

AN ANALYSIS OF MAXIM VIOLATION IN THE LEGEND OF DRAGOON GAME

KEVIN K. TUMIMOMOR, JIM R. TUNA, SARAH KAMAGI
Faculty of Languages and Arts
Universitas Negeri Manado

Correspondence author: jimtuna@unima.ac.id

Received: 18 April 2023

Accepted: 10 May 2023

Published: 13 May 2023

Abstract: The aim of this research was to investigate the various types of maxims that were breached in the first chapter of The Legend of Dragoon game. A descriptive qualitative approach was adopted for the study, and the data was gathered by recording statements made by characters in the game that violated the maxims. The data was obtained from both the game and its script, and notes were taken while observing and reading to identify occurrences of maxim violation. The outcomes revealed that all four types of maxims were broken by the characters in the game, with a total of 20 dialogues. The maxim of relevance was found to be the most frequently violated maxim, with seven instances, followed by the maxim of manner with six occurrences, the maxim of quality with four occurrences, and finally, the maxim of quantity in three instances.

Keywords: *Cooperative Principle, Maxim Violation, Four Conversational Maxims, Role-Playing Game, The Legend of Dragoon.*

INTRODUCTION

As social creatures, humans cannot live in isolation and require relationships and interactions with others to continue their lives. Communication or conversation plays a crucial role in achieving this, allowing individuals to establish good relations and share information with their society. A successful conversation requires cooperation between the listener and the speaker, so that communication can flow smoothly. According to Davies (2000, p.6), listeners are expected to understand the content and intention of the speaker's utterance, and provide a suitable response to the speaker's speech act in order to be cooperative and conduct a successful conversation. Therefore, the response should be relevant to the speaker's utterance. In essence, the speaker's utterances in a conversation require a response from the

listener, which can lead to meaningful and productive conversation, thus fostering good relationships.

To have a successful conversation, it is important to follow the Cooperative Principle, which describes how people should interact with each other during a conversation. Grice (as cited in Yule, 1996) explained that the Cooperative Principle requires participants to contribute to the conversation appropriately and at the right time, based on the accepted purpose or direction of the conversation. Grice's Cooperative Principle consists of four maxims: the Maxim of Quality, the Maxim of Quantity, the Maxim of Relevance, and the Maxim of Manner. These maxims are rules created by Grice to determine whether the speaker can be cooperative while sharing information during a conversation.

Sometimes, the rules created for successful communication could be violated if the participants do not follow them. This can lead to ineffective and inefficient communication, where the speaker may give incorrect or incomplete information. This is known as Non-Observance of Maxim. Non-Observance of Maxim is divided into five subsections: Flouting a Maxim, Infringing a Maxim, Opting out a Maxim, Suspending a Maxim, and Violating a Maxim, which will be the main focus of this research.

Violation happens when a speaker accidentally breaks a certain maxim in a conversation, leading to an unsuccessful and misunderstood communication. Cutting (2000, p. 40) defines violation as a speaker not obeying or fulfilling the maxims. For instance, in a conversation between a mother and her son about the boy playing games for hours, when the mother asks if he studied all day, and the son answers that he has been studying until now, it is clear that he lied to his mother. The boy's utterance is a violation of the maxim of quality. However, Non-Observance Maxim is not limited to real-life conversations. According to Kamagi (2019), language is used in various media, such as audio-visual and visual media, including works of art such as films, novels, and role-playing games (RPGs).

On this occasion, the researcher will use RPG game entitled *The Legend of Dragoon* as the object in conducting this research. The reason of choosing this object, because the object is one of researcher's favorite games during the childhood times, and through the game students can also learn and add new

vocabulary due to the RPG game type where this type of game has dialogues and narration. The game titled "The Legend of Dragoon" narrates the adventure of a young man named Dart Feld in a world known as Endiness. This world is home to ancient dragon warriors called Dragoons. The game follows Dart as he embarks on a journey to protect his world from evil forces that aim to bring about its destruction. In addition, the researcher chooses the topic, which is Maxim Violation, because he often hears people unknowingly violates the conversational maxims in daily conversation. So, the researcher believes that he needs to do a research on the existence of maxim violation on another medium, like in this case a game, because he is curious and interested in this particular topic.

In this research, the researcher has done a preliminary research by playing some parts of the game and found some examples of dialogues where the characters violated the maxims. An example below shows how a maxim is violated in the dialogue.

Fruegel : Who the heck is the girl? You can tell me!!

Man in Hood : The world's future rests on her.

Based on the dialogue above, we see that the Man in Hood seems to violate a maxim of quantity due to the unclear or less explanation about the question. The researcher thinks that if one can gain a comprehensive understanding of Grice's maxim violations in The Legend of Dragoon game, it can help English language learners or readers establish better communication with their conversation partner.

RESEARCH METHOD

The researcher utilized qualitative research, according to Holloway (1997), which is a type of social investigation that concentrates on how individuals perceive and understand their experiences and surroundings. Instead of presenting statistical data, the research findings were explained in a thorough description. In this study, the focus was on the RPG game The Legend of Dragoon, and the researcher used the transcript from the first cassette of the game, which includes multiple stages. The aim was to analyze the statements made by the game characters that violated the maxims, in order to collect the

data needed for the research.

The steps of collecting the data was mentioned below:

1. The source of the data, which is the first Cassette/Chapter One of RPG Game *The Legend of Dragoon* was downloaded from <https://m.coolrom.com> and the script of which was collected from <https://gamefaqs.gamespot.com>.
2. The researcher played the main story of video game and read the script of each stage of *The Legend of Dragoon* Chapter one simultaneously. This process was done repeatedly to make sure that all of the data were collected.
3. While attentively playing the video game and reading the script, the researcher took notes whenever the utterance in which the conversational maxim was violated.

The researcher followed Miles and Huberman's (1994) approach in analyzing the collected data, which includes three main steps: reducing the data, displaying the data, and drawing conclusions based on the analyzed data.

- Data Reduction

In analyzing the data, the first step was data reduction which involved removing irrelevant information from the collected data. This process is called coding, where the researcher selects, simplifies, abstracts, and transforms the data by assigning codes or labels to units of meaning in the information gathered. According to Miles and Huberman (1994:56), codes are labels given to descriptive or inferential information compiled during a study, usually attached to chunks of varying sizes such as words, phrases, sentences, or whole paragraphs. The researcher used codes to categorize the types of flouting the maxim.

- Data Display

The next step in data analysis is data display, where the collected

information is presented in various forms such as narratives, pictures, charts, graphs, and networks. By using different ways to display the data, the researcher can better understand it, make appropriate conclusions, and proceed to the next phase of the analysis, according to Miles and Huberman (1994).

- Drawing Conclusion

After conducting the two steps above, the researcher planned the final step. In this step, the researcher formed a final conclusion of his research.

FINDINGS AND DISCUSSION

By collecting the data from The Legend of Dragoon Game Chapter One. The researcher conclude the game has words that included the four types of non-observance maxims. Then the researcher reduced them to 20 conversations and took only the ones with maxim violating. Those 20 conversations are;

1. *Commander: "Can you tell me about her?"*

Man in Hood: "That is not relevant for you to know."

[CO,01]

2. *Commander I know you!?"*

Woman: "(Hush. Unless you want to meet your demise.)"

[CO,01]

3. *Fruegel: "Who on earth is this girl!? You can reveal it to me!"*

Man in Hood: "The future of the entire world rests upon her."

[CO,02]

4. *Hellena Warden: "You have the worst luck! You will deeply regret not dying on the battlefield!"*

Knight of Basil: "What are you implying!?"

Hellena Warden: "Do you honestly think you can enjoy a comfortable life in prison? The chief warden, Fruegel, will sacrifice you to the beast!"

[CO,04]

5. *Lavitz: "Is this girl you're seeking of great importance?"*

Dart: "It's my issue. I'm the one to blame."

[CO,04]

6. Dart: "Why did you capture Shana?"

Fruegel: "I'm not sure. Emperor Doel simply instructed us to retrieve that girl. The order was so insignificant that they added a new one to destroy Seles!"

[CO,04]

7. Dart: "Well, Shana has at least learned something."

Shana: "Oh well. There's something I know that you don't, Dart."

Dart: "What is it?"

Shana: "I'm keeping it to myself."

[CO,07]

8. Dart: "Lavitz, what about Hellena?"

Shana: "(Don't bring that up to her!)"

Lavitz: "(I'm sorry, but I don't want her to be concerned.) I have no idea what he's referring to."

Lavitz's Mother: "Well, alright. I'm already content just having you return home."

[CO,08]

9. Lavitz: "What is that enormous creature!?"

Knight of Basil: "It's Gigganto!!"

Dart: "Gigganto?"

[CO,09]

10. Dart: "You, you are...."

Rose: "Rose, it's a pleasure to meet you again."

Shana: "Are you acquainted with Dart?"

Rose: "As I mentioned before, I recently saved his life. Actually, not just once."

[CO,09]

11. Shana: "Oh!"

Dart: "What's the matter, Shana?"

Shana: "I'm... alright. I just got my foot stuck in the mud, that's all. Look. Oh no!"

Dart: "Did you sprain your ankle?"

Shana: "Eh, nothing..."

[CO,10]

12. Lavitz: "I still... can't comprehend. Why did you betray my father? You were different back then."

Graham: "No one could surpass your father's strength. That was the one thing I could never overcome. I held... admiration for him, as a comrade... and as a friend. But as time passed, it transformed into this sentiment... This fear, arising from recognizing the boundaries of your own capabilities... This fear... that leads to nowhere. All you can do is curse your own weakness."

[CO,12]

13. Dart: "Hey Haschel! Finally, we can face each other in the ultimate match!"

Haschel: "Well... there is still so much of the world left to discover. Ha ha ha."

Dart: "No, did you get defeated?"

Haschel: "He was an exceptional master of the sword. I believe... his name was Lloyd or something. Consider him as a challenge for yourself and simply give it your best shot."

[CO,16]

14. Dart: "What's your preference for our next activity?"

Shana: "Um... I'm fine with anything, Dart. I'm just glad to be alone with you. Plus, it's been quite some time since I've been in this kind of setting."

[CO,16]

15. Haschel: "What are your thoughts on Dart?"

Shana: "I'm still... unsure. It seems like he considers me as his 'sister'."

[CO,17]

16. Dart: "Shana! Is everything alright!?"

Shana: "No! Everything's fine! I'm on my way!"

[CO,17]

17. Emperor Doel: "So, your plan involves letting the girl roam freely, huh?"

Lloyd: "That's not something you need to worry about."

[CO,18]

18. Dart: "The Dragon!? The Dragon is connected to this investigation?"

White Flame Researcher: "Oops, I made an error. Please forget what I mentioned."

[CO,20]

19. Dart: "Do you comprehend the consequences that will ensue?"

Great Commander of Sandora: "Indeed. If you can achieve that, the dominance of the Sandora Empire will crumble, and we might even be defeated by Basil... However, the outcome will be identical if Emperor Doel's current oppression persists. Therefore, it's preferable to expedite the process and alleviate the hardships faced by our people."

[CO,20]

20. Dart: "Explain to me!! Why did you have Shana abducted!?"

Emperor Doel: "Ah, you're referring to Lloyd's scheme. 'Find the girl before the Moon That Never Sets reaches its full phase....' It's all orchestrated by the resurrected Emperor Diaz. Lloyd is just a pawn in this game. And so are the Dragoons...."

[CO,20]

After reducing the data, the researcher displayed the data by categorizing into groups based on their types. Below is the table that presents the conversations in The Legend of Dragoon Game Chapter One in which violated the maxims.

Table 1: The Conversations which violate maxim of quality

<i>NO.</i>	<i>Conversations</i>	<i>Occurrence</i>
<i>1</i>	<i>Dart: "Well, Shana has at least learned something." Shana: "Oh well. There's something I know that you don't, Dart."</i>	<i>CO,07/07</i>

Dart: "What is it?"

Shana: "I'm keeping it to myself."

2 *Dart: "Lavitz, what about Hellena?"* *CO,08/08*

. *Shana: "(Don't bring that up to her!)"*

Lavitz: "(I'm sorry, but I don't want her to be concerned.) I have no idea what he's referring to."

Lavitz's Mother: "Well, alright. I'm already content just having you return home."

3 *Dart: "Shana! Is everything alright!?"* *CO,17/16*

. *Shana: "No! Everything's fine! I'm on my way!"*

4 *Dart: "The Dragon!? The Dragon is connected to* *CO,20/18*
. *this investigation?"*

White Flame Researcher: "Oops, I made an error. Please forget what I mentioned."

Dialogue

Dart: "Well, Shana has at least learned something."

Shana: "Oh well. There's something I know that you don't, Dart."

Dart: "What is it?"

Shana: "I'm keeping it to myself."

Analysis

The dialogue violates the maxim of quality because Shana's response to Dart's question is unhelpful and lack any real content or substance. By saying "I'm not telling," she is not providing any useful information to the conversation or to Dart. In addition, Shana's response violates the maxim of quality because it fails to provide a clear and useful answer to Dart's question, and it could be seen as being uncooperative or withholding.

Dart: "Lavitz, what about Hellena?"

Shana: "(Don't bring that up to her!)"

Lavitz: "(I'm sorry, but I don't want her to be concerned.) I have no idea what he's referring to."

Lavitz's Mother: "Well, alright. I'm already content just having you return home."

Analysis

When Dart asks Lavitz about Hellena, Shana's response "Don't mention that to her!" indicates that she knows something about the situation that she doesn't want Lavitz's Mother to know. This violates the maxim of quality because Shana is not being transparent or honest about what she knows, which can lead to misunderstandings or mistrust.

Lavitz's response, "I don't know what he is talking about," is also a violation of the maxim of quality because it is not truthful. He does know what Dart is talking about to avoid worrying his mother.

Dart: "Shana! Is everything alright!?"

Shana: "No! Everything's fine! I'm on my way!"

Analysis

The dialogue violates the maxim of quality due to untruthful response by Shana. When Dart asks Shana if anything is wrong, she responds "No! Nothing!". It appears that Shana is hiding something from Dart by not telling the truth. She believes that Dart may not be able to provide appropriate support or assistance if he believes that everything is fine.

By not providing an accurate response to Dart's question, Shana is potentially creating confusion and misunderstanding. This lack of transparency and honesty can undermine trust. So, the dialogue violates the maxim of quality because of Shana's untruthful response and lack of effective communication.

Dart: "The Dragon!?! The Dragon is connected to this investigation?"

White Flame Researcher: "Oops, I made an error. Please forget what I mentioned."

Analysis

The White Flame Researcher is not being truthful or transparent about the involvement of the Dragon in their research. When Dart asks about the Dragon's involvement, the researcher initially confirms that the Dragon is involved, indicating that they know something about the situation. However when they realize that they may have revealed too much, they backtrack and try to pretend that they misspoke.

This lack of transparency and honesty can create confusion and mistrust. That Dart may not know what he believe or may feel that the researcher is not being fully truthful. This can lead to a breakdown in effective communication and collaboration that makes this conversation violates the maxim of quality.

Table 2: The conversation which violate maxim of quantity

No	Conversation	Occurrence
1	<i>Lavitz: "What is that enormous creature!?"</i>	CO,09/0
.	<i>Knight of Basil: "It's Gigganto!!"</i>	9
	<i>Dart: "Gigganto?"</i>	
2	<i>Lavitz: "I still... can't comprehend. Why did you betray my father? You were different back then."</i>	CO,12/1
.	<i>Graham: "No one could surpass your father's strength. That was the one thing I could never overcome. I held... admiration for him, as a comrade... and as a friend. But as time passed, it transformed into this sentiment... This fear, arising from recognizing the boundaries of your own</i>	2

capabilities... This fear... that leads to nowhere. All you can do is curse your own weakness."

3 *Dart: "Do you comprehend the consequences that* *CO,20/1*
 will ensue?" 9

Great Commander of Sandora: "Indeed. If you can achieve that, the dominance of the Sandora Empire will crumble, and we might even be defeated by Basil... However, the outcome will be identical if Emperor Doel's current oppression persists. Therefore, it's preferable to expedite the process and alleviate the hardships faced by our people."

Dialogue

Lavitz: "What is that enormous creature!?"

Knight of Basil: "It's Gigganto!!"

Dart: "Gigganto?"

Analysis

Based on the conversation the dialogue violates the maxim of quantity because it does not provide enough information to fully Lavitz's question. When Lavitz asks "What is that giant!?", the Knight of Basil responds simply with "It's Giganto!!" This response does not provide any additional information or context to help Lavitz understand what Giganto is or what its significance might be. Effective communication requires providing enough information to ensure understanding and avoid confusion.

Lavitz: "I still... can't comprehend. Why did you betray my father? You were different back then."

Graham: "No one could surpass your father's strength. That was the one thing I could never overcome. I held... admiration for him, as a comrade... and as a friend. But as time passed, it transformed into this sentiment... This fear, arising from recognizing the boundaries of your own capabilities... This fear... that leads to nowhere. All you can do is curse your own weakness."

Analysis

The dialogue violates the maxim of quantity because Lavitz's question is not fully answered or provides enough information to fully understand what Graham's motivations and actions are.

When Lavitz asks Graham, "Why did you betray my father?", Graham initially provides a somewhat vague response, saying "Nobody could be stronger than your father. That was the only thing I could never conquer." While this may give some insight into Graham's mindset and motivations, it does not fully explain why he chose to betray Lavitz's father.

Furthermore, Graham's subsequent explanation is also vague and abstract. He talks about his admiration for Lavitz's father and how it turned into a feeling of fear and weakness, but he does not clearly explain how or why this led him to betray his friend. Without more specific information about Graham's actions and motivations, it is difficult to fully understand the situation.

Dart: "Do you comprehend the consequences that will ensue?"

Great Commander of Sandora: "Indeed. If you can achieve that, the dominance of the Sandora Empire will crumble, and we might even be defeated by Basil... However, the outcome will be identical if Emperor Doel's current oppression persists. Therefore, it's preferable to expedite the process and alleviate the hardships faced by our people."

Analysis

The dialogue violates the maxim of quantity because it does not fully explain or provide enough information about the potential consequences of the actions being discussed.

When Dart asks the Great Commander of Sandora if he understands what will result from their plan, the commander responds by acknowledging that if they succeed, it will result in the end of Sandora's dominance and potential defeat by Basil. However, he does not explain what this would mean in practical terms or what the consequences would be for the people and nations involved. Furthermore, the commander's justification for their plan, which is to remove hardship on their people, is also vague and lacks specificity. He does explain how this plan will specifically alleviate hardship or what other potential consequences there may be.

Table 3: The conversation which violate maxim of relevance

No	Conversations	Occurrence
1.	<p>Commander: "Can you tell me about her?"</p> <p>Man in Hood: "That is not relevant for you to know."</p>	CO,01/01
2.	<p>Dart: "Do I know you!?"</p> <p>Woman: "(Hush. Unless you want to meet your demise.)"</p>	CO,01/02
3.	<p>Fruegel: "Who on earth is this girl!? You can reveal it to me!"</p> <p>Man in Hood: "The future of the entire world rests upon her."</p>	CO,02/03
4.	<p>Hellena Warden: "You have the worst luck! You will deeply regret not dying on the battlefield!"</p> <p>Knight of Basil: "What are you implying!?"</p> <p>Hellena Warden: "Do you honestly</p>	CO,04/04

- think you can enjoy a comfortable life in prison? The chief warden, Fruegel, will sacrifice you to the beast!"*
5. *Lavitz: "Is this girl you're seeking of great importance?"* *CO,04/05*
Dart: "It's my issue. I'm the one to blame."
6. *Dart: "You, you are..."* *CO,09/10*
Rose: "Rose, it's a pleasure to meet you again."
Shana: "Are you acquainted with Dart?"
Rose: "As I mentioned before, I recently saved his life. Actually, not just once."
7. *Emperor Doel: "So, your plan involves letting the girl roam freely, huh?"* *CO,18/17*
Lloyd: "That's not something you need to worry about."
-

Dialogue

Commander: "Can you tell me about her?"

Man in Hood: "That is not relevant for you to know."

Analysis

The dialogue violates the maxim of relevance because the Man in Hood's response is not directly relevant to the Commander's question. The Commander asks "Who is she?" and the Man in Hood responds with "That is not your concern." Instead of providing a relevant answer to the Commander's question, the Man in Hood's response evades the question

entirely. This violates the maxim of relevance because the response fails to address the issue at hand and instead introduces a non-relevant response.

Dart: Do I know you!?"

Woman: "(Hush. Unless you want to meet your demise.)"

Analysis

The dialogue violates the maxim of relevance because the woman's response does not answer Dart's question of "Who are you?" In fact, the woman's response is a warning to Dart to be quiet if he doesn't want to die, which is not directly relevant to Dart's question.

The woman's response is an attempt to shift the topic away from her identity and instead focus on Dart's behavior. This violates the maxim of relevance because it fails to address Dart's question and instead introduces a new topic that is not directly relevant to the conversation.

Fruegel: "Who on earth is this girl!? You can reveal it to me!"

Man in Hood: "The future of the entire world rests upon her."

Analysis

The dialogue violates the maxim of relevance because the man's response does not directly answer Fruegel's question. Fruegel is asking about the girl's identity, but the man's response shifts the focus to the girl's importance to the world's future. While this information may be relevant to the overall plot, it does not address Fruegel's specific question and can leave Fruegel feeling frustrated and confused.

The Man in Hood's response is a classic example of changing the subject, which violates the maxim of relevance by steering the conversation away from the topic at hand.

Hellena Warden: "You have the worst luck! You will deeply regret not

dying on the battlefield!"

Knight of Basil: "What are you implying!?"

Hellena Warden: "Do you honestly think you can enjoy a comfortable life in prison? The chief warden, Fruegel, will sacrifice you to the beast!"

Analysis

The dialogue violates the maxim of relevance because the Warden's response does not directly answer the Knight of Basil's question. The Knight is asking for clarification on what the Warden means, but instead of addressing his question, the Warden continues to insult him with further punishment.

Hellena Warden response can be seen as an attempt to intimidate the Knight and control the conversation, rather than providing relevant information. By ignoring the Knight's question and instead focusing on his own agenda. The Warden risks further angering and frustrating the Knight, potentially escalating the conflict. This violation of the maxim of relevance can create confusion or frustration for the participants in the conversation, as it can lead to a lack of clarity or understanding about the intended meaning of the dialogue.

Lavitz: "Is this girl you're seeking of great importance?"

Dart: "It's my issue. I'm the one to blame."

Analysis

The dialogue violates the maxim of relevance because Lavitz's question is not answered by Dart's response. Lavitz asks if the girl they are looking for is important, but Dart's response is about taking responsibility for the situation they are in. The response is not relevant to Lavitz's question and does not address it in any way.

Dart: "You, you are..."

Rose: "Rose, it's a pleasure to meet you again."

Shana: "Are you acquainted with Dart?"

Rose: "As I mentioned before, I recently saved his life. Actually, not just once."

Analysis

This violate the maxim of relevance because Shana's question "Do you know Dart?" is not relevant to the current situation or context. The dialogue takes place after Rose saves Dart's life, and it is clear that Rose and Dart have some history or prior acquaintance. Therefore, Shana's question about whether rose knows Dart is not necessary or informative to the current situation. It is an attempt to clarify a relationship between two characters that is not important or relevant to the immediate context. This is a violation of the maxim of relevance, which requires that the information provided be relevant and related to the current situation.

Emperor Doel: "So, your plan involves letting the girl roam freely, huh?"

Lloyd: "That's not something you need to worry about."

Analysis

This dialoge violates the maxim of relevance because Lloyd's response doesn't accusation. Instead, he brushes it off with a dismissive response that doesn't contribute to the conversation. Emperor Doel's question is about Lloyd's involvement in a possible scheme, and Lloyd's response doesn't provide any relevant information or clarification. It's an attempt to avoid the topic at hand and shift the focus away from himself.

Table 4: The conversation which violate maxim of manner

<i>No</i>	<i>Conversation</i>	<i>Occurrence</i>
<i>1.</i>	<i>Dart: "Why did you capture Shana?"</i> <i>Fruegel: "I'm not sure. Emperor Doel simply instructed us to retrieve that girl. The order was so insignificant that they added a new one to</i>	<i>CO,04/06</i>

destroy Seles!"

2. *Shana: "Oh!"* *CO,10/11*
Dart: "What's the matter, Shana?"
Shana: "I'm... alright. I just got my foot stuck in the mud, that's all. Look. Oh no!"
Dart: "Did you sprain your ankle?"
Shana: "Eh, nothing..."
3. *Dart: "Hey Haschel! Finally, we can face each other in the ultimate match!"* *CO,16/13*
Haschel: "Well... there is still so much of the world left to discover. Ha ha ha."
Dart: "No, did you get defeated?"
Haschel: "He was an exceptional master of the sword. I believe... his name was Lloyd or something. Consider him as a challenge for yourself and simply give it your best shot."
4. *Dart: "What's your preference for our next activity?"* *CO,16/14*
Shana: "Um... I'm fine with anything, Dart. I'm just glad to be alone with you. Plus, it's been quite some time since I've been in this kind of setting."
5. *Haschel: "What are your thoughts on Dart?"* *CO,17/15*
Shana: "I'm still... unsure. It seems like he considers me as his 'sister'."
6. *Dart: "Explain to me!! Why did you have Shana abducted!?"* *CO,20/20*
Emperor Doel: "Ah, you're referring to Lloyd's scheme. 'Find the girl before the Moon That Never Sets reaches its full phase....' It's all orchestrated by the resurrected Emperor Diaz.
-

*Lloyd is just a pawn in this game. And so are the
Dragoons...."*

Dialogue

Dart: "Why did you capture Shana?"

*Fruegel: "I'm not sure. Emperor Doel simply instructed us to retrieve that
girl. The order was so insignificant that they added a new one to destroy
Seles!"*

Analysis

This dialogue violates the maxim of manner because Fruegel's response is not clear and direct. Instead of providing a straightforward answer to Dart's question, he goes off on a tangent and provides additional information that seems unrelated to the question. This makes his response confusing and difficult to understand, and it requires Dart to ask follow-up questions to get the information he needs. Additionally, Fruegel's use of exclamation marks at the end of his response adds emphasis but doesn't provide any useful information, making his response even less clear.

Shana: "Oh!"

Dart: "What's the matter, Shana?"

*Shana: "I'm... alright. I just got my foot stuck in the mud, that's all. Look.
Oh no!"*

Dart: "Did you sprain your ankle?"

Shana: "Eh, nothing...."

Analysis

This dialogue violates the maxim of manner because it lacks clarity and

precision in communication. Shana's initial exclamation of "Yeek!" is not a clear or informative response to Dart's question. Her subsequent explanation, "I'm...fine. My foot was stuck in the mud, that's all. See. Oh no!" is also unclear and confusing, as it is not clear whether she is fine or if something is wrong. Dart's question of "Did you twist your ankle?" is also imprecise, as it does not directly address Shana's current condition. Overall the dialogue lacks clear and concise communication, making it difficult for the characters to understand each other and convey their intentions effectively.

Dart: "Hey Haschel! Finally, we can face each other in the ultimate match!"

Haschel: "Well... there is still so much of the world left to discover. Ha ha ha."

Dart: "No, did you get defeated?"

Haschel: "He was an exceptional master of the sword. I believe... his name was Lloyd or something. Consider him as a challenge for yourself and simply give it your best shot."

Analysis

This dialogue violates the maxim of manner because Haschel's response to Dart's question about whether he lost or not is not a straightforward answer. Instead, Haschel starts with a somewhat irrelevant statement about exploring the world and laughs, which could be seen as an attempt to avoid the question or deflect the topic then he gives some information about a swordman named Lloyd, which is relevant but not a direct answer to the question. This indirect and roundabout way of responding to Dart's question is not clear or concise and can be seen as violating the maxim of manner.

Dart: "What's your preference for our next activity?"

Shana: "Um... I'm fine with anything, Dart. I'm just glad to be alone with

you. Plus, it's been quite some time since I've been in this kind of setting."

Analysis

This dialogue violates the maxim of manner because Shana's response is vague and unclear. When asked what she wants to do next, she responds with "Umm... Anything you want Dart." This response doesn't provide any specific information or clear direction for Dart to follow. Additionally, she follows up with a statement that could be interpreted as a hint, but also vague and lacks specific information. "Besides, it's been a while since I've been in this kind of place." This leaves Dart to guess what Shana might want to do or where she might want to go. To follow the maxim of manner, Shana could have been more specific in her response.

Haschel: "What are your thoughts on Dart?"

Shana: "I'm still... unsure. It seems like he considers me as his 'sister'."

Analysis

This dialogue violates the maxim of manner because it lacks clarity and precision in communication. Specifically, Shana's response to Haschel's question is vague and ambiguous. When Haschel asks "What about with Dart?", Shana responds by saying "I still...don't know yet. He seems to have been thinking about me as his 'sister'." This response does not directly answer Haschel's question and instead leaves room for interpretation. Haschel may not know what Shana means by "don't know yet" and her statement about Dart's thoughts is unclear. Thus, the dialogue lacks precision and does not fully convey Shana's thoughts and feelings, violating the maxim of manner.

Dart: "Explain to me!! Why did you have Shana abducted!?"

Emperor Doel: "Ah, you're referring to Lloyd's scheme. 'Find the girl

before the Moon That Never Sets reaches its full phase....' It's all orchestrated by the resurrected Emperor Diaz. Lloyd is just a pawn in this game. And so are the Dragoons...."

Analysis

This dialogue violates the maxim of manner because Emperor Doel's response is not straightforward and clear. Instead of directly answering Dart's question about Shana, he gives a vague and cryptic response that hints at a larger conspiracy involving the reborn Emperor Diaz and the Dragoons. This can be frustrating for Dart and the player, as they may feel like they are not getting a clear answer to their question. By, not providing a clear and direct response, Emperor Doel is being unnecessarily obscure and unclear, which goes against the maxim of manner.

Once the research was conducted and results were obtained, the researcher proceeded to draw conclusions. The researcher identified characters in chapter one of The Legend of Dragoon game who violated conversational maxims in some of their conversations. The results revealed that all four types of conversational maxim violations were present in the game.

The second point to note is the frequency of each type of maxim violation, which is presented in table 5:

Table 5: Types of Maxim Violation

No	Types of Maxim	Frequency	Percentage
1.	Maxim of Relevance	7	35%
2.	Maxim of Manner	6	30%
3.	Maxim of Quality	4	20%
4.	Maxim of Quantity	3	15%
Total		20	100%

The table displays the frequency of the four types of conversational maxims that were violated by the characters in The Legend of Dragoon game chapter one. It is evident that all four types of conversational maxims were violated, with maxim of relevance being violated the most frequently (7 times) and maxim of quantity being violated the least frequently (3 times).

CONCLUSION

After analyzing the results and conclusions in previous chapter. The researcher makes certain conclusions related to the maxim violation uttered by the characters in the first chapter of The Legend of Dragoon game, which are outlined below. In chapter one of The Legend of Dragoon video game, the characters are observed to commit all four types of maxim violations – quality, quantity, relevance, and manner. The maxim of relevance is found to be the most frequently violated, which was previously highlighted as the type of maxim breached when the speaker responds with irrelevant information. In contrast, the maxim of quantity is the least frequently violated by the game characters.

REFERENCES

- Cutting, J. (2000). *Pragmatic and discourse: A resume book for students*. London: Routledge.
- Davies, B. (2000). Grice's Cooperative Principle. Dalam D. F. Nelson, *Getting the Meaning Across* (hal. 1-26). London: University of Leeds.
- Grice, H. P. (1975). *Logic and Conversation in Syntax and Semantics volume 3*. New York: Academic Press.
- Holloway, I. (1997). *Basic Concept for Qualitative Research*. Oxford: Blackwell Science.
- Kamagi, S. (2019). Word Formation Processes in the Oprah Winfrey's Talkshow with J.K Rowling:.. *Article FBS Unima. Journal of English Language and Literature Teaching*, Vol. 4 No 02, 38.
- Lapadjawa, A. (2022). *an Analysis of Maxim Flouting in TV Series Game of Thrones Season One*. Manado: Jurnal of English Language and Literature Teaching.

- Leech, G. N. (1983). *Principle of Pragmatics*. London: Longman.
- Levinson, S. C. (1983). *Pragmatics*. Cambridge: Cambridge University Press.
- Miles, M. B. (1994). *Qualitative Data Analysis (2nd ed.)*. London: Sage Publication Ltd.
- Novebry, A. (2019). *an Analysis of Maxim Violation in Situational Comedy the Big Bang Theory Season 11*. Padang: English Language and Literature Online Jurnal.
- O'Grady, W. D. (2005). *Contemporary Linnguistics: An Introduction (5th ed.)*. Boston: Bedford, St.Martin's.
- Thomas, J. (1995). *Meaning in Interaction: an Introduction to Pragmatics*. New York: Longman Group Limited.
- Yule, G. (1996). *Pragmatics*. Oxford: Oxford university Press.