



4.3	Lady, I'm not sure what it is you think you're doing, but that's not exactly our line of expertise.	Asserting
4.4	Yeah, I don't think saving people is really for us. You know? Why don't you take that sh*t to the cops? They'll do it for free.	Suggesting
	<b>Scene #5</b>	
5.1	Well, OK. Let me just find my missing persons report here and I'll get you right set up.	Stating
5.2	This ain't Oodie Brothers Incorporated.	Asserting
	<b>Scene #6</b>	
6.1	I mean, they ain't running a day-care centre.	Asserting
6.2	Well, if he is a baby, they got baby junk up there.	Predicting
6.3	Why are you asking me so many godd*mn questions, man? We just went over this! What? What do you want to know? What do you want to know?	Complaining
6.4	I am gonna say which one's Rob! How about that? I'm gonna say, "You know what, I don't want Kevin! I don't want Michael! No, I don't want Stephen!" How about that? Fucking hell, man! It's a damn simple smash and grab! We smash whoever's in front of us and we take Rob! Damn! Plain and simple!	Describing
6.6	I got it up here. There is a lot you do not know about me.	Claiming
	<b>Scene #7</b>	
7.1	I took a job out here.	Stating
7.2	Look, it's not a big deal, man. All right? It is just a little gig out here. We can handle it.	Claiming
	<b>Scene #8</b>	
8.1	Cause you are being mean! He cannot help it.	Complaining
8.2	It does not matter. She sent us to get rob. We got Rob, right?	Claiming
	<b>Scene #9</b>	
9.1	Well, how about this? If I go back there, I am gonna bust up Mac and your TV. How about that?	Concluding
9.2	It is looks like Mac finally had enough.	Asserting
	<b>Scene #12</b>	

12.1	I do not know, but you can bet I am gonna call Celeste and find out.	Concluding
	<b>Scene #13</b>	
13.1	You see, man, when you open up something in the store, you have to pay for it. No one taught me that when I was young. I learnt that one the hard way from the cops.	Stating
	<b>Scene #14</b>	
14.1	Morning, sunshine! You know, I do not remember crazy- *ss biker chicks being involved in our deal.	Complaining
14.3	And if you lie to me again, Carlos will be the list of your worries. I already dropped five bitches. I will not hesitate to make it six.	Asserting
	<b>Scene #15</b>	
15.1	Hey. Do not worry. Do not worry, man. Ain't nothing will hurt Lincoln. He is OK.	Stating
	<b>Scene #16</b>	
16.1	We are in a world of sh*t down here.	Stating
16.2	Look, I just thought that if, you know, we could run in and do a quick	Asserting
	<b>Scene #17</b>	
17.1	Uh, Let us see. Millard won't have anything to do with us any more, `cause he can not clean up that mess with the biker chicks down at the bar. So now we cannot go back to `Bama. And all of them son of b*tches we moved down in Austin? Guess what we missed.	Concluding
17.2	We had brother who passed away before you can even remember. He was in the same situation Rob's in. He was all bugged up, and he was in a wheelshair. Daddy beat his *ss every single day. Treated him like a dog and there is nothing we could do about it. Different!	Describing
	<b>Scene #18</b>	
18.2	What the hell is this motherf*cker? Hey, Rottweiler! You better back the f*ck up, m*tt!	Sugesting
	<b>Scene #19</b>	
19.1	I pured whiskey on it.	Claiming
	<b>Scene #20</b>	
20.1	You look really familiar.	Stating
20.2	Listen, I really appreciate everything you've done for us. I can't say that I would exactly done the same thing, so...	Predicting



























3.1	Nothing?	Asking
3.2	Not even Half?	Asking
	<b>Scene #4</b>	
4.1	Can I help you?	Asking
4.2	Come on inside and meet the boys	Inviting
	<b>Scene #5</b>	
5.1	Did you happen to mention that kidnapping ain't exactly what we do?	Asking
5.4	You shut up. I'm talking to the lady. Shut up, Man!	Commanding
	<b>Scene #6</b>	
6.2	Now, I know we've got an address to Austin. but shouldn't she have given us like a picture of the kid or something?	Asking
	<b>Scene #7</b>	
7.1	Who do you think?	Asking
7.2	Do not answer that sh*t, Man. Don't answer it. Don't you!	Commanding
	<b>Scene #8</b>	
8.1	How the hell did you get "I'm OK" from that?	Asking
	<b>Scene #9</b>	
9.1	Let us see about that. Hey, Man, Why don not you turn that sh*t off back there for me?	Asking
9.2	See, I got a minor with me. I would appreciate it if he would not have listen to that.	Begging
	<b>Scene #10</b>	
10.1	You got anything to eat back there besides the bar food bullsh*t?	Asking
10.2	Well, rustle something up, Man. I need something for the kid, please. We are in a big hurry of you do not mind.	Commanding
	<b>Scene #11</b>	
11.1	What is your name? Can I buy you a drink?	Asking
11.2	Lucky! Can I get us some beers for my new friend Jez and her ladies, and that kid's still waiting on his food.	Ordering
	<b>Scene #12</b>	
12.1	That sexy bitch broke her damn heel off in my back. Who. What in the hell was that?	Asking

























This study is totally different with Farchan from Airlangga University. Farchan's study discussed about the entire kinds of illocutionary acts, whereas this study only discuss the representative and directive from the kinds of illocutionary acts. The result of this study finds every utterance that classified as representative and directive. The illocutionary force of the representative are stating, claiming, asserting, predicting, suggesting, concluding, and describing. On the other hand, the illocutionary force of directive are asking, requesting, ordering, entreating, begging, inviting, and commanding.

The intended meaning of every utterance that used representative are about telling story of the past experience, curiosity of main character about the job, and seducing the girl about making relationship. The purpose of using representative are informing news, stating curiosity, for making relaxed, thanking, and for discussion. On the other hand, the intended meaning of every utterance that used directive are asking about their curiosity about Rob's condition, chase away the gangster when the main character want to fight, and negotiate the new job. The purpose of the utterance that used directive is for asking, commanding people, begging, and convincing someone.