

APPENDIX

Code No	Dialogue	Flouted Maxim	Context/Situation
QL1	GUARD #1: “Freeze!” GUARD #2: “Get down!” ORION: <u>“Oh, hello, guys, yeah I'm so glad you're here - which way's the exit? I must've taken a wrong turn—”</u>	Quality	The dialogue occurs early in <i>Transformers One</i>, where Orion Pax is sneaking into the Archives in search of information about the legendary Matrix of Leadership. After accidentally triggering a security alert, a drone and two armed guards respond to the breach. As the guards burst in with weapons drawn, shouting “Freeze!” and “Get down!”, Orion trying to defuse the situation with humor, pretending he simply got lost and asking for directions to the exit. This dialogue flouts the maxim of quality because Orion says something untrue. He pretends he’s lost, but he really sneaked in on purpose.
QL2	D-16: “Hey, watch where you're going...!” GUARD #2: “What did you say, no-cog?” D-16: <u>“Sorry sir, I didn't mean you, I was referring to the bot who was behind you.”</u>	Quality	This dialogue occurs right after Orion Pax escapes from the guards by disappearing into a crowded area. D-16, pushing a cart of mining gear, accidentally bumps into the guards. When he tells them to watch where they’re going, one of the guards, clearly angry and looking for someone to blame, confronts him and calls him a “no-cog”

			is an insult used for bots who can't transform. D-16 quickly tries to smooth things over, apologizing and cleverly saying he was actually talking about someone behind them. His quick thinking helps distract the guards just long enough for Orion to get away. This dialogue flouts the maxim of quality because D-16 lies to the guard. He says he was talking to someone else, which is not true.
QL3	GUARD #2: "Where is he?!" D-16: " <u>He went that way.</u> "	Quality	This dialogue occurs right after D-16 cleverly distracts the guards when they realize Orion Pax has vanished. Guard #2 demands to know where Orion went, and D-16 quickly points in the opposite direction, saying, " <u>He went that way.</u> " This simple but smart move helps throw the guards off Orion's trail. This dialogue flouts the maxim of quality by giving false information. D-16 tells the guard Orion went a different way to protect him.
QL4	ELITA: "If I get fired because of you--" ORION: " <u>Oh please, they're not gonna fire you.</u> " DARKWING: "Elita-1, you're fired."	Quality	This dialogue occurs right after a dangerous mining accident, where Orion disobeys orders to save a fellow bot. Elita, the team leader, is furious because Orion's actions could get her in trouble. She warns him, " <i>If</i>

			<i>I get fired because of you--”</i> and Orion, trying to calm her down, says, <i>“Oh please, they’re not gonna fire you.”</i> Just then, their superior, Darkwing, lands and immediately says, <i>“Elita-1, you’re fired.”</i> This dialogue flouts the maxim of quality because Orion guesses Elita won’t be fired, but he has no proof. He turns out to be wrong.
QL5	ELITA: “Pax, what's happening?” ORION: <u>“Nothing much, just normal protocol-following stuff, it's all good.”</u>	Quality	This dialogue occurs during the mining accident when everything is falling apart. Elita, speaking through Orion's headset, urgently asks, <i>“Pax, what’s happening?”</i> even though she likely suspects he’s disobeying orders again. Orion, clearly in the middle of chaos but trying to play it cool, he replies, <i>“Nothing much, just normal protocol-following stuff, it’s all good.”</i> This dialogue flouts the maxim of quality because Orion says everything is fine, even though there’s a big problem happening.
QL6	ELITA: “Why did you cut the door?” B-127: <u>“It was already like that. Right?!”</u>	Quality	This dialogue occurs when Elita, Orion, D-16, and B-127 are on a mission outside the city and things start to go wrong. Elita notices a damaged door and, suspecting B-127 had something to do

			with it, demands, “ <i>Why did you cut the door?</i> ” B-127, caught off guard and trying to avoid blame, quickly says, “ <i>It was already like that. Right?!</i> ”. This dialogue flouts the maxim of quality because B-127 says something that is not true to avoid getting blamed. He lies and acts like the door was already broken, even though he likely damaged it himself.
QL7	ORION: “I said, don't break her!” ELITA: “<u><i>Relax -- I'm being - very -- gentle!</i></u>”	Quality	This dialogue occurs when Orion tells Elita not to damage their enemy, Elita violently hits their enemy. Orion says, “ <i>I said, don't break her!</i> ” showing his concern and a bit of panic. Elita responds with a sarcastic edge, “ <i>Relax -- I'm being -- very -- gentle!</i> ”. This dialogue flouts the maxim of quality because Elita says she's being “ <i>very gentle,</i> ” even though she's actually being rough.
QL8	JAZZ: “It's closing, just grab your pack and go!” ORION: “<u><i>Yeah, good idea.</i></u>”	Quality	This dialogue occurs during an intense mining accident when the tunnel is collapsing. Jazz is trapped under debris and urges Orion to save himself, shouting, “ <i>It's closing, just grab your pack and go!</i> ” He's trying to protect his friend by telling him to escape while he still can. But Orion, instead of leaving, sarcastically replies,

			<i>"Yeah, good idea".</i> This dialogue flouts the maxim of quality because Orion sarcastically says <i>"Yeah, good idea,"</i> when he has no intention of running away.
QL9	D-16: "Great, great. How, HOW do we get out of here?" B: <u>"Great question -- you don't."</u>	Quality	This dialogue occurs after Orion, D-16, and B-127 are thrown into Sublevel 50, a dark, hidden part of the city where scrap is burned and no one is supposed to be. D-16, realizing they're trapped, panics and asks, <i>"Great, great. How, HOW do we get out of here?"</i> B-127, cheerfully and without much concern, B-127 replies, <i>"Great question -- you don't."</i> This dialogue flouts the maxim of quality because B-127 jokingly says they can't escape, but it's not completely serious.
QL10	ORION: "Steve?" D-16: "Question -- do they talk back to you?" B: <u>"Um, they're not real. I was talking to Steve."</u>	Quality	This dialogue occurs while Orion and D-16 are stuck in Sublevel 50 with B-127, who has clearly been alone for a long time. B introduces them to a group of <i>"crew members"</i> made out of scrap metal, including one named Steve. Orion, confused, asks, <i>"Steve?"</i> and D-16 follows up with, <i>"Question -- do they talk back to you?"</i> B, totally serious, replies, <i>"Um, they're not real. I was talking to Steve."</i> This dialogue flouts

			the maxim of quality because B-127 talks to imaginary friends and acts like it's normal, which isn't true.
QL11	LITA: "This way. We're close." B: "<u>A cave with teeth. Nothing scary about that.</u>"	Quality	This dialogue occurs as the group is getting closer to their destination, following a lead on where the Matrix of Leadership might be. Elita, focused and determined, says, "<i>This way. We're close,</i>" guiding the team toward what looks like a strange, possibly dangerous cave. B-127, always the nervous but funny one, looks at the ominous cave and jokes, "<i>A cave with teeth. Nothing scary about that.</i>" His sarcastic comment adds a bit of humor to the tense moment and shows how he often uses jokes to cope with fear. It also highlights that he is scared, but still sticking with the team. This dialogue flouts the maxim of quality because B-127 jokes that a "<i>cave with teeth</i>" isn't scary. He says something obviously untrue to be funny.
QL12	TRACKER: "Stand down, old timer." ALPHA TRION: "<u>Not too old for you.</u>"	Quality	This dialogue occurs during a confrontation between Alpha Trion and a hostile character named Tracker. When Tracker tries to dismiss him with the line, "<i>Stand down, old timer,</i>" he's clearly underestimating Alpha Trion because of his

			age. But Alpha Trion fires back confidently with, “ <i>Not too old for you</i> ,” showing that he’s still powerful, sharp, and ready to fight. This dialogue flouts the maxim of quality because Alpha Trion says he’s “ <i>not too old</i> ,” using sarcasm to show he’s still strong.
QN1	GUARD #1: “Wha -- Where'd he go?!” D-16 (shoving tools into cart): “<u><i>You mean the filthy red and blue bot? Has a big mouth, squeaky joints, gives off a corroded metallic stench?</i></u>”	Quantity	This dialogue occurs right after Orion manages to escape the guards in a busy area. The confused guards are looking around, and one of them says, “<i>Wha -- Where'd he go?!</i>” Trying to help his friend while playing it cool, D-16 casually shoves tools into his cart and replies, “<i>You mean the filthy red and blue bot? Has a big mouth, squeaky joints, gives off a corroded metallic stench?</i>” His sarcastic description is clearly about Orion, but he says it in a way that throws the guards off. This dialogue flouts the maxim of quantity because D-16 gives more information than needed in a sarcastic way to distract the guards.
QN2	ORION: “How long have you been here?” B: “How long have I been here? (chuckles) Let's see, uh, somewhere between a long time and forever? I mean, I had other jobs, but I kept	Quantity	This dialogue occurs when Orion and D-16 first meet B-127 after being dumped into the forgotten Sublevel 50. Curious about how long B has been stuck there, Orion asks, “<i>How long have you been</i>

	getting reassigned, 'cause I'm so good at what I do. Oh! <u>I'm B-127, by the way, but you can call me B. I'm actually working on some nicknames, the one I'm floatin' right now is um, Badass-a-tron, which is actually pronounced BADASSATRON.</u> But if-- if you have any critiques--"		here?" B responds with a mix of humor and loneliness, saying, "Let's see, uh, somewhere between a long time and forever?" He goes on to nonstop introduce himself and about his past jobs, how he kept getting reassigned because he's "so good" at what he does. He even shares the silly nickname he's trying out, "Badass-a-tron," proudly explaining how it's pronounced "BADASSATRON." This dialogue flouts the maxim of quantity because B-127 gives a very long and unnecessary answer when a short one would be enough.
QN3	B: "Hi there. Uh, Elita, right? Am I saying that right? Wanted to formally introduce myself, uh, <u>I'm B-127, you kneed me in the face earlier, back there. Uh, you-- you can call me "B", or Badass-a-tron, it's a nickname some of the guys gave me, I don't know. I didn't give it to myself or anything it's just-- Actually, it's pronounced BADASSATRON... in case you were wondering. BADASSATRON. You like that, right? BADASSA--"</u> ELITA: "I'm gonna need you to talk less."	Quantity	This dialogue occurs after Elita reluctantly joins Orion, D-16, and B-127 on their mission outside the city. B, eager to make a good impression, nervously rambles as he introduces himself: "Hi there. Uh, Elita, right? Am I saying that right?" He reminds her that she kneed him in the face earlier, then quickly tries to be friendly, offering his name, "B-127," and his self-proclaimed nickname "Badass-a-tron" which he insists was totally not made up by him, and even carefully explains how to pronounce it.

			His awkward, rapid-fire chatter is both hilarious and charming, showing just how excited he is to be part of the group. Elita, clearly overwhelmed, cuts him off with a blunt, “<i>I’m gonna need you to talk less.</i>” This dialogue flouts the maxim of quantity because B-127 keeps talking too much and repeats himself instead of keeping it brief.
QN4	B: <u><i>"Look, look, look! That's Starscream... and you're Shockwave... and Soundwave. Gosh, raise your hand if 'wave' is in your name. There's a lotta 'waves'--"</i></u> STARSCREAM: "SILENCE!"	Quantity	This dialogue occurs when B-127, Orion, Elita, and D-16 encounter a group of powerful Decepticons. B, being his usual overly excited and chatty self, starts pointing them out like a fan at a celebrity event: “<i>Look, look, look! That's Starscream... and you're Shockwave... and Soundwave.</i>” Then he jokingly adds, “<i>Gosh, raise your hand if 'wave' is in your name. There's a lotta 'waves'--</i>” completely unaware of the danger he’s in. Before he can finish, Starscream angrily cuts him off with a loud, “<i>SILENCE!</i>”. This dialogue flouts the maxim of quantity because B-127 adds extra and silly comments during a serious moment.
RL1	ORION: <u><i>"Why are we all yelling, guys?"</i></u>	Relation	This dialogue occurs right after Orion Pax is caught sneaking around the Archives

	GUARD #1: "I'm gonna smash you--"		and is confronted by two angry guards. As they stomp toward him, clearly ready to attack, Orion always trying to defuse tension with humor and asks innocently, " <i>Why are we all yelling, guys?</i> " His playful tone contrasts sharply with the guards' aggression. One of them, not amused at all, responds with, " <i>I'm gonna smash you--</i> " showing that they see Orion as nothing more than a nuisance. The scene blends humor and danger, highlighting Orion's sarcastic personality and how he uses wit to stay calm, even when he's in real trouble. This dialogue flouts the maxim of relation because Orion says something irrelevant during a serious situation.
RL2	INJURED RACER: "...Did I win..." MECHANIC: " <u><i>You participated.</i></u> "	Relation	This dialogue occurs after the intense Iacon 5000 race, in the medical bay where injured racers are being treated. One badly beaten bot, barely conscious, weakly asks, "... <i>Did I win...</i> " The mechanic replies, " <i>You participated.</i> " This dialogue flouts the maxim of relation because the mechanic gives an unclear and unrelated response instead of a direct answer.
RL3	ORION: " <u><i>Elita--I mean, captain, you are looking</i></u> "	Relation	This dialogue occurs in the Energon mines, where Elita is

	<u>especially shiny this morning. New polish?"</u> ELITA: "Orion Pax, I'm sorry that I somehow gave you the impression that we're friends--"		leading the team with strict focus. Orion, always the charming troublemaker, tries to flirt or lighten the mood by saying, "<i>Elita--I mean, captain, you are looking especially shiny this morning. New polish?"</i>" Elita immediately shuts him down with a sharp reply: "<i>Orion Pax, I'm sorry that I somehow gave you the impression that we're friends--</i>" Her response is cold and professional, making it clear she's not here for jokes or small talk. This dialogue flouts the maxim of relation because Orion changes the topic and flirts instead of focusing on the mission.
RL4	ORION: "Okay, D-16, I may be a little dusty, but corroded? That is too far--" D-16: "<u>Let me guess. Chased out of the archives?"</u>	Relation	This dialogue occurs right after Orion escapes the guards and reunites with his best friend, D-16. Orion is a bit out of breath and dusty from the chaos, and when D-16 teases him by calling him "<i>corroded</i>," Orion replies with mock offense, "<i>Okay, D-16, I may be a little dusty, but corroded? That is too far--</i>" Without missing a beat, D-16 asks knowingly, "<i>Let me guess. Chased out of the archives?"</i>". This dialogue flouts the maxim of relation because D-16 avoids Orion's

			question and brings up a different topic.
RL5	ORION: "In order to save our captured friends, we have to act now." SHOCKWAVE: <i>"<u>How about I blast you back to Iacon?</u>"</i>	Relation	This dialogue occurs during a high-stakes confrontation where Orion is trying to take charge and rescue their captured friends. He stands firm and says, "<i>In order to save our captured friends, we have to act now,</i>" showing his growing leadership and determination. But Shockwave, cold and threatening, immediately shuts him down with, "<i>How about I blast you back to Iacon?</i>" His response is aggressive and dismissive, showing that he sees Orion as a nuisance rather than a leader. This dialogue flouts the maxim of relation because Shockwave ignores Orion's question and responds with a threat instead.
MN1	GUARD #2: "It's not like he can transform." ORION: <i>"<u>Oh, yeah? Well, watch... THIS.</u>"</i>	Manner	This dialogue occurs when Orion Pax is cornered by two guards after being caught in the Archives. One of the guards mocks him by saying, "<i>It's not like he can transform,</i>" pointing out that Orion, a lower-class bot, doesn't even have a transformation cog. In response, Orion defiantly says, "<i>Oh, yeah? Well, watch... THIS,</i>" and dramatically bends forward, pretending like he's

			about to transform but only to bolt and make a run for it instead. This dialogue flouts the maxim of manner because Orion says something unclear. He doesn't explain what " <i>this</i> " means, making his words ambiguous and confusing on purpose.
MN2	STARSCREAM: "You think you can insult me and just walk away? No one leaves here unless I say so." D-16: <u>"Is that right? Well, how can you say so with my head in your teeth?"</u>	Manner	This dialogue occurs during a heated showdown between D-16 and Starscream. Starscream, full of ego and power, growls, "<i>You think you can insult me and just walk away? No one leaves here unless I say so,</i>" trying to intimidate and assert control. But D-16, never one to back down, fires back with a fearless and savage comeback: "<i>Is that right? Well, how can you say so with my head in your teeth?</i>" His line is bold, intense, and full of grit, it shows that D-16 isn't afraid to go head-to-head with someone like Starscream, even when the odds are against him. This dialogue flouts the maxim of manner because D-16 uses confusing and figurative language instead of speaking clearly.
MN3	ORION: <u>"Yeah I know I uh--look a little different."</u> JAZZ: <u>"Little? There's nothing little about you."</u>	Manner	This dialogue occurs after Orion undergoes a major transformation. He humbly says, "<i>Yeah, I know I uh--look</i>

			a little different,” acknowledging the big change. Jazz, clearly impressed and a bit shocked, replies, “<i>Little? There’s nothing little about you.</i>” This dialogue flouts the maxim of manner because B-127 uses sarcasm and unclear words to describe something dangerous. This dialogue flouts the maxim of manner because Orion uses hesitation and understatement, and Jazz responds with sarcasm. Their words are not clear or straightforward
MN4	ORION: “What has he done to you?” D-16: “<u><i>This is nothing compared to what I’m gonna do to Sentinel.</i></u>”	Manner	This dialogue occurs after Orion sees his best friend, D-16, visibly changed, hurt, altered, or possibly even corrupted in some way. Shocked and concerned, Orion asks, “<i>What has he done to you?</i>” referring to Sentinel or whoever may have caused D-16’s transformation. But D-16, now hardened and burning with anger, replies, “<i>This is nothing compared to what I’m gonna do to Sentinel.</i>” His response is intense and full of emotion. This dialogue flouts the maxim of manner because D-16 speaks in a vague and dramatic way. He doesn’t clearly say what he plans to do,

			which makes the meaning unclear.
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