

## DUKE OF SNAP



**Home:** The Murky Badlands  
**Hangs out with:** Hordes of hench-gators – make no bones about it!  
**Habits:** Taking snappy dressing to a whole new level  
**Hates:** Evil geniuses who won't share secrets  
**Hero or horror:** Horror – has an evil master-plan  
**Slime score:** 33  
**Stink factor:** 86

## SABRE



**Home:** A swamp-kennel in the Murky Badlands  
**Hangs out with:** His master, the Duke of Snap  
**Habits:** Biting first, asking questions gator!  
**Hates:** Anyone who might menace his master  
**Hero or horror:** Horror – a snarling bundle of nastiness  
**Slime score:** 13  
**Stink factor:** 78

## HELI-GATOR



**Home:** The Duke of Snap's secret sewer lair  
**Hangs out with:** Snap's team of gators  
**Habits:** Used most for fast-winning and missile-shooting  
**Hates:** Stray tooth-bullets chipping his paintwork  
**Hero or horror:** Horror – a high-flying sight to strike fear into all monsters  
**Slime score:** 4  
**Stink factor:** 76

## WALL-CRAWLING ZILL



**Home:** The Slime Squad Base  
**Hangs out with:** Plog, Danjo and Furp – fellow Slime Squaddies  
**Habits:** Walking up walls with her suddenly slimy paws!  
**Hates:** Not being able to spit slime-lines  
**Hero or horror:** Hero – whatever her slimy powers, she's tops!  
**Slime score:** 90  
**Stink factor:** 8

