

Linguistic Aspects and Violations of Grice's Cooperative Principle in Indonesian Comic Strip Humor

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KEYWORDS

Comics,
Comic strips,
Humour
Grice
Flouting maxim
pragmatics

ABSTRACT

The linguistic aspects and violations of Grice's cooperative principle have an important portion and role in constructing humorous discourse in Indonesian comic strips. Space limitations and the use of visual forms are one of the unique characteristics of Indonesian comic strip humour. The characteristics of short conversations and the appearance of supporting writing, symbols, and images are common forms of humour in Indonesian comic strips. The use of conflicting meanings between expected and intended meanings is an important element in constructing humorous discourse in Indonesian comic strips. This study supports Wijana's (2004) statement regarding differences or conflicting meanings as elements of humorous discourse. This study found that there are linguistic aspects in the form of orthographic, phonological, graphological, morphological, ambiguity, euphemism, and hyperbole in Indonesian comic strip humour. The violations of Grice's cooperative principle found in comic strip humour are violations of the maxims of quantity, quality, relevance, and manner.

How to cite: Fernandez, R. B., & Fernandez, S. (2025). Linguistic Aspects and Violations of Grice's Cooperative Principle in Indonesian Comic Strip Humor. *SPARKLE Journal of Language, Education and Culture*, 7 (1) 13-21.

INTRODUCTION

Humor is a form of communication. Generally, humor is used to elicit laughter or create a sense of humor among listeners or listeners. However, humor often contains social criticism or satire delivered in a light and straightforward manner, thus creating humor without hurting the listener's feelings. Humor is conveyed in various media, one of which is through comic strips. Comic strips are one of the visual media used to convey humorous discourse. Comic strips in Indonesia originated from temple paintings, stories on palm leaves, and cloth (*wayang beber*) (Tabrani, 2005). Comic strips are generally cartoons consisting of several panels containing images and text that depict the situation of speech and the speech that occurs. Wijana (2004) differentiates cartoons and caricatures, stating that caricatures depict known characters while cartoons depict fictional characters.

Social media is a popular communication tool today. The use of Instagram as a platform for sharing images also encourages comic strip enthusiasts to share their strips with a wider audience. Tahilalats is one Indonesian comic strip account well-known among social media enthusiasts. Tahilalats displays comic strips, typically consisting of two to four panels, in loose (non-serial) editions.

The use of comic strips as a humor medium in Indonesia is interesting because of their short nature, so the assumption is that humor must be conveyed with limited words and limited image space. Therefore, the author is interested in examining the linguistic aspects and violations of Grice's cooperative principle (as one aspect of pragmatics) in the humor of Indonesian comic strips.

This article discusses the linguistic aspects used in Indonesian comic strips, including word choice, sentence structure, and the use of language varieties in the characters' speech. Furthermore, this article also examines the forms of violations of Grice's Cooperative Principle that appear in the dialogues between characters in Indonesian comic strips, particularly violations of the maxims of quantity, quality, relevance, and manner, as well as their function in constructing humor and implicit meaning.

METHOD

This study, which examines the linguistic aspects and violations of Grice's cooperative principle in Indonesian comic strip humor, employs qualitative research methods; data are collected, analyzed, and presented in descriptive form in accordance with the existing problem formulation. The research is conducted solely based on the facts obtained in the data to produce an objective description of the problem being studied. Descriptive presentations in qualitative research are presented in the form of descriptions, not numbers (Sudaryanto, 1993).

The data used in this article are text and images obtained from 20 randomly selected comic strips from the Instagram account @tahilalats (www.instagram.com/tahilalats). This account was chosen because it is one of the Indonesian comic strip accounts with a significant following and regularly releases comic strips. At the time of this research, the account had 2.4 million followers.

In the data analysis process, the data in the form of comic strip editions collected from the Instagram account @tahilalats (www.instagram.com/tahilalats) were then transcribed into Indonesian. Some parts of the comic strip use non-standard Indonesian and English abbreviations so that transcription is deemed necessary. Next, the transcripts are identified according to (1) linguistic aspects, and (2) forms of violations of Grice's cooperative principle found in them. Based on the results of this identification, the findings are then described according to the concepts and theoretical frameworks used.

FINDINGS AND DISCUSSION

Orthographic Aspect

Relating to the depiction of language sounds in written or symbolic form. Data in the form of spelling errors exploited for humorous purposes.

Data 12

Anjing 1 :	Kamu ingin kehidupanmu lebih sempurna dari sekarang?
Anjing 2 :	Ya aku mau
Anjing 1 :	Nah pakai tas ini lalu pergi ke keramaian dan tekan tombol ini
Anjing 2 :	Siap..
Anjing 1 :	(Dogtrin)
Data source	: www.instagram.com/tahilalats
Release date	: 14 July 2017

In this data, the orthographic error found is in the context of "doctrine," which is constructed through images and conversational text, then ends with the text "dogtrin," which replaces the letter "g" with the letter "k." This substitution is then used as humor.

Phonological Aspect

This relates to the sounds produced in conversation. This can involve the replacement or omission of sounds. The phonological deviations found in the eighth data set are as follows:

Data 8

A :	Gue (saya) banyak masalah, duit bulanan habis terus cewek gue (saya) ngambek mulu..
B :	Hey <i>bro(ther)</i> , setiap manusia terlahir dengan kekuatan super hero masing-masing. Kamu bisa menghadapi semuanya dengan kemampuan itu kawan.
A :	Oh ya? Aku super hero apa?
B :	Sabarmen
Data source	: www.instagram.com/tahilalats
Release date	: 3 October 2017

This data reveals a sound substitution in the word "sabarmen," a shift from its original sound, "superman." In "super," the vowels u and e in "super" change to "a," while the consonant p changes to "b." The English spelling of "man" is similar to the Indonesian spelling of "men." This sound change is classified as a sound substitution. It is then used as a humorous tool.

Graphological Aspect

Regarding aspects expressed in visual form. The use of visual forms as a medium to build the overall humor context. The findings of graphological aspects can be seen in the second, fourth, seventh, tenth, twelfth, seventeenth, and eighteenth data as follows:

Data 2

Ular 1	: Jadi kamu yakin ini ijazah asli kamu?
Ular 2	: Iya yakin Pak (<i>menunjukkan gambar foto Ular 2 dan cap jarinya..</i>)
Ular 1	: Jadi <i>gimana</i> (bagaimana) kamu menjelaskan ini?
Ular 2	: Em itu.. anu pak.. em anu..
Data source	: www.instagram.com/tahilalats
Release date	: 11 December 2017

In this data, humor is conveyed through conversations and images of the participants. The explanation of fingerprints, which contradicts the physical appearance of snakes, is then used as humorous material.

Data 4

Ayah	: Ayah pulang.. coba tebak ayah bawa apa?
Anak-anak	: malah makanan...
Ayah	: PAKET DATA
Anak-anak	: Yeea!!! Wohooo!!!
Data source	: www.instagram.com/tahilalats
Release date	: 27 November 2017

In this data, humor is also conveyed visually. The conversation acquires humorous value when it includes images of the participants, namely the father and children, who are depicted in rags, which can then be associated with the poor or beggars.

Data 7

A :	Seneng banget <i>gue</i> (saya) bisa kenal ama <i>lo</i> (kamu). Capek <i>gue</i> (saya) temenan sama yang lain. Cuma <i>lo</i> (kamu) temen <i>gue</i> (saya) yang <i>gak</i> (tidak) makan temen (teman)
B :	Ya emang harus (be-) <i>gitu</i> kan.. ke <i>temen</i> (teman)..
A :	Ngomong-ngomong <i>gue</i> (saya) suka banget deh sama desain kamar <i>lo</i> (kamu)
Data source	: www.instagram.com/tahilalats
Release date	: 26 October 2017

This data uses a visual image of a skull in the final panel. This image helps establish the humorous context of the conversation.

Data 10

Profesor	: Tidak sia-sia saya iseng berjalan ke tempat ini tadi pagi. Akhirnya setelah sebulan menunggu di hutan ini membuahkan hasil juga. Ambil semua sampel kotorannya. Sebentar lagi dunia akan tahu kalau hutan ini dihuni mahluk sejenis manusia.
Murid	: *dalam hati: <i>Nyesel gue</i> (saya) <i>boker disini semalem</i>
Profesor	: Ambil yang banyak
Murid	: Siap Prof.
Data source	: www.instagram.com/tahilalats
Release date	: 19 August 2017

This data uses visuals in the form of images of what the student is doing (picking up dirt) while the professor is speaking. These images help explain the context of the conversation and build humor into the issue.

Data 12

Anjing 1 :	Kamu ingin kehidupanmu lebih sempurna dari sekarang?
Anjing 2 :	Ya aku mau
Anjing 1 :	Nah pakai tas ini lalu pergi ke keramaian dan tekan tombol ini
Anjing 2 :	Siap..
Anjing 1 :	(Dogtrin)
Data source	: www.instagram.com/tahilalats
Release date	: 14 July 2017

This data uses visuals in the form of images depicting the two dogs involved in the conversation. These images help explain the context of the conversation and build humor.

Data 17

Ibu	: Eh sayang jangan!!
	: Itu obat nyamuk jangan dimakan sayang..
	Soalnya dilantai sudah lewat dari lima menit.
Anak	: <i>(diam)</i>
Ibu	: Ini ibu kasih yang baru (<i>menyodorkan obat nyamuk yang baru</i>)
Data source	: www.instagram.com/tahilalats
Release date	: 26 April 2017

This data uses a visual image of the object being discussed, namely mosquito coils. The contrast between the visualized mosquito coils and the conversational content explains the context and builds humor.

Data 18

Pria A	: Ternyata pedang samurai itu bukan dari Jepang...
	Tapi dari Arab
Pria B	: Kata siapa??
Pedang	: kata <i>ana</i> (saya)
Data source	: www.instagram.com/tahilalats
Release date	: 6 February 2017

In this data, a visual representation of a sword is used in the final panel. This image helps establish the humorous context of the preceding conversation.

Morphological Aspect

Various forms of morphological aspects were found, including acronyms and clipping forms. The findings of morphological aspect errors in the data are as follows:

- **Acronym**

According to Winarno (1991), an acronym is a shortening of one or more words into several combined syllables that are treated as one word. Acronyms are found in the following fifteenth data.

Data 20

Lelaki 1	: Oy, jangan main hape (<i>handphone</i>) <i>mulu</i> (terus) dong kalau lagi (ber-) kumpul..
Perempuan	: <i>emang</i> (Memang) siapa yang <i>lagi</i> (sedang) main <i>hape</i> (<i>handphone</i>)??..
	Orang lagi mainin perasaan cowo..
Lelaki 1+2	: (<i>terganga</i>)

Data source	: www.instagram.com/tahilalats
Release date	: 17 June 2017

In this data, the acronym "hape" was found which refers to the word "handphone", this finding is unique because it can also be an abbreviation of "HP" where the acronym and abbreviation have the same pronunciation.

- Clipping

Clipping is the process of shortening words that have more than one syllable by removing one or more syllables (O'Grady, 1992). Clipping is found in the data in the third and twentieth data below.

Data 3

A	: Bro (ther) kuedi toplesmu gue (saya) ambil ya
B	: Selow (santai) makan saja Itu kue buatan emak (ibu) saya, saya bawa dari kampung
A	: Hmm (be) gitu ..
B	: Jadi kangen gue (saya), sudah dua tahun kagak (tidak) balik-balik (pulang)
A	: Sabar ya Bro (ther).. (kemudian terhenyak..)
Data source	: www.instagram.com/tahilalats
Release date	: 29 November 2017

In this data, several words have been shortened, namely the word "Bro" which refers to the word "Brother" which functions as a greeting between men and the word "gitu" which refers to the word "begini".

Data 20

Dukun	: Mahluk apa yang ada didalam sini? Dan kenapa kamu jadi hantu? : Pocong.. aku dulu dibunuh dan mayatku dibuang di sungai
Anak	: Jadi mayat kamu belum ditemukan ya? : Belum
Dukun	: Terus kenapa lo (kamu) jadi pocong? Kampret!
Anak	Kesel bet gua (kesal benar saya)!
Dukun	
Data source	: www.instagram.com/tahilalats
Release date	: 23 December 2016

In this data, the word that was shortened was the word "Bet" which refers to the word "Banget" which is interpreted as "very" and is part of the humorous discourse of the comic.

- Ambiguity

Ambiguity is divided into lexical and meaning forms. Lexical ambiguity relates to how writing produces ambiguity. Meanwhile, ambiguity of meaning is related to the interpretation of a form of language that produces ambiguity because it has more than one meaning.

1. Lexical Ambiguity

Lexical ambiguity is related to homonyms, homophones and homographs that have similarities (spelling and writing). The finding of lexical ambiguity in the data is in the following ninth data.

Data 9

A :	Pak, saya bisa melamar di kantor ini?
B :	Oh bisa sekali mas.. kita juga lagi butuh...
A :	Oy bro sini! Dekor bagian sana ya.. pasang kainnya yang rapi, terus habis itu susun kursinya..
C :	Oke.
A :	Anak2 udah lo hubungin? Band udah <i>fix</i> ? <i>Sound system</i> aman?
B :	(diam)
Data source	: www.instagram.com/tahilalats
Release date	: 11 September 2017

In this data, lexical ambiguity in the form of homonyms is found in the word "melamar" which speaker A interprets as "proposing a proposal" while speaker B interprets as "asking for a job".

2. **Ambiguity of meaning**

Ambiguity of meaning is related to polysemy, namely a form of language that has more than one meaning. The finding of ambiguity in the data is in the following seventh data.

Data 7

A :	Seneng banget <i>gue</i> (saya) bisa kenal ama <i>lo</i> (kamu). Capek <i>gue</i> (saya) temenan sama yang lain. Cuma <i>lo</i> (kamu) temen <i>gue</i> (saya) yang <i>gak</i> (tidak) makan temen (teman)
B :	Yaemang harus (be-) <i>gitu</i> kan.. ke <i>temen</i> (teman)..
A :	Ngomong-ngomong <i>gue</i> (saya) suka banget deh sama desain kamar <i>lo</i> (kamu)
Data source	: www.instagram.com/tahilalats
Release date	: 26 Oktober 2017

In this data, ambiguity of meaning in the form of polysemy is found in the word "eat" which by speaker A means "betray" while by speaker B it is interpreted literally as "eat" (which is also supported by the image of a skull in the last panel of the comic).

VIOLATION OF GRICE'S COOPERATIVE PRINCIPLE

1. **Maxim of Quantity**

In the maxim of quantity, speakers are expected to provide the right amount of information. Therefore, either too much or too little information is considered a violation or deviation from this maxim. Violations of the maxim of quantity are found in data points 2, 5, 7, 8, 10, 13, 14, 15, and 16. Some examples are as follows.

Data 5

A :	Pak, saya sudah mau berhenti jadi copet, tapi bingung mau kerja apa lagi
B :	Tenang, semua ada jalannya kalau kita mau. Kerjakan apa yang bisa membuatmu lebih bahagia dari sebelumnya. Kejarlah <i>passion</i> mu dari sekarang
A :	SERAHKAN SEMUA YANG ADA DI BRANKAS ITU!!! HAHHAHAHA!!
Data source	: www.instagram.com/tahilalats
Release date	: 21 November 2017

In this data, violations of the maxim of quantity were found from the lack of information provided in speaker A's last utterance to speaker B.

Data 16

A :	Coy, cewek cakep tuh arah jam 3, tapi liatnya pelan-pelan biar <i>gak</i> curiga..
B :	Hah masa sih? Arah jam 3? Arah jam 3 <i>gue</i> (saya) atau arah jam 3 lo?
A :	(<i>diam</i>)
B :	Cuy, serius nih arah jam 3 <i>gue</i> (saya) ya? <i>Gue</i> (saya) kadang <i>ngga</i> (tidak) bisa <i>bedain</i> (membedakan) arah jam 3 sama jam 9 nih, arah mana sih itu?
A :	(<i>diam & menepuk jidat</i>)
B :	Dulu <i>gue</i> (saya) punya jam tangan, tapi rusak eh udah <i>gue</i> (saya) benerin tapi ilang waktu <i>gue</i> (saya) numpang boker di wc kampus
Data source	: www.instagram.com/tahilalats
Release date	: 16 May 2017

In this data, a violation of the maxim of quantity was found in speaker B's excessive provision of information that was unnecessary in the conversation. This violation was then used as material for humor.

2. Maxim of Quality

In the maxim of quality, speakers are expected to provide information that is true. Therefore, providing incorrect or false information, or information whose truth value is less convincing, is considered a violation or deviation from this maxim. Violations of the maxim of quality are found in data sets 1, 12, and 20. In those data, A violation of the maxim of quality was found in speaker A's statement that if you want a perfect life, you should wear a bag in a crowd and press buttons during conversation. This statement does not yet have a clear truth value. This violation is then used as material for humor.

3. Maxim of Relevance

In the maxim of relevance, speakers are expected to provide relevant or clearly related information, both in response to the previous speaker and to the next speaker. Therefore, the lack of direct connection or relevance to the utterance is considered a violation or deviation from this maxim. Violations of the maxim of relevance are found in data 4, 11, 12, 14, and 16.

On data 11, violations of the maxim of relevance were found in the child's speech that was irrelevant to the mother's question (a yes or no question), and the lecturer's speech and the child's response also showed no real relevance. This violation was then used as material for humor. Further on data 20, a violation of the maxim of relevance is found in the child's contradictory statements, between his claim to be a pocong (a corpse wrapped in a shroud) and his claim to be a spirit whose body has not yet been found. The child's statements then become irrelevant to each other. This violation is then used as material for humor.

4. Maxim of Manner

In maxim of quantity, speakers are expected to provide information in a form that is most easily understood by their interlocutors. Therefore, ambiguity, vagueness, or irregularity in speech are considered violations or deviations from this maxim. Violations of manner/implementation are found in data 3, 6, 9, 10, 13, 14, 18, and 19. Some examples are as follows.

Data 6

Karyawan	: Sebulan ini air kantor jadi makin <i>seger</i> (segar) ya.. Merk apa <i>sih</i> ini?
Office Boy	: Itu mah gak (tidak) beli, Mas.. selama AC masih jalan terus, stok air gak bakal habis..
Karyawan	: Maksudnya? (kemudian menyemburkan air minumnya..)
Data source	: www.instagram.com/tahilalats
Release date	: 3 November 2017

In this data, a violation of the maxim of manner/execution was found in the office boy's unclear/vague remarks, which gave an indication of the water the employee was talking about. This violation was then used as a source of humor.

Data 18

Pria A	: Ternyata pedang samurai itu bukan dari Jepang... Tapi dari Arab
Pria B	: Kata siapa??
Pedang	: kata <i>ana</i> (saya)
Data source	: www.instagram.com/tahilalats
Release date	: 6 February 2017

In this data, the violation of the maxim of manner/implementation was found from the emergence of the sword as a participant in the speech, so that the conversation became irregular because man B's question to man A then received an answer from the sword, and not man A. This violation was then used as material for humor.

CONCLUSION

Based on the results of the data analysis, several conclusions were obtained as follows (1) Linguistic aspects play a significant role in constructing humorous discourse in Indonesian comic strips. These aspects include orthographic, phonological, graphological, morphological, ambiguity, euphemism, and hyperbole. The most frequently encountered forms are graphological aspects, and (2) Deviations in pragmatic aspects measured through flouting of Grice's cooperative principle are also frequently found in Indonesian comic strip humor. Violations of the maxim of quantity are most frequently found, while violations of the maxim of quality are least frequently found. However, violations of all four maxims in Grice's cooperative principle are still found, namely the maxims of quantity, quality, relevance, and manner. These forms of deviation, although they produce less than ideal conversations in general, are successful in building humor in Indonesian comic strips.

Some recommendations were made based on the research, which are (1) Humor in Indonesian comic strips still requires further study, including its narrative components, semiotic elements, cultural background, and so on; and (2) Regarding the study of humor in Indonesian comic strips, further research is needed from various sources of comic strips in Indonesia, both in standard and non-standard Indonesian, which are interesting for further study. This will be useful for developing broader conclusions about humor in Indonesian comic strips in general.

AUTHOR'S NOTE

The final conclusions can generally be used as a reference for an initial review of humor in Indonesian comic strips. The very limited amount of data and sources may mean that some phenomena may have been overlooked, potentially influencing the final conclusions.

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APPENDIXES

Data 1



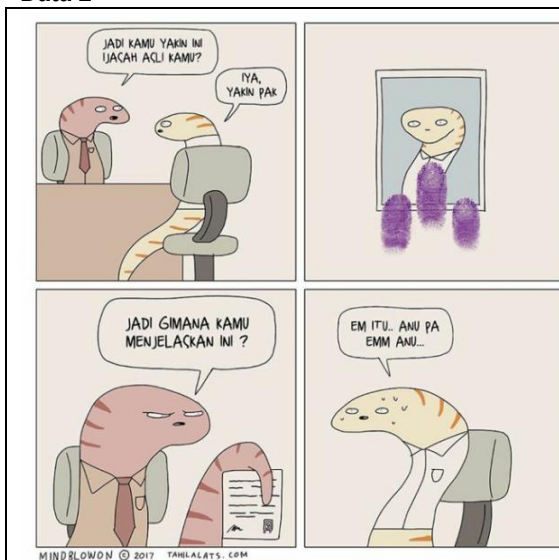
Transkripsi Indonesia:

- A : Saya dengar-dengar kamu orang sakti terhebat disini ya?
 B : Coba tebak semalam *gue* (saya) makan apa?
 : *Lo* (Kamu) *gak* (tidak) makan sama sekali
 A (*hening sebentar..*)
 B : Makasih Tuannnn.. *gue* (saya) janji *bakal* (akan) *gue* (saya) ganti kalau uang bulanan sudah turun..
 : *Selow* (santai).

Data source
 Release
 date

: www.instagram.com/tahilalats
 : 12 Desember 2017

Data 2



Transkripsi Indonesia:

- Ular 1 : Jadi kamu yakin ini ijazah asli kamu?
 Ular 2 : Iya yakin Pak
 (menunjukkan gambar foto Ular 2 dan cap jarinya..)
 Ular 1 : Jadi *gimana* (bagaimana) kamu menjelaskan ini?
 Ular 2 : Em itu.. anu pak.. em anu..

Data source
 Release
 date

: www.instagram.com/tahilalats
 : 11 Desember 2017

Data 3

 MINDBLOWN © 2017 TAHILALATS.COM		Transkripsi Indonesia: A : <i>Bro(ther)</i> kuedi toplesmu <i>gue</i> (saya) ambil B ya : <i>Selow</i> (santai) makan saja A Itu kue buatan emak (ibu) saya, saya bawa B dari kampung : Hmm (be) <i>gitu</i> .. A : Jadi kangen <i>gue</i> (saya), sudah dua tahun <i>kagak</i> (tidak) balik-balik (pulang) : Sabar ya <i>Bro(ther)</i> .. (<i>kemu-dian terhenyak..</i>)	
Data source		: www.instagram.com/tahilalats	
Release date		: 29 November 2017	

Data 4

 MINDBLOWN © 2017 TAHILALATS.COM		Transkripsi Indonesia: Ayah : Ayah pulang.. coba tebak ayah Anak-anak bawa apa? Ayah :malah makanan... Anak-anak :PAKET DATA :Yeea!!! Wohooo!!!	
Data source		: www.instagram.com/tahilalats	
Release date		: 27 November 2017	

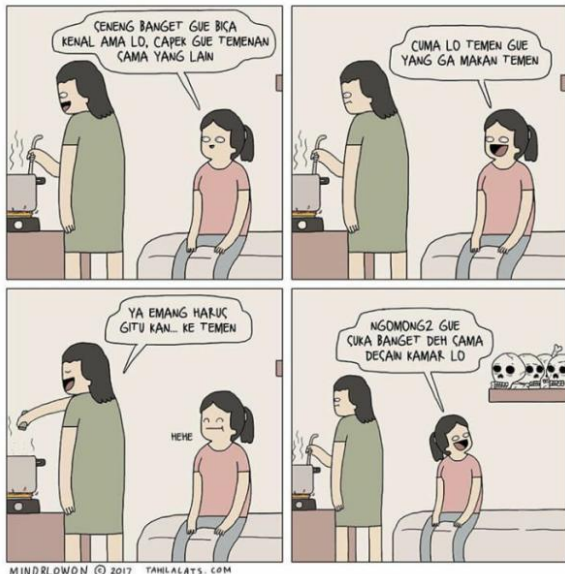
Data 5

 MINDBLOWN © 2017 TAHILALATS.COM	Transkripsi Indonesia: A : Pak, saya sudah mau berhenti jadi copet, tapi bingung mau kerja apa lagi B : Tenang, semua ada jalannya kalau kita mau. Kerjakan apa yang bisa membuatmu lebih bahagia dari sebelumnya. Kejarlah <i>passion</i> mu dari sekarang A : SERAHKAN SEMUA YANG ADA DI BRANKAS ITU!!! HAHHAHA!! Data source : www.instagram.com/tahilalats Release date : 21 November 2017
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Data 6

 MINDBLOWN © 2017 TAHILALATS.COM	Transkripsi Indonesia: Karyawan : Sebulan ini air kantor jadi makin <i>seger</i> (segar) ya.. Merk apa <i>sih</i> ini? Office Boy : Itu mah gak (tidak) beli, Mas.. selama AC masih jalan terus, stok air gak bakal habis.. Karyawan : Maksudnya? (kemudian menyemburkan air minumnya..) Data source : www.instagram.com/tahilalats Release date : 3 November 2017
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Data 7

 CEMENG BANGET GUE BKA KENAL AMA LO, CAPEK GUE TEMENAN SAMA YANG LAIN CUMA LO TEMEN GUE YANG GA MAKAN TEMEN YA EMANG HARUK GITU KAN.. KE TEMEN HEHE NGOMONG2 GUE SUKA BANGET DEH CAMA DESAIN KAMAR LO MINDBLOWN © 2017 TAHILALATS.COM	Transkripsi Indonesia: A : Seneng banget <i>gue</i> (saya) bisa kenal ama <i>lo</i> (kamu). Capek <i>gue</i> (saya) temenan sama yang lain. Cuma <i>lo</i> (kamu) temen <i>gue</i> (saya) yang <i>gak</i> (tidak) makan <i>temen</i> (teman) B : Yaemang harus (be-)gitu kan.. ke <i>temen</i> (teman).. A : Ngomong-ngomong <i>gue</i> (saya) suka banget deh sama desain kamar <i>lo</i> (kamu) <table border="1"> <tr> <td>Data source</td><td>: www.instagram.com/tahilalats</td></tr> <tr> <td>Release date</td><td>: 26 Oktober 2017</td></tr> </table>	Data source	: www.instagram.com/tahilalats	Release date	: 26 Oktober 2017
Data source	: www.instagram.com/tahilalats				
Release date	: 26 Oktober 2017				

Data 8

 GUE BANYAK MACALAH, DUIT BULANAN ABIS, TERKUC CEWE GUE NGAMBOK MULU HEY BRO, CETIAP MANUSIA TERLAHIR DENGAN KEKUATAN SUPER HERO. MAONG-MAONG KAMU BKA MENGHADAPI SEMUA DENGAN KEMAMPUAN ITU KAWAN OH YA ? AKU SUPER HERO APA ? SABARMEN MINDBLOWN © 2017 TAHILALATS.COM	Transkripsi Indonesia: A : <i>Gue</i> (saya) banyak masalah, duit bulanan habis terus cewek <i>gue</i> (saya) ngambek mulu.. B : Hey <i>bro(ther)</i>, setiap manusia terlahir dengan kekuatan super hero masing-masing. A : Kamu bisa menghadapi semuanya dengan kemampuan itu kawan. B : Oh ya? Aku super hero apa? Sabarmen <table border="1"> <tr> <td>Data source</td><td>: www.instagram.com/tahilalats</td></tr> <tr> <td>Release date</td><td>: 3 Oktober 2017</td></tr> </table>	Data source	: www.instagram.com/tahilalats	Release date	: 3 Oktober 2017
Data source	: www.instagram.com/tahilalats				
Release date	: 3 Oktober 2017				

Data 9

 PAK CAYA BISA MELAMAR DI KANTOR INI ? OH BISA SEKALI MAS KITA JUGA LAGI BUTUH ... OY.. BRO SINI DEKOR BAGIAN CANA YA.. PACANG KAINNYA YANG RAPI, TERUS ABIS ITU CUCUN KUCUNYA OKE ANAK-ANAK UDAH LO HUBUNGIN ? BAND UDAH FIX ? SOUND CYSTEM AMAN ? MINDBLOWN © 2017 TAHILALATS.COM	Transkripsi Indonesia: A : Pak, saya bisa melamar di kantor ini? B : Oh bisa sekali mas.. kita juga lagi butuh... A : Oy bro sini! Dekor bagian sana ya.. pasang kainnya yang rapi, terus habis itu susun kursinya.. A : Oke. Anak2 udah lo hubungin? Band udah <i>fix</i>? <i>Sound</i> system aman? (<i>diam</i>) <table border="1"> <tr> <td>Data source</td><td>: www.instagram.com/tahilalats</td></tr> <tr> <td>Release date</td><td>: 11 September 2017</td></tr> </table>	Data source	: www.instagram.com/tahilalats	Release date	: 11 September 2017
Data source	: www.instagram.com/tahilalats				
Release date	: 11 September 2017				

Data 10

 TIDAK CIA-CIA CAYA KENG BERJALAN KETEMPAT INI TADI PAGI, AKHIRNYA CETELAH CEBULAN MENUNGGU DI HUTAN INI MEMBUAHKAN HASIL JUGA AMBIL SEMUA SAMPEL KOTORANNYA, SEBENTAR LAGI DUNIA AKAN TAU KALAU HUTAN INI DIHUNI MAHLUK SEJENIS MANUSIA AMBIL YANG BANYAK SIAP PROF NYECEL GUE BOKER DIKINI SEMALEM MINDBLOWN © 2017 TAHILALATS.COM	Transkripsi Indonesia: Profesor : Tidak sia-sia saya iseng berjalan ke tempat ini tadi pagi. Akhirnya setelah sebulan menunggu di hutan ini membuahkan hasil juga. Ambil semua sampel kotorannya. Sebentar lagi dunia akan tahu kalau hutan ini dihuni mahluk sejenis manusia. Murid Profesor : *dalam hati: <i>Nyesel gue (saya) boker disini semalem</i> Murid : Ambil yang banyak : Siap Prof. <table border="1"> <tr> <td>Data source</td><td>: www.instagram.com/tahilalats</td></tr> <tr> <td>Release date</td><td>: 19 Agustus 2017</td></tr> </table>	Data source	: www.instagram.com/tahilalats	Release date	: 19 Agustus 2017
Data source	: www.instagram.com/tahilalats				
Release date	: 19 Agustus 2017				

Data 11

 NAK, UDAH JAM CEGNI, KAMU GA KULIAH ? CEBENTAR, AKU SEDANG MENJALANKAN MISI OK, SEKARANG SAATNYA NGAPAIN KAMU DATANG KE KELAS SAYA !!! KALO TELAT GAUHAH MASUK !!! MICION COMPLETE MINDBLOWN © 2017 TAHILALATS.COM		Transkripsi Indonesia: Ibu : Nak, udah jam segini, kamu <i>gak</i> Anak (tidak)kuliah? Dosen : Sebentar, aku sedang menjalankan misi. Anak : Ok, Sekarang saatnya. : <i>Ngapain</i> kamu datang di kelas saya??! Kalau telat <i>gak</i> (tidak)usah masuk!!! : <i>Mission complete</i>	
Data source	: www.instagram.com/tahilalats	Release date	: 4 Agustus 2017

Data 12

 KAMU INGIN KEHIDUPANMU LEBIH SEMPURNA DARI SEKARANG ? YA, AKU MAU NAH, PAKAI TAS INI, LALU PERGI KE KERAMAIAN DAN TEKAN TOMBOL INI SIAP ! DOGTRIN MINDBLOWN © 2017 TAHILALATS.COM		Transkripsi Indonesia: Anjing 1 : Kamu ingin kehidupanmu lebih sempurna dari sekarang? Anjing 2 : Ya aku mau Anjing 1 : Nah pakai tas ini lalu pergi ke keramaian dan tekan tombol ini Anjing 2 : Siap.. Anjing 1 : (<i>Dogtrin</i>)	
Data source	: www.instagram.com/tahilalats	Release date	: 14 Juli 2017

Data 13



Transkripsi Indonesia:

- A : Eh *lu* (kamu) yang nabrak *gue* (saya) tadi
 C : kan?
 B : *Mas...*
 C : Apa *lu* (kamu) bilang?!!
 A : *Mas...*
 Dasar *lu* (kamu), binatang berkaki empat
 C : yang suka julurin lidah dan gigitin tulang!
 B : *Mas...*
 Daripada *lu* (kamu), mamalia berbulu lebat
 C : yang suka makan pisang dan manjat-manjat pohon
 Woi!!! Diem kalian berdua alat vital!!!

Data
 source
 Release
 date

: www.instagram.com/tahilalats
 : 10 Juli 2017

Data 14



Transkripsi Indonesia:

- Ibu : Kamu yah udah mulai gak mau dengerin orang tua! Ingat kamu itu dari sini!! Dari perut ibu..
 Ayah : Pak! Jangan diam saja dong
 : Eh..
 Iya kamu gak ingat sebelum keluar dari perut ibumu, kamu itu keluar dari punya bapak!!
 Ibu+Anak : APA?
 : (diam)

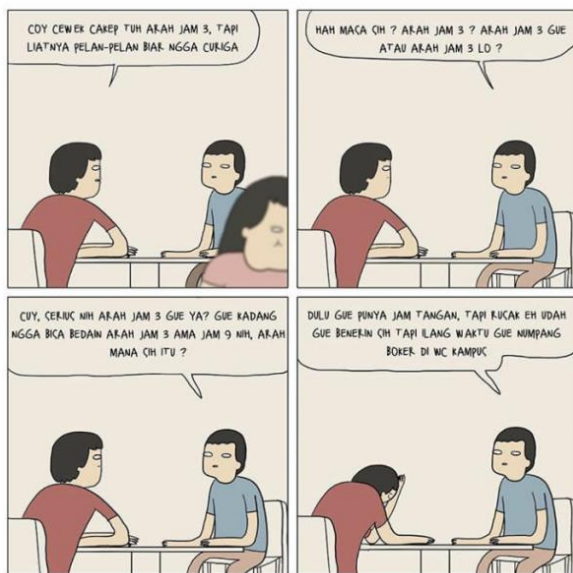
Data
 source
 Release
 date

: www.instagram.com/tahilalats
 : 8 Juli 2017

Data 15

 Panel 1: A man says, "OY, JANGAN MAIN HAPE MULU DONG KALO LAGI KUMPUL." (Hey, don't play the game first when you're still gathering.) Panel 2: A woman asks, "EMANG SIAPA YANG LAGI MAIN HAPE?" (Who's playing the game again?) Panel 3: A man says, "ORANG LAGI MAININ PERASAAN COWO." (People are playing with a guy's feelings.) Panel 4: The three people are shown looking awkward and uncomfortable. MINDBLOWN © 2017 TAHILALATS.COM		Transkripsi Indonesia:	
Lelaki 1	:	Oy, jangan main <i>hape</i> (handphone) <i>mulu</i> (terus) dong	
Perempuan	:	kalo lagi (ber-) kumpul..	
Lelaki 1+2	:	<i>emang</i> (Memang) siapa yang <i>lagi</i> (sedang) main <i>hape</i> (handphone)??..	
	:	Orang lagi mainin perasaan cowo..	
	:	(<i>terganga</i>)	
Data source	:	www.instagram.com/tahilalats	
Release date	:	17 Juni 2017	

Data 16

 Panel 1: A man says, "COY CEWEK CAKEP TUH ARAH JAM 3, TAPI LIATNYA PELAN-PELAN BIAR NGGA CURIGA." (That girl is so beautiful, she's looking at me slowly so I won't be suspicious.) Panel 2: A woman asks, "HAH MACA OH? ARAH JAM 3? ARAH JAM 3 GUE ATAU ARAH JAM 3 LO?" (Hah, what? Arah jam 3? Arah jam 3 gue or arah jam 3 lo?) Panel 3: A man says, "CUI, CERAIK NIH ARAH JAM 3 GUE YA? GUE KADANG NGGA BICA BEDAIN ARAH JAM 3 AMA JAM 9 NIH, ARAH MANA OH ITU?" (Hey, beautiful, is arah jam 3 gue or arah jam 3 gue? I sometimes can't tell arah jam 3 from arah jam 9, arah mana oh itu?) Panel 4: A woman says, "DULU GUE PUNYA JAM TANGAN, TAPI KUCAK EH UDAH GUE BENERIN OH TAPI ILANG WAKTU GUE NUMPANG BOKER DI WC KAMPUS." (I used to have a watch, but I scratched it and it broke. I fixed it, but the time disappeared. I was sitting on the toilet at campus.) MINDBLOWN © 2017 TAHILALATS.COM		Transkripsi Indonesia:	
A :		Coy, cewek cakep tuh arah jam 3, tapi liatnya pelan-pelan biar <i>gak</i> curiga..	
B :		Hah masa sih? Arah jam 3? Arah jam 3 <i>gue</i> (saya) atau arah jam 3 lo?	
A :		(<i>diam</i>)	
B :		Cuy, serius nih arah jam 3 <i>gue</i> (saya) ya? <i>Gue</i> (saya) kadang <i>ngga</i> (tidak) bisa <i>bedain</i> (membedakan) arah jam 3 sama jam 9 nih,	
A :		arah mana sih itu?	
B :		(<i>diam & menepuk jidat</i>) Dulu <i>gue</i> (saya) punya jam tangan, tapi rusak eh udah <i>gue</i> (saya) benerin tapi ilang waktu <i>gue</i> (saya) numpang boker di wc kampus	
Data source	:	www.instagram.com/tahilalats	
Release date	:	16 Mei 2017	

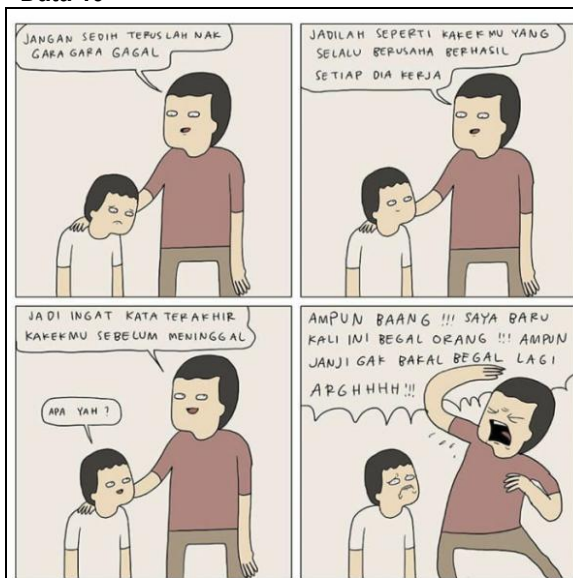
Data 17

 MINDBLOWN © 2017 TAHILALATS.COM		Transkripsi Indonesia:	
Ibu	:	Eh sayang jangan!!	
	:	Itu obat nyamuk jangan dimakan sayang..	
	:	Soalnya dilantai sudah lewat dari lima	
Anak	:	menit.	
Ibu	:	(diam)	
	:	Ini ibu kasih yang baru (menyodorkan obat nyamuk yang baru)	
Data source	:	www.instagram.com/tahilalats	
Release date	:	26 April 2017	

Data 18

 MINDBLOWN © 2017 TAHILALATS.COM		Transkripsi Indonesia:	
Pria A	:	Ternyata pedang samurai itu bukan	
	:	dari Jepang...	
Pria B	:	Tapi dari Arab	
Pedang	:	Kata siapa??	
	:	kata <i>ana</i> (saya)	
Data source	:	www.instagram.com/tahilalats	
Release date	:	6 Februari 2017	

Data 19

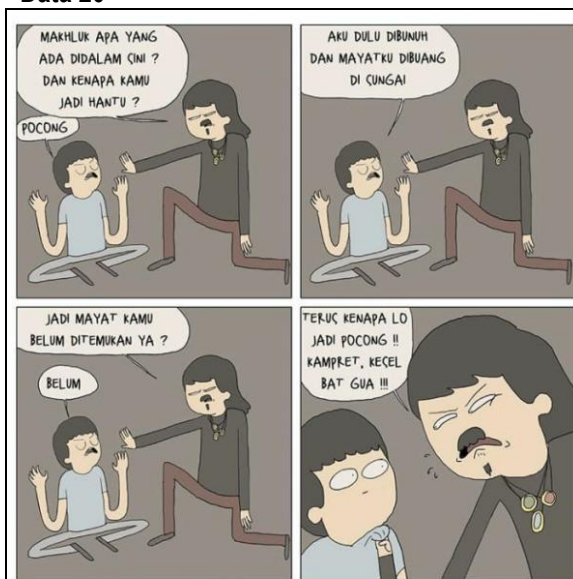


Transkripsi Indonesia:

Ayah : Jangan sedih teruslah nak... Gara-gara gagal. Jadilah seperti kakekmu yang selalu berusaha berhasil setiap dia kerja.
 Anak :(diam)
 Ayah : Jadi ingat kata terakhir kakekmu sebelum meninggal
 Anak : meninggal
 Ayah : Apa yah?
 Ampun Baang!! Saya baru kali ini begal orang!! Ampun janji gak bakal begal lagi arrgh!!
(diam)

Data source	: www.instagram.com/tahilalats
Release date	: 19 Januari 2017

Data 20



Transkripsi Indonesia:

Dukun : Mahluk apa yang ada didalam sini? Dan kenapa kamu jadi hantu?
 Anak : Pocong.. aku dulu dibunuh dan mayatku dibuang di sungai
 Dukun : Jadi mayat kamu belum ditemukan ya?
 Anak : Belum
 Dukun : Terus kenapa lo (kamu) jadi pocong? Kampret! Kesel bet gua (kesal benar saya)!

Data source	: www.instagram.com/tahilalats
Release date	: 23 Desember 2016