DIEGETIC STRATEGIES AND LOCALIZATION QUALITIES OF ACHIEVEMENTS TRANSLATION IN *GENSHIN IMPACT*

THESIS

Submitted as a Partial Requirements

For the degree of *Sarjana* in the English Letters Department

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Assalamu'alaikum wa rahmatullahi wa barakatuh

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Thank you for attention.

Wassalumu'alaikum wa rahmatullahi wa barakatuh

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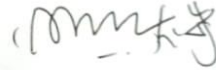
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DEDICATION

This thesis is dedicated to:

1. My beloved Parents
2. My beloved Lectures of English Letters
3. My beloved friends English Letters 2019
4. English Department of UIN Raden Mas Said Surakarta
5. My Almamater UIN Raden Mas Said Surakarta

MOTTO

"Trust is like blood pressure. It's silent, vital to good health, and if abused it can be deadly." – Frank Sonnenberg

"Modesty is the gentle art of enhancing your charm by pretending not to be aware of it." – Oliver Herford

"Patience is the best remedy for every trouble." – Plautus

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled "*Diegetic Strategies and Localization Qualities of Achievements Translation in Genshin Impact*" is own my original work. To the best of my knowledge and belief, the thesis contains no material previously or written by another person except there 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, 27 November 2023

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

Surakarta, 27 November 2023
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Nabil Aqib. 2023. Diegetic Strategies and Localization Qualities of Achievements Translation in *Genshin Impact*. Thesis. English Letters, Faculty of Cultures and Languages. UIN Raden Mas Said Surakarta

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

Keywords   : Spatialization, Translation Strategies, Localization, Achievement, Genshin Impact

In this research, the researcher concerns with the video games translation study. That is the translation strategy of English into Indonesia translation in *Genshin Impact*. The aim of this thesis is to find out how the strategy of achievement on *Genshin Impact* term is translated from English language into Indonesia Language in video game.

This research uses qualitative method to explore the objectives of the research. The researcher also uses himself in collecting data through several steps: to find the translation strategy contained in the video game, to classify and analyze the types of translation strategy from achievements on *Genshin Impact* based on Purnomo translation strategy in video games theory, then determine the most dominant type of translation strategy and describe the translation strategy of *Genshin Impact* and finally concluding the result.

The result of this research showed that the strategies of translation video game proposed by Purnomo (2019) there were found 149 data which have been classified into 2 data (1.34%) belong to Abbreviation, 13 data (8.72%) belong to Condensation, 13 data (8.72%) belong to Omission, 8 data (5.37%) belong to Symbolization, 88 data (59.06%) belong to Retention, and 25 data (16.78%) belong to Mediation. Therefore, the dominant data is Retention, it means that Retention is used to preserve source language words or terms that are considered and accepted conventionally by gamers and become fatal if translated. Meanwhile, localization quality assessment for the research is divide into diegetic symbiosis, mechanic-narrative structure, and localization level. The dominant diegetic symbiosis for achievement in *Genshin Impact* localization level is Hegemonic (text) in both original and localized because the text is related well to help the player understand the game. The dominant mechanic-narrative structure is Univocal in both original and localized. The dominant localization level is partial localization because the localization occurred in the text on the display. The localization quality assessment average score from all the data is 2.8. The total score showing that the quality of achievement in *Genshin Impact* localization is Good.

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CHAPTER I

INTRODUCTION

A. Background of the Study

Video game localization began when the computer and software industry emerged and globalization began to spread throughout the world in the 1980s. Nowadays, there are many video games that we can find, both from cellphones, consoles, and computers. Now many video games use the internet to play and are worldwide such as *Dota, Counter-Strike Global Offensive, Genshin Impact, Mobile Legends*, *Elden Ring, Tower of Fantasy* and many more. Translation alone was not sufficient for the software which was developed and produced in one country to be adapted in a foreign market (O'Hagan, 2007, p.2). Thus, localization of video games is needed to market a product abroad. If a video game developer wants to expand the market overseas, then localization in the video game must be needed. So that the translation in video games can be in accordance with the language and legal culture in the target marketplace.

While video game localization is similar to other types of translation, it has distinct characteristics. For instance, while both involve the adaptation of video games to various cultures, VGL is distinct from other forms of translation. Localization of video games is different from other forms of translation. It involves the adaptation of video games to varying cultures. While it's similar to other forms of translation, such as film and literary translation, there are some key differences that distinguish it.

Besides translating text, video game localization also involves the adaptation of various visual and audio elements, such as the voice acting and subtitles. This process can be carried out in order to ensure that the game is appropriate for the target audience's cultural preferences. In addition to this, the

developers also need to make sure that the game's gameplay and mechanics are designed to meet the target audience's expectations.

One of the most important factors that a localizer must consider when it comes to making a video game localization is their knowledge of the target audience. They should be able to adapt jokes and cultural references in order to make them more relevant and funny. They should also be aware of taboo or sensitive topics that may be handled differently in other cultures.

One of the most challenging factors when it comes to developing a video game localization is the time needed to get the finished version ready to be released. Since games are usually released on a certain date, it's important that the localizers are able to get the finished version ready to coincide with the original.

Overall, video game localization is a highly specialized type of translation that requires a unique set of skills and expertise. Successful localization involves not only translating text but also adapting all aspects of the game to suit the target audience's culture and preferences. One of the most major distinguishable aspect of video game localization is the existence of spatial constraints. That video game localization is limited by character number, company policies, cultural and legal issues, and mechanical issues (Mangiron and O'Hagan, 2006; Di Marco, 2007; Bernal-Merino, 2009). In order to solve this problem, Diegetic and Non-Diegetic strategies are utilized.

To determine what translation strategy was used by the translator of *Genshin Impact* video game this research relied on Diegetic and Non-Diegetic data as the basis of analysis and solving the problem appears. A video game consists of variety of elements of different kinds, also known as assets (Chandler, 2005). There are many assets that need to be translated in a video game and the ways to translate these assets are different. Four kinds of assets were available, namely in-game text, art assets, audio and cinematic assets, and

printed materials (Magiron and O'Hagan, 2013). A written form such as dialog, tutorials, menu, etc. is in-game text. Graphics and images are art assets. All those things with audio and voiceover that need to be interpreted, such as songs and the script, are audio and cinematic assets (Mangiron and O'Hagan, 2013). Printed content is printed text that is commonly used in video game DVD packaging in video game translation (Bartoll, 2008). In *Genshin Impact* itself, there are three elements, namely in-game text, art assets, audio and cinematic assets. This video games translation strategy research is built through library research, and the data in this research is *Genshin Impact* video games translated from the English language into the Indonesian language. The research aims to explore the translator's usage of strategy or approach in the translation of *Genshin Impact* video game and to minimize the loss of experience or fells because of misuse strategy in translating the video game.
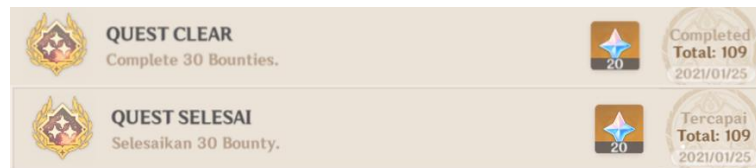
Figure 1.1: Example of achievement in English and Indonesia version

SL: QUEST CLEAR

TL: *QUEST SELESAI*

In the example on figure 1.1, it was shown that the translator localizes the title of Achievement using a retention strategy because the word from the source language is the same as the target language. The quality of the strategy is good because the term "Misi" in *Genshin Impact* uses word "Quest". Therefore, translator remain consistent in using the word "Quest" when referring to the word "mission" and the player is very familiar with the word "Quest". So that the word does not need to be translated because it will be able to reduce the aesthetic value of the game language.

Achievement system is an achievement made by a player after taking an action in the game and getting a prize. For example, in *Genshin Impact* has the Achievement "QUEST CLEAR" with the caption "Complete 30 Bounties", with a prize of 20 primogems. So, to complete the Achievement, the player must complete 30 bounties in reputation and if the player has completed it will get 20 primogems.

Currently, *Genshin Impact* is still very popular, including in Indonesia. This game has an Indonesian translation feature, making it easier for people to play it and follow the story of the game. Therefore, this research is needed to find out whether the quality of Indonesian translation in Achievement at *Genshin Impact* is good or not. Because the game is played by various groups of people, a good and correct translation is needed to avoid misinterpretation in playing. The researcher chooses describe spatialization based translation strategies are applied in the translation of Achievement and quality of Achievement translation as an object, and the video game of *Genshin Impact* as a subject of this study by using translation strategy.

B. Limitation of the Study

In this research, the researcher limit on the text in *Genshin Impact* which was released on September 28th, 2020. The researcher focused on the translation strategy and quality of Achievement translation in menu Achievement version 1.1 until version 1.6 from the English language into the Indonesia language in *Genshin Impact*.

C. Formulation of the Problem

Based on the research background mentioned earlier, the problems can be identifiable in this study as follows:

1. What spatialization based translation strategies are applied in the translation of Achievement in *Genshin Impact*?

2. How is the quality of Achievement translation as found from *Genshin Impact*?

D. Objectives of the Study

The goal of this research is to find the truth, thereby this needs to be clearly defined. There are several research objectives that can be formulated as follows:

1. To describe spatialization based translation strategies are applied in the translation of Achievement in *Genshin Impact.*
2. To explain the quality of Achievement translation as found from *Genshin Impact*.

E. Benefits of the Study

There are two kinds of benefits in this research. Those are theoretically and practically. The benefits can be as follows:

1. Theoretically, this research is expected to apply the new knowledge gained during this as an alternative strategy reviewed from previous research and developed to be desirable concepts by another researcher.
2. Practically, this research is expected to be input for game developer who needs knowledge. Hopefully, it can be used when playing games to find out more effective translation strategies and translation quality.

F. Key Terms

From the explanation of study above, the researcher took several key terms as an instrumental variable approach. This is as the basis for mutual frameworks to align terms with one another in arranging the study process. There are some definitions of key terms to avoid misunderstanding as follows:

1. Localization

Localization is often confused with translation, but these terms actually mean two different things. Localization is the entire process of adapting a

product or content to a specific location or market, according to the Globalization and Localization Association (O'Hagan, 2007).

2. Localization Quality Assessment

   Localization Quality Assessment is the method we use to assess whether content really serves targeted audiences. It's a process of analysis that dives deep into how content is received and consumed. The output is a detailed picture of how well that content has been localized, and how to make improvements that are needed (Purnomo, 2018).

3. Translation Strategy

   Translation strategy is involving the basic tasks of choosing the foreign text to be translated and developing a method to translate it (Venuti, 1998).

4. Genshin Impact

   Genshin Impact is an action role-playing game developed by Chinese developer Hoyoverse, and first published in 2020. Hoyoverse also create games that are fun to play such as Honkai Impact, Guns Girl Z, and Tears of Themis. Genshin Impact is about journey across a fantasy world called Teyvat. In Teyvat has 7 regions consisting of Mondstadt, Liyue, Inazuma, Sumeru, Fontaine, Natlan, and Snezhnaya. This video game was released on September 28th, 2020, and already reach 50M downloaders. (Google Play, 2023)

5. Achievements

   Achievements are something of a visceral experience. Most video games have an Achievement system that can be obtained by the player. Achievement is an achievement achieved by a player after taking an action according to the order in the Achievement in the game and the player will get a prize according to the provisions in the Achievement (Madigan, 2016).

CHAPTER II

THEORETICAL REVIEW

A. Localization

Localization allows the benefits of globalization to accrue not only to large companies and powerful nations localization lets speakers of less common languages enjoy access to the same products that those in major markets use (Fry, 2003). Localization in translation refers to the process of adapting a product, service, or content from one language to another, while also considering the cultural, linguistic, and functional aspects of the target audience. It involves more than just translating words; it aims to ensure that the content resonates with the target market and feels natural to users who speak the target language.

Localization is commonly used in software development, video games, marketing, and advertising. For example, when a software company wants to release its product in multiple countries, they may need to localize the user interface, documentation, and help files to meet the specific linguistic and cultural needs of each target market. Merino (2006), states that localization is used in commercial translation is the process of making a product linguistically and culturally, also technically and legally so that can be appropriate to the target language and target country.

Localization is process adaptation product or game to a specific local market (O'Hagan, 2005). Localization can mean the linguistic adaptation of the content for the target region, its language and cultural peculiarities to make it suitable and easy to understand or comfortable to use by speakers of the local native language. Overall, localization helps to ensure that products and services are not only translated accurately but also effectively adapted to the cultural

and linguistic nuances of the target market, making them more accessible and appealing to the intended audience.

B. Video Game Localization

Mangiron and O'Hagan (2006), state that video game localization is a combination of language and translation and software engineering. Video game localization refers to the process of adapting a video game for different regions and languages to make it accessible and culturally relevant to players around the world. It involves translating various elements of the game, including text, dialogue, graphics, user interface, and audio, while also considering cultural differences and regional preferences.

Video game localization can mean the process of producing video game content for a target region, and adapting the linguistics well so that it doesn't detract from the aesthetic sense of language in the video game and looks like a video game made for that region. The localizers of Role-Playing Game (RPG) Genshin Impact, for instance, localize the onomastics elements of all equipment, item, weapon, and skill game assets (Hevia, 2006).

The goal of video game localization is to provide players with an immersive and engaging experience that feels natural and authentic in their native language and culture (O'Hagan, 2009). It goes beyond mere translation and involves adapting the game to fit the target market's linguistic, cultural, and technical requirements. Localization also extends to other aspects of the game, such as adjusting gameplay difficulty, censoring or modifying content that may be deemed offensive or inappropriate in certain regions, and complying with regional regulations and guidelines. The goal is to create a seamless and enjoyable experience for players worldwide, regardless of their language or cultural background.

C. Genshin Impact

Genshin Impact is a free-to-play action role-playing game developed and published by Chinese video game company Hoyoverse. The game was released in September 2020 for Microsoft Windows, PlayStation 4, PlayStation 5, iOS, and Android.

The game is set in the fictional world of Teyvat, where players take on the role of a traveler who has arrived in this world searching for their lost sibling. The player must explore the vast open world, fight monsters, solve puzzles, and complete quests to uncover the mysteries of Teyvat and find their missing sibling.

One of the unique aspects of Genshin Impact is its "gacha" system, which allows players to spend in-game or real money to acquire new characters and weapons with randomized stats and abilities. The game also features a multiplayer mode, allowing players to team up with friends to explore the world and take on challenges together.

This game is a viral game that has been played by millions of users (Google Play, 2023). Not long ago, *Genshin Impact* was awarded Google Play's Best Game of 2020 on November 30, 2020 (Google Play, 2023). The day after that, *Genshin Impact* also won the App Store iPhone Game of the Year nomination from Apple on December 1, 2020 (Apple, 2023). In 2021, the game was also awarded the Best Mobile Game at The Game Awards (The Game Awards, 2023). The game can only be played with an internet connection and features a limited multiplayer mode allowing up to four players in a world. *Genshin Impact* games can be downloaded in Google Play Store (https://play.google.com/store/apps/details?id=com.miHoYo.GenshinImpact&hl=en) or on *Genshin Impact's* official website (https://genshin.hoyoverse.com/en/download).

D. Spatialization Strategies
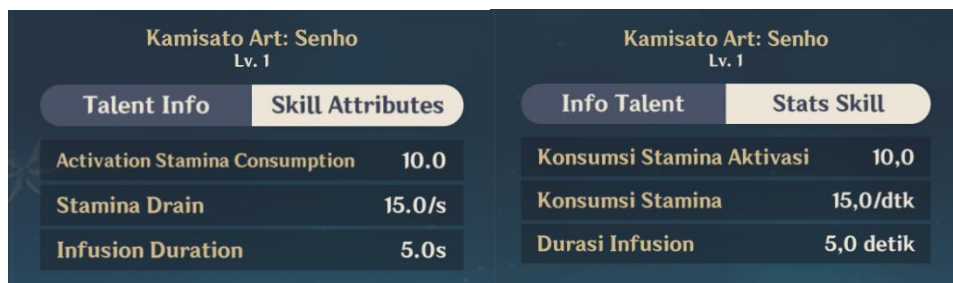
Spatialization strategies refer to strategies applied in regards to restrictive in spaces or character number usage, the challenges of VGT for the translators to convey messages in VGT (Mangiron and O'Hagan, 2013).

The findings indicate similar patterns in the form of strategies to solve spatial problems namely diegetic and nondiegetic strategies. Diegetic strategies focus on how the translators apply various textual strategies to keep the character numbers remain the same as the source or fewer. There are seven types of diegetic strategies namely abbreviation, condensation, omission, symbolization, retention, mediation, and violation. On the other hand, nondiegetic strategies are strategies which focus on the implementation of graphics exploitation in fitting the character numbers. Five nondiegetic strategies are formulated. They are iconizing, typefacing, lettering, ballooning, and windowing (Purnomo, 2019).

The researcher used the Diegetic strategies by Purnomo (2019) for translation strategies. There are seven types of diegetic strategies:

1. Abbreviation.

Abbreviation is the strategy to abbreviate words by adjusting message compatibility to the dialog box where a message or text appear.

Figure 2.1: Skill Attributes in talent Kamisato Art: Senbo in English and Indonesia version

SL: Stamina Drain 150/s

TL: *Konsumsi Stamina 15,0/dtk*

Abbreviation is used on the word "dtk" from the word "detik". The use of the abbreviation strategy here does not damage violate anything since the abbreviation "dtk" is commonly used target language speakers.

2. Condensation

Condensation is the strategy to condense the meaning either by taking the essence of the meaning or prioritizing a particular meaning over the other meaning.

Figure 2.2: Starter Collection in Spider Man Unlimited in English and Indonesia version

SL: HIT THE GROUND RUNNING!

TL: *MEMANFAATKAN KESEMPATAN!*

Condensation strategy can be found on the term "Memanfaatkan Kesempatan!". This term was changed to suit the target language but the meaning of the source language still remains.

3. Omission.

Omission is the strategy to omit or cut some words or parts of the text source language in terms of semantics and syntax.

Figure 2.3: Captureables Archive on Omni-Ubiquity Net in English and Indonesia version

SL: Go to Archive to view

TL: *Lihat Arsip*

Omission strategy can be found on the term "Go to". This term was changed to suit the target language but there is the meaning of the source language was missing.

4. Symbolization.

Symbolization is the strategy to conversion of words into symbols or signs.

Figure 2.4: Skill Attributes in talent Icetide Vortex in English and Indonesia version

SL: 30% Per Stack

TL: *30%/lapis*

To make the sentence is enough in the text box, the localizer changes the word "Per" to symbol "/".

5. Retention.

Retention is the strategy to preserve source language words or terms that are considered and accepted conventionally by gamers and become fatal if translated.

Figure 2.5: Attributes in character Keqing in English and Indonesia version

SL: "Max HP", "ATK, DEF", "Elemental Mastery"

TL: "*Max HP", "ATK, DEF", "Elemental Mastery"*

Retention strategy can be found on the term "Max HP", "ATK", "DEF", and "Elemental Mastery". These terms are maintained in the target language because if a source expression is not maintained, the gamers themselves will find it difficult to understand instead.

6. Mediation.

Mediation is the strategy to use synonymous expressions of the intended expressions with similar or fewer character number as the primary consideration.

Figure 2.6: Character collection Nilou in English and Indonesia version

SL: "Weapons", "Artifacts", "Constellation", "Talents", "Profile"

TL: "*Senjata", "Artifak", "Konstelasi", "Talenta", "Biodata"*

Mediation strategy can be found on the terms "Senjata, Artifak, Konstelasi, Talenta, Biodata". These terms are translated into a common target language but are still related to the source language.

7. Violation.

   Violation is the strategy to break the rules or standard of grammar and punctuation. Violation can be called a translation technique because it can save space.

Figure 2.7: Skill Attributes in talent All Schemes to Know in English and Indonesia version

SL: Tri-Karma Purification DMG 154.8% ATK+309.6 Elemental Mastery
TL: *DMG Tri-Karma Purification 154,8% ATK+309,6Elemental Mastery*

   Violation strategy can be found on the term "ATK+309,6Elemental" Between term "ATK", "+", "309,6", and "Elemental" there are no spaces so it's unsightly. If given a space allows excess characters.

E. Localization Quality Assessment

   According to Purnomo (2018) in his article entitled *Assessment Model of Video Game Localization Quality Based on Ludification,* states that ludification is formed by narrative-mechanical structure and diegetic symbiosis. Three elements used in ludification, they are narrative-mechanical structure, diegetic symbiosis, and localization level.

1. Narrative-Mechanical Structure

     This element is about transferring the message with influence ideology in the video game. The message such as instruction, a clue of what the next step or about the story. The ideology divides into metamorphosis (explicit) and anamorphosis (implicit).

Table 2.1: Narrative-Mechanical Structure

Narrative-Mechanical Structure	Mechanical Structure	Narrative Structure
Univocal	Metamorphosis	Metamorphosis
Cryptic	Metamorphosis	Anamorphosis
Enigmatic	Anamorphosis	Metamorphosis
Equivocal	Anamorphosis	Anamorphosis

     Univocal is a combination structure between the mechanical structure of metamorphosis and the narrative structure of metamorphosis. The story of univocal is about explication so that the game does not have a hidden clue that should be solved so that the player can be finished well. This narrative-mechanical structure can be found in-game explanative like the tutorial game, description game, and configuration assets. These assets on this structure usually consist of accessories, equipment, and weapons assets.

     Cryptic is a combination structure between the mechanical structure of metamorphosis and the narrative structure of anamorphosis. This structure is an implicit narrative information. This kind of structure tends to be found in movements in martial arts, skills, abilities, magic, and more than like aesthetic linearity of the story become a reference. This structure can be found in a RPG (role-playing game), action game, fighting game, hack and slash, and any genre that emphasizes story-spiced battles.

Enigmatic is a combination structure between the mechanical structure of anamorphosis and the narrative structure of metamorphosis. This kind of structure tends to be the construction of assets for pre-battle dialogue, post-battle dialogue, battle dialogue, non-cutscene dialogue, cutscene dialogue, puzzle solving, and other assets that emphasize the immersion of the mechanics of playing in a narrative.

Equivocal is a combination structure between the mechanical structure of anamorphosis and the narrative structure of anamorphosis. This structure assumes that explicit information was unnecessary because already know the function of the assets. This kind of structure is found in background music (BGM) assets, theme songs, opening cinematic, and ending cinematic.

2. Diegetic Symbiosis

In video games, there is a relationship between text and visuals in terms of player interaction with their presence. Emphasis on one of them or a combination of both has certain considerations in its presentation and has a different contribution in terms of its gameplay. This divides into Mnemonic and Hegemonic.

Table 2.2: Diegetic Symbiosis

Diegetic Symbiosis	Explanation
Mnemonic	The text and visuals are complementary to each other to the player in the process of playing the game.
Hegemonic (textual)	Text become a preference in understanding the player in the process of playing the game.
Hegemonic (visual)	Visuals become a preference in understanding the player in the process of playing game.

3. Localization Level

Localization Level is the final element in the construction of a ludification-based localization quality assessment. There are three levels of localization of video games that are full localization, partial localization, and nir localization. Full localization prefers in a game that has full localize in text, visuals, and voice. Partial localization prefers only on textual. Nir localization is a game adaptation that the same as original game. This in scoring of the localization quality assessment based on ludification as follows in table 2.3.

Table 2.3: Scoring of the localization quality assessment based on ludification

Ludification Element	Shift	Score	Classification
Narrative-Mechanical Structure	Uni-Uni	3	Good
	Uni-Cry	2	Average
	Uni-Eni	2	Average
	Uni-Equ	1	Poor
	Cry-Uni	2	Average
	Cry-Cry	3	Good
	Cry-Eni	2	Average
	Cry-Equ	2	Average
	Eni-Uni	2	Average
	Eni-Cry	2	Average
	Eni-Eni	3	Good
	Eni-Equ	2	Average
	Equ-Uni	1	Poor
	Equ-Cry	2	Average
	Equ-Eni	2	Average
	Equ-Equ	3	Good
Diegetic Symbiosis	Mne-Mne	3	Good
	Mne-Heg	1	Average
	Heg-Heg	3	Good
	Heg-Mne	1	Average
Localization Level	Full	3	Good
	Partial	2	Average
	Nir	1	Poor

F. Previous Studies

The writer uses some research as the inspiration for this study. The previous studies were useful to complete this research, there are five theses. All researchers use the same topic which is translation strategy in video game. However, each video game analyzed has a different title or genre so that the results are not much different but varied, and remain in the same approach.

The first, the thesis research entitled *Localization Quality Assessment for Video Game Subtitle Entitled "Sastrasuki"* by Aya Nova Annisa (2019), The State Islamic Institute of Surakarta. This thesis discusses on analyzing the diegetic strategies used in video game subtitling and localization quality in video game of Sastrasuki. The similarity Aya's thesis and this research is the subject is video game localization. Then the differences are the video game itself. This research focus to analyze localization quality and translation strategies in the achievement video game, but Aya's thesis focus to analyze localization quality and diegetic strategies in video game subtitle.

Second, the thesis research entitled *The Strategy of Video Games Contents Translation in 'Grand Chase-M' Game* by Nurrahman Hakim Suryawan (2018), Syarif Hidayatullah State Islamic University Jakarta. This thesis discusses translation strategies used by the translator, preserve the expectation of video game player in video game translation, and count how many contents of one video game can be translated by the translator in video game of *Grand Chase-M* that released on July 30, 2015. The similarity Nurrahman's thesis and this research is the object is video games. Then the differences are the video game itself. This research focus to analyze localization quality and translation strategies in the achievement video game, but Nurrahman's thesis focus to analyze preserve the expectation, count how many contents, and translation strategies in video game translation.

Third, the thesis research entitled *Video game Translation: An Analysis of Translation Techniques and Quality of Agricultural Technical Terms in*

Video Game Entitled Harverst Moon Back to Nature by Sudrajat Satria Jaya (2019), Sebelas Maret University. This thesis discusses analysis of translation technique and quality of the agricultural terms in video game entitled *Harvest Moon Back to Nature*. The similarity Sudrajat's thesis and this research is the subject is video game localization. Then the differences are the video game itself. This research focus to analyze localization quality and translation strategies in the achievement video game, but Sudrajat's thesis focus to analyze localization quality and translation strategies in the agricultural terms in video game.

Forth, the journal research entitled *The Prototype of Guidance in Translating Menu Text Asset: A Study of Video Game Localization* by Agung Prasetyo Wibowo (2021), Gunadarma University. This journal discusses translation strategies and quality of localization assessment of guidance of menu text asset in video game of Dragon Nest. The similarity Agung's journal and this research is subject is video game localization. Then the differences are the video game itself. This research focus to analyze localization quality and translation strategies in the achievement video gamae, but Agung's journal focus to analyze localization quality and translation strategies in the guidance of menu text asset in video game.

Fifth, the thesis research entitled *Translation Strategies and Localization Quality Assessment of Narrative Pathways in Kode Keras Cowok Visual Novel* by Filzatur Rifqoh (2021), The State Islamic Institute of Surakarta. This thesis discusses translation strategies and quality of localization assessment of narrative pathways in video game of *Kode Keras Cowok* visual novel. The similarity Filzatur's thesis and this research is the subject is video game localization. Then the differences are the video game itself. This research focus to analyze localization quality and translation strategies in the achievement video game, but Filzatur's thesis focus to analyze localization quality and translation strategies in the narrative pathways video game.

Based on those researchers before, there is no research that examines translation strategies and quality of Achievement in video game of Genshin Imapct. So, that is why the writer choose describe spatialization based translation strategies are applied in the translation of Achievement and quality of Achievement translation as an object, and the video game of Genshin Impact as a subject of this study by using translation strategy.

CHAPTER III

RESEARCH METHOD

A. Research Design

In this research, the researcher employs a descriptive and contextual qualitative research design to achieve the goal of the research. The major goal of the research is to analyze the strategies of translation of Achievement in *Genshin Impact* video game. This research used qualitative method because the format data is textual. Qualitative research is a type of research methodology that focuses on exploring and understanding the subjective experiences, attitudes, beliefs, and behaviors of individuals or groups of people. Unlike quantitative research, which emphasizes the use of numerical data, qualitative research uses non-numerical data such as text, images, audio, and video to gain insight into the complexity and richness of human experience (Bruce L. Berg and Howard Lune, 2012).

A qualitative research study can be carried out in various ways, such as through interviews, case studies, ethnography, and focus groups. The goal of the research is to gain a deeper understanding of the cultural and social context of people. Qualitative research study is commonly used in various fields, such as education, humanities, social sciences, and health care. It can be useful in exploring complex phenomena and gaining a better understanding of culture and human behavior (Cresswell, 2009).

In social science research, descriptive qualitative analysis is a process utilized to describe and understand phenomena in detail. This method involves gathering, interpreting, and evaluating qualitative data. Unlike quantitative methods, this approach emphasizes the use of words and interpretations. This research method mainly involves gathering information through various qualitative techniques, such as interviews, document analysis, and observations. The data collected are then interpreted and used to generate ideas

about the research subject (Glass and Hopkins, 1984). This type of research is usually carried out in detail and aims to develop a deeper understanding of a certain phenomenon or experience. Instead of testing a theory or hypothesis, this method uses interviews and other forms of research to gather information. According to Krathwohl, descriptive qualitative analysis involves identifying patterns and themes, coding data, and formulating theories (Krathwohl, 1993).

B. Data and Source of the Data

A data collection is a process that involves gathering, recording, and storing information for different purposes. It can be made use of in different ways, such as by creating images, videos, texts, audio, or numbers. This type of information can come from various sources, such as sensors, computers, and humans. The researcher used qualitative methods. The data from this research will be analyzed descriptively by the researcher.

In this research, the data sources are taken from *Genshin Impact* video game in version 3.6 with laptop as platform. *Genshin Impact* is one of the video games from the company Hoyoverse. This video game was released on September 28th, 2020. In this research, the researcher analyzes the strategies of translation of achievements in *Genshin Impact* that released on version 1.0 until version 1.6.

C. Instrument of the research

The researcher involved in all of the process in this research from separating the data based on the topic, classifying the data, interpreting the data, and concluding the analysis of the data (Creswell, 2007). The main instrument of this research is the researcher himself. The researcher is the one who gathers the information for collecting the data. The second instrument is a data table which used to note the translation strategies in achievement in *Genshin Impact* video game.

D. Technique of Collecting Data

This section presents the technique of collecting data used this research. Sugiyono (2008), states that the fundamental method relied on by qualitative researchers for gathering information is participation in the setting, direct observation, in-depth interviewing, and documentation review. In this research, the researcher used strategies of translation of achievement that why the researcher used documentation.

Rayward (1994), states that documentation is the study of the recording and retrieval of information. Documentation refers to the practice of recording and preserving information about a particular subject, process, system, or product. It involves creating written, visual, or digital materials that provide instructions, explanations, guidelines, and other relevant details to help users understand and utilize something effectively. The researcher used documentation methods. The data from this research will be analyzed descriptively by the researcher.

The data are found by following steps:

1. Playing a video game entitled *Genshin Impact* in English and Indonesian version as localized version.

2. Focusing an achievement as a topic for research.

3. Comparing the achievement version 1.0 until version 1.6 in English and Indonesian version.

4. Taking a screenshot of the achievement in English and Indonesian version.

5. Making a data table of the results of the steps above so that the data is well organized.

E. Data Analysis Technique

The analyzing data of the researching is using methods by Spradley (1980). According to Spradley (1980), there are 4 steps in analyzing the data:

1. Domain Analysis.

   The first stage is domain analysis, which is the process of getting a general description of the object under study or of a social issue that is raised as the research theme. This general description is needed to be able to enter the next stage in qualitative data analysis.

No.	The element found in Genshin Impact	Classified Data
1.	Survival Expert, Grasp how 40 different dishes are made	Narrative achievement text
2.	 **Survival Expert** Grasp how 40 different dishes are made.	The captured picture narrative achievement in the picture

2. Taxonomic Analysis.

   At the taxonomic analysis stage, all the domains from the data that have been obtained will then be studied or dissected to find out what their internal structure is like. Then will be grouped based on the type of translation strategy. Then that researcher can find out what elements build the research data domains.

Visual Data	Textual Data	Codes	Translation Strategy	Reason

Datum	Source Text	Target Text	Localization Quality				Reason
			Diegetic Symbiosis	Narrative Mechanical Structure	Localization level	Narrative Mechanical Structure	

3. Componential Analysis.

This stage aims to determine the specific characteristics of all the elements that make up the research data domain. This special feature will then provide information about the differences between one data domain and another.

Achievements	Translation Strategies						
	Abb	Con	Omi	Sym	Ret	Med	Vio
Mortal Travails: Series I							
Mortal Travails: Series II							
The Hero's Journey							
Mondstadt: The City of Wind and Song							
Liyue: The Harbor of Stone and Contracts							
Elemental Specialist							
Marksmanship							
Challenger: Series I							
Challenger: Series II							
Domains and Spiral Abyss: Series I							
Olah!: Series I							
Snezhnaya Does Not Believe in Tears: Series I							
Stone Harbor's Nostalgia: Series I							
Meeting in Outrealm: Series I							
Meeting in Outrealm: Series II							
Visitors on the Icy Mountain							
A Realm Beyond: Series I							
A Realm Beyond: Series II							

Achievements	Localization Quality Assessment													
	Diegetic Symbiosis			Narrative Mechanical Structure								Localization Level		
				Original Game				Localized Game						
	Mne	HegT	HegV	Uni	Cry	Eni	Equ	Uni	Cry	Eni	Equ	Full	Part	Nir
Mortal Travails: Series I														
Mortal Travails: Series II														
The Hero's Journey														
Mondstadt: The City of Wind and Song														
Liyue: The Harbor of Stone and Contracts														
Elemental Specialist														
Marksmanship														
Challenger: Series I														
Challenger: Series II														
Domains and Spiral Abyss: Series I														
Olah!: Series I														
Snezhnaya Does Not Believe in Tears: Series I														
Stone Harbor's Nostalgia: Series I														
Meeting in Outrealm: Series I														
Meeting in Outrealm: Series II														
Visitors on the Icy Mountain														

A Realm Beyond: Series I														
A Realm Beyond: Series II														

4. Analysis of Cultural Themes.

At this stage, all data domains whose specific characteristics are known are then searched for their relationship with other domains. The relationship between the data domains is then drawn to conclusions.

F. Data Validation

The data collected during a research project is very important to the success of the study. Before the researcher can analyze the data, they must first validate it. The validity in qualitative methods is that the research tests the accuracy of the data and makes sure that the data are relevant to the subject of the research (Creswell, 2009). This means that the data must be valid to produce a significant result. The researcher conducted a study on the classified data and asked the lecturer for help in determining its value.

The researcher used data triangulation techniques in the validation of this study. According to Meleong (2001), states that triangulation is a technique for checking the trustworthiness of the data by using more than one individual to verify the data or compare them. Triangulation in validation research helps increase the credibility, validity, and reliability of research findings by combining multiple methods or data sources. It promotes a more comprehensive understanding of the research topic, reduces bias, and provides a more robust foundation for drawing conclusions and making informed decisions. Triangulation the data in this research, the researcher checks the data originated from the video game in the source language then the target language is that any problem or not. The main sources to check are the original translation and the video game itself. In this research, the researcher doing an interview of

the result of validation and questionnaire is must get a deeper and clear analysis. To validate the data, the researcher uses expert of video game localization. So, the researcher gives the research paper to the raters and validators to check the validation.

CHAPTER IV

RESEARCH FINDINGS AND DISCUSSION

This chapter is divided into two parts. The first part is research finding which presents the findings of the data analysis of translation strategy and localization quality assessment. The second part is a discussion that presents a detail analysis and explanation of the findings.

A. Research Findings

In this chapter, the researcher presents the analysis of the data. The researcher divides the chapter into two parts. The first part of this chapter is reseach finding and the second part is the discussion of the data. The research findings discuss the strategy used by the translator in achievement of the translation strategy and localization quality assessment in *Genshin Impact* video game.

1. Translation Strategies

Translation Strategies is the techniques used by the translator to tender the message of the source language into the target language as well as possible. In this part, the researcher presents the data findings of this research related to being a strategy used by the translator in translation achievements in *Genshin Impact* video game.

In this research, the researcher used the theory proposed by Purnomo (2019) to analyze the translation strategy of achievements. Purnomo divided the strategy into seven kinds. Those strategies are Abbreviation, Condensation, Omission, Symbolization, Retention, Mediation, Violation. In this case, the researcher only found six strategies used by the translator in translation achievements.

Table 4.1: Translation Strategy on Achievements

No.	Translation Strategy	Total
1.	Abbreviation	2
2.	Condensation	13
3.	Omission	13
4.	Symbolization	8
5.	Retention	88
6.	Mediation	25
7.	Violation	0

From 149 data, the researcher found 2 data (1.34%) belong to Abbreviation, 13 data (8.72%) belong to Condensation, 13 data (8.72%) belong to Omission, 8 data (5.37%) belong to Symbolization, 88 data (59.06%) belong to Retention, and 25 data (16.78%) belong to Mediation. Below is the discussion of each strategy:

a. Abbreviation

Data Number	Source Language	Target Language
91/Abb/G/DASAS I	Clear Floor 12 of the Spiral Abyss	Selesaikan Spiral Abyss Lt. 12

The data number above is presented on achievement group Domains and Spiral Abyss: Series I. This narrative instructs the player to clear all floors of the Spiral Abyss which are held once every half month. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Abbreviation, because the translator translated the word "Floor" into "Lt.". The use of the abbreviation strategy here does not damage violate anything since the abbreviation word "Lt." from "Lantai" is commonly used target language speakers.

Data Number	Source Language	Target Language
139/Abb/G/ARBS I	Reach Trust Rank 10 with the teapot spirit	Capai Tingkat Kepercayaan Lv. 10 dengan Roh Penghuni Poci

The data number above is presented on achievement group A Realm Beyond: Series I. This narrative instructs the player to upgrade the teapot spirit until level 10. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Abbreviation, because the translator translated the word "Rank" into "Lv.". The use of the abbreviation strategy here does not damage violate anything since the abbreviation word "Lv." from "Level" is commonly used target language speakers.

b. Condensation

Data Number	Source Language	Target Language
15/Con/G/THJ	Re-Armed, Re-Forged	Ribuan Tempaan

The data number above is presented on achievement group The Hero's Journey. This achievement can be obtained when the player does ascend a weapon to Phase 6. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Condensation, because sentence "Re-Armed, Re-Forged" literally translated *Dipersenjatai Kembali, Ditempa Ulang,* but the translation is really different from the target language become "Ribuan Tempaan". Therefore, it is Condensation because the translator translated the source language does not match the literal meaning and the translator used puns to adapt to the target language, but the meaning of the source language still remains.

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Data Number	Source Language	Target Language
57/Con/G/ESP	Season's Greetings	Seputih Salju

The data number above is presented on achievement group Elemental Specialist. This achievement can be obtained when the player freezes 4 opponents within 2 seconds. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Condensation, because sentence "Season's Greetings" literally translated *Salam Musim,* but the translation is really different from the target language become "Seputih Salju". Therefore, it is Condensation because the translator translated the source language does not match the literal meaning and the translator used puns to adapt to the target language, but the meaning of the source language still remains.

Data Number	Source Language	Target Language
111/Con/G/MIOS I	…And Still Smilling!	Senyum Saja Cukup

The data number above is presented on achievement group Meeting in Outrealm: Series I. This achievement can be obtained when the player defeated an Anemo Hypostasis in Co-Op Mode. After the player completes this achievement, the player will get 10 primogems.

The sentence above is classified as Condensation, because sentence "…And Still Smilling!" literally translated *dan masih tersenyum!,* but the translation is really different from the target language become "Senyum Saja Cukup". Therefore, it is Condensation because the translator translated the source language does not match the literal meaning and the translator used puns to

adapt to the target language, but the meaning of the source language still remains.

Data Number	Source Language	Target Language
75/Con/G/CS II	Dip, Duck, Dive, Dodge, Defeat	Kisah Siksaan Dengan Air

The data number above is presented on achievement group Challenger: Series I. This achievement can be obtained when the player defeated an Oceanid without being hit by water bombs left behind by certain Hydro Mimics. After the player completes this achievement, the player will get 10 primogems.

The sentence above is classified as Condensation, because sentence "Dip, Duck, Dive, Dodge, Defeat" literally translated *Celupkan, Bebek, Menyelam, Menghindar, Kalahkan,* but the translation is really different from the target language become "Kisah Siksaan Dengan Air". Therefore, it is Condensation because the translator translated the source language does not match the literal meaning and the translator used puns to adapt to the target language, but the meaning of the source language still remains.

c. Omission

Data Number	Source Language	Target Language
3/Omi/G/MTS I	The Wind and The Star Traveler	Angin dan Sang Pengembara

The data number above is presented on achievement group Mortal Travails: Series I. This achievement can be obtained when the player does blow seeds off a Dandelion using Anemo. After the player completes this achievement, the player will get 5 primogems.

The sentence above is classified as Omission, because sentence "The Wind and The Star Traveler" literally translated *Angin dan Sang Pengembara Bintang,* but the translation is a bit different from

the target language become "Angin dan Sang Pengembara". Therefore, it is Omission because the translator cut word "Star", but the meaning of the source language still remains.

Data Number	Source Language	Target Language
13/Omi/G/THJ	Ascend a character to Phase 6 for the first time	Ascend 1 Karakter ke Tahap ke-6

The data number above is presented on achievement group The Hero's Journey. This narrative instructs the player to ascend a character to phase 6. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Omission, because sentence "Ascend a character to Phase 6 for the first time" literally translated *naikkan karakter ke tahap ke-6 untuk pertama kali,* but the translation is a bit different from the target language become "Ascend 1 Karakter ke Tahap ke-6". Therefore, it is Omission because the translator cut word "first time", but the meaning of the source language still remains.

Data Number	Source Language	Target Language
60/Omi/G/MKS	Nothing Special, Just Practice	Hanya Latihan Saja

The data number above is presented on achievement group Marksmanship. This achievement can be obtained when the player hit a falcon in mid-flight with bow. After the player completes this achievement, the player will get 5 primogems.

The sentence above is classified as Omission, because sentence "Nothing Special, Just Practice" literally translated *tidak ada yang spesial,* but the translation is a bit different from the target language

become "Hanya Latihan Saja". Therefore, it is Omission because the translator cut word "nothing special", but the meaning of the source language still remains.

Data Number	Source Language	Target Language
10/Omi/G/TAOA	Grasp how 40 different dishes are made	Kuasai 40 cara menyiapkan hidangan

The data number above is presented on achievement group The Art of Adventure. This narrative instructs the player to grasp 40 different dishes are made. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Omission, because sentence "Grasp how 40 different dishes are made" literally translated *Pahami bagaimana 40 hidangan berbeda dibuat,* but the translation is a bit different from the target language become "Kuasai 40 cara menyiapkan hidangan". Therefore, it is Omission because the translator cut word "how" and "different", but the meaning of the source language still remains.

Data Number	Source Language	Target Language
41/Omi/G/LTHOSAC	Unmovable Mountain	Tak Tergoyahkan

The data number above is presented on achievement group Liyue: The Harbor of Stone and Contracts. This achievement can be obtained when the player Upgrade the Statues of The Seven in Liyue to their maximum level. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Omission, because sentence "Unmovable Mountain" literally translated *Gunung yang Tak*

Tergoyahkan, but the translation is a bit different from the target language become "Tak Tergoyahkan". Therefore, it is Omission because the translator cut word "Mountain", but the meaning of the source language still remains.

d. Symbolization

Data Number	Source Language	Target Language
19/Sym/G/THJ	Obtain a 4-star artifact	Dapatkan sebuah Artefak 4 ★

The data number above is presented on achievement group The Hero's Journey. This narrative instructs the player to get the 4-star artifact from explore or domains. After the player completes this achievement, the player will get 5 primogems.

The sentence above is classified as Symbolization, because the translator changes the word "star" into symbol "★" which literality translated "bintang". The use of the symbolization strategy here does not damage violate anything since the symbol "★" is commonly used target language speakers.

Data Number	Source Language	Target Language
83/Sym/G/CS II	Hit an opponent with a Plunging Attack after plunging for more than 5 seconds	Serang 1 musuh dengan Plungin Attack setelah terjatuh lebih dari 5 detik

The data number above is presented on achievement group Challenger: Series I. This narrative instructs the player to hit an enemy with a Plunging Attack after plunging for more than 5 seconds. After the player completes this achievement, the player will get 5 primogems

The sentence above is classified as Symbolization, because the translator changes the word "an" into symbol "1" which literality translated "seorang". The use of the symbolization strategy here does not damage violate anything since the symbol "1" is commonly used target language speakers.

e. Retention

Data Number	Source Language	Target Language
5/Ret/G/MTS I	Obtain the power of Geo	Dapatkan kekuatan Geo

The data number above is presented on achievement group Mortal Travails: Series I. This narrative instructs the player to get element Geo for main character by visit the Statues of The Seven in Liyue. After the player completes this achievement, the player will get 5 primogems.

The sentence above is classified as Retention, because sentence "Geo" literally translated *geografis,* but the translator did not translate into the target language. Therefore, it is classified as Retention because it keeps the word from the source language. Word "Geo" if translated, the player themselves will find it difficult to understand instead.

Data Number	Source Language	Target Language
16/Ret/G/THJ	Ascend a character to Phase 6 for the first time	Ascend 1 Karakter ke Tahap ke-6

The data number above is presented on achievement group The Hero's Journey. This narrative instructs the player to ascend a character to phase 6. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Retention, because sentence "Ascend" literally translated *naikkan,* but the translator did not translate into the target language. Therefore, it is classified as Retention because it keeps the word from the source language. The translator maintains word "Ascend" into target language because the term "tingkatkan" in *Genshin Impact* uses word "ascend" and the player is very familiar with the word "Ascend". So that the word does not need to be translated because it will be able to reduce the aesthetic value of the game language.

Data Number	Source Language	Target Language
85/Ret/G/CS II	Unleash 5 Elemental Bursts within 15 seconds	Keluarkan 5 Elemental Burst dalam 15 detik

The data number above is presented on achievement group Challenger: Series II. This narrative instructs the player to uleash 5 Elemental Bursts within 15 seconds. After the player completes this achievement, the player will get 10 primogems.

The sentence above is classified as Retention, because sentence "Elemental Burst" literally translated *ledakan unsur,* but the translator did not translate into the target language. Therefore, it is classified as Retention because it keeps the word from the source language. Word "Elemental Burst" if translated, the player themselves will find it difficult to understand instead.

Data Number	Source Language	Target Language
82/Ret/G/CS II	Hit an opponent with a Plunging Attack after plunging for more than 5 seconds	Serang 1 musuh dengan Plungin Attack setelah terjatuh lebih dari 5 detik

The data number above is presented on achievement group Challenger: Series II. This narrative instructs the player to hit an enemy with a Plunging Attack after plunging for more than 5 seconds. After the player completes this achievement, the player will get 5 primogems.

The sentence above is classified as Retention, because sentence "Plunging Attack" literally translated *Serangan Terjun,* but the translator did not translate into the target language. Therefore, it is classified as Retention because it keeps the word from the source language. The translator maintains word "Plunging Attack" into target language because the term "Serangan Terjun" in *Genshin Impact* uses word "Plunging Attack" and the player is very familiar with the word "Plunging Attack". So that the word does not need to be translated because it will be able to reduce the aesthetic value of the game language.

Data Number	Source Language	Target Language
59/Ret/G/ESP	Defeat 4 opponents with Melt within 2x (x10)	Kalahkan 4 musuh dengan Melt dalam 2 detik sebanyak 10 kali

The data number above is presented on achievement group Elemental Specialist. This narrative instructs the player to Defeat 4 opponents with Melt within 2 second in 10 times. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Retention, because sentence "Melt" literally translated *Meleleh,* but the translator did not translate into the target language. Therefore, it is classified as Retention because it keeps the word from the source language. The translator maintains word "Melt" into target language because the

term "Meleleh" in *Genshin Impact* uses word "Melt" and the player is very familiar with the word "Melt". So that the word does not need to be translated because it will be able to reduce the aesthetic value of the game language.

f. Mediation

Data Number	Source Language	Target Language
6/Med/G/MTS I	The Voice of Flowing Water	Suara Air Mengalir

The data number above is presented on achievement group Mortal Travails: Series I. This achievement can be obtained when the player collected the entire "Heart of Clear Springs" series. After the player completes this achievement, the player will get 5 primogems.

The sentence above is classified as Mediation because it translated completely the same from "The Voice of Flowing Water" into "Suara Air Mengalir", the translator translated the source language into a common the target language without changing the meaning from the source language into the target language.

Data Number	Source Language	Target Language
27/Med/G/MTCOWAS	Brush a Thousand Winds	Tiupan Seribu Angin

The data number above is presented on achievement group Mondstadt: The City of Wind and Song. This achievement can be obtained when the player unlocked all Teleport Waypoints in Mondstadt. After the player completes this achievement, the player will get 5 primogems.

The sentence above is classified as Mediation because it translated completely the same from "Brush a Thousand Winds" into "Tiupan Seribu Angin", the translator translated the source

language into a common the target language without changing the meaning from the source language into the target language.

Data Number	Source Language	Target Language
54/Med/G/LTHOSAC	Rock-Steady Adventurer	Petualang Seteguh Batu

The data number above is presented on achievement group Liyue: The Harbor of Stone and Contracts. This achievement can be obtained when the player complete 40 Open World mechanism-activated Time Trial Challenges in Liyue (The Chasm is counted separately). After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Mediation because it translated completely the same from "Rock-Steady Adventurer" into "Petualang Seteguh Batu", the translator translated the source language into a common the target language without changing the meaning from the source language into the target language.

Data Number	Source Language	Target Language
84/Med/G/CS II	Vicious Circle	Siklus Abadi

The data number above is presented on achievement group The Challenger: Series II. This achievement can be obtained when the player unleash 5 Elemental Burst within 15 seconds. After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Mediation because it translated completely the same from "Vicious Circle" into "Siklus Abadi", the translator translated the source language into a common

the target language without changing the meaning from the source language into the target language.

Data Number	Source Language	Target Language
103/Med/G/SHNS	Friends, Travelers, Lend Me Your Ears…	Teman, Pengembara, Dengarkanlah…

The data number above is presented on achievement group The Stone Harbor's Nostalgia: Series I. This achievement can be obtained when the player finished listening to the tale of the Ring of Raining Blades in "Cliffhanger". After the player completes this achievement, the player will get 20 primogems.

The sentence above is classified as Mediation because it translated completely the same from "Friends, Travelers, Lend Me Your Ears…" into "Teman, Pengembara, Dengarkanlah…", the translator translated the source language into a common the target language without changing the meaning from the source language into the target language.

2. Localization Quality Assessment

Localization Quality Assessment is the technique used by the translator for making easy to understand the message of the source language into the target language as well as possible. In this part, the researcher presents the data findings of this research related to the narrative-mechanical structure used by the translator in localize achievements in *Genshin Impact* video game.

In this research, the researcher used the theory proposed by Purnomo (2018) to analyze the localization quality of achievements. According Purnomo, the localization quality is classified into four elements. Those elements are Univocal, Cryptic, Enigmatic, and

Equivocal. Every element has four assessments, those are Univocal (Uni-Uni, Uni-Cry, Uni-Eni, Uni-Equ), Cryptic (Cry-Uni, Cry-Cry, Cry-Eni, Cry-Equ), Enigmatic (Eni-Uni, Eni-Cry, Eni-Eni, Eni-Equ), Equivocal (Equ-Uni, Equ-Cry, Equ-Eni, Equ-Equ). But the researcher only found three assessments.

Table 4.2: Localization Quality Assessment on finding data

No.	Localization Quality	Total
1.	Uni-Uni	91
2.	Eni-Eni	55
3.	Equ-Equ	3

From 149 data, the researcher found 91 data (61.07%) belong to Uni-Uni, 55 data (36.91%) belong to Eni-Eni, and 3 data (2.01%) belong to Equ-Equ.

a. Univocal

  i. Uni-Uni

    - 40/Ret/G/MTCOWAS

Wind–Chasing Treasure Hunter
Open 400 chests in Mondstadt (excluding the Dragonspine area).

Pemburu Harta, Pengejar Angin
Buka 400 peti harta di Mondstadt (tidak termasuk area Dragonspine).

ST: Open 400 chest in Mondstadt (excluding the Dragonspine area)

TT: *Buka 400 peti harta di Mondstadt (tidak termasuk area Dragonspine)*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanic-Narrative Structure	Diegetic Symbiosis
Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

Localization Partial = 2×1

Symbiosis Diegetic not changed = 3×2

Univocal not changed = 3×3

$(2 + 6 + 9) \div 6 = 2.8$ (Good)

The data number above is presented about Uni-Uni. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text are univocal because the mechanic and narrative structure in both source text and target text is explicit. The localization level assessment is partial because it only occurs in the text only.

- 81/Ret/G/CS II

Hydro Hunter
Defeat every type of Hydro Mimic that an Oceanid can summon.

Hydro Hunter
Kalahkan semua Hydro Mimic yang dipanggil Oceanid

ST: Defeat every type of Hydro Mimic that an Oceanid can summon

TT: *Kalahkan semua Hydro Mimic yang dipanggil Oceanid*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanic-Narrative Structure	Diegetic Symbiosis
Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

Localization Partial = 2×1

Symbiosis Diegetic not changed = 3×2

Univocal not changed = 3×3

$(2 + 6 + 9) \div 6 = 2.8$ (Good)

The data number above is presented about Uni-Uni. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text are equivocal because the mechanic and narrative structure in both source text and target text is explicit. The localization level assessment is partial because it only occurs in the text only.

- 116/Ret/G/MIOS I

You Came, You Saw, We Co–Oped
Complete Domains together with other players 100 times.

Datang Bermain dan Membantu
Selesaikan Domain bersama pemain lain 100 kali.

ST: Complete Domains together with other players 100 times

TT: *Selesaikan Domain bersama pemain lain 100 kali*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanic-Narrative Structure	Diegetic Symbiosis
Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

Localization Partial = 2 × 1

Symbiosis Diegetic not changed = 3 × 2

Univocal not changed = 3 × 3

(2 + 6 + 9) ÷ 6 = 2.8 (Good)

The data number above is presented about Uni-Uni. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text are equivocal because the mechanic and narrative structure in both source text and target text is explicit. The localization level assessment is partial because it only occurs in the text only.

- 92/Ret/G/CS II

Vicious Circle
Unleash 5 Elemental Bursts within 15 seconds.

Siklus Abadi
Keluarkan 5 Elemental Burst dalam 15 detik.

ST: Unleash 5 Elemental Bursts within 15 seconds

TT: *Keluarkan 5 Elemental Burst dalam 15 detik*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanic-Narrative Structure	Diegetic Symbiosis
Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

Localization Partial = 2 × 1

Symbiosis Diegetic not changed = 3 × 2

Univocal not changed = 3 × 3

(2 + 6 + 9) ÷ 6 = 2.8 (Good)

The data number above is presented about Uni-Uni. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text are equivocal because the mechanic and narrative structure in both source text and target text is explicit. The localization level assessment is partial because it only occurs in the text only.

- 120/Ret/G/MIOS I

That's One Big Crystalfly
Defeat an Anemo Hypostasis in Co-Op Mode.

Anemo Crystalfly Milikmu Besar Sekali
Kalahkan sebuah Anemo Hypostasis dalam Mode Co-op.

ST: Defeat an Anemo Hypostasis in Co-Op Mode

TT: *Kalahkan sebuah Anemo Hypostasis dalam Mode Co-op*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanic-Narrative Structure	Diegetic Symbiosis
Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

Localization Partial = 2 × 1

Symbiosis Diegetic not changed = 3 × 2

Univocal not changed = 3 × 3

(2 + 6 + 9) ÷ 6 = 2.8 (Good)

The data number above is presented about Uni-Uni. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text are equivocal because the mechanic and narrative structure in both source text and target text is explicit. The localization level assessment is partial because it only occurs in the text only.

b. Enigmatic

   i. Eni-Eni

      - 3/Omi/G/MTS I

The Wind and The Star Traveler
Blow seeds off a Dandelion using Anemo.

Angin dan Sang Pengembara
Gunakan Anemo untuk meniup biji–biji Dandelion.

ST: The Wind and The Star Traveler

TT: *Angin dan Sang Pengembara*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanic-Narrative Structure	Diegetic Symbiosis
Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic

Localization Partial = 2×1

Symbiosis Diegetic not changed = 3×2

Enigmatic not changed = 3×3

$(2 + 6 + 9) \div 6 = 2.8$ (Good)

The data number above is presented about Eni-Eni. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text is Enigmatic because the mechanic structure in both source text and target text is implicit. Mechanic anamorphosis comes from another meaning of "The Wind" that is Anemo. To complete this achievement, players must use the Traveler to collect the Dandelion Seed. Dandelion Seed can only be taken by launching an Anemo elemental attack. Player implicitly told to use Traveler to blow seeds off a Dandelion with Anemo elemental attack. While the narrative meaning based on the dialogue text is explicit because of the meaning written by the text. The localization level assessment is partial because it only occurs in the text only.

- 130/Con/G/VOTIM

Seelie in the Snow
Follow 20 Warming Seelie in Dragonspine to their Seelie Courts.

Pemandu Gunung Salju
Ikuti 20 Warming Seelie di Dragonspine ke Seelie Court mereka.

ST: Seelie in the Snow

TT: *Pemandu Gunung Salju*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic

Localization Partial = 2×1

Symbiosis Diegetic not changed = 3×2

Enigmatic not changed = 3×3

$(2 + 6 + 9) \div 6 = 2.8$ (Good)

The data number above is presented about Eni-Eni. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text is Enigmatic because the mechanic structure in both source text and target text is implicit. Mechanic anamorphosis comes from another meaning of "the Snow" that is Dragonspine. The only snowy place in *Genshin Impact* is currently Dragonspine. Seelie is a puzzle where players have to follow it to the Seelie Court. Player implicitly told to follow Seelie to Seelie Courts in Dragonspine to complete the puzzle. While the narrative meaning based on the dialogue text is explicit because of the meaning written by the text. The localization level assessment is partial because it only occurs in the text only.

- 43/Ret/G/LTHOSAC

Sanctuary Pilgrim: Liyue
Unlock all the Shrines of Depths in Liyue.

Peziarah Kuil: Liyue
Buka seluruh Shrine of Depths di Liyue.

ST: Sanctuary Pilgrim: Liyue

TT: *Peziarah Kuil: Liyue*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanical-Narrative Structure	Diegetic Symbiosis
Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic

Localization Partial = 2 × 1

Symbiosis Diegetic not changed = 3 × 2

Enigmatic not changed = 3 × 3

(2 + 6 + 9) ÷ 6 = 2.8 (Good)

The data number above is presented about Eni-Eni. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text is Enigmatic because the mechanic structure in both source text and target text is implicit. Mechanic anamorphosis comes from another meaning of "Sanctuary Pilgrim" that is Shrines of Depths. Liyue is the second region in *Genshin Impact*. Player implicitly told to unlock all the Shrines of Depths in Liyue. While the narrative meaning based on the

dialogue text is explicit because of the meaning written by the text. The localization level assessment is partial because it only occurs in the text only.

c. Equivocal

   i. Equ – Equ

     - 86/Con/G/DASAS I

Down to Dodge
Complete Spiral Abyss 2-3 without taking any DMG.

Dari Dalam
Selesaikan Spiral Abyss Lantai 2 Ruangan 3 tanpa terkena DMG.
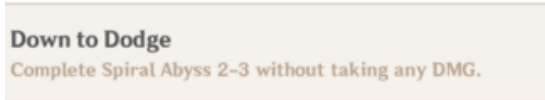
ST: Down to Dodge

TT: *Dari Dalam*

Diegetic Symbiosis	Mechanic-Narrative Structure	Localization Level	Mechanic-Narrative Structure	Diegetic Symbiosis
Hegemonic	Ana-Ana (Equivocal)	Partial	Ana-Ana (Equivocal)	Hegemonic

Localization Partial = 2 × 1

Symbiosis Diegetic not changed = 3 × 2

Equivocal not changed = 3 × 3

(2 + 6 + 9) ÷ 6 = 2.8 (Good)

The data number above is presented about Equ-Equ. The diegetic symbiosis in both source text and target text in the display above is hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The mechanic and narrative structure in both source text and target text are equivocal because the mechanic and

narrative structure in both source text and target text is implicit. Mechanic anamorphosis comes from another meaning of "Dodge" that is don't taking any damage. While the narrative anamorphosis comes from another meaning of "Down" that is Spiral Abyss. Player implicitly told to complete Spiral Abyss floor 2 room 3 without taking any damage The localization level assessment is partial because it only occurs in the text only.

B. Discussion

In this part, the researcher discusses the relationship between the first question and the second question of the research. The first question is What spatialization based translation strategies are applied in the translation of Achievement in *Genshin Impact*? In this question, the researcher used the theory of translation strategy by Purnomo (2019). The second question is How is the quality of Achievement translation as found from *Genshin Impact*? In this question, the researcher used the theory of localization quality assessment by Purnomo (2018). The researcher presents the table of the finding analysis in table 4.3.

Table 4.3: Translation Strategy on discussion

Achievements	Translation Strategies						
	Abb	Con	Omi	Sym	Ret	Med	Vio
Mortal Travails: Series I	-	-	1	-	2	4	-
Mortal Travails: Series II	-	-	1	1	1	-	-
The Hero's Journey	-	1	1	6	3	3	-
Mondstadt: The City of Wind and Song	-	-	-	-	9	3	-
Liyue: The Harbor of Stone and Contracts	-	-	1	-	9	3	-
Elemental Specialist	-	1	1	-	5	3	-
Marksmanship	-	1	2	-	-	-	-
Challenger: Series I	-	-	1	-	6	-	-
Challenger: Series II	-	3	2	1	9	1	-
Domains and Spiral Abyss: Series I	1	1	-	-	6	-	-
Olah!: Series I	-	-	-	-	4	-	-
Snezhnaya Does Not Believe in Tears: Series I	-	-	-	-	2	1	-
Stone Harbor's Nostalgia: Series I	-	-	2	-	2	1	-
Meeting in Outrealm: Series I	-	2	1	-	12	1	-
Meeting in Outrealm: Series II	-	-	-	-	5	-	-
Visitors on the Icy Mountain	-	1	-	-	7	-	-
A Realm Beyond: Series I	1	2	-	-	5	3	-
A Realm Beyond: Series II	-	1	-	-	1	2	-

Based on the table 4.3, it can be seen that 2 data belong to Abbreviation, 26 data belong to Condensation, 12 data belong to Omission, 8 data belong to Symbolization, 88 data belong to Retention, and 33 data belong to Mediation. From the research finding, the most dominant data is Retention used by the translator to translate the game. Retention is the strategy to preserve source language words or terms that are considered and accepted conventionally by gamers and become fatal if translated (Name of the person, monster, region).

From the explanation above, it can be concluded that Retention is important to use by the translator to keeps the word from the source language. It occurs because in *Genshin Impact* there are names of people, monsters and places. Translators also consistently do not translate simple terms in the game.

Table 4.4: Localization Quality Assessment on discussion

Achievements	Localization Quality Assessment													
	Diegetic Symbiosis			Narrative Mechanical Structure								Localization Level		
				Original Game				Localized Game						
	Mne	HegT	HegV	Uni	Cry	Eni	Equ	Uni	Cry	Eni	Equ	Full	Part	Nir
Mortal Travails: Series I	-	7	-	4	-	3	-	4	-	3	-	-	7	-
Mortal Travails: Series II	-	3	-	3	-	-	-	3	-	-	-	-	3	-
The Hero's Journey	-	14	-	11	-	3	-	11	-	3	-	-	14	-
Mondstadt: The City of Wind and Song	-	12	-	7	-	5	-	7	-	5	-	-	13	-
Liyue: The Harbor of Stone and Contracts	-	13	-	7	-	6	-	7	-	6	-	-	13	-
Elemental Specialist	-	10	-	6	-	4	-	6	-	4	-	-	10	-
Marksmanship	-	3	-	-	-	3	-	-	-	3	-	-	3	-
Challenger: Series I	-	7	-	4	-	3	-	4	-	3	-	-	7	-
Challenger: Series II	-	16	-	9	-	7	-	9	-	7	-	-	16	-
Domains and Spiral Abyss: Series I	-	8	-	5	-	2	1	5	-	2	1	-	8	-
Olah!: Series I	-	4	-	2	-	2	-	2	-	2	-	-	4	-
Snezhnaya Does Not Believe in Tears: Series I	-	3	-	2	-	1	-	2	-	1	-	-	3	-
Stone Harbor's Nostalgia: Series I	-	5	-	3	-	2	-	3	-	2	-	-	5	-
Meeting in Outrealm: Series I	-	16	-	10	-	5	1	10	-	5	1	-	16	-
Meeting in Outrealm: Series II	-	5	-	4	-	1	-	4	-	1	-	-	5	-

Visitors on the Icy Mountain	-	8	-	5	-	3	-	5	-	3	-	-	8	-
A Realm Beyond: Series I	-	11	-	6	-	4	1	6	-	4	1	-	11	-
A Realm Beyond: Series II	-	4	-	3	-	1	-	3	-	1	-	-	4	-

Based on the table 4.4, the consideration of assessment is divided into diegetic symbiosis, mechanic-narrative structure, and localization level. Here the discussion related to three elements of those found by the dominant in each consideration.

The dominant diegetic symbiosis from the table 4.4 is Hegemonic (text) because text become a preference in understanding the player in the process of playing the game. The dominant diegetic symbiosis in *Genshin Impact* is Hegemonic (text) both in the original game and the localized game. Hegemonic (text) is a situation that the text is related well to help the player understand the game.

The dominant mechanic-narrative structure from the table 4.4 is Univocal in both the original and localized video games. To do the scoring of the mechanic-narrative structure have to know about explicit and implicitly in both of the original and localized of the game and understand the video game mechanically and narratively. The result of the dominant mechanic-narrative structure is Univocal which is the text is related explicit in both the mechanic and narrative structure of the game.

The dominant localization level from the table 4.4 is Partial localization. The partial localization was found in *Genshin Impact* because the localization only occurred in the text on the display.

In the case of localization, quality score found the result of the assessment table of localization quality has a score of 2.8 from all data. The

total score of localization quality in *Genshin Impact* localization is Good. The localization quality is indicated as good because the localization is easy to understand and transfer the message of the game well that the game of localization version feels natural and accepted to the player.

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter is the final section of the research which consists of, the first is conclusion gained from the analysis of the research findings and discussion in the fourth chapter and the second is suggestion.

A. Conclusion

The researcher will present the conclusion about the result of the analysis in this research. Based on the achievement in *Genshin Impact* video game analysis, the strategies of translation video game proposed by Purnomo (2019) there were found 149 data which have been classified into 2 data (1.34%) belong to Abbreviation, 13 data (8.72%) belong to Condensation, 13 data (8.72%) belong to Omission, 8 data (5.37%) belong to Symbolization, 88 data (59.06%) belong to Retention, and 25 data (16.78%) belong to Mediation. Therefore, the dominant data is Retention, it means that Retention is used to preserve source language words or terms that are considered and accepted conventionally by gamers and become fatal if translated.

Meanwhile, localization quality assessment for the research is divide into diegetic symbiosis, mechanic-narrative structure, and localization level. The dominant diegetic symbiosis for achievement in *Genshin Impact* localization level is Hegemonic (text) in both original and localized because the text is related well to help the player understand the game. The dominant mechanic-narrative structure is Univocal in both original and localized. The dominant localization level is partial localization because the localization occurred in the text on the display. The localization quality assessment average score from all the data is 2.8. The total score showing that the quality of achievement in *Genshin Impact* localization is Good.

B. Implications

The research created several implications with are based on this research. It has been demonstrated that the translation of achievements in this video game, along with the quality of localization employed by the translator, significantly impacts the game's ability to convey meaning from the original language to the target language. The research results indicate that the translator's choice of translation strategies plays a crucial role in enabling players to comprehend the original meaning. Additionally, the quality of localization employed by the translator affects the translation process, aiding players in understanding the cultural context of the source language. According to this research, the predominant strategy utilized by translators for achievements in Genshin Impact is retention, and the most common localization quality for achievements in the game is univocal. This suggests that the video game in the target language maintains a high quality, as the translator effectively conveys the meaning from the source language to the target language.

C. Suggestion

The researcher gives some suggestion as follows:

1. For the student of the English Letters Department:

The researcher suggests to student of English Letters Department who are interested in similar researcher to discuss localization video game. This research become worthwhile as a reference for the same research for the thesis or assignment.

2. For the other researcher:

The researcher suggests to another researcher examine the future research related to the translation strategies by employing different theories and objects, so research could be referenced.

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APPENDICES

Appendix 1: Validator Sheet

VALIDATION SHEET
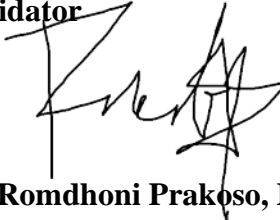
This thesis data titled "*Diegetic Strategies and Localization Qualities of Achievements in Genshin Impact*" has been validated by M. Romdhoni Prakoso, M.Pd. on:

Day   : Wednesday

Date   : September 12th, 2023

Surakarta, 12 September 2023
Validator

M. Romdhoni Prakoso, M.Pd

APPENDICES

Num.	Visual Data	Textual Data	Codes	Translation Strategy	Reason	Validation	
						Valid	Invalid
1.	The Divine Halberd Mocks the Heavens Collect the entire "Legend of the Shattered Halberd" series. Tombak Dewa yang Mencela Langit Mengumpulkan semua jilid buku "Legenda Tombak Dewa".	ST: The Divine Halberd Mocks the Heavens TT: Tombak Dewa yang Mencela Langit	1/Med/G/MTS I	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
2.	The Divine Halberd Mocks the Heavens Collect the entire "Legend of the Shattered Halberd" series. Tombak Dewa yang Mencela Langit Mengumpulkan semua jilid buku "Legenda Tombak Dewa".	ST: Collect the entire "Legend of the Shattered Halberd" series TT: Mengumpulkan semua jilid buku "Legenda Tombak Dewa"	2/Med/G/MTS I	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
3.	The Wind and The Star Traveler Blow seeds off a Dandelion using Anemo. Angin dan Sang Pengembara Gunakan Anemo untuk meniup biji-biji Dandelion.	ST: The Wind and The Star Traveler TT: Angin dan Sang Pengembara	3/Omi/G/MTS I	Omission Strategy	The translator cut the word "Star", so there is the meaning of the source language was missing	✓	

4.	**The Wind and The Star Traveler** Blow seeds off a Dandelion using Anemo. **Angin dan Sang Pengembara** Gunakan Anemo untuk meniup biji-biji Dandelion.	ST: Blow seeds off a Dandelion using Anemo TT: Gunakan Anemo untuk meniup biji-biji Dandelion	4/Ret/G/MTS I	Retention Strategy	The translator maintains word "Dandelion" and "Anemo" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
5.	**Of Mountains High** Obtain the power of Geo. **Ribuan Gunung Membentang** Dapatkan kekuatan Geo.	ST: Obtain the power of Geo TT: Dapatkan kekuatan Geo	5/Ret/G/MTS I	Retention Strategy	The translator maintains word "Geo" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
6.	**The Voice of Flowing Water** Collect the entire "Heart of Clear Springs" series. **Suara Air Mengalir** Mengumpulkan semua jilid buku "Hati Sejernih Mata Air".	ST: The Voice of Flowing Water TT: Suara Air Mengalir	6/Med/G/MTS I	Mediation Strategy	The translator translated the source language into a common target language but are still	✓	

					related to the source language		
7.	**The Drunkard and the Wolf** Collect the entire "A Drunkard's Tale" series. **Pertemuan Pemabuk dan sang Serigala** Mengumpulkan semua jilid buku "Kisah Pemabuk".	ST: Collect the entire "A Drunkard's Tale" series TT: Mengumpulkan semua Jilid buku "Kisah Pemabuk"	7/Med/G/MTS I	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
8.	**Taking Shape** Forge a 4-star weapon. **Membentuk Wujud** Forge 1 senjata 4★.	ST: Forge a 4-star weapon TT: Forge 1 senjata 4 ★	8/Ret/G/TAOA	Retention Strategy	The translator maintains word "Forge" into target language because the term "menempa" in *Genshin Impact* uses word "forge"	✓	
9.	**Taking Shape** Forge a 4-star weapon. **Membentuk Wujud** Forge 1 senjata 4★.	ST: Forge a 4-star weapon TT: Forge 1 senjata 4 ★	9/Sym/G/TAOA	Symbolization Strategy	The translator changes the word "star" to symbol "★"	✓	

No.		ST/TT	Code	Strategy	Explanation	✓	
10.	**Survival Expert** Grasp how 40 different dishes are made. **Ahli Bertahan Hidup** Kuasai 40 cara menyiapkan hidangan.	ST: Grasp how 40 different dishes are made TT: Kuasai 40 cara menyiapkan hidangan	10/Omi/G/TAOA	Omission Strategy	The translator cut the word "how" and "different", so there is the meaning of the source language was missing	✓	
11.	**Bounty of the Earth** Collect 800 rewards from blossoms of wealth or blossoms of revelation. **Karunia Bumi** Kumpulkan 800 hadiah dari Blossom of Wealth atau Blossom of Revelation.	ST: Collect 800 Rewards from blossoms of wealth or revelation TT: Kumpulkan 800 hadiah dari Blossom of Wealth atau Blossom of Revelation	11/Ret/G/THJ	Retention Strategy	The translator maintains word "blossoms of wealth" and "revelation" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
12.	**Onward and Upward** Ascend a character to Phase 6 for the first time. **Semakin Maju dan Semakin Tinggi** Ascend 1 Karakter ke Tahap ke-6.	ST: Ascend a character to Phase 6 for the first time TT: Ascend 1 Karakter ke Tahap ke-6	12/Ret/G/THJ	Retention Strategy	The translator maintains word "Ascend" into target language because the term "Memperkuat" in *Genshin Impact* uses word "ascend"	✓	

13.	**Onward and Upward** Ascend a character to Phase 6 for the first time. **Semakin Maju dan Semakin Tinggi** Ascend 1 Karakter ke Tahap ke–6.	ST: Ascend a character to Phase 6 for the first time TT: Ascend 1 Karakter ke Tahap ke-6	13/Omi/G/THJ	Omission Strategy	The translator cut the word "first time", so there is the meaning of the source language was missing	✓	
14.	**Onward and Upward** Ascend a character to Phase 6 for the first time. **Semakin Maju dan Semakin Tinggi** Ascend 1 Karakter ke Tahap ke–6.	ST: Ascend a character to Phase 6 for the first time TT: Ascend 1 Karakter ke Tahap ke-6	14/Sym/G/THJ	Symbolization Strategy	The translator changes the word "a" to symbol "1"	✓	
15.	**Re–Armed, Re–Forged** Ascend a weapon to Phase 6. **Ribuan Tempaan** Ascend 1 senjata ke Tahap ke–6.	ST: Re-Armed, Re-Forged TT: Ribuan Tempaan	15/Con/G/THJ	Condensation Strategy	The translator condense the sentence "Re-Armed, Re-Forged" into "Ribuan Tempaan" but the meaning of the source language still remains	✓	
16.	**Re–Armed, Re–Forged** Ascend a weapon to Phase 6. **Ribuan Tempaan** Ascend 1 senjata ke Tahap ke–6.	ST: Ascend a weapon to Phase 6 TT: Ascend 1 senjata ke Tahap ke-6	16/Ret/G/THJ	Retention Strategy	The translator maintains word "Ascend" into target language because the term "tingkatkan" in *Genshin Impact*	✓	

					uses word "ascend"		
17.	Re-Armed, Re-Forged Ascend a weapon to Phase 6. Ribuan Tempaan Ascend 1 senjata ke Tahap ke-6.	ST: Ascend a weapon to Phase 6 TT: Ascend 1 senjata ke Tahap ke-6	17/Sym/G/THJ	Symbolization Strategy	The translator changes the word "a" to symbol "1"	✓	
18.	Hitherto Unknown Reach Friendship 10 with 16 characters. Hal-hal yang Tidak Diketahui Capai Persahabatan Lv. 10 dengan 16 karakter.	ST: Reach Friendship 10 with 16 characters TT: Capai Persahabatan lv. 10 dengan 16 karakter	18/Abb/G/THJ	Abbreviation Strategy	The translator translated the word "level" into "lv". Word "lv" is commonly used target language to meaning "level".	✓	
19.	Hero's Gift Obtain a 4-star artifact. Hadiah Pahlawan Dapatkan sebuah Artefak 4★.	ST: Obtain a 4-star artifact TT: Dapatkan sebuah Artefak 4 ★	19/Sym/G/THJ	Symbolization Strategy	The translator changes the word "star" to symbol "★"	✓	
20.	Echoing Song Enhance a 4-star artifact to its highest level. Gema Nyanyian Perkuat sebuah Artefak 4★ ke level tertinggi.	ST: Echoing Song TT: Gema Nyanyian	20/Med/G/THJ	Mediation Strategy	The translator translated the source language into a common target language but are still	✓	

						✓	
					related to the source language		
21.	**Echoing Song** Enhance a 4-star artifact to its highest level. **Gema Nyanyian** Perkuat sebuah Artefak 4★ ke level tertinggi.	ST: Enhance a 4-star artifact to its highest level TT: Perkuat sebuah Artefak 4★ ke level tertinggi	21/Sym/G/THJ	Symbolization Strategy	The translator changes the word "star" to symbol "★"	✓	
22.	**Legendary Treasure** Obtain a 5-star artifact. **Harta Legendaris** Dapatkan sebuah Artefak 5★.	ST: Legendary Treasure TT: Harta Legendaris	22/Med/G/THJ	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
23.	**Legendary Treasure** Obtain a 5-star artifact. **Harta Legendaris** Dapatkan sebuah Artefak 5★.	ST: Obtain a 5-star artifact TT: Dapatkan sebuah Artefak 5★	23/Sym/G/THJ	Symbolization Strategy	The translator changes the word "star" to symbol "★"	✓	
24.	**Sacred Canto** Enhance a 5-star artifact to its highest level. **Peninggalan Bersejarah** Perkuat sebuah Artefak 5★ ke level tertinggi.	ST: Enhance a 5-star artifact to its highest level TT: Perkuat sebuah Artefak 5★ ke level tertinggi	24/Sym/G/THJ	Symbolization Strategy	The translator changes the word "star" to symbol "★"	✓	

25.	Continental Explorer: Mondstadt Light up the entire Mondstadt map (excluding the Dragonspine area). Penjelajah Benua: Mondstadt Buka seluruh peta Mondstadt (tidak termasuk area Dragonspine).	ST: Continental Explore: Mondstadt TT: Penjelajah Benua: Mondstadt	25/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Mondstadt" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
26.	Continental Explorer: Mondstadt Light up the entire Mondstadt map (excluding the Dragonspine area). Penjelajah Benua: Mondstadt Buka seluruh peta Mondstadt (tidak termasuk area Dragonspine).	ST: Light up the entire Mondstadt map (excluding the Dragonspine area) TT: Buka seluruh peta Mondstadt (tidak termasuk area Dragonspine)	26/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Mondstadt" and "Dragonspine" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
27.	Brush of a Thousand Winds Unlock all Teleport Waypoints in Mondstadt (excludes the Dragonspine area). Tiupan Seribu Angin Buka seluruh Teleport Waypoint Mondstadt (tidak termasuk di area Dragonspine).	ST: Brush a Thousand Winds TT: Tiupan Seribu Angin	27/Med/G/MTCOWAS	Mediation Strategy	The translator translated the source language into a common target language	✓	

					but are still related to the source language		
28.	**Brush of a Thousand Winds** Unlock all Teleport Waypoints in Mondstadt (excludes the Dragonspine area). **Tiupan Seribu Angin** Buka seluruh Teleport Waypoint Mondstadt (tidak termasuk di area Dragonspine).	ST: Unlock all Teleport Waypoints in Mondstadt (excludes the Dragonspine area) TT: Buka seluruh Teleport Waypoint Mondstadt (tidak termasuk di area Dragonspine)	28/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Teleport Waypoints", "Mondstad" and "Dragonspine" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
29.	**Let the Wind Lead** Upgrade the Statues of The Seven in Mondstadt to their maximum level. **Biarkan Angin Berembus** Upgrade Patung The Seven di Mondstadt ke level tertinggi.	ST: Upgrade the Statues of The Seven in Mondstadt to their maximum level TT: Upgrade Patung The Seven di Mondstadt ke level tertinggi	29/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Upgrade", "The Seven" and "Monstadt" into target language because the term "meningkatkan" in *Genshin Impact* uses word	✓	

					"upgrade", "Tujuh" in *Genshin Impact* uses word "The Seven", "Mondstadt" if the source expression is not maintained, the gamers themselves will find it difficult to understand it		
30.	Sanctuary Pilgrim: Mondstadt / Unlock all the Shrines of Depths in Mondstadt. / Peziarah Kuil: Mondstadt / Buka seluruh Shrine of Depths di Mondstadt.	ST: Sanctuary Pilgrim: Mondstadt TT: Peziarah Kuil: Mondstadt	30/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Mondstadt" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
31.	Sanctuary Pilgrim: Mondstadt / Unlock all the Shrines of Depths in Mondstadt. / Peziarah Kuil: Mondstadt / Buka seluruh Shrine of Depths di Mondstadt.	ST: Unlock all the Shrines of Depths in Mondstadt TT: Buka seluruh Shrine of Depths di Mondstadt	31/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Shrine of Depths" and "Mondstadt" into target language	✓	

					because if the source expression is not maintained, the gamers themselves will find it difficult to understand it		
32.	**Guiding Wind** Follow 40 Seelie in Mondstadt to their Seelie Courts (excludes the Dragonspine area). **Angin Pemandu** Ikuti 40 Seelie di Mondstadt ke Seelie Court mereka (tidak termasuk area Dragonspine).	ST: Guiding Wind TT: Angin Pemandu	32/Med/G/MTCOWAS	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
33.	**Guiding Wind** Follow 40 Seelie in Mondstadt to their Seelie Courts (excludes the Dragonspine area). **Angin Pemandu** Ikuti 40 Seelie di Mondstadt ke Seelie Court mereka (tidak termasuk area Dragonspine).	ST: Follow 40 Seelie in Mondstadt to their Seelie Courts (excludes the Dragonspine area) TT: Ikuti 40 Seelie di Mondstadt ke Seelie Court mereka (tidak termasuk area Dragonspine)	33/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Seelie", "Mondstadt" and "Courts" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

34.	Wind–Chasing Treasure Hunter Open 400 chests in Mondstadt (excluding the Dragonspine area). Pemburu Harta, Pengejar Angin Buka 400 peti harta di Mondstadt (tidak termasuk area Dragonspine).	ST: Wind-Chasing Treasure Hunter TT: Pemburu Harta, Pengejar Angin	34/Med/G/MTCOWAS	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
35.	Wind–Chasing Treasure Hunter Open 400 chests in Mondstadt (excluding the Dragonspine area). Pemburu Harta, Pengejar Angin Buka 400 peti harta di Mondstadt (tidak termasuk area Dragonspine).	ST: Open 400 chest in Mondstadt (excluding the Dragonspine area) TT: Buka 400 peti harta di Mondstadt (tidak termasuk area Dragonspine)	35/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Mondstadt" and "Dragonspine" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
36.	Wind–Chasing Adventurer Complete 15 Open World mechanism-activated Time Trial Challenges in Mondstadt (excludes the Dragonspine area). Petualang yang Mengejar Angin Selesaikan 15 tantangan Time Trial dengan mengaktifkan mekanisme di area Mondstadt (tidak termasuk area Dragonspine).	ST: Complete 15 Open World mechanism-activated Time Trial Challenges in Mondstadt (excludes the Dragonspine area)	36/Ret/G/MTCOWAS	Retention Strategy	The translator maintains word "Time Trial", "Mondstadt, and "Dragonspine" into target language because the term "Waktu	✓	

		TT: Selesaikan 15 tantangan Time Trial dengan mengaktifkan mekanisme di area Mondstadt (tidak termasuk area Dragonspine)			Ujicoba" in *Genshin Impact* uses word "Time Trial", "Mondstadt" and "Dragonspine" if the source expression is not maintained, the gamers themselves will find it difficult to understand it		
37.	Continental Explorer: Liyue — Light up the map in the following zones: Bishui Plain, Qiongji Estuary, Minlin, Lisha, Sea of Clouds. / Penjelajah Benua: Liyue — Buka peta area berikut: Bishui Plain, Qiongji Estuary, Minlin, Lisha, dan Sea of Clouds.	ST: Continental Explorer: Liyue TT: Penjelajah Benua: Liyue	37/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Liyue" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
38.	Continental Explorer: Liyue — Light up the map in the following zones: Bishui Plain, Qiongji Estuary, Minlin, Lisha, Sea of Clouds. / Penjelajah Benua: Liyue — Buka peta area berikut: Bishui Plain, Qiongji Estuary, Minlin, Lisha, dan Sea of Clouds.	ST: Light up the map in the following zones: Bishui Plain, Qiongli Estuary, Minlin, Lisha, Sea of Clouds	38/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Bishui Plain, Qiongli Estuary, Minlin, Lisha, Sea of Clouds" into	✓	

		TT: Buka peta area berikut: Bishui Plain Qiongli Estuary, Minlin, Lisha, dan Sea of Clouds			target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it		
39.	Surveyor of Stone Unlock all Teleport Waypoints in Liyue (The Chasm is counted separately). Peninjau Bebatuan Buka seluruh Teleport Waypoint Liyue (Chasm dihitung terpisah).	ST: Surveyor of Stone TT: Peninjau Bebatuan	39/Med/G/LTHOSAC	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
40.	Surveyor of Stone Unlock all Teleport Waypoints in Liyue (The Chasm is counted separately). Peninjau Bebatuan Buka seluruh Teleport Waypoint Liyue (Chasm dihitung terpisah).	ST: Unlock all Teleport Waypoints in Liyue (The Chasm is counted separately) TT: Buka seluruh Teleport Waypoint Liyue (Chasm dihitung terpisah)	40/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Liyue" and "Teleport" into target language because the term "Berpindah" in *Genshin Impact* uses word "Teleport", "Liyue" if the source expression is not maintained, the gamers	✓	

					themselves will find it difficult to understand it		
41.	Unmovable Mountain — Upgrade the Statues of The Seven in Liyue to their maximum level. / Tak Tergoyahkan — Upgrade Patung The Seven di Liyue ke level tertinggi.	ST: Unmovable Mountain TT: Tak Tergoyahkan	41/Omi/G/LTHOSAC	Omission Strategy	The translator cut the word "Mountain", so there is the meaning of the source language was missing	✓	
42.	Unmovable Mountain — Upgrade the Statues of The Seven in Liyue to their maximum level. / Tak Tergoyahkan — Upgrade Patung The Seven di Liyue ke level tertinggi.	ST: Upgrade the Statues of The Seven in Liyue to their maximum level TT: Upgrade Patung The Seven di Liyue ke level tertinggi	42/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Upgrade", "The Seven" and "Liyue" into target language because the term "meningkatkan" in *Genshin Impact* uses word "upgrade", "Tujuh" in *Genshin Impact* uses word "The Seven", "Liyue" if the source expression is not maintained, the gamers	✓	

43.		ST: Sanctuary Pilgrim: Liyue TT: Peziarah Kuil: Liyue	43/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Liyue" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
44.		ST: Unlock all the Shrines of Depths in Liyue TT: Buka seluruh Shrine of Depths di Liyue	44/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Shrines of Dephts" and "Liyue" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
45.		ST: Follow 60 Seelie in Liyue to their Seelie Courts (The Chasm is counted separately)	45/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Seelie", "Court", "Chasm" and "Liyue" into target language	✓	

		TT: Ikuti 60 Seelie di Liyue ke Seelie Court mereka (Chasm dihitung terpisah)			because if the source expression is not maintained, the gamers themselves will find it difficult to understand it		
46.	Rock–Steady Treasure Hunter Open 800 chests in Liyue (The Chasm is counted separately). Pemburu Harta Seteguh Batu Buka 800 peti harta di Liyue (Chasm dihitung terpisah).	ST: Rock-Steady Treasure Hunter TT: Pemburu Harta Seteguh Batu	52/Med/G/LTHOSAC	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
47.	Rock–Steady Treasure Hunter Open 800 chests in Liyue (The Chasm is counted separately). Pemburu Harta Seteguh Batu Buka 800 peti harta di Liyue (Chasm dihitung terpisah).	ST: Open 800 chests in Liyue (The Chasm is counted separately) TT: Buka 800 peti harta di Liyue (Chasm dihitung terpisah)	53/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Liyue" and "Chasm" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
48.	Rock–Steady Adventurer Complete 40 Open World mechanism-activated Time Trial Challenges in Liyue (The Chasm is counted separately). Petualang Seteguh Batu Selesaikan 40 tantangan Time Trial dengan mengaktifkan mekanisme di alam Liyue (Chasm dihitung terpisah).	ST: Rock-Steady Adventurer TT: Petualang Seteguh Batu	54/Med/G/LTHOSAC	Mediation Strategy	The translator translated the source language into a common	✓	

					target language but are still related to the source language		
49.	Rock-Steady Adventurer Complete 40 Open World mechanism-activated Time Trial Challenges in Liyue (The Chasm is counted separately). Petualang Seteguh Batu Selesaikan 40 tantangan Time Trial dengan mengaktifkan mekanisme di alam Liyue (Chasm dihitung terpisah).	ST: Complete 40 Open World mechanism-activated Time Trial Challenges in Liyue (The Chasm is counted separately) TT: Selesaikan 40 tantangan Time Trial dengan mengaktifkan mekanisme di area Liyue (Chasm dihitung terpisah)	55/Ret/G/LTHOSAC	Retention Strategy	The translator maintains word "Time Trial", "Liyue" and "Chasm" into target language because the term "Waktu Ujicoba" in *Genshin Impact* uses word "Time Trial", "Liyue" and "Chasm" if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
50.	Go With the Wind! Trigger Cryo, Hydro, Pyro and Electro Swirl Reactions at least once each within 2s (×10). Pergilah Bersama Angin! Picu reaksi Swirl Cryo, Hydro, Pyro dan Electro dalam waktu 2 detik sebanyak 10 kali.	ST: Trigger Cryo, Hydro, Pyro and Electro Swirl Reactions at least one each within 2x (x10) TT: Picu reaksi Swirl Cryo,	50/Ret/G/ESP	Retention Strategy	The translator maintains word "Cryo, Hydro, Pyro and Electro Swirl" into target language because the	✓	

		Hydro, Pyro dan Electro dalam waktu 2 detik sebanyak 10 kali				term "es, air, lingkar listrik" in *Genshin Impact* uses word "Cryo, Hydro, Pyro and Electro Swirl"	
51.	Performance May Decline in Low Temperatures Defeat 4 opponents with Superconduct within 2s (×1). Performa Mungkin Menurun Saat Suhu Rendah Selesaikan 1 kali: Mengalahkan 4 musuh dengan Superconduct dalam 2 detik.	ST: Performance May Decline in Low Temperatures TT: Performa Mungkin Menuruh Saat Suhu Rendah	51/Med/G/ESP	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
52.	Performance May Decline in Low Temperatures Defeat 4 opponents with Superconduct within 2s (×1). Performa Mungkin Menurun Saat Suhu Rendah Selesaikan 1 kali: Mengalahkan 4 musuh dengan Superconduct dalam 2 detik.	ST: Defeat 4 opponents with Superconduct within 2x (x1) TT: Selesaikan 1 kali: Mengalahkan 4 musuh dengan Superconduct dalam 2 detik	52/Ret/G/ESP	Retention Strategy	The translator maintains word "Superconduct" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

53.	The Art of War Defeat 4 opponents with Overloaded within 2s (×5). Seni Berperang… Kalahkan 4 musuh dengan Overloaded dalam 2 detik sebanyak 5 kali.	ST: The Art of War TT: Seni Berperang…	53/Med/G/ESP	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
54.	The Art of War Defeat 4 opponents with Overloaded within 2s (×5). Seni Berperang… Kalahkan 4 musuh dengan Overloaded dalam 2 detik sebanyak 5 kali.	ST: Defeat 4 opponents with Overloaded within 2x (x5) TT: Kalahkan 4 musuh dengan Overloaded dalam 2 detik sebanyak 5 kali	54/Ret/G/ESP	Retention Strategy	The translator maintains word "Overloaded" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
55.	A Little Less Shocking Than Love at First Sight Defeat 4 opponents with Electro-Charged within 2s (×5). Lebih Mengejutkan Dari Cinta Pada Pandangan Pertama Kalahkan 4 musuh dengan Electro-Charged dalam 2 detik sebanyak 5 kali.	ST: Defeat 4 opponents with Electro-Charged within 2x (x5) TT: Kalahkan 4 musuh dengan Electro-Charged dalam 2 detik sebanyak 5 kali	55/Ret/G/ESP	Retention Strategy	The translator maintains word "Electro-Charged" into target language because if the source expression is not maintained, the gamers themselves will	✓	

					find it difficult to understand it		
56.	Cool It! Keep an opponent Frozen for over 10s (×10). Bekukan Dia! Bekukan musuh selama lebih dari 10 detik sebanyak 10 kali.	ST: Keep an opponent Frozen for over 10s (x10) TT: Bekukan musuh selama lebih dari 10 detik sebanyak 10 kali	56/Med/G/ESP	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
57.	Season's Greetings Freeze 4 opponents within 2s (×10). Seputih Salju Bekukan 4 musuh dalam 2 detik sebanyak 10 kali.	ST: Season's Greetings TT: Seputih Salju	57/Con/G/ESP	Condensation Strategy	The translator condense sentence "Season's Greetings" into "Seputih Salju" but the meaning of the source language still remains	✓	
58.	Melt You Down Like Ice Cream Defeat 4 opponents with Melt within 2s (×10). Meleleh Seperti Es Krim Kalahkan 4 musuh dengan Melt dalam 2 detik sebanyak 10 kali.	ST: Melt You Down Like Ice Cream TT: Meleleh Seperti Es Krim	58/Omi/G/ ESP	Omission Strategy	The translator cut the word "you", so there is the meaning of the source language was missing	✓	
59.	Melt You Down Like Ice Cream Defeat 4 opponents with Melt within 2s (×10). Meleleh Seperti Es Krim Kalahkan 4 musuh dengan Melt dalam 2 detik sebanyak 10 kali.	ST: Defeat 4 opponents with Melt within 2x (x10)	59/Ret/G/ ESP	Retention Strategy	The translator maintains word "Melt" into target language because the	✓	

		TT: Kalahkan 4 musuh dengan Melt dalam 2 detik sebanyak 10 kali			term "Meleleh" in *Genshin Impact* uses word "Melt"		
60.		ST: Nothing Special, Just Practice TT: Hanya Latihan Saja	60/Omi/G/MKS	Omission Strategy	The translator cut the word "Nothing Special", so there is the meaning of the source language was missing	✓	
61.		ST: Master Sniper TT: Penembak Jitu	61/Omi/G/MKS	Omission Strategy	The translator cut the word "Master", so there is the meaning of the source language was missing	✓	
62.		ST: Der Freischütz TT: Sang Pemanah	62/Con/G/MKS	Condensation Strategy	The translator condense sentence "Der Freischütz" into "Sang Pemanah" but the meaning of the source language still remains	✓	
63.		ST: Full Metal What Now?	63/Omi/G/CS I	Omission Strategy	The translator cut the word "Now", so there	✓	

No.		ST/TT	Code	Strategy	Explanation	✓	
	Full Metal What Now? Shatter the Geo Crystal Shield of a Large Geo Slime. **Full Metal Apa?** Hancurkan perisai Geo milik Large Geo Slime.	TT: Full Metal Apa?			is the meaning of the source language was missing		
64.	**Full Metal What Now?** Shatter the Geo Crystal Shield of a Large Geo Slime. **Full Metal Apa?** Hancurkan perisai Geo milik Large Geo Slime.	ST: Shatter the Geo Crystal Shield of a Large Geo Sline TT: Hancurkan perisai Geo milik Large Geo Slime	64/Ret/G/CS I	Retention Strategy	The translator maintains word "Geo" and "Slime" into target language because the term "Tanah" and "Lendir" in *Genshin Impact* uses word "Geo" and "Slime"	✓	
65.	**Are Plasma Globes Still in Fashion?** Break an Electro Cicin Mage's shield. **Apakah Bola Plasma Masih Terkenal?** Hancurkan perisai milik Electro Cicin Mage.	ST: Break an Electro Cicin Mage's shield TT: Hancurkan perisai milik Electro Cicin Mage	65/Ret/G/CS I	Retention Strategy	The translator maintains word "Electro Cicin Mage" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

66.	Rhythm Tengoku Stop an Abyss Mage from regenerating its shield. Irama Tengoku Hentikan pemulihan perisai Abyss Mage.	ST: Rhythm Tengoku TT: Irama Tengoku	66/Ret/G/CS I	Retention Strategy	The translator maintains word "Tengoku" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
67.	Rhythm Tengoku Stop an Abyss Mage from regenerating its shield. Irama Tengoku Hentikan pemulihan perisai Abyss Mage.	ST: Stop an Abyss Mage From regenerating its shield TT: Hentikan pemulihan perisai Abyss Mage	67/Ret/G/CS I	Retention Strategy	The translator maintains word "Abyss Mage" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
68.	Blazing Dadaupa Set a Wooden Shieldwall Mitachurl's shield on fire. Dadaupa Membara Bakar perisai kayu milik Wooden Shieldwall Mitachurl.	ST: Blazing Dadaupa TT: Dadaupa Membara	68/Ret/G/CS I	Retention Strategy	The translator maintains word "Dadaupa" into target language because if the source expression is not maintained,	✓	

					the gamers themselves will find it difficult to understand it		
69.	**Blazing Dadaupa** Set a Wooden Shieldwall Mitachurl's shield on fire. **Dadaupa Membara** Bakar perisai kayu milik Wooden Shieldwall Mitachurl.	ST: Set a Wooden Shieldwall Mitachurl's shield on fire TT: Bakar perisai kayu milik Wooden Shieldwall Mitachurl	69/Ret/G/CS I	Retention Strategy	The translator maintains word "Wooden Shieldwall Mitchurl" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
70.	**...Well, That Was Strange** Defeat the Unusual Hilichurl 50 times. **...Aneh Sekali** Kalahkan 50 Unusual Hilichurl.	ST: ...Well, That Was Strange TT: ...Aneh Sekali	70/Omi/G/CS II	Omission Strategy	The translator cut the word "Well", so there is the meaning of the source language was missing	✓	
71.	**...Well, That Was Strange** Defeat the Unusual Hilichurl 50 times. **...Aneh Sekali** Kalahkan 50 Unusual Hilichurl.	ST: Defeat the Unusual Hilichurl 50 times TT: Kalahkan 50 Unusual Hilichurl	71/Ret/G/CS II	Retention Strategy	The translator maintains word "Unusual Hilichurl" into target language because if the source expression is	✓	

					not maintained, the gamers themselves will find it difficult to understand it		
72.	...Well, That Was Strange Defeat the Unusual Hilichurl 50 times. ...Aneh Sekali Kalahkan 50 Unusual Hilichurl.	ST: Defeat the Unusual Hilichurl 50 times TT: Kalahkan 50 Unusual Hilichurl	72/Omi/G/CS II	Omission Strategy	The translator cut the word "times", so there is the meaning of the source language was missing	✓	
73.	Hydro Hunter Defeat every type of Hydro Mimic that an Oceanid can summon. Hydro Hunter Kalahkan semua Hydro Mimic yang dipanggil Oceanid	ST: Hydro Hunter TT: Hydro Hunter	73/Ret/G/CS II	Retention Strategy	The translator maintains word "Hydro Hunter" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
74.	Hydro Hunter Defeat every type of Hydro Mimic that an Oceanid can summon. Hydro Hunter Kalahkan semua Hydro Mimic yang dipanggil Oceanid	ST: Defeat every type of Hydro Mimic that an Oceanid can summon TT: Kalahkan semua Hydro Mimic yang	74/Ret/G/CS II	Retention Strategy	The translator maintains word "Hydro Mimic" and "Oceanid" into target language because if the source	✓	

					expression is not maintained, the gamers themselves will find it difficult to understand it		
75.	**Dip, Duck, Dive, Dodge, Defeat** Defeat an Oceanid without being hit by water bombs left behind by certain Hydro Mimics. **Kisah Siksaan Dengan Air** Kalahkan Oceanid tanpa terkena DMG dari bom air yang ditinggalkan oleh Hydro Mimic tertentu.	ST: Dip, Duck, Dive, Dodge, Defeat TT: Kisah Siksaan Dengan Air	75/Con/G/CS II	Condensation Strategy	The translator condense sentence "Dip, Duck, Dive, Dodge, Defeat" into "Kisah Siksaan Dengan Air" but the meaning of the source language still remains	✓	
76.	**Dip, Duck, Dive, Dodge, Defeat** Defeat an Oceanid without being hit by water bombs left behind by certain Hydro Mimics. **Kisah Siksaan Dengan Air** Kalahkan Oceanid tanpa terkena DMG dari bom air yang ditinggalkan oleh Hydro Mimic tertentu.	ST: Defeat an Oceanid without being hit by water bombs left behind by certain Hydro Mimics TT: Kalahkan Oceanid tanpa terkena DMG dari bom air yang ditinggalkan oleh Hydro Mimic tertentu	76/Ret/G/CS II	Retention Strategy	The translator maintains word "Oceanid" and "Hydro Mimic" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

77.	Extreme Gardening Paralyze a Cryo Regisvine by attacking its corolla. Tukang Kebun di Teyvat Tidak Boleh Takut Dingin Lumpuhkan Cryo Regisvine dengan menyerang mahkota bunganya.	ST: Extreme Gardening TT: Tukang Kebuk Di Teyvat Tidak Boleh Takut Dingin	77/Con/G/CS II	Condensation Strategy	The translator condense the source language to suit the target language but the meaning of the source language still remains	✓	
78.	Extreme Gardening Paralyze a Cryo Regisvine by attacking its corolla. Tukang Kebun di Teyvat Tidak Boleh Takut Dingin Lumpuhkan Cryo Regisvine dengan menyerang mahkota bunganya.	ST: Paralyze a Cryo Regisvine by attacking its corolla TT: Lumpuhkan Cryo Regisvine dengan menyerang mahkota bunganya	78/Ret/G/CS II	Retention Strategy	The translator maintains word "Cryo Regisvine" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
79.	Gardener Extraordinaire Paralyze a Pyro Regisvine by attacking its corolla. Tukang Kebun di Teyvat Tidak Boleh Takut Panas Lumpuhkan Pyro Regisvine dengan menyerang mahkota bunganya.	ST: Gardener Extraordinaire TT: Tukang Kebun di Teyvat Tidak Boleh Takut Panas	79/Con/G/CS II	Condensation Strategy	The translator condense the source language to suit the target language but the meaning of the source language still remains	✓	

80.	Gardener Extraordinaire Paralyze a Pyro Regisvine by attacking its corolla. Tukang Kebun di Teyvat Tidak Boleh Takut Panas Lumpuhkan Pyro Regisvine dengan menyerang mahkota bunganya.	ST: Paralyze a Pyro Regisvine by attacking its corolla TT: Lumpuhkan Pyro Regisvine dengan menyerang mahkota bunganya	80/Ret/G/CS II	Retention Strategy	The translator maintains word "Pyro Regisvine" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
81.	Geronimo! Hit an opponent with a Plunging Attack after plunging for more than 5 seconds. Geronimo! Serang 1 musuh dengan Plunging Attack setelah terjatuh lebih dari 5 detik.	ST: Geronimo! TT: Geronimo!	81/Ret/G/CS II	Retention Strategy	The translator maintains word "Geronimo" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
82.	Geronimo! Hit an opponent with a Plunging Attack after plunging for more than 5 seconds. Geronimo! Serang 1 musuh dengan Plunging Attack setelah terjatuh lebih dari 5 detik.	ST: Hit an opponent with a Plunging Attack after plunging for more than 5 seconds	82/Ret/G/CS II	Retention Strategy	The translator maintains word "Plunging Attack" into target language because the term "Serangan	✓	

		TT: Serang 1 musuh dengan Plungin Attack setelah terjatuh lebih dari 5 detik			Terjun" in *Genshin Impact* uses word "Plunging Attack"		
83.	**Geronimo!** Hit an opponent with a Plunging Attack after plunging for more than 5 seconds. **Geronimo!** Serang 1 musuh dengan Plunging Attack setelah terjatuh lebih dari 5 detik.	ST: Hit an opponent with a Plunging Attack after plunging for more than 5 seconds TT: Serang 1 musuh dengan Plungin Attack setelah terjatuh lebih dari 5 detik	83/Sym/G/CS II	Symbolization Strategy	The translator changes the word "an" to symbol "1"	✓	
84.	**Vicious Circle** Unleash 5 Elemental Bursts within 15 seconds. **Siklus Abadi** Keluarkan 5 Elemental Burst dalam 15 detik.	ST: Vicious Circle TT: Siklus Abadi	84/Med/G/CS II	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
85.	**Vicious Circle** Unleash 5 Elemental Bursts within 15 seconds. **Siklus Abadi** Keluarkan 5 Elemental Burst dalam 15 detik.	ST: Unleash 5 Elemental Bursts within 15 seconds TT: Keluarkan 5 Elemental Burst dalam 15 detik	85/Ret/G/CS II	Retention Strategy	The translator maintains word "Elemental Burst" into target language because if the source expression is not maintained,	✓	

					the gamers themselves will find it difficult to understand it		
86.	Down to Dodge Complete Spiral Abyss 2-3 without taking any DMG. Dari Dalam Selesaikan Spiral Abyss Lantai 2 Ruangan 3 tanpa terkena DMG.	ST: Down to Dodge TT: Dari Dalam	86/Con/G/DASAS I	Condensation Strategy	The translator condense the sentence "Down to Dodge" into "Dari Dalam" but the meaning of the source language still remains	✓	
87.	Down to Dodge Complete Spiral Abyss 2-3 without taking any DMG. Dari Dalam Selesaikan Spiral Abyss Lantai 2 Ruangan 3 tanpa terkena DMG.	ST: Complete Spiral Abyss 2-3 without taking any DMG TT: Selesaikan Spiral Abyss Lantai 2 Ruangan 3 tanpa terkena DMG	87/Ret/G/DASAS I	Retention Strategy	The translator maintains word "Spiral Abyss" and "DMG" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
88.	My Precious Complete Spiral Abyss 2-2 with an undamaged Ley Line Monolith. My Precious Selesaikan Spiral Abyss Lt. 2 – Ruangan 2 dengan kondisi Monolit Ley Line tidak menerima DMG sama sekali.	ST: My Precious TT: My Precious	88/Ret/G/DASAS I	Retention Strategy	The translator maintains word "My Precious" into target language	✓	

					because the term "Milikku yang Berharga" in *Genshin Impact* uses word "My Precious"		
89.	My Precious Complete Spiral Abyss 2-2 with an undamaged Ley Line Monolith. My Precious Selesaikan Spiral Abyss Lt. 2 – Ruangan 2 dengan kondisi Monolit Ley Line tidak menerima DMG sama sekali.	ST: Complete Spiral Abyss 2-2 with an undamaged Ley Line Monolith TT: Selesaikan Spiral Abyss Lt. 2 – Ruangan 2 dengan kondisi Monolit Ley Line tidak menerima DMG sama sekali	89/Ret/G/DASAS I	Retention Strategy	The translator maintains word "Spiral Abyss" and "Line Monolith" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
90.	Down We Go Clear Floor 12 of the Spiral Abyss. Penjelajah Kedalaman Selesaikan Spiral Abyss Lt. 12.	ST: Clear Floor 12 of the Spiral Abyss TT: Selesaikan Spiral Abyss Lt. 12	90/Ret/G/DASAS I	Retention Strategy	The translator maintains word "Spiral Abyss" into target language because if the source expression is not maintained, the gamers themselves will	✓	

					find it difficult to understand it		
91.	**Down We Go** Clear Floor 12 of the Spiral Abyss. **Penjelajah Kedalaman** Selesaikan Spiral Abyss Lt. 12.	ST: Clear Floor 12 of the Spiral Abyss TT: Selesaikan Spiral Abyss Lt. 12	91/Abb/G/DASAS I	Abbreviation Strategy	The translator translated the word "floor" into "Lt". Word "Lt" is commonly used target language to meaning "floor".	✓	
92.	**Abyssal Crusader** Obtain all Abyssal Stars in the Spiral Abyss. **Petarung Abyssal** Dapatkan semua Abyssal Star di Spiral Abyss.	ST: Abyssal Crusader TT: Petarung Abyssal	92/Ret/G/DASAS I	Retention Strategy	The translator maintains word "Abyssal" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
93.	**Abyssal Crusader** Obtain all Abyssal Stars in the Spiral Abyss. **Petarung Abyssal** Dapatkan semua Abyssal Star di Spiral Abyss.	ST: Obtain all Abyssal Stars in the Spiral Abyss TT: Dapatkan semua Abyssal Star di Spiral Abyss	93/Ret/G/DASAS I	Retention Strategy	The translator maintains word "Abyssal Star" and "Spiral Abyss" into target language because if the source expression is	✓	

					not maintained, the gamers themselves will find it difficult to understand it		
94.		ST: …Odomu? TT: …Odomu?	94/Ret/G/OS I	Retention Strategy	The translator maintains word "Odomu" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
95.		ST: Successfully conduct cultural exchange with the Hilichurls in "Language Exchange" TT: Berhasil melakukan pertukaran budaya dengan Hilichurl di "Bahasa Manusia"	95/Ret/G/OS I	Retention Strategy	The translator maintains word "Hilichurl" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
96.		ST: Yo dala? TT: Yo dala?	96/Ret/G/OS I	Retention Strategy	The translator maintains word "Yo dala" into	✓	

					target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it		
97.		ST: Successfully conduct cultural exchange with the hilichurls in "Poetry Exchange" TT: Berhasil melakukan pertukaran budaya dengan Hilichurl di "Komunikasi Melalui Puisi"	97/Ret/G/OS I	Retention Strategy	The translator maintains word "Hilichurl" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
98.		ST: Complete all of Tsarevich's commissions flawlessly in "Reliable Helper" TT: Selesaikan semua komisi Tsareverich dengan sempurna di "Dapat Diandalkan"	98/Ret/G/SDNBITS I	Retention Strategy	The translator maintains word "Tsarevich" into target language because if the source expression is not maintained, the gamers themselves will	✓	

					find it difficult to understand it		
99.	**Telling It How It Is** Gather intelligence concerning Snezhnaya in "Tales of Winter." **Bicara Apa Adanya** Kumpulkan intelijen mengenai Snezhnaya di "Kisah Musim Dingin".	ST: Telling It How It Is TT: Bicara Apa Adanya	99/Med/G/SDNBITS I	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
100.	**Telling It How It Is** Gather intelligence concerning Snezhnaya in "Tales of Winter." **Bicara Apa Adanya** Kumpulkan intelijen mengenai Snezhnaya di "Kisah Musim Dingin".	ST: Gather intelligence concerning Snezhnaya in "Tales of Winter" TT: Kumpulkan inteljen mengenai Snezhnaya di "Kisah Musim Dingin"	100/Ret/G/SDNBITS I	Retention Strategy	The translator maintains word "Snezhnaya" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
101.	**Geo Archon Anecdotes** Collect all the stories about Rex Lapis in the "Geo Travel Diary." **Anekdot Archon Geo** Kumpulkan semua cerita tentang Rex Lapis di "Buku Harian Perjalanan Geo".	ST: Geo Archon Anecdotes TT: Anekdot Archon Geo	101/Ret/G/SHNS	Retention Strategy	The translator maintains word "Geo Archon" into target language because if the source expression is not maintained,	✓	

No.		ST/TT	Code	Strategy	Explanation		
					the gamers themselves will find it difficult to understand it		
102.	**Geo Archon Anecdotes** Collect all the stories about Rex Lapis in the "Geo Travel Diary." **Anekdot Archon Geo** Kumpulkan semua cerita tentang Rex Lapis di "Buku Harian Perjalanan Geo".	ST: Collect all the stories about Rex Lapis in the "Geo Travel Diary" TT: Kumpulkan semua cerita tentang Rex Lapis di "Buku Harian Perjalanan Geo"	102/Ret/G/SHNS	Retention Strategy	The translator maintains word "Rex Lapis" and "Geo" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
103.	**Friends, Travelers, Lend Me Your Ears...** Finish listening to the tale of the Ring of Raining Blades in "Cliffhanger." **Teman, Pengembara, Dengarkanlah...** Dengarkan kisah Suara Hujan Pedang di "Kisah Menggantung" sampai selesai.	ST: Friends, Travelers, Lend Me Your Ears... TT: Teman, Pengembara, Dengarkanlah...	103/Med/G/SHNS	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
104.	**Friends, Travelers, Lend Me Your Ears...** Finish listening to the tale of the Ring of Raining Blades in "Cliffhanger." **Teman, Pengembara, Dengarkanlah...** Dengarkan kisah Suara Hujan Pedang di "Kisah Menggantung" sampai selesai.	ST: Finish listening to the tale of the Ring of Raining Blades in "Cliffhanger" TT: Dengarkan kisah Suara Hujan	104/Omi/G/SHNS	Omission Strategy	The translator cut the word "Finish", so there is the meaning of the source language was missing	✓	

		Pedang di "Kisah Menggantung" sampai selesai					
105.	Once Upon a Time... Finish listening to the tale of The Wrath of Haishan in "Cliffhanger." Untuk Mendengar Ceritaku. Dengarkan kisah Amarah Haishan di "Kisah Menggantung" sampai selesai.	ST: Finish listening to the tale of The Wrath of Haishan in "Cliffhanger" TT: Dengarkan kisah Amarah Haishan di "Kisah Menggantung" sampai selesai	105/Omi/G/SHNS	Omission Strategy	The translator cut the word "Finish", so there is the meaning of the source language was missing	✓	
106.	You Came, You Saw, We Co-Oped Complete Domains together with other players 100 times. Datang Bermain dan Membantu Selesaikan Domain bersama pemain lain 100 kali.	ST: You Came, You Saw, We Co-Oped TT: Datang Bermain dan Membantu	106/Con/G/MIOS I	Condensation Strategy	The translator condense the source language to suit the target language but the meaning of the source language still remains	✓	
107.	You Came, You Saw, We Co-Oped Complete Domains together with other players 100 times. Datang Bermain dan Membantu Selesaikan Domain bersama pemain lain 100 kali.	ST: Complete Domains together with other players 100 times TT: Selesaikan Domain bersama pemain lain 100 kali	107/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Domain" into target language because if the source expression is not maintained, the gamers themselves will	✓	

					find it difficult to understand it		
108.	I Came, I Saw, I Conquered Collect 50 regional specialties in another player's world. Aku Datang, Aku Melihat, Aku Menaklukkan Kumpulkan 50 makanan khas daerah di dunia pemain lain.	ST: Collect 50 regional specialties in another player's world TT: Kumpulkan 50 makanan khas daerah di dunia pemain lain	108/Med/G/MIOS I	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
109.	That's One Big Crystalfly Defeat an Anemo Hypostasis in Co-Op Mode. Anemo Crystalfly Milikmu Besar Sekali Kalahkan sebuah Anemo Hypostasis dalam Mode Co-op.	ST: That's Once Big Crystalfly TT: Anemo Crystalfly Milikmu Besar Sekali	109/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Crystalfly" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
110.	That's One Big Crystalfly Defeat an Anemo Hypostasis in Co-Op Mode. Anemo Crystalfly Milikmu Besar Sekali Kalahkan sebuah Anemo Hypostasis dalam Mode Co-op.	ST: Defeat an Anemo Hypostasis in Co-Op Mode TT: Kalahkan sebuah Anemo Hypostasis dalam Mode Co-op	110/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Anemo Hypostasis" and "Co-op"into target language because if the source	✓	

					expression is not maintained, the gamers themselves will find it difficult to understand it		
111.	...And Still Smilling! Defeat an Electro Hypostasis in Co-Op Mode. Senyum Saja Cukup Kalahkan sebuah Electro Hypostasis dalam Mode Co-op.	ST: …And Still Smilling! TT: Senyum Saja Cukup	111/Con/G/MIOS I	Condensation Strategy	The translator condense the source language to suit the target language but the meaning of the source language still remains	✓	
112.	...And Still Smilling! Defeat an Electro Hypostasis in Co-Op Mode. Senyum Saja Cukup Kalahkan sebuah Electro Hypostasis dalam Mode Co-op.	ST: Defeat an Electro Hypostasis in Co-Op Mode TT: Kalahkan sebuah Electro Hypostasis dalam Mode Co-op	112/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Electro Hypostasis" and "Co-op"into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

113.	You Have to Hit the Pillars Defeat a Geo Hypostasis in Co-Op Mode. Ternyata Pilarnya Bisa Dipukul Kalahkan sebuah Geo Hypostasis dalam Mode Co-op.	ST: You Have to Hit the Pillars TT: Ternyata Pilarnya Bisa Dipukul	113/Omi/G/MIOS I	Omission Strategy	The translator cut the word "You", so there is the meaning of the source language was missing	✓	
114.	You Have to Hit the Pillars Defeat a Geo Hypostasis in Co-Op Mode. Ternyata Pilarnya Bisa Dipukul Kalahkan sebuah Geo Hypostasis dalam Mode Co-op.	ST: Defeat a Geo Hypostasis in Co-Op Mode TT: Kalahkan sebuah Geo Hypostasis dalam Mode Co-op	114/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Geo Hypostasis" and "Co-op"into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
115.	Just Me and You, the Sky So Blue, and Almost Getting Killed by a Cryo Regisvine Defeat a Cryo Regisvine in Co-Op Mode. Hanya Aku, Kamu, dan Cryo Regisvine yang Hampir Membunuh Kita Kalahkan sebuah Cryo Regisvine dalam Mode Co-op.	ST: Just Me and You, the Sky So Blue, and Almost Getting Killed by a Cryo Regisvine TT: Hanya Aku, Kamu, dan Cryo Regisvine yang Hampir Membunuh kita	115/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Cryo Regisvine" into target language because if the source expression is not maintained, the gamers themselves will	✓	

					find it difficult to understand it		
116.	**Just Me and You, the Sky So Blue, and Almost Getting Killed by a Cryo Regisvine** Defeat a Cryo Regisvine in Co-Op Mode. **Hanya Aku, Kamu, dan Cryo Regisvine yang Hampir Membunuh Kita** Kalahkan sebuah Cryo Regisvine dalam Mode Co-op.	ST: Defeat a Cryo Regisvine in Co-Op Mode TT: Kalahkan sebuah Cryo Regisvine dalam Mode Co-op	116/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Cryo Regisvine" and "Co-op" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
117.	**This Is Fine** Defeat a Pyro Regisvine in Co-Op Mode. **This is Fine...** Kalahkan sebuah Pyro Regisvine dalam Mode Co-op.	ST: This Is Fine TT: This is Fine…	117/Ret/G/MIOS I	Retention Strategy	The translator maintains word "This if fine" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

118.	**This Is Fine** Defeat a Pyro Regisvine in Co-Op Mode. **This is Fine...** Kalahkan sebuah Pyro Regisvine dalam Mode Co-op.	ST: Defeat a Pyro Regisvine in Co-Op Mode TT: Kalahkan sebuah Pyro Regisvine dalam Mode Co-op	118/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Pyro Regisvine" and "Co-op" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
119.	**A Fish Called Rhodeia** Defeat an Oceanid in Co-Op Mode. **Seekor Ikan Bernama Rhodeia** Kalahkan seekor Oceanid dalam Mode Co-op.	ST: A Fish Called Rhodeia TT: Seekor Ikan Bernama Rhodeia	119/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Rhodeia" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
120.	**A Fish Called Rhodeia** Defeat an Oceanid in Co-Op Mode. **Seekor Ikan Bernama Rhodeia** Kalahkan seekor Oceanid dalam Mode Co-op.	ST: Defeat an Oceanid in Co-Op Mode TT: Kalahkan seekor Oceanid dalam Mode Co-op	120/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Oceanid" and "Co-op" into target language because if the source	✓	

No.	ST/TT	Code	Strategy	Analysis	✓	
				expression is not maintained, the gamers themselves will find it difficult to understand it		
121.	**Wolf Pact** Defeat the king of Wolvendom in Co–Op Mode. **Sumpah Serigala** Kalahkan Raja Wolvendom dalam Mode Co–op.	ST: Defeat the king of Wolvendom in Co-Op Mode TT: kalahkan Raja Wolvendom dalam Mode Co-op	121/Ret/G/MIOS I	Retention Strategy	The translator maintains word "Wolvendom" and "Co-op" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
122.	**A Delusion's Abilities Don't Decide a Battle's Outcome** Defeat Childe in Co–Op Mode. **Kemampuan Delusion Tidak Akan Menentukan Hasil Pertempuran** Kalahkan Childe di Mode Co–Op bersama pemain lain.	ST: A Delusion's Abilities Don't Decide a Battle's Outcome TT: Kemampuan Delusion Tidak Akan Menentukan Hasil Pertempuran	122/Ret/G/MIOS II	Retention Strategy	The translator maintains word "Delusion" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

123.	A Delusion's Abilities Don't Decide a Battle's Outcome Defeat Childe in Co-Op Mode. Kemampuan Delusion Tidak Akan Menentukan Hasil Pertempuran Kalahkan Childe di Mode Co-Op bersama pemain lain.	ST: Defeat Childe in Co-Op Mode TT: Kalahkan Childe di Mode Co-op bersama pemain lain	123/Ret/G/MIOS II	Retention Strategy	The translator maintains word "Childe" and Co-op" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
124.	Moving Mountains Defeat a Primo Geovishap in Co-Op Mode. Gunung yang Bergerak Kalahkan Primo Geovishap dalam Mode Co-op bersama pemain lain.	ST: Defeat a Primo Geovishap in Co-Op Mode TT: Kalahkan Primo Geovishap dalam Mode Co-op bersama pemain lain	124/Ret/G/MIOS II	Retention Strategy	The translator maintains word "Geovishap" and "Co-op" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
125.	Blast From the Past Defeat Azhdaha in Co-Op Mode. Masa Lalu Muncul Kembali Kalahkan Azhdaha dalam Mode Co-op bersama pemain lain.	ST: Defeat Azhdaha in Co-Op Mode TT: Kalahkan Azhdaha dalam Mode Co-op	125/Ret/G/MIOS II	Retention Strategy	The translator maintains word "Azhdaha" into target language because if the source	✓	

					expression is not maintained, the gamers themselves will find it difficult to understand it		
126.	**Put on Ice** Defeat a Cryo Hypostasis in Co-Op Mode. **Rencana Pencairan** Kalahkan Cryo Hypostasis dalam Mode Co-op bersama pemain lain.	ST: Defeat a Cryo Hypostasis in Co-Op Mode TT: Kalahkan Cryo Hypostasis dalam Mode Co-op bersama pemain lain	126/Ret/G/MIOS II	Retention Strategy	The translator maintains word "Cryo Hypostasis" and "Co-op" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
127.	**Continental Explorer: Dragonspine** Light up the Dragonspine map. **Penjelajah Benua: Dragonspine** Buka seluruh peta Dragonspine.	ST: Continental Explorer: Dragonspine TT: Penjelajah Benua: Dragonspine	127/Ret/G/VOTIM	Retention Strategy	The translator maintains word "Dragonspine" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

128.	Continental Explorer: Dragonspine Light up the Dragonspine map. Penjelajah Benua: Dragonspine Buka seluruh peta Dragonspine.	ST: Light up the Dragonspine map TT: Buka seluruh peta Dragonspine	128/Ret/G/VOTIM	Retention Strategy	The translator maintains word "Dragonspine" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
129.	Peak Hopper Unlock all Teleport Waypoints in Dragonspine. Penakluk Puncak Es Buka seluruh Teleport Waypoint Dragonspine.	ST: Unlock all Teleport Waypoints in Dragonspine TT: Buka seluruh Teleport Waypoint Dragonspine	129/Ret/G/VOTIM	Retention Strategy	The translator maintains word "Teleport Waypoint" and "Dragonspine" into target language because the term "Tempat Berpindah Tempat" in *Genshin Impact* uses word "Teleport Waypoint", "Dragonspine" if the source expression is not maintained, the gamers	✓	

					themselves will find it difficult to understand it		
130.	Seelie in the Snow Follow 20 Warming Seelie in Dragonspine to their Seelie Courts. Pemandu Gunung Salju Ikuti 20 Warming Seelie di Dragonspine ke Seelie Court mereka.	ST: Seelie in the Snow TT: Pemandu Gunung Salju	130/Con/G/VOTIM	Condensation Strategy	The translator condense the source language to suit the target language but the meaning of the source language still remains	✓	
131.	Seelie in the Snow Follow 20 Warming Seelie in Dragonspine to their Seelie Courts. Pemandu Gunung Salju Ikuti 20 Warming Seelie di Dragonspine ke Seelie Court mereka.	ST: Follow 20 Warming Seelie in Dragonspine to their Seelie Courts TT: Ikuti 20 Warming Seelie di Dragonspine ke Seelie Court mereka	131/Ret/G/VOTIM	Retention Strategy	The translator maintains word "Seelie", "Court", and "Dragonspine" into target language because if the source expression is not maintained, the gamers themselves will	✓	

					find it difficult to understand it		
132.	Scarlet Sprouts Raise the Frostbearing Tree to Lv. 12. Tunas Berwarna Merah Naikkan level Frostbearing Tree hingga Lv. 12	ST: Raise the Frostbearing Tree to Lv. 12 TT: Naikkan level Frostbearing Tree hingga Lv. 12	132/Ret/G/VOTIM	Retention Strategy	The translator maintains word "Frostbearing Tree" and "Lv. 12" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
133.	Skyfrost Nail Raise the strange column. Skyfrost Nail Angkat "strange column"	ST: Skyfrost Nail TT: Skyfrost Nail	133/Ret/G/VOTIM	Retention Strategy	The translator maintains word "Skyforst Nail" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

134.	Skyfrost Nail Raise the strange column. Skyfrost Nail Angkat "strange column"	ST: Raise the strange column TT: Angkat "strange column"	134/Ret/G/VOTIM	Retention Strategy	The translator maintains word "strange column" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
135.	High Adeptal Energy Readings Ahead Reach 20,000 Adeptal Energy in 1 realm layout. Mendeteksi Adeptal Energy yang Kuat Capai 20.000 Adeptal Energy di salah satu Bentuk Alam.	ST: High Adeptal Energy Readings Agead TT: Mendeteksi Adeptal Energy yang Kuat	135/Ret/G/ARBS I	Retention Strategy	The translator maintains word "Adeptal Energy" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
136.	High Adeptal Energy Readings Ahead Reach 20,000 Adeptal Energy in 1 realm layout. Mendeteksi Adeptal Energy yang Kuat Capai 20.000 Adeptal Energy di salah satu Bentuk Alam.	ST: Reach 20.000 Adeptal Energy in 1 realm layout TT: Capai 20.000 Adeptal Energy di salah satu Bentuk Alam	136/Ret/G/ARBS I	Retention Strategy	The translator maintains word "Adeptal Energy" into target language because if the source	✓	

					expression is not maintained, the gamers themselves will find it difficult to understand it		
137.	**Realm Sans Frontières** Use the Serenitea Pot to enter your realm. **Pemandangan di Dalam Poci...** Gunakan Serenitea Pot untuk masuk ke dalam Alam Poci.	ST: Use the Serenitea Pot to enter your realm TT: Gunakan Serenitea Pot untuk masuk ke dalam Alam Poci	137/Ret/G/ARBS I	Retention Strategy	The translator maintains word "Serenitea Pot" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	
138.	**Friend of the Realm** Reach Trust Rank 10 with the teapot spirit. **Teman dalam Poci** Capai Tingkat Kepercayaan Lv. 10 dengan Roh Penghuni Poci.	ST: Friend of the Realm TT: Teman dalam Poci	138/Med/G/ARBS I	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
139.	**Friend of the Realm** Reach Trust Rank 10 with the teapot spirit. **Teman dalam Poci** Capai Tingkat Kepercayaan Lv. 10 dengan Roh Penghuni Poci.	ST: Reach Trust Rank 10 with the teapot spirit TT: Capai Tingkat Kepercayaan Lv.	139/Abb/G/ARBS I	Abbreviation Strategy	The translator translated the word "rank" into "Lv". Word "Lv" is commonly used	✓	

		10 dengan Roh Penghuni Poci				target language to meaning "level".	
140.	T—T—T—Timberhochwandi Obtain 2,000 pieces of wood. Tebang Terus! Kumpulkan 2.000 kayu.	ST: T-T-T-Timberhochwandi TT: Tebang Terus!	140/Con/G/ARBS I	Condensation Strategy	The translator condense the source language to suit the target language but the meaning of the source language still remains	✓	
141.	T—T—T—Timberhochwandi Obtain 2,000 pieces of wood. Tebang Terus! Kumpulkan 2.000 kayu.	ST: Obtain 2.000 pieces of wood TT: Kumpulkan 2.000 kayu	141/Med/G/ARBS I	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
142.	If I Were a Rich Man Obtain 50,000 realm currency. Andai Saja Aku Kaya Kumpulkan 50.000 Realm Currency.	ST: If I Were a Rich Man TT: Andai Saja Aku Kaya	142/Med/G/ARBS I	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
143.	If I Were a Rich Man Obtain 50,000 realm currency. Andai Saja Aku Kaya Kumpulkan 50.000 Realm Currency.	ST: Obtain 50.000 realm currency	143/Ret/G/ARBS I	Retention Strategy	The translator maintains word "realm currency" into target language	✓	

			TT: Kumpulkan 50.000 Realm Currency			because if the source expression is not maintained, the gamers themselves will find it difficult to understand it		
144.	**Precision Modeling** Learn 180 furnishing blueprints. **Pola Standar** Mempelajari 180 blueprint perabot.		ST: Precision Modeling TT: Pola Standar	144/Con/G/ARBS I	Condensation Strategy	The translator condense the source language to suit the target language but the meaning of the source language still remains	✓	
145.	**Precision Modeling** Learn 180 furnishing blueprints. **Pola Standar** Mempelajari 180 blueprint perabot.		ST: Learn 180 furnishing blueprints TT: Mempelajari 180 blueprint perabot	145/Ret/G/ARBS I	Retention Strategy	The translator maintains word "blueprint" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

146.	Fireside Chats Unlock 20 interactions with your companions. Obrolan di Sekitar Perapian Buka 20 dialog interaksi dengan rekanmu.	ST: Unlock 20 interactions with your companions TT: Buka 20 dialog interaksi dengan rekanmu	146/Med/G/ARBS II	Mediation Strategy	The translator translated the source language into a common target language but are still related to the source language	✓	
147.	Honored Guest of the Realm Invite a companion to move in to your Serenitea Pot. Tamu VIP Poci Undang rekan untuk menetap di dalam Serenitea Pot.	ST: Honored Guest of the Realm TT: Tamu VIP Poci	147/Con/G/ARBS II	Condensation Strategy	The translator condense the source language to suit the target language but the meaning of the source language still remains	✓	
148.	Honored Guest of the Realm Invite a companion to move in to your Serenitea Pot. Tamu VIP Poci Undang rekan untuk menetap di dalam Serenitea Pot.	ST: Invite a companion to move in to your Serenitea Pot TT: Undang rekan untuk menetap di dalam Serenitea Pot	148/Ret/G/ARBS II	Retention Strategy	The translator maintains word "Srenitea Pot" into target language because if the source expression is not maintained, the gamers themselves will find it difficult to understand it	✓	

| 149. | Gifts All Around
Receive 20 gifts from your companions.

Karunia Kemenangan!
Dapatkan 20 hadiah dari rekanmu. | ST: Receive 20 gifts from your companions
TT: Dapatkan 20 hadiah dari rekanmu | 149/Med/G/ARBS II | Mediation Strategy | The translator translated the source language into a common target language but are still related to the source language | ✓ | |

Datum	Source Text	Target Text	Localization Quality				
			Diegetic Symbiosis	Mechanical Narrative Structure	Localization level	Mechanical Narrative Structure	Diegetic Symbiosis
1/Med/G/MTS I	The Divine Halberd Mocks the Heavens	Tombak Dewa yang Mencela Langit	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
2/Med/G/MTS I	Collect the entire "Legend of the Shattered Halberd" series	Mengumpulkan semua jilid buku "Legenda Tombak Dewa"	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
3/Omi/G/MTS I	The Wind and The Star Traveler	Angin dan Sang Pengembara	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
4/Ret/G/MTS I	Blow seeds off a Dandelion using Anemo	Gunakan Anemo untuk meniup biji-biji Dandelion	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
5/Ret/G/MTS I	Obtain the power of Geo	Dapatkan kekuatan Geo	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
6/Med/G/MTS I	The Voice of Flowing Water	Suara Air Mengalir	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
7/Med/G/MTS I	Collect the entire "A Drunkard's Tale" series	Mengumpulkan semua Jilid buku "Kisah Pemabuk"	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

8/Ret/G/TAOA	Forge a 4-star weapon	Forge 1 senjata 4 ★	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic	
9/Sym/G/TAOA	Forge a 4-star weapon	Forge 1 senjata 4 ★	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic	
10/Med/G/TAOA	Grasp how 40 different dishes are made	Kuasai 40 cara menyiapkan hidangan	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic	
11/Ret/G/THJ	Collect 800 Rewards from blossoms of wealth or revelation	Kumpulkan 800 hadiah dari Blossom of Wealth atau Blossom of Revelation	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic	
12/Ret/G/THJ	Ascend a character to Phase 6 for the first time	Ascend 1 Karakter ke Tahap ke-6	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic	
13/Omi/G/THJ	Ascend a character to Phase 6 for the first time	Ascend 1 Karakter ke Tahap ke-6	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic	
14/Sym/G/THJ	Ascend a character to Phase 6 for the first time	Ascend 1 Karakter ke Tahap ke-6	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic	
15/Con/G/THJ	Re-Armed, Re-Forged	Ribuan Tempaan	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic	
16/Ret/G/THJ	Ascend a weapon to Phase 6	Ascend 1 senjata ke Tahap ke-6	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic	

17/Sym/G/THJ	Ascend a weapon to Phase 6	Ascend 1 senjata ke Tahap ke-6	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
18/Med/G/THJ	Reach Friendship 10 with 16 characters	Capai Persahabatan lv. 10 dengan 16 karakter	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
19/Sym/G/THJ	Obtain a 4-star artifact	Dapatkan sebuah Artefak 4 ★	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
20/Med/G/THJ	Echoing Song	Gema Nyanyian	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
21/Sym/G/THJ	Enhance a 4-star artifact to its highest level	Perkuat sebuah Artefak 4 ★ ke level tertinggi	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
22/Med/G/THJ	Legendary Treasure	Harta Legendaris	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
23/Sym/G/THJ	Obtain a 5-star artifact	Dapatkan sebuah Artefak 5 ★	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
24/Sym/G/THJ	Enhance a 5-star artifact to its highest level	Perkuat sebuah Artefak 5 ★ ke level tertinggi	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
25/Ret/G/MTCOWAS	Continental Explore: Mondstadt	Penjelajah Benua: Mondstadt	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
26/Ret/G/MTCOWAS	Light up the entire Mondstadt map (excluding	Buka seluruh peta Mondstadt (tidak termasuk	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

	the Dragonspine area)	area Dragonspine)					
27/Med/G/MTCOWAS	Brush a Thousand Winds	Tiupan Seribu Angin	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
28/Ret/G/MTCOWAS	Unlock all Teleport Waypoints in Mondstadt (excludes the Dragonspine area)	Buka seluruh Teleport Waypoint Mondstadt (tidak termasuk di area Dragonspine)	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
29/Ret/G/MTCOWAS	Upgrade the Status of The Seven in Mondstadt to their maximum level	Upgrade Patung The Seven di Mondstadt ke level tertinggi	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
30/Ret/G/MTCOWAS	Sanctuary Pilgrim: Mondstadt	Peziarah Kuil: Mondstadt	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
31/Ret/G/MTCOWAS	Unlock all the Shrines of Depths in Mondstadt	Buka seluruh Shrine of Depths di Mondstadt	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
32/Med/G/MTCOWAS	Guiding Wind	Angin Pemandu	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
33/Ret/G/MTCOWAS	Follow 40 Seelie in Mondstadt to their Seelie Courts (excludes	Ikuti 40 Seelie di Mondstadt ke Seelie Court mereka (tidak	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

	the Dragonspine area)	termasuk area Dragonspine)					
34/Med/G/MTCOWAS	Wind-Chasing Treasure Hunter	Pemburu Harta, Pengejar Angin	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
35/Ret/G/MTCOWAS	Open 400 chest in Mondstadt (excluding the Dragonspine area)	Buka 400 peti harta di Mondstadt (tidak termasuk area Dragonspine)	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
36/Ret/G/MTCOWAS	Complete 15 Open World mechanism-activated Time Trial Challenges in Mondstadt (excludes the Dragonspine area)	Selesaikan 15 tantangan Time Trial dengan mengaktifkan mekanisme di area Mondstadt (tidak termasuk area Dragonspine)	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
37/Ret/G/LTHOSAC	Continental Explorer: Liyue	Penjelajah Benua: Liyue	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
38/Ret/G/LTHOSAC	Light up the map in the following zones: Bishui Plain, Qiongli Estuary, Minlin, Lisha, Sea of Clouds	Buka peta area berikut: Bishui Plain Qiongli Estuary, Minlin, Lisha, dan Sea of Clouds	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

39/Med/G/LTHOSAC	Surveyor of Stone	Peninjau Bebatuan	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
40/Ret/G/LTHOSAC	Unlock all Teleport Waypoints in Liyue (The Chasm is counted separately)	Buka seluruh Teleport Waypoint Liyue (Chasm dihitung terpisah)	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
41/Omi/G/LTHOSAC	Unmovable Mountain	Tak Tergoyahkan	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
42/Ret/G/LTHOSAC	Upgrade the Statues of The Seven in Liyue to their maximum level	Upgrade Patung The Seven di Liyue ke level tertinggi	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
43/Ret/G/LTHOSAC	Sanctuary Pilgrim: Liyue	Peziarah Kuil: Liyue	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
44/Ret/G/LTHOSAC	Unlock all the Shrines of Depths in Liyue	Buka seluruh Shrine of Depths di Liyue	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
45/Ret/G/LTHOSAC	Follow 60 Seelie in Liyue to their Seelie Courts (The Chasm is counted separately)	Ikuti 60 Seelie di Liyue ke Seelie Court mereka (Chasm dihitung terpisah)	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
46/Med/G/LTHOSAC	Rock-Steady Treasure Hunter	Pemburu Harta Seteguh Batu	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic

47/Ret/G/LTHOSAC	Open 800 chests in Liyue (The Chasm is counted separately)	Buka 800 peti harta di Liyue (Chasm dihitung terpisah)	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
48/Med/G/LTHOSAC	Rock-Steady Adventurer	Petualang Seteguh Batu	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
49/Ret/G/LTHOSAC	Complete 40 Open World mechanism-activated Time Trial Challenges in Liyue (The Chasm is counted separately)	Selesaikan 40 tantangan Time Trial dengan mengaktifkan mekanisme di area Liyue (Chasm dihitung terpisah)	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
50/Ret/G/ESP	Trigger Cryo, Hydro, Pyro and Electro Swirl Reactions at least one each within 2x (x10)	Picu reaksi Swirl Cryo, Hydro, Pyro dan Electro dalam waktu 2 detik sebanyak 10 kali	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
51/Med/G/ESP	Performance May Decline in Low Temperatures	Performa Mungkin Menuruh Saat Suhu Rendah	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
52/Ret/G/ESP	Defeat 4 opponents with Superconduct within 2x (x1)	Selesaikan 1 kali: Mengalahkan 4	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

		musuh dengan Superconduct dalam 2 detik					
53/Med/G/ESP	The Art of War	Seni Berperang…	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
54/Ret/G/ESP	Defeat 4 opponents with Overloaded within 2x (x5)	Kalahkan 4 musuh dengan Overload dalam 2 detik sebanyak 5 kali	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
55/Ret/G/ESP	Defeat 4 opponents with Electro-Charged within 2x (x5)	Kalahkan 4 musuh dengan Electro-Charged dalam 2 detik sebanyak 5 kali	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
56/Med/G/ESP	Keep an opponent Frozen for over 10s (x10)	Bekukan musuh selama lebih dari 10 detik sebanyak 10 kali	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
57/Con/G/ESP	Season's Greetings	Seputih Salju	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
58/Omi/G/ESP	Melt You Down Like Ice Cream	Meleleh Seperti Es Krim	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
59/Ret/G/ESP	Defeat 4 opponents with Melt within 2x (x10)	Kalahkan 4 musuh dengan Melt dalam 2 detik sebanyak 10 kali	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

60/Omi/G/MKS	Nothing Special, Just Practice	Hanya Latihan Saja	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
61/Omi/G/MKS	Master Sniper	Penembak Jitu	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
62/Con/G/MKS	Der Freischütz	Sang Pemanah	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
63/Omi/G/CS I	Full Metal What Now?	Full Metal Apa?	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
64/Ret/G/CS I	Shatter the Geo Crystal Shield of a Large Geo Sline	Hancurkan perisai Geo milik Large Geo Slime	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
65/Ret/G/ CS I	Break an Electro Cicin Mage's shield	Hancurkan perisai milik Electro Cicin Mage	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
66/Ret/G/ CS I	Rhythm Tengoku	Irama Tengoku	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
67/Ret/G/ CS I	Stop an Abyss Mage From regenerating its shield	Hentikan pemulihan perisai Abyss Mage	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
68/Ret/G/ CS I	Blazing Dadaupa	Dadaupa Membara	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
69/Ret/G/ CS I	Set a Wooden Shieldwall	Bakar perisai kayu milik Wooden	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

	Mitachurl's shield on fire	Shieldwall Mitachurl					
70/Omi/G/CS II	…Well, That Was Strange	…Aneh Sekali	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
71/Ret/G/CS II	Defeat the Unusual Hilichurl 50 times	Kalahkan 50 Unusual Hilichurl	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
72/Omi/G/CS II	Defeat the Unusual Hilichurl 50 times	Kalahkan 50 Unusual Hilichurl	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
73/Ret/G/CS II	Hydro Hunter	Hydro Hunter	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
74/Ret/G/CS II	Defeat every type of Hydro Mimic that an Oceanid can summon	Kalahkan semua Hydro Mimic yang dipanggil Oceanid	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
75/Con/G/CS II	Dip, Duck, Dive, Dodge, Defeat	Kisah Siksaan Dengan Air	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
76/Ret/G/CS II	Defeat an Oceanid without being hit by water bombs left behind by certain Hydro Mimics	Kalahkan Oceanid tanpa terkena DMG dari bom air yang ditinggalkan oleh Hydro Mimic tertentu	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

77/Con/G/CS II	Extreme Gardening	Tukang Kebun Di Teyvat Tidak Boleh Takut Dingin	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
78/Ret/G/CS II	Paralyze a Cryo Regisvine by attacking its corolla	Lumpuhkan Cryo Regisvine dengan menyerang mahkota bunganya	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
79/Con/G/CS II	Gardener Extraordinaire	Tukang Kebun di Teyvat Tidak Boleh Takut Panas	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
80/Ret/G/CS II	Paralyze a Pyro Regisvine by attacking its corolla	Lumpuhkan Pyro Regisvine dengan menyerang mahkota bunganya	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
81/Ret/G/CS II	Geronimo!	Geronimo!	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
82/Ret/G/CS II	Hit an opponent with a Plunging Attack after plunging for more than 5 seconds	Serang 1 musuh dengan Plungin Attack setelah terjatuh lebih dari 5 detik	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
83/Sym/G/CS II	Hit an opponent with a Plunging Attack after	Serang 1 musuh dengan Plungin Attack setelah	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

	plunging for more than 5 seconds	terjatuh lebih dari 5 detik					
84/Med/G/CS II	Vicious Circle	Siklus Abadi	Hegemonic	Ana-Ana (Enigmatic)	Partial	Ana-Ana (Enigmatic)	Hegemonic
85/Ret/G/CS II	Unleash 5 Elemental Bursts within 15 seconds	Keluarkan 5 Elemental Burst dalam 15 detik	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
86/Con/G/DASAS I	Down to Dodge	Dari Dalam	Hegemonic	Ana-Ana (Equivocal)	Partial	Ana-Ana (Equivocal)	Hegemonic
87/Ret/G/DASAS I	Complete Spiral Abyss 2-3 without taking any DMG	Selesaikan Spiral Abyss Lantai 2 Ruangan 3 tanpa terkena DMG	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
88/Ret/G/DASAS I	My Precious	My Precious	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
89/Ret/G/DASAS I	Complete Spiral Abyss 2-2 with an undamaged Ley Line Monolith	Selesaikan Spiral Abyss Lt. 2 – Ruangan 2 dengan kondisi Monolit Ley Line tidak menerima DMG sama sekali	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
90/Ret/G/DASAS I	Clear Floor 12 of the Spiral Abyss	Selesaikan Spiral Abyss Lt. 12	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

91/Ret/G/DASAS I	Clear Floor 12 of the Spiral Abyss	Selesaikan Spiral Abyss Lt. 12	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
92/Ret/G/DASAS I	Abyssal Crusader	Petarung Abyssal	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
93/Ret/G/DASAS I	Obtain all Abyssal Stars in the Spiral Abyss	Dapatkan semua Abyssal Star di Spiral Abyss	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
94/Ret/G/OS I	…Odomu?	…Odomu?	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
95/Ret/G/OS I	Successfully conduct cultural exchange with the Hilichurls in "Language Exchange"	Berhasil melakukan pertukaran budaya dengan Hilichurl di "Bahasa Manusia"	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
96/Ret/G/OS I	Yo dala?	Yo dala?	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
97/Ret/G/OS I	Successfully conduct cultural exchange with the hilichurls in "Poetry Exchange"	Berhasil melakukan pertukaran budaya dengan Hilichurl di "Komunikasi Melalui Puisi"	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

98/Ret/G/SDNBITS I	Complete all of Tsarevich's commissions flawlessly in "Reliable Helper"	Selesaikan semua komisi Tsaverich dengan sempurna di "Dapat Diandalkan"	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
99/Med/G/SDNBITS I	Telling It How It Is	Bicara Apa Adanya	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
100/Ret/G/SDNBITSI	Gather intelligence concerning Snezhnaya in "Tales of Winter"	Kumpulkan inteljen mengenai Snezhnaya di "Kisah Musim Dingin"	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
101/Ret/G/SHNS	Geo Archon Anecdotes	Anekdot Archon Geo	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
102/Ret/G/SHNS	Collect all the stories about Rex Lapis in the "Geo Travel Diary"	Kumpulkan semua cerita tentang Rex Lapis di "Buku Harian Perjalanan Geo"	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
103/Med/G/SHNS	Friends, Travelers, Lend Me Your Ears…	Teman, Pengembara, Dengarkanlah…	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
104/Omi/G/SHNS	Finish listening to the tale of the Ring of Raining Blades in	Dengarkan kisah Suara Hujan Pedang di "Kisah	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

	"Cliffhanger"	Menggantung" sampai selesai					
105/Omi/G/SHNS	Finish listening to the tale of The Wrath of Haishan in "Cliffhanger"	Dengarkan kisah Amarah Haishan di "Kisah Menggantung" sampai selesai	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
106/Con/G/MIOS I	You Came, You Saw, We Co-Oped	Datang Bermain dan Membantu	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
107/Ret/G/MIOS I	Complete Domains together with other players 100 times	Selesaikan Domain bersama pemain lain 100 kali	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
108/Med/G/MIOS I	Collect 50 regional specialties in another player's world	Kumpulkan 50 makanan khas daerah di dunia pemain lain	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
109/Ret/G/MIOS I	That's Once Big Crystalfly	Anemo Crystalfly Milikmu Besar Sekali	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
110/Ret/G/MIOS I	Defeat an Anemo Hypostasis in Co-Op Mode	Kalahkan sebuah Anemo Hypostasis dalam Mode Co-op	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

111/Con/G/MIOS I	…And Still Smilling!	Senyum Saja Cukup	Hegemonic	Ana-Ana (Equivocal)	Partial	Ana-Ana (Equivocal)	Hegemonic
112/Ret/G/MIOS I	Defeat an Electro Hypostasis in Co-Op Mode	Kalahkan sebuah Electro Hypostasis dalam Mode Co-op	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
113/Omi/G/MIOS I	You Have to Hit the Pillars	Ternyata Pilarnya Bisa Dipukul	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
114/Ret/G/MIOS I	Defeat a Geo Hypostasis in Co-Op Mode	Kalahkan sebuah Geo Hypostasis dalam Mode Co-op	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
115/Ret/G/MIOS I	Just Me and You, the Sky So Blue, and Almost Getting Killed by a Cryo Regisvine	Hanya Aku, Kamu, dan Cryo Regisvine yang Hampir Membunuh kita	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
116/Ret/G/MIOS I	Defeat a Cryo Regisvine in Co-Op Mode	Kalahkan sebuah Cryo Regisvine dalam Mode Co-op	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
117/Ret/G/MIOS I	This Is Fine	This is Fine…	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
118/Ret/G/MIOS I	Defeat a Pyro Regisvine in Co-Op Mode	Kalahkan sebuah Pyro Regisvine	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

		dalam Mode Co-op					
119/Ret/G/MIOS I	A Fish Called Rhodeia	Seekor Ikan Bernama Rhodeia	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
120/Ret/G/MIOS I	Defeat an Oceanid in Co-Op Mode	Kalahkan seekor Oceanid dalam Mode Co-op	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
121/Ret/G/MIOS I	Defeat the king of Wolvendom in Co-Op Mode	kalahkan Raja Wolvendom dalam Mode Co-op	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
122/Ret/G/MIOS II	A Delusion's Abilities Don't Decide a Battle's Outcome	Kemampuan Delusion Tidak Akan Menentukan Hasil Pertempuran	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
123/Ret/G/MIOS II	Defeat Childe in Co-Op Mode	Kalahkan Childe di Mode Co-op bersama pemain lain	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
124/Ret/G/MIOS II	Defeat a Primo Geovishap in Co-Op Mode	Kalahkan Primo Geovishap dalam Mode Co-op bersama pemain lain	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
125/Ret/G/MIOS II	Defeat Azhdaha in Co-Op Mode	Kalahkan Azhdaha dalam	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

		Mode Co-op bersama pemain lain					
126/Ret/G/MIOS II	Defeat a Cryo Hypostasis in Co-Op Mode	Kalahkan Cryo Hypostasis dalam Mode Co-op bersama pemain lain	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
127/Ret/G/VOTIM	Continental Explorer: Dragonspine	Penjelajah Benua: Dragonspine	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
128/Ret/G/VOTIM	Light up the Dragonspine map	Buka seluruh peta Dragonspine	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
129/Ret/G/VOTIM	Unlock all Teleport Waypoints in Dragonspine	Buka seluruh Teleport Waypoint Dragonspine	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
130/Con/G/VOTIM	Seelie in the Snow	Pemandu Gunung Salju	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
131/Ret/G/VOTIM	Follow 20 Warming Seelie in Dragonspine to their Seelie Courts	Ikuti 20 Warming Seelie di Dragonspine ke Seelie Court mereka	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
132/Ret/G/VOTIM	Raise the Frostbearing Tree to Lv. 12	Naikkan level Frostbearing Tree hingga Lv. 12	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

133/Ret/G/VOTIM	Skyfrost Nail	Skyfrost Nail	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
134/Ret/G/VOTIM	Raise the strange column	Angkat "strange column"	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
135/Ret/G/ARBS I	High Adeptal Energy Readings Agead	Mendeteksi Adeptal Energy yang Kuat	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
136/Ret/G/ARBS I	Reach 20.000 Adeptal Energy in 1 realm layout	Capai 20.000 Adeptal Energy di salah satu Bentuk Alam	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
137/Ret/G/ARBS I	Use the Serenitea Pot to enter your realm	Gunakan Serenitea Pot untuk masuk ke dalam Alam Poci	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
138/Med/G/ARBS I	Friend of the Realm	Teman dalam Poci	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
139/Abb/G/ARBS I	Reach Trust Rank 10 with the teapot spirit	Capai Tingkat Kepercayaan Lv. 10 dengan Roh Penghuni Poci	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
140/Con/G/ARBS I	T-T-T-Timberhochwandi	Tebang Terus!	Hegemonic	Ana-Ana (Equivocal)	Partial	Ana-Meta (Enigmatic)	Hegemonic
141/Med/G/ARBS I	Obtain 2.000 pieces of wood	Kumpulkan 2.000 kayu	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic

142/Med/G/ARBS I	If I Were a Rich Man	Andai Saja Aku Kaya	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
143/Ret/G/ARBS I	Obtain 50.000 realm currency	Kumpulkan 50.000 Realm Currency	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
144/Con/G/ARBS I	Precision Modeling	Pola Standar	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
145/Ret/G/ARBS I	Learn 180 furnishing blueprints	Mempelajari 180 blueprint perabot	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
146/Med/G/ARBS II	Unlock 20 interactions with your companions	Buka 20 dialog interaksi dengan rekanmu	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
147/Con/G/ARBS II	Honored Guest of the Realm	Tamu VIP Poci	Hegemonic	Ana-Meta (Enigmatic)	Partial	Ana-Meta (Enigmatic)	Hegemonic
148/Ret/G/ARBS II	Invite a companion to move in to your Serenitea Pot	Undang rekan untuk menetap di dalam Serenitea Pot	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic
149/Med/G/ARBS II	Receive 20 gifts from your companions	Dapatkan 20 hadiah dari rekanmu	Hegemonic	Meta-Meta (Univocal)	Partial	Meta-Meta (Univocal)	Hegemonic