Gringel( Squick, Pook(), Pangell(), Glurg, Blaffer(Pook(), Glurg)\*, Sprinkalot)

Gringel\_Blaffer( Squick, Pook(), Glurg, type)

Lunk( Harrup, Sprigg, Wantaloon, Nugg, Glunkett, Squick)

Vengel( <u>Squick</u>, <u>Harrup</u>, InBrastuck, ElBrastuck, Winkell#)

Dinkelbot(<u>Dinkett</u>, Pook(), Pangell(), Spracken, On-kel, Pargery)

Dinkelbot\_Glurg( <u>Dinkett</u>, type)

Winklebot( Dinkett, Pergle\*, Drabitt)

Winklebot\_Pergle( <u>Dinkett</u>, type)

Krakbot( <u>Dinkett</u>, Mubble, Arkenplatt, Banban)

Nambill( <u>Amplott</u>, Pook, Grugg, Dorpus, Narg)

Nambill Vingelbankok( <u>Amplott</u>, type)

Sprackle( Squick, Amplott, Dinkett, Bink, Dink, Tink)