

## Fantasy World Expressions in the *Amphoreus Arc* of the Game *Honkai: Star Rail*

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**Abstract.** *Fantasy expressions presents unique challenges due to the presence of invented terminology, symbolic expressions, and fictional worldbuilding elements. This study aims to analyze the fantasy expressions in the Amphoreus Arc (Chapters 1–8) of the game Honkai: Star Rail. Using a qualitative descriptive method, data were collected from selected in-game dialogues containing fantasy-specific expressions. The findings reveal that fantasy expressions were mostly identified in dialogue setting, meanwhile, these expressions were surprisingly low in story setting. The use of these expressions is exclusive to the game, in other words, they are not applicable to real life setting nor other similar games. These findings contribute to the broader discussion on video game localization and highlight the importance of creative yet functional language in fantasy game narratives.*

**Keywords** *fantasy expressions; game discourse; video game localization; Honkai: Star Rail; ualitative descriptive study*

### RESEARCH BACKGROUND

Fantasy world expressions represent specialized idiomatic constructs meticulously designed to manifest the unique lore, cultural values, and metaphysical frameworks of a fictional universe (Bergmann, 2017). Primarily integrated into character dialogue and the narrative story, these expressions function as vital narrative instruments that reinforce the internal consistency and immersive quality of the world-building process (Chaume, 2012; Destruel, 2016; Astiningsih & Nugroho, 2024). The characteristics of these expressions differ significantly from traditional idiolects; while an idiolect typically reflects an individual's unique speech habits, fantasy expressions are systemic markers that prioritize world-specific parameters over personal linguistic variance (Glinka, Zaichenko, & Machulianska, 2021; Isnaini & Nugroho, 2022).



### Picture 1. Fantasy World Expression

As illustrated in Picture 1, the term "Dew of Divine Blood" serves as a quintessential example of this phenomenon. This expression creates an immediate interpretive gap for the layperson because it lacks a direct correspondence to empirical reality or conventional metaphors. While the individual words "dew" and "blood" are familiar, their synthesis into a specific substance brewed from crops nourished by the blood of Titans requires prior knowledge of the history and biology of that fictional world. Without this context, readers cannot instinctively decipher the meaning of the phrase, making it semantically difficult to understand for those outside a specific narrative framework (Sitio & Nugroho, 2023; Putri & Nugroho, 2025).

Therefore, the objective of this study is to identify expressions of the fantasy world in the character dialogues and narrative of *Honkai: Star Rail*. This game is particularly significant because its narrative relies heavily on a complex synthesis of mythological references. Studying this medium is crucial as it provides a rich dataset on how fantasy expressions are systematically used to establish a sense of place and historical continuity. Furthermore, this study is important as it serves as a bridge for the general public, helping them understand specialized fantasy terminology that often appears incomprehensible to those outside a specific narrative context. This research enables a broader audience to recognize and understand the logic of fantasy expressions.

### REVIEW OF RELATED LITERATURE

There are several studies related to fantasy world expressions. The first comes from Susan Mandala (2010) in her book titled *Language in Science Fiction and Fantasy: The Question of Style*, who explores how "plain language" and specific syntactic structures, such as definite noun phrases, act as expressions that normalize the extraordinary, allowing readers to accept alien concepts as established facts within the narrative. Another significant study by Destruel (2016), in the research paper *Reality in Fantasy: linguistic analysis of fictional languages*, provides a linguistic analysis of constructed languages (conlangs) like Quenya and Dothraki, examining how these formal linguistic expressions follow or violate human linguistic universals to create a sense of "alienness".

Furthermore, Stroud (2016), in the journal *Fantasy and the Referential Language*, investigates the "referential code" and the concept of the "megatext," where specific fantasy expressions (e.g., *Elf* or *Orc*) function as a shorthand language that invokes the reader's memory of previous genre experiences to build a believable world. From a stylistic perspective, Glinka, Zaichenko, and Machulianska (2021), in their study *Stylistic Portrait of English Fantasy Texts*, identify a "stylistic portrait" of fantasy, noting that expressions often utilize syntactic elisions and repetitive patterns to create a "living" dialogue for both human and mythical characters (Inayati, 2010).

Additionally, Ningrum (2023), in her thesis *An Analysis of Figurative Language found in Fantasy Short Movie from Fairytales and Stories for Kids YouTube Channel*, emphasizes the role of figurative language, specifically how metaphors and similes serve as powerful tools for constructing meaning and vivid mental images in fantasy expressions. Finally, Bergmann (2017), through the scholarly work *The Challenges of Translating Fantasy Fiction from English into German*, highlights the challenge of "telling names" (e.g., *Sirius Black*, *Wormtongue*) as symbolic expressions that instantly convey character traits across cultural boundaries.

The differences between those studies compared to this study are that while the previous research often focuses on the structural formulas of high literature, linguistic universals, or the challenges of cross-cultural translation, this study focuses specifically on how fantasy world expressions act as "alienating" or unfamiliar idioms for laypeople. Unlike the existing literature that often analyzes these expressions within the context of Western "megatexts", this research dives into how artificial expressions establish historical continuity and unique fictional realities in modern interactive media, such as the game *Honkai: Star Rail*.

The theory used in this study mainly comes from the Literary-Linguistic approach by Mandala (2010) in *Language in Science Fiction and Fantasy: The Question of Style*, which analyzes how stylistic choices like deictic noun phrases and tense consistency build "secondary belief". We also draw upon the Referential Code theory by Roland Barthes, as discussed by Stroud (2016) in *Fantasy and the Referential Language*, to understand how expressions connect to a broader genre-specific language, and the Figurative Language theory by Perrine as applied in Ningrum's study (2023), to decode the connotative meanings behind specialized fantasy terminology.

## RESEARCH METHOD

The paradigm used in this study was a descriptive qualitative paradigm. This paradigm is implemented to provide a detailed and systematic description of the linguistic phenomena and narrative structures without the use of statistical quantification, focusing instead on the depth of meaning within the context of the study (Shidik et al, 2025; Nugroho et al., 2026). The source of data in this study was an online game called *Honkai Star Rail*. The researchers used the dialogue and story in this game as the primary material for investigation. Therefore, the unit of analysis in this study consisted of utterances of dialogue between characters and sentences of the game's narrative story found in the missions and lore (Kamalia & Nugroho, 2024). The data collection consisted of: 1) classifying the dialogue and narrative story according to the research objectives; 2) screen shooting the dialogue and narrative story which were compatible with the classification of fantasy expressions; and 3) making an appendix to organize the captured evidence (Kumalasari & Nugroho, 2025). The data analyses were conducted through several stages: 1) making a tabulation of each aspect of finding to categorize the data clearly; 2) generating finding patterns of the data to identify recurring themes; 3) making a critical review and analysis by connecting the data with relevant theories; and 4) making a conclusion based on the results of the analysis (Pangaksmi & Nugroho, 2023).

## RESULTS AND DISCUSSION

After collecting the data, the researchers are able to find the following finding pattern.

**Table 1** Finding

Fantasy world expressions in dialogue setting			
No.	Type	Frequency	%
1	Noun phrase	5	25%
2	Verb phrase	0	0
3	Adjective phrase	0	0

Total			
Fantasy world expressions in story setting			
No.	Type	Frequency	%
1	Noun phrase	15	75%
2	Verb phrase	0	0
3	Adjective phrase	0	0

Based on the Table 1 above, the researchers can see that based on the findings presented in Table 1, the researchers identified a total of 20 data points of Fantasy World Expressions (FWE) categorized by their linguistic structure and narrative setting. Within the dialogue setting, the research found 5 expressions, all of which are categorized as Noun Phrases, representing 100% of the data in this category. This includes specialized terminology such as "World Wound Web" and "Teleslates".

In the story setting, there were 15 expressions identified, all of which similarly function as Noun Phrases, making up 100% of the findings in that setting. This category includes more descriptive terms such as "The Eternal Land, Amphoreus" and "Dew of Divine Blood". Notably, the researchers observed a total absence of Verb Phrases and Adjective Phrases across both settings. This overwhelming dominance of Noun Phrases suggests that the world-building terminology focuses heavily on the nomination of unique entities, locations, and artifacts to establish the game's fictional reality.

### Excerpt 1

Rain of Sensation

In the Amphoreus arc, Rain of Sensation reflects the mystical atmosphere surrounding perception, consciousness, and divine influence. The expression symbolizes supernatural phenomena connected to human senses, reinforcing the spiritual and cosmic themes that dominate the world-building of Amphoreus.

### Excerpt 2

Transmutation Arcanum

This expression represents ancient magical knowledge within Amphoreus civilization. The term evokes arcane transformation associated with mythical creatures and forbidden power, emphasizing the fantasy world's connection to legendary entities and sacred mythology.

### Excerpt 3

The Eternal Land, Amphoreus

The phrase portrays Amphoreus as an immortal and sacred civilization. The concept of an "eternal land" strengthens the grand historical identity of the region and highlights its importance as a central setting within the narrative universe.

### Excerpt 4

Strife Titan

The expression introduces one of the Titan-related mythological forces in Amphoreus. The combination of Titan and conflict imagery reinforces themes of war, destruction, and divine struggle that shape the history and cosmology of the fantasy world.

## Excerpt 5

Worldbearing Titan

This expression reflects the cosmic mythology of Amphoreus, where gigantic beings possess world-sustaining roles. The idea of a Titan carrying or supporting the world contributes to the epic scale and mythological depth of the narrative setting.

## CONCLUSION

It can be concluded that the fantasy world expressions in the Honkai: Star Rail game consist purely of Noun Phrases. These expressions appear with 100% frequency in dialogue and 100% frequency in the story setting. The function of these expressions is to create a unique identity for the game world by naming special characters, mystical locations, and sacred objects. It can be concluded that the existence of these expressions improves the quality of game language.

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