

ZOMBIE DICE HORDE EDITION

Eat brains. Don't get shotgunned.

Zombie Dice Horde Edition collects **Zombie Dice** and its two expansions, **Double Feature** and **School Bus**, in one box, along with a score pad and a fancy dice bag.

Components

- 6 black dice with green symbols
- 4 black dice with yellow symbols
- 3 black dice with red symbols
- 1 black die with white symbols (the Hunk)
- 1 black die with pink symbols (the Hottie)
- 1 red die (Santa)
- 1 large yellow 12-sided die (the School Bus)
- 10 Brain counters
- 4 Shotgun counters
- 1 score pad
- 1 dice bag



Playing the Classic Game

Two or more can play. The first player is the one who won the last game, or the one who can say "Braaaaains!" with the most feeling.

For basic **Zombie Dice**, use the dice with green, yellow, and red symbols only. Set the rest aside. When these rules refer to, for example, "red dice," they mean dice with red symbols, not the red Santa die.

Mmm! Brainns!

On your turn, shake the bag, take three dice from it without looking, and roll them. Each one is a human victim. The red dice are the toughest. Green are easiest, and yellow are medium tough.

The basic dice have three symbols:

Brain – You ate your victim's brain. Set your Brains to your left.

Shotgun – He fought back! Set your Shotguns to your right.

Footprints – Your victim escaped. Keep your Footprints in front of you. If you choose to roll again, you will reroll these dice, along with enough new ones to bring the total to three.

If you rolled three Shotguns, your turn is over. Otherwise, you can choose to stop and score, or continue.

If you decide to **stop**, score 1 for each Brain you have, and put all the dice back into the bag. It's the next player's turn.

If you choose to **keep going**, leave all your Footprints on the table. Unless all three of your dice are Footprints, take enough random new dice from the bag to total three, and roll again. Whenever you roll, you will roll three dice at a time.

After you take new dice, you can't decide to stop . . . you have to roll.

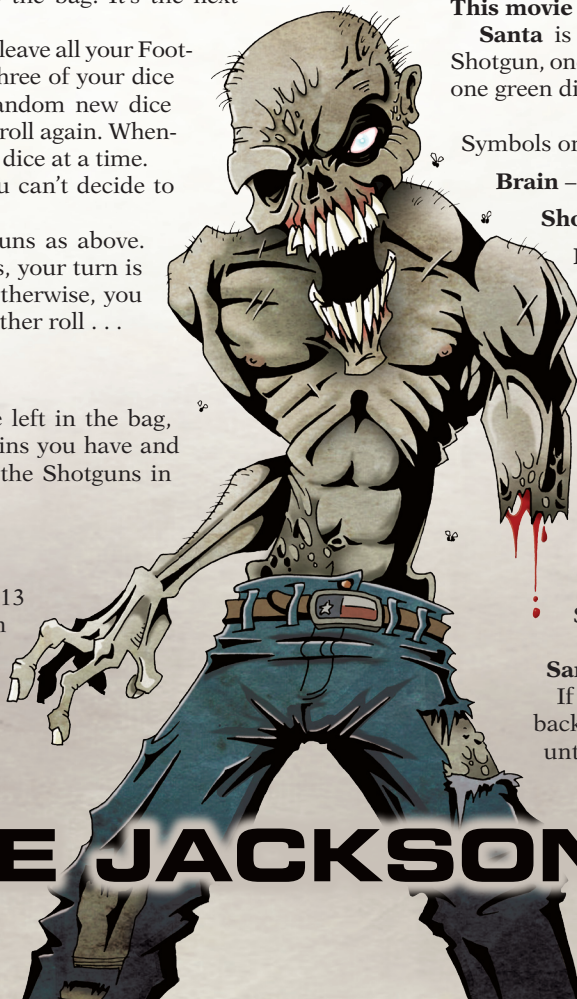
Set aside Brains and Shotguns as above. If you are up to three Shotguns, your turn is over and you score **nothing**. Otherwise, you can stop and score, or take another roll . . .

Brrrains?

If you don't have three dice left in the bag, make a note of how many Brains you have and put them all in the bag (keep the Shotguns in front of you). Then continue.

BRAAAAINS!!!

Play until someone reaches 13 Brains (or more). Then finish the round. Whoever has the most Brains at the end of that round is the winner. If there's a tie, the leaders (only) play a tiebreaker round.



Playing Double Feature



Who doesn't love zombie movies? The following rules use three dice . . . two Hollywood heroes, and Santa Claus . . . to add some twists to your next undead rampage! Create your own zombie film by choosing one of the three rules options below.

Big Summer Action Movie

Here come the zombie-fighting Hollywood heroes, the Hunk and the Hottie. Hard bodies . . . great hair . . . *tasty brains*.

This movie adds two Action Hero dice:

The **Hunk** is the black die with white icons. He has two Footprints, two Shotguns, one *double* Shotgun, and one double Brain.

With all those shotguns, he blows zombies away like crazy. His double Brain icon doesn't mean he's extra smart. Definitely not. It's just twice as awesome to eat a Hunk's brain, so it counts double.

The **Hottie** is the black die with pink icons. She has three Footprints (with high heels!), two Shotguns, and one Brain.

With three Footprint sides, she's super hard to catch. And when she quits running, she's probably going to shotgun you.

Remove two yellow dice from the bag, and drop in the Hunk and Hottie.

Symbols on the two Action Heroes are:

Brain – You got the Hottie! Or you hope you do. The Hunk might rescue her (see below).

Double Brain – You got the Hunk! He's worth two Brains . . . if the Hottie doesn't rescue him.

Shotgun – Shotgunned!

Double Shotgun – Shotgunned twice!

Footprints – They ran away. You'll roll this die again next turn if you keep going.

Rescued!

The Action Heroes can rescue each other from the zombies. If the Hunk rolls Shotguns and the Hottie is in the Brain pile (or came up "Brain" on the same roll), the Hottie is rescued and goes back in the bag. The Hottie can rescue the Hunk the same way.

Santa Claus Meets the Zombies

Santa has presents for all the rotting little boys and girls! If you don't eat his brain first, that is.

This movie adds one die . . . SANTA:

Santa is the red die with white icons. He has one Shotgun, one Footprints, and three special icons. Remove one green die from the bag and replace it with Santa.

Symbols on the Santa die are:

Brain – You ate Santa's brain!

Shotgun – Santa shot first!

Footprints – Santa ran away!

Double Brain – You didn't eat Santa's own brain, but he brought you the present you want most! This is worth two Brains . . . if you quit before you're shotgunned.

Energy Drink – Now you're a fast zombie! Keep the die in front of you. For the rest of your turn (starting this roll), all green Footprints you roll are automatically turned into Brains.

Helmet – Now you're a tough zombie! Keep the die in front of you. It takes four Shotguns to kill you this turn.

Santa Comes But Once a Year

If you run through all 13 dice, don't put Santa back in the bag, no matter what he's showing, until the next player's turn.



STEVE JACKSON GAMES



The Direct-to-Video Sequel

Take out two yellows and a green, and put Santa and both Action Hero dice into the bag.

The Action Heroes can still rescue each other. They can also rescue Santa, and he can rescue them!

But remember that the double Brain icon on the Santa die does not represent Santa himself. It's a Christmas present. So it is not affected if either Action Hero rolls a Shotgun.



Playing School Bus

The living call it the School Bus. The zombies call it a lunch wagon.

There are lots of brains here. With a good roll on the School Bus die, you can score up to three at once. But the bus isn't all fun and games. The kids are ready for the zombie menace, and they brought their shotguns!

You will need the 10 Brain counters and 4 Shotgun counters to let you keep track of what happens on the School Bus.

Catching the School Bus

The big yellow School Bus die does not go in the bag. You roll it only if you choose to.

You always start your turn by rolling three dice out of the bag. After that, any time you draw dice, you may say "I'm trying to catch the bus," or something equally witty, and take the School Bus *instead* of drawing one six-sided die from the bag. You always roll the School Bus die in addition to two regular dice, so you are still rolling three dice each turn.



Symbols on the School Bus die are:

Brain – The Brain has its normal meaning. Yummy brains! You can get up to three Brains on a single School Bus roll. Take a Brain counter for each Brain symbol that you roll on the School Bus die.

Shotgun – The Shotgun has its normal meaning. *Shotguns bad!* For each Shotgun symbol that you roll on the School Bus die, take a Shotgun counter. Yes, one side has two Shotguns!

Brain + Shotgun – Sometimes you'll get both Brains and Shotguns! Take the appropriate number of each counter.

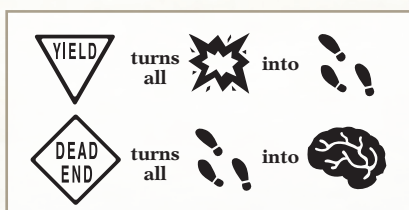
Stop Sign – The school bus stops! Your turn is over. If you have three Shotguns (or more), you score nothing. Otherwise, score the Brains you have.

Yield Sign – The survivors quit shooting and run! All Shotguns (or double Shotguns) on this roll become Footprints.

Dead End Sign – The runners are trapped! All Footprints on this roll become Brains.

Run Over – Ouch! You fell under the bus and dropped a brain! Lose one Brain (unless you don't have any yet this turn). You may either lose a Brain counter or drop the Brain die of your choice back into the bag. If the only Brain die you have is a double (like Santa or the Hunk), drop that die into the bag and take a single Brain counter.

You may end your turn now, or keep going with the six-sided dice, but you can't roll the School Bus die any more on this turn.



Regular Dice on the School Bus

Whenever you roll the School Bus die, you will also roll two regular dice. Brains and Shotguns count normally.

While you are on the school bus, any Footprints you roll represent someone who ran away by jumping off the bus. So, each turn you roll Footprints, you have two choices:

- (1) **Jump after them!** Set the School Bus die aside. You can't roll it any more this turn. Reroll the Footprints, plus enough new dice to total three.
- (2) **Stay on the bus!** The Footprints are discarded. They escaped! Set them off to the side until the bag is refilled. Draw two new dice to go with the School Bus die, and roll again.

Getting Off the School Bus

You can always jump off the bus to chase runners.

The Stop Sign ends your turn.

The tread marks (Run Over symbol) mean you fell under the bus. You lose a Brain, and you can't get back on the bus for the rest of this turn.

You may choose to end your turn after any School Bus roll. If you have fewer than three Shotguns showing on dice and counters, score 1 point for each Brain symbol on the dice or Brain counter you have. If you have three or more Shotguns, you score nothing.

Using All the Dice

You can use Santa, the Action Heroes, and the School Bus die together for a truly wild game! When resolving the results of your roll, apply special effects from the Santa and Action Hero dice *before* the School Bus effects.



Play *Zombie Dice* on your iOS or Android device . . . free!
Visit apps.sjgames.com/zombiedice for links.

Designed by Steve Jackson • Illustrated by Alex Fernandez
Zombie Dice Development by Philip Reed, Randy Scheunemann, and Will Schoonover

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