GOBBLEFUNK

Gobblefunk is the language created by Roald Dahl to give the BFG his unique voice. It is comprised of silly words that are similar to words found in the English language and are used when ordinary words just won't do.

The filmmakers were initially concerned that the words would make the characters' dialogue too confusing for the audience to understand. "We didn't want it to stop people from listening and trying to understand a line of dialogue because they just didn't get it," explains executive producer Kathleen Kennedy, "But after hearing how Mark Rylance spoke it, we all wanted more."

The actor wanted more of the language as well, and he wanted to repeat the words so that they actually became part of his character's strict vernacular. "He wasn't just pulling things out of his hat," says Rylance. "The BFG has words that he uses for certain things and he repeats them in his life."

A Gobblefunk Glossary

Cannybully	. Cannibal	Jiggyraffes	. Giraffes
Chatbags	. Chatterbox	Majester	. Majesty
Chidlers	. Children	Murderful	. Murderous
Crickety Crackety	Sound of cracking bones	Phizzwizards	. Happy dreams
Delumptious	. Delicious	Rummytot	Nonsense
Despunge	. Deplore	Rumpledumpus	Rumpus
Earbursting	Loud	Scrumdiddlyumptious .	Scrumptious
Figglers	. Fingers	Scuddling	Scurrying
Frobscottle	Carbonated soft drink where bubbles float downwards rather than upwards	Skumping	Worried
		Sloshfunking	. Like godforsaken
Frumpkin Fry	. Pumpkin Pie	Snozzcumber	A gruesome vegetable only found in Giant Country
Giggler	. Little Girls	Splitzwiggled	. Caught
Glummy	. Yummy	Swalloped	. Swallowed
Glumptious	Scrumptious	Swigpill	. Swill
Golden Phizzwizard	. A wonderful dream	Swizzfiggling	. Deceiving
Hippodumplings	Hippopotamus	Telly-telly Bunkum Box	
Hipswitch	. Hence/Straightaway	Trogglehumper	. A horrible nightmare
Human Beans	. Human Beings	Whiffling	Going off to somewhere
Humbug	. Humble	Whizzpopper	1990 B.
Humplehammers	. Something that is very big	4 4 5	Adjective similar to little
Jabbeling	. Babbling		or trifling