

APPENDICES

Synopsis of *The Phantom Tollbooth* by Norton Juster

One day, Milo, a little boy who always feels bored with his school and with life in general finds an unusual package in his room. There is no name of the sender of the package. He opens it and finds a tollbooth. He decides to drive it. When he is driving it, suddenly he arrives at the Lands Beyond, a fantastic world of imagination, a new and mysterious world where he has never been.

On his way to Dictionopolis, he meets Tock, the watchdog, and Humbug who both join him on his journey. In Dictionopolis, Milo meets King Azaz, who rules over the world of letters and words. Azaz sends Milo on a mission to rescue his two princesses, Rhyme and Reason, who are imprisoned in the Castle in the Air by Mathemagician, the ruler of Digitopolis, the city of numbers. This incident happens because King Azaz and Mathemagician have different perceptions about which is more important words or numbers. King Azaz says that words are more important than numbers, but Mathemagician says the contrary. So, Milo, Tock and Humbug head toward Digitopolis, where they hope to persuade the Mathemagician to release the princesses

On his journey, they meet many bizarre people, such as Alec Bings, a little boy who floats above the ground because he has not grown down to it yet; Chroma with his symphony of color who conducts the orchestra through the colors of the sunset and sunrise; Dischord, a fake doctor who deals with noises; and his assistant Dynne, a monster made of smoke. Soundkeeper has withdrawn all the sounds of the Valley because people have stopped appreciating the words. In Digitopolis, Milo manages to persuade the Mathemagician into agreeing to release the princesses and he realizes that numbers are as important as words. Finally, Mathmagican realizes this fact and releases the two princesses, and the two kings make a celebration to mark their return.

Milo himself must return home and says goodbye to all his friends in the Lands Beyond. He returns to his bedroom, to find that only a few minutes have passed. The next day, he finds that the tollbooth has gone and there is a note. It tells him that he has learned so much that he should be able to find his way to all sorts of fantastic lands without the help of the tollbooth. Milo learns one thing from his journey: that numbers are as important as words.

Synopsis of *The Chronicles of Narnia* by C. S. Lewis

The Magician's Nephew

Andrew, Digory's Uncle, a mad magician, has invented two kinds magical rings. He creates two Yellow Rings and two Green Rings. The Yellow Ring can bring

the person who wears it into another world. Meanwhile, the Green Ring can make the person come back into the real world. One day, Andrew convinces Polly Plummer, a friend of Digory, to wear one of the Yellow Rings. Suddenly, she arrives in another world. Then, Digory tries helping Polly by wearing another Yellow Ring to go into another world. He brings the Green Rings so he can give one of them to Polly that they can both come back to the real world. But, they cannot easily come back to the real world. They travel around the other world. They arrive at Charn City, where Digory awakes the cruel Queen Jadis, who will make Narnia suffer in the future.

Afterwards, they find that Aslan, the Lion, creates the world of Narnia by changing the world of emptiness into a new world with talking animals. Life begins to spring all around them after river, mountains and lakes are formed.

The Lion, the Witch and the Wardrobe

The four Pevensie children (Peter, Susan, Edmund, and Lucy) are evacuated from London because of the air raids during World War II. They are sent to a very old house to stay with Professor Kirke (old Digory). One day when the children are playing hide and seek, Lucy hides in a large wardrobe stored away in a spare room. Through this, she enters another world called Narnia. She meets a faun, Mr. Tumnus, who takes her back to his house for tea. He tells her that at Narnia it is always winter and never Christmas because of the White Witch (Queen Jadis). When she gets back, she tells her brothers and sister what has happened, but they do not believe her. One night, Edmund sneaks away to see the wardrobe on his own, and also goes into Narnia. He runs into the White Witch, who, acting sweetly, gives him magical

refreshments and tricks him to bring his brother and sisters back to her castle. Finally, they all go into the wardrobe together to hide, and they are all able to enter Narnia. They know that Queen Jadis, who makes Narnia always have winter, decides to help Mr. Tumnus and other talking animals to get back to Narnia and fight together with them to oppose to Queen Jadis. In Narnia, they all become kings and queens for years in Narnian time, until they come back into the real world.

The Horse and His Boy

The story begins when Shasta and Bree, his horse, travel on a thrilling journey from the dangerous Land of Calormen to the safe Land of Narnia. Shasta meets Corin, who is actually the lost Prince of Narnia. He is a twin brother of Prince Cor, Son's of King Lune. One day, unexpectedly, Prince Corin meets his twin brother, Prince Cor. They are surprised because they look alike. This leads Prince Corin to meet his father, who admits him as the lost Prince. At the end of the story, Shasta and Bree help Narnia by uniting these twins to resist Tisroc, the cruel king of Calormen.

Prince Caspian

Hence, Peter, Lucy, Edmund and Susan continue their adventure in Narnia. This time, their adventure begins when they are waiting for a train at the station. Suddenly, they return by magic to Chair Paravel, the castle in Narnia. But the castle and the land condition have changed. They are no longer bright and cheerful because a civil war has damaged Narnia. It is Prince Caspian who calls the children by blowing the magical horn of Queen Susan which is believed to be able to summon

Queen Susan, Lucy and King Peter and Edmund. He calls them to help Narnia resist King Miraz, a Telmarine who has seized Narnia. Finally, Peter, Edmund, Lucy and Susan help Prince Caspian to restore Narnia.

The Voyage of the Dawn Treader

Edmund and Lucy are sent to Uncle Harold's house, as their family is going to America. Their family becomes poor, so Lucy and Edmund cannot go to America. They have a cousin name Eustace Clarence, who is really disliked by Edmund and Lucy for bossing and bullying them. But, one day when they are admiring a painting of a remarkable, mighty ship with a dragon on its prow, the frame suddenly disappears and they become part of the painting thrown into the sea and are then rescued by the ship crew of The Dawn Treader ship. Their new adventure begins. Prince Caspian is the owner of the ship. They travel together to Eastern Island in search of the seven trusted friends of Caspian's father.

Silver Chair

The new adventure begins when Jill and Eustace enter Narnia through a mysterious door when they are playing. In Narnia, they meet Prince Caspian, who has become king. They are asked to help him in search of his son, who disappears when he was on his journey of revenge. Caspian's son, Prince Rillian, travels to kill a creature that has killed his mother, but, unfortunately he never comes back. Jill and Eustace decide to bring Prince Rillian back and they encounter many mysterious

events with odd creatures on their journey. Finally, at the end of the story, Eustace and Jill are successful to set Prince Rillian free from the cruel Queen of Underland.

The Last Battle

This book tells the story of the final battle for Narnia. Hence, Peter, Edmund, Lucy, Eustace and Jill join the King of Narnia, King Tirian in fighting against the enemies of Aslan: Shift the Ape and the king of Calormen, Tisroc. Trouble begins when Shift finds a lion skin. He thinks of an evil plan. He forces Puzzle to wear the lion skin and pretend to be the real Aslan; Shift controls Puzzle for his own ambitious purpose. He wants all Narnians to believe that the fake Aslan (Puzzle) is the real Aslan. He uses Puzzle to scare them by saying that Aslan will be angry if they do not follow Shift's command. So, Narnia is in big trouble. Finally, Jill, Eustace, Peter, Edmund and Lucy, together with King Rillian, are united to fight against Shift and Tisroc, King of Calormen, who had formerly joined Shift to destroy Narnia. At the end of the story, the real Aslan shows up, but, instead of saving Narnia, he destroys it, with everything in it, except those who have followed him. All these people are brought to a different world, an Aslan real country, the mirror image of Narnia with everything much bigger and more beautiful, and without the existence of sadness. One shocking incident takes place. Actually, in the real world, Lucy, Edmund, Peter, Digory Jill, Polly, and Eustace are killed in a train accident. They die in the real world but their lives are just beginning in Aslan's Country. They become children again and live happily ever after.

Table 1. Language Play and its Literary Effects in *The Phantom Tollbooth* by Norton Juster

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
1.	Canby	a. Canby /kænbɪ/ ↯ can be /kænbɪ/				√		
2	Chroma The Great	a. Chroma © Chromatope b. Chromatope = an instrument consisting of disks on which arcs of colors are so arranged that, when rotated rapidly, they present the appearance of streams of colors flowing to or from the center. (<i>Webster's New Twentieth Century Unabridged</i> , 1979:321)				√		

Table 2. Language Play and its Literary Effects in *The Phantom Tollbooth* by Norton Juster

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
3	Dictionopolis	<p>a. Dictionopolis ← Diction + Polis</p> <p>b. Diction' = a person's choice of words (<i>Webster's New English Dictionary</i>, 2003:128).</p> <p>c. -o- is an empty morph</p> <p>d. Polis = a state, city (Greece)</p>					√	
4	Digitopolis	<p>a. Digitopolis ← Digits + Polis</p> <p>b. Digit = any one of numerals or symbols, 0,1,2,3,4,5,6,7,8,9, by combination of which all numbers are expressed (<i>Webster's New English Dictionary</i>, 2003:510).</p> <p>c. -o- is an empty morph</p> <p>d. Polis = a state, city (greece)</p>					√	

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No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
5	Dodecahedron	a. Dodecahedron ~ dodecahedra b. Dodecahedron = a geometric figure or crystal with twelve surface. (<i>Webster's New Twentieth Century Unabridged</i> , 1979: 840)				√		

Table 4. Language Play and its Literary Effects in *The Phantom Tollbooth* by Norton Juster

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
6	DYNNE	a. DYNNE /daɪn/ Dyne /daɪn/ b. Dyne © Dynamo c. Dynamo = a combining form of power, strength, energy. <i>(Webster's New Twentieth Century Unabridged, 1979: 567)</i>		√				

Table 5. Language Play and its Literary Effects in *The Phantom Tollbooth* by Norton Juster

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
7	Gelatinous Giant	a. Gelatinous (adv) Ḑ gelatin (n) b. Gelatin ~ Jelly c. Jelly ~ semisolid. d. Giant = extra ordinary in size or strength. (<i>Webster's New Twentieth Century Unabridged, 1979: 769</i>)				√		

Table 6. Language Play and its Literary Effects in *The Phantom Tollbooth* by Norton Juster

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
8	Hopping Hindsight	<p>a. Hopping ← hop + -ing.</p> <p>b. Hindsight ▯ Hind +sight</p> <p>c. Hind = back, behind. <i>(Webster's New English Dictionary, 2003:860)</i></p> <p>d. Sight = the eyes, the act of seeing. <i>(Webster's New English Dictionary, 2003:1687)</i></p> <p>d. Hindsight = ability to see after the event <i>(Webster's New Twentieth Century Unabridged, 1979: 861).</i></p> <p>e.</p>				√		

Table 7. Language Play and its Literary Effects in *The Phantom Tollbooth* by Norton Juster

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
9	Kakofonous A. Dischord	a. Kakofonous / kækəfənəs / ♪ cacophonous / kækəfənəs / b. Cacophonous ☐ ☐ inharmonious, harsh c. Dischord /diskə: d/ ♪ discord /diskə: d/ d. Discord = a lack of harmony <i>(Webster's New English Dictionary, 2003:132).</i>				√		

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No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
10	Lethargians	<p>a. Lethargians ← Lethargy + -ian</p> <p>b. Lethargy ▣ ▣ dullness, sluggishness (<i>Webster's New English Dictionary</i>, 2003:267)</p>	√					
11	Mathmagican	<p>a. Mathmagican ← Math ▢ Magican.</p> <p>b. Math © Mathematics.</p> <p>c. Mathematics = the science dealing with quantities, forms, space, etc and their relationship by the use of numbers. (<i>Webster's New English Dictionary</i>, 2003:286)</p> <p>d. Magican ← magic + -an.</p> <p>e. -an (suffix) → belonging to, characteristic of. (<i>Webster's New Twentieth Century Unabridged</i>, 2003:63).</p> <p>f. Magic ~ wonderful</p>				√		

Table 9. Language Play and its Literary Effects in *The Phantom Tollbooth* by Norton Juster

No	Word/Phrase	Process of language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
12	Shrift	a. Shrift ~ sherrif b. Sheriff = the chief law enforcement officer of a country. (<i>Webster's New Twentieth Century Unabridged</i> , 1979:1673)	√					
13	Terrible Trivium	a. Terrible = unpleasant, frightful, causing terror. (<i>Webster's New Twentieth Century Unabridged</i> , 1979: 1884). b. Trivium ~ trivia c. Trivia = unimportant matters, trifles. (<i>Webster's New Twentieth Century Unabridged</i> , 1979: 1957).				√		

Table 10. Language Play and its Literary Effects in *The Phantom Tollbooth* by Norton Juster

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
14	Weather Man	<p>a. Whether /weðə/ ♂ weather /weðə/</p> <p>b. Weather = atmosphere conditions, such as temperature, rainfall, cloudiness, etc. (<i>Webster's New English Dictionary</i>, 2003: 515)</p>				√		
15	Tock	<p>a. Tock ♂ the ticking clock, "Tick, tock"</p>				√		

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				Foreshadowing	Suspense	Names	Places	Miscellaneous
1	Atlantean Box	<p>a. Atlantean ~ Atlantis</p> <p>b. Atlantis ~ the lost island that drowns a thousand years ago.</p>						√
2	Charn	<p>a. Charn /tʃɑ:n/ Ω Charm /tʃɑ:m/.</p> <p>b. Charm= fascinating, attractive and interesting. (<i>Webster's New Twentieth Century Unabridged, 1979: 305</i>)</p>					√	

Table 2. Language Play and its Literary Effects in *The Chronicles of Narnai* by C. S. Lewis

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
3	Digory	<p>a. Digory ← di- + gory.</p> <p>b. Di- (prefix) → double <i>(Webster's New Twentieth Century Unabridged, 1979: 571)</i></p> <p>c. Gory ~ gore.</p> <p>f. Gore = to dig. <i>(Webster's New Twentieth Century Unabridged, 1979: 787).</i></p>		√	√			

Table 3. Language Play and its Literary Effects in *The Chronicles of Narnia* by C. S. Lewis

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
4	King Miraz	<p>a. Miraz ~ mire</p> <p>b. Mire ■ ■ mud (<i>Webster's New Twentieth Century Unabridged</i>, 1979: 1147).</p> <p>c. Mud ~ dirty</p> <p>d. Dirty = contemptible, mean (<i>Webster's New Twentieth Century Unabridged</i>, 1979: 317).</p>	√					
5	Maugrim	<p>a. Maugrim ~ maugre</p> <p>b. Maugre = bad, evil or to withstand in defiant manner. (<i>Webster's New Twentieth Century Unabridged</i>, 1979: 1112).</p>	√					

Table 4. Language Play and its Literary Effects in *The Chronicles of Narnia* by C. S. Lewis

No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
6	Queen Jadis	a. Jadis ~Jade b. Jade ■■ Emerald Stone (<i>Webster's New English Dictionary</i> , 2003:250). c. Emerald Stone ~ beautiful, luxurious.	√					

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No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
7	Shift	a. Shift ~ shifty b. Shifty = artful, tricky; evasive <i>(Webster's New English Dictionary, 2003:428).</i>	√					

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No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
8	Un-Dragoned	<p>a. Un-dragoned ← un- + dragoned</p> <p>b. Un- (prefix) = lack of, opposite of. (<i>Webster's New Twentieth Century Unabridged</i>, 1979:1984).</p> <p>c. Dragoned ← dragon + -ed</p> <p>d. Dragon = a mythical monster, usually represented as a short winged reptile, with fiery eyes, crested head, and enormous claws, breathing out fire and smoke. (<i>Webster's New Twentieth Century Unabridged</i>, 1979:575).</p> <p>e. -ed (suffix) → having, provided with, characterized by</p>						√

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No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
9	Tarva	a. Tarva ~ tarve b. Tarve = bend or turn. <i>(Webster's New Twentieth Century Unabridged, 1979:1867).</i>		√	√			

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No	Word/Phrase	Process of Language Play	Literary Effects					
			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
10	Telmarine	<p>a. Telmarine ← tel- + marine</p> <p>b. Tel- → tele- (bound morph)</p> <p>c. Tele- → operating at a distance <i>(Webster's New Twentieth Century Unabridged, 1979:1873).</i></p> <p>d. Marine = belonging to the sea, the sea, formed by the sea, at sea <i>(Webster's New Twentieth Century Unabridged, 1979:1101).</i></p>				√		

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			Description of Character	Plot		Readers' Imagination		
				Foreshadowing	Suspense	Names	Places	Miscellaneous
11	The Castle of Cair Paravel	<p>a. Castle = a large building with thick walls, battlements, and often, a moat; a fortress. (<i>Webster's New Twentieth Century Unabridged</i>, 1979:282)</p> <p>b. Cair Ω chair</p> <p>c. Chair = to place in authority. (<i>Webster's New Twentieth Century Unabridged</i>, 1979:299)</p> <p>d. Paravel /pΦrɣvɣll/Ω paravail /pΦrɣvell/</p> <p>e. Paravail = the lowest, below (<i>Webster's New Twentieth Century Unabridged</i>, 1979:1301)</p>					√	