horn Drill

TL: Ber Tanduk

Rhyhorn in real life is like a horned rhino but also like a dinosaur. Rhinos are identical with large bodies and horns on the snout. Rhyhorn is an evolution of the rhydon. Rhyhorn is a dual-type Ground or Rock Pokémon introduced in Generation I. The card is orange and has a circular icon with a fighting spirit symbol, a symbol that is interpreted as a spirit in fighting, or competing. Rhyhorn has the ability "Horn Drill" in the English Version if translated literally will be "Bor Tanduk". But in the Indonesian version, it becomes "Bertanduk". Rhyhorn's ability reflects the rhino's strength which lies in its horn and he uses his horn to fight against all his enemies.

B. Discussion

This research paper discusses two problem formulations, the first is finding the translation technique used, then finding the dominant translation technique. Second, to find out the types and myths that reflect Pokémon TCG Sun and Moon, the researchers found answers to the problem formulation using the theory of kinds of translation techniques from Molina Albir (2002), Purnama (2014) and Nachbar and Lause (1992) to analyze the myth narratives used contained in the Pokémon card.

After reducing the data, the overall data of the Pokémon and Myth translation techniques that reflect the Pokémon TCG Sun and Moon are 78

data. The results of this research paper will be explained as follows:

Table 5. Table of Pokeron TCG

	N	FG	S		F	W	GS	E	PSY	FR	D
	Gray	Orange	Gray	Bluish-Black	Orange	Blue	Green	Yellow	Purple	Pink	Bluish-Black
Br							1		3		
Ad	2	B	2	1	7	2	6	4	2	11	1
L				1	3	1	8	3	2	2	
V											
Sb											
DC		1									
Gn		1									
M											
Am											
Clq											
Ds											
LA											
LC											
Rd											
Pr											
T											
C											
Es Eq											

Notes:

N	: Normal	Ad	: Adaptation
FG	: Fighting	Am	: Amplification
FL	: Flaying	Br	: Borrowing
P	: Poison	Clq	: Calque
GR	: Ground	C	: Compensation
R	: Rock	Ds	: Description
B	: Bug	DC	: Discursive creation
GH	: Ghost	Es Eq	: Established Equivalent
S	: Steel	Gn	: Generalization
F	: Fire	LA	: Linguistic Amplification
W	: Water	LC	: Linguistic Compression
GS	: Grass	L	: Literal
E	: Electric	M	: Modulation
PSY	: Psychic	Pr	: Particularization
I	: Ice	Rd	: Reduction
DG	: Dragon	Sb	: Substitution
FR	: Fairy	T	: Transposition
D	: Dark	V	: Variation

Based on the research found 78 data, each of which has a different type, symbol, color and translation technique.

1 Myth

The myth of pokémon is based on type, symbol and color.

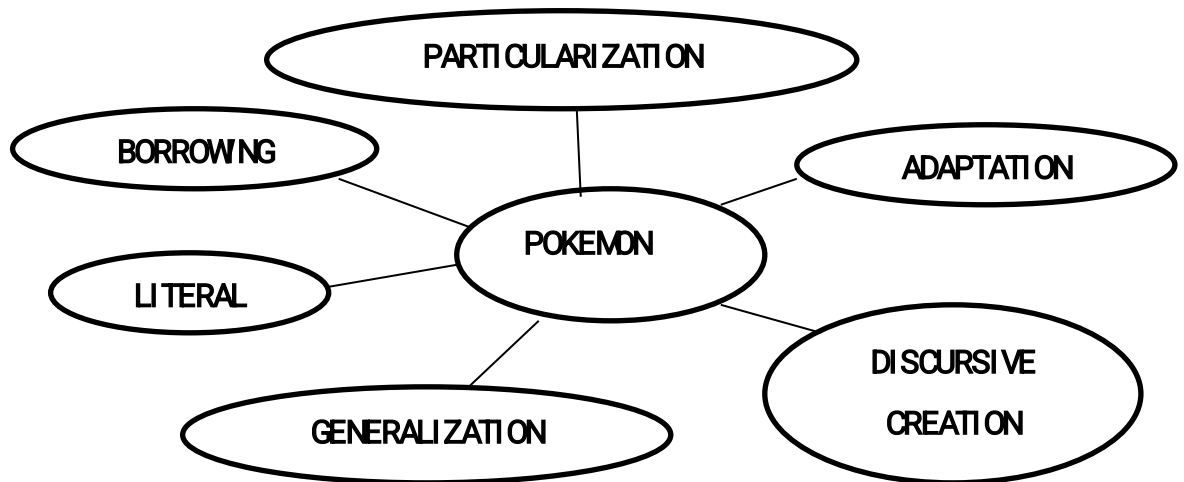
- a) 15 (19.2%) data including the grass type, have a leaf symbol and have a green card.
- b) 10 (12.8%) data including the fire type, has a burning fire symbol and has an orange card.

- c) 4 (5.1%) data including the steel type, has an iron symbol and has 2 gray cards, 2 bluish black cards.
- d) 15 (19.2%) data including the fighting type, has a fighter's hand symbol and has an orange card.
- e) 13 (16.6%) data including the fairy type, has a fairy tale symbol and has a pink card.
- f) 3 (3.8%) data including the normal type, has a star symbol and has a gray card.
- g) 1 (1.2%) data including the dark type, has a moon symbol and has a bluish-black card.
- h) 7 (8.9%) data including the electric type, has a thunder or lightning symbol and has a yellow card.
- i) 7 (8.9%) data including the psychic type, has an eye symbol and has a purple card.
- j) 3 (3.8%) data including the water type, has a water drop symbol and has a blue card.

The dominant types and symbols are 15 grass type data, 15 fighting data types. While based on the dominant color, namely 25 orange color data in the fire and fighting types. Pokémon abilities refer to the strength of Pokémon that are ferocious, passionate, fiery, full of resistance. Besides that Pokémon has the power of defense in avoiding enemies. Abilities in Pokémon reflect the visual strength, from the place of residence, from the Pokémon's

element or type. Every ability in pokémon TCG still reflects the mythical narrative of pokémon names and types.

2. Translation Techniques



- a) 20 (25.6%) data using literal translation techniques.
- b) 4 (5.1%) data using borrowing translation technique.
- c) 51 (65.3%) data using adaptation translation technique.
- d) 1 (12%) data using particularization translation technique.
- e) 1 (12%) data using generalization translation techniques.
- f) 1 (12%) data using the discursive creation translation technique.

The researcher found the dominant translation technique in the Pokémon trading card game Sun and Moon, the adaptation technique contained 51 data. For example, in the fighting type pokémon TCG data, there are 15 data. Researchers found 13 data using adaptation translation techniques.

The reason why many translators use adaptation techniques is that the translator wants to adapt to the local culture to make it seem more natural. Because different languages have different cultural elements. Not all abilities in pokémon TCG can be translated literally. So translators use more adaptation techniques to adapt to the target culture.

CHAPTER V

This chapter is the last chapter of this research. After analyzing and discussing myths and translation techniques in the pokémon trading card game sun and moon, this chapter aims to summarize the overall analysis of this research on two main points, namely conclusions and suggestions. The first part is a conclusion which is the answer to the two problem formulations that have been mentioned. In the previous chapter. The second section is suggestions, which contains several suggestions for translators, english learners, and other academics.

A. CONCLUSIONS

From the analysis of data findings and discussion of the Pokémon Trading Card Game, there are ten types of Pokémon, namely grass, fire, fighting, steel, fairy, normal, water, dark, electric and psychic types. The most dominant types of pokémon are grass and fighting types, each amounting to 19.2% of the total 78 data. Besides types, there are eight colors related to Pokémon types, namely gray, orange, pink, blue, bluish-black, yellow, purple and green. The most dominant color is orange 32% of the total 78 data. Types and colors are interrelated because they mutually reflect the nature or character of each type and color. For example, the fighting type has an

orange card. The fighting type and the color orange both have the traits and characters of enthusiasm, confidence and optimism

From the data analysis also found translation techniques. There are six translation techniques, namely adaptation, literal, particularization, discursive creation, generalization, and borrowing. The dominant translation technique used is adaptation (65.3%) from a total of 78 data. The translator wants to adapt to the local culture so that it seems more natural. Because different languages have different cultural elements. Not all abilities in pokémon TCG can be translated literally. So translators use more adaptation techniques to adapt to the target culture.

B. IMPLICATIONS

This research produces knowledge in pokémon tog to provide the topic ability pokémon tog. The theoretical impact of this study may be useful for other researchers who will analyze pokémon as a research paper.

C. SUGGESTIONS

There are several suggestions from this research:

- 1 For English Literature students

The results of this study can be used as a reference related to translation techniques and myth narrative on the ability of pokémon tog. Researchers hope that English Literature students, especially mainstream translation, can be more interested in trading card game translations.

2. For other researchers

Researchers use the theory of Nachbar and Lause (1992) to analyze myth narrative pokémon and researchers use the theory of Mblina and Albir (2002) to analyze the translation techniques used in translating pokémon TCG. Researchers hope this research can help other researchers as a reference and they can develop their knowledge about pokémon, trading card games, translation techniques and myth narrative.

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APPENDICES

VALIDATION

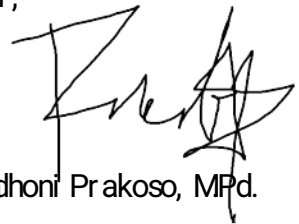
The Thesis data titled "*Ability Translation Analysis on Pokemon Trading Card Game in Regard to Myth Narrative*" has been validated by MRomdhoni Prakoso, MPd.

Day : Friday





Date : September 2th, 2022

Surakarta, September 2th, 2022

Validator,

A handwritten signature in black ink, appearing to read 'Romdhoni Prakoso', written over a horizontal line.

MRomdhoni Prakoso, MPd.


DATA	NO	ST	TT	TYPE	TECHNIQUE
	1	Nap	Tidur Sejenak	Grass	Literal
	2	gnaw	mengerogot	Grass	Literal
	3	Psy bolt	Psy bolt	Grass	Borrowing
	4	Whirlwind	Angin puyuh	Grass	Literal

		5.	Take down	Ser angan cepat	Fire	Adaptation
		6.	Singe	menghanguskan	Fire	Literal
		7.	Body slam	Tubrukan badan	Fire	Adaptation





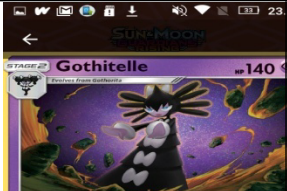
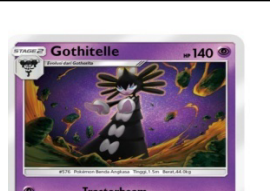


		8.	Searing flame	Kobar an api penghangus	Fire	Adaptasi
		10.	Fire fang	Taring api	Fire	Literal
		11.	Darkest lariat	Jer at an kegelapan	Fire	Adaptasi
		12.	Double stap	Tampar an ganda	Water	Literal





		13.	Waves splash	Debur ombak	Water	Adaptation
		14.	Tackle	Serudukan	Water	Adaptation
		15.	Continuous tumble	Berguling terus menerus	Fairy	Adaptation

		16.	Lullaby	Nyanyian pengantar tidur	Fairy	Adaptation
		18.	Ram	Menyeruduk	Steel	Adaptation
		20.	Limitation	Belunggu	Steel	Adaptation
		17.	Meteor mash	Pukulan meteor	Fairy	Adaptation
		19.	Core beam	Tembakan inti	Steel	Adaptation

		21	Scratch	Menggaruk	Steel	Literal
		22	Corner	Serudukan	Fighting	Adaptation
		23	Wild kick	Lemparan batu	Fighting	Adaptation
		24	Roadblock	Penghalang jalan	Fighting	Literal
		25	Rock throw	Lemparan batu	Fighting	Adaptation
		26	Settle the score	Perbalasan	Fighting	Adaptation






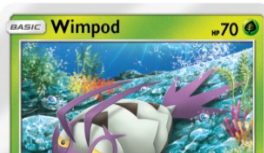


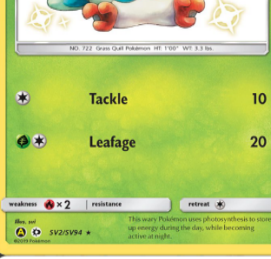

		27.	Submission	Roda ner aka	Fighting	Adaptation
		28.	Daunting pose	Kuda-kuda menakutkan	Fighting	Adaptation
		29.	Cross chop	Belahan silang	Fighting	Adaptation
		30.	Dual chop	Potongan ganda	Fighting	Adaptation

		31	Dynamic chop	Tebasan dinamik	Fighting	Adaptation
		32	Filch	Mencopet	Psychic	Adaptation
		33	copycat	Peniru	Psychic	Literal
		34	Tr actor beam	Tr actor beam	Psychic	Borr owing

		35.	Link blast	Link blast	Psychic	Bor r owing
		36.	slap	Menampar	Psychic	Liter al
		38.	Blow kiss	Blow kiss	Psychic	Bor r owing
37.	psybeam	Sinar psikedelik	Psychic	Adaptation		

 <p>BASIC Tapu Lele HP 110</p> <p>Ability Charmed Charm Whenever you attach a Pokémon Tool card that has "Fairy Charm" in its name from your hand to the Pokémon during your turn, you may leave your opponent's Active Pokémon Confused.</p> <p>Magical Shot 70</p> <p>weakness x2 resistance -20 retreat</p> <p>STANDARD 150 of 214</p>	 <p>BASIC Tapu Lele HP 110</p> <p>Gelombang Psikedelik 20+ Memberi kerusakan sejumlah 20 untuk tiap Energi yang dikenakan pada Pokémon Bertarung lawan.</p> <p>Pertukaran Ajaib Pindahkan sesukanya Token Kerusakan yang dimiliki Pokémon di Arena lawan dan kerusakan sesukanya kepada Pokémon lain di Arena lawan.</p> <p>weakness x2 resistance -20 retreat</p>	39.	char medchar m	Gelombang psikedelik	Fairy	Adaptation
 <p>STAGE 2 Shiinotic HP 100</p> <p>Ability Effect Spore If this Pokémon is your Active Pokémon and is damaged by an opponent's attack (even if the Pokémon is Knocked Out), the Attacking Pokémon is now Asleep.</p> <p>Dream's Touch 50 If your opponent's Active Pokémon is Asleep, your opponent shuffles all Energy from it into their deck.</p> <p>weakness x2 resistance -20 retreat</p> <p>Shiinotic</p>	 <p>STAGE 2 Shiinotic HP 100</p> <p>Penghisap Daya 30 HP Pokémon ini pulih sejumlah 30 untuk tiap Energi yang diberikan pada Pokémon Bertarung lawan.</p> <p>Gelombang Penidur 60 Minggahkan lawan Pokémon Bertarung lawan menjadi Tidur.</p> <p>weakness x2 resistance -20 retreat</p>	41	Effect spore	Penghisap daya	Fairy	Adaptation
		42.	Dream's touch	Gelombang penidur	Fairy	Adaptation

		43.	Myster ious buzz	Serbuk penyembuh	Fairy	Adapt ation
		44.	Stampede	Angin peri	Fairy	Adapt ation
		45.	Sweet scent	Ter bang keliling	Fairy	Adapt ation
		46.	Make a mess	Serangan sembr ono	Fairy	Adapt ation

 <p>Pikachu</p>		47.	Quick attack	Dentuman listrik	Electric	Adaptation
 <p>EXPANDED</p>		49.	Tackle	Serudukan	Grass	Adaptation
		51.	Wrap out	Ber siap kabur	Grass	Adaptation
		48.	Electro ball	Bola elektro	Electric	Literal
		50.	leafage	Dedaunan	Grass	Literal




		52	Gnaw	Mengger ogot	Grass	Literal
		53	Roof fling	Lempar an langit	Grass	Literal
		54	Guillotine	Memenggal	Grass	Adaptation
		55	Queenly majesty	Kehor matan r atu	Grass	Adaptation

		56.	Tr op kick	Tendangan tr opis	Gr ass	Adapt ation
 <p>Bounsweet #60</p> <p>Sweet Scent Heal 30 damage from 1 of your Pokémon.</p> <p>Splash 10</p> <p>weakness x2 resistance retreat</p> <p>Ala, Ala! Bounsweet adalah tumbuhan beracun yang tumbuh di daerah Tropis. Mereka memiliki aroma manis dari tubuhnya. Mereka adalah tumbuhan putih yang ditemukan di daerah Tropis.</p>	 <p>Bounsweet #60</p> <p>Harum Manis HP 1 Pokémon sendiri pulih sejumlah 30.</p> <p>Loncat 10</p> <p>Kekuatan x2 Resistansi Mundur</p> <p>Ala, Ala! Bounsweet adalah tumbuhan beracun yang tumbuh di daerah tropis. Mereka memiliki aroma manis dari tubuhnya. Mereka adalah tumbuhan putih yang ditemukan oleh Pokémon di daerah tropis.</p>	57.	Sweet scent	Har um manis	Gr ass	Liter al
		58.	Splash	Loncat	Gr ass	Adapt ation




		59.	Sear ching light	Sinar pencari	Electric	Literal
		60.	Defense curl	Lingkar an per tahanan	Electric	Literal
		61	Dischar ge	Pembebasan ener gi	Electric	Adaptatioan
		62	Burning fighter	Cakar penyayat	Fire	Adaptation

		63.	Flamethr over	Ledakan panas	Fire	Adaptation
		64.	Fury swipes	Pembakar an	Fire	Adaptation
		65.	Tail whap	Cambukan ekor	Electric	Adaptation
		66.	Thunder shock	Per cikan bunga api	Electric	Adaptation

 <p>STAGE 2 Rhydon HP 110</p> <p>Rock Tumble 80 This attack's damage isn't affected by Resistance.</p> <p>Megahorn 120 Flip a coin. If tails, this attack does nothing.</p>	 <p>Batu Berguling 80 Kerusakan akibat serangan ini tidak terpengaruh oleh Resistansi.</p> <p>Tanduk Mega 120 Lemparkan koin 1 kali. Jika hasilnya sisi belakang, serangan gagal.</p>	67.	Rock tumble	Batu berguling	Fighting	Literal
 <p>BASIC Rhyhorn HP 80</p> <p>Lunge Out 20</p> <p>Horn Drill 60</p>	 <p>Menerjang 20</p> <p>Bor Tanduk 60</p>	69.	Lunge out	Menerjang	Fighting	Literal
		70.	Horn drill	Ber tanduk	Fighting	Generalization

 <p>Rhyperior HP 160</p> <p>Ability Toppling Wind When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may discard the top 3 cards of your opponent's deck.</p> <p>Rock Wrecker 170 This attack's damage isn't affected by Weakness or Resistance. This Pokémon can't attack during your next turn.</p>	 <p>Rhyperior HP 160</p> <p>Ability Angin Gunung Dapat digunakan 1 kali saat mengeluarkan kartu ini dari Kartu Pegangan untuk berevolusi pada giliran sendiri. Buang 3 kartu dari atas Deck lawan ke Trash.</p> <p>Penghancur Batu 170 Kerusakan akibat serangan ini tidak terpengaruh oleh Kelemahan dan Resistansi. Pokémon ini tidak bisa melakukan serangan pada giliran sendiri berikutnya.</p>	71	Toppling wind	Angin gunung	Fighting	Adaptation
 <p>Passimian HP 110</p> <p>Punch 30</p> <p>Intentional Grounding 90 Discard a Pokémon Tool card from your hand. If you don't, this attack does nothing.</p>	 <p>Passimian HP 110</p> <p>Lempar Memberi kerusakan sejumlah 30 kepada 1 Pokémon Cadangan lawan. [Kelemahan dan Resistansi Pokémon Cadangan tidak mempengaruhi jumlah kerusakan.]</p> <p>Team Play 10+ Kerusakan yang diberikan bertambah sejumlah 30 untuk tiap Passimian Cadangan sendiri.</p>	72	Rock wrecker	Penghancur batu	Fighting	Adaptation
 <p>Passimian HP 110</p> <p>Punch 30</p> <p>Intentional Grounding 90 Discard a Pokémon Tool card from your hand. If you don't, this attack does nothing.</p>	 <p>Passimian HP 110</p> <p>Lempar Memberi kerusakan sejumlah 30 kepada 1 Pokémon Cadangan lawan. [Kelemahan dan Resistansi Pokémon Cadangan tidak mempengaruhi jumlah kerusakan.]</p> <p>Team Play 10+ Kerusakan yang diberikan bertambah sejumlah 30 untuk tiap Passimian Cadangan sendiri.</p>	73	Punch	Lempar	Fighting	Adaptation
 <p>Passimian HP 110</p> <p>Punch 30</p> <p>Intentional Grounding 90 Discard a Pokémon Tool card from your hand. If you don't, this attack does nothing.</p>	 <p>Passimian HP 110</p> <p>Lempar Memberi kerusakan sejumlah 30 kepada 1 Pokémon Cadangan lawan. [Kelemahan dan Resistansi Pokémon Cadangan tidak mempengaruhi jumlah kerusakan.]</p> <p>Team Play 10+ Kerusakan yang diberikan bertambah sejumlah 30 untuk tiap Passimian Cadangan sendiri.</p>	74	Intentional grounding	Teamplay	Fighting	Adaptation

 <p>Alolan Rattata HP 40</p> <p>Focus Energy During your next turn, this Pokémon's Bite attack's base damage is 60.</p> <p>Bite 10</p> <p>Weakness: ×2, Resistance: -20, Retreat: ♣</p>	 <p>Alolan Rattata HP 40</p> <p>Menggerogoti 20</p> <p>Ketahanan: ♣ ×2, Resistansi: ♣ -20, Hinder: ♣</p>	75	Bite	Menggerogoti	Dark	Adaptation
 <p>Meowth HP 60</p> <p>Fake Out 10 Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.</p> <p>Weakness: ×2, Resistance: ♣, Retreat: ♣</p>	 <p>Meowth HP 60</p> <p>Mengelabui 10 Lempar koin 1 kali. Jika hasilnya sisi depan, ubah kondisi Pokémon Bertarung lawan menjadi Lumpuh.</p> <p>Ketahanan: ♣ ×2, Resistansi: ♣, Hinder: ♣</p>	76	Fake out	Mengelabui	Normal	Adaptation

 <p>Stufful HP 70</p> <p>Baby-Doll Eyes The Defending Pokémon can't retreat during your opponent's next turn.</p> <p>Tackle 20</p>	 <p>Stufful HP 70</p> <p>Serudukan 30</p>	77.	Tackle	Ser udukan	Normal	Particularization
 <p>Bewear HP 120</p> <p>Mix-Up Flip a coin. If heads, discard the top 3 cards of your opponent's deck.</p> <p>Tantrum 120 This Pokémon is now Confused.</p>	 <p>Bewear HP 130</p> <p>Bear Hug 40 Pada giliran lawan berikutnya, Pokémon yang menerima serangan ini tidak bisa Mundur.</p> <p>Superpower 80+ Pemain dapat menambahkan kerusakan sejumlah 40, jika dilakukan, Pokémon ini akan menerima kerusakan sejumlah 20.</p>	78.	Tantrum	Super power	Normal	Adaptation