



All Green



to



Keep Energy Drink die, applies to rest of turn



**Now takes 4 shotguns to kill you**

Keep Helmet die



Hunk - Put Hottie and Santa brain back in cup

Hottie - Put Hunk double brain and Santa brain back in cup

Santa - Put Hunk double brain and Hottie brain back in cup

Only Hunk double brain, not Santa double brain

Zombie Dice 2 Double Features



Changes



to



for this roll



Changes



to



for this roll



**Lose one brain. School bus die ends.**

**You may continue rolling other dice.**

If your only die is a double, drop in cup and take one brain counter



**Your turn is over**

If you haven't been killed you may score your brains

Zombie Dice 3 School Bus



**Save it to the side**

If you have 3\* turn ends no score.

\* 4 with Santa's Helmet



**Save to the side**

1 point per brain shown

Unless you are killed



**Must re-roll this die if continuing**

Zombie Dice

## Setup

Total of 13 D6 dice in cup

If using Hunk/Hottie remove two Yellow dice

If using Santa remove one Green die

Bus die does not go in cup

Bus die is in addition to 13 in cup

## Game Play

1st roll - Must roll 3 dice from cup

Subsequent rolls are optional

Use icon reference to resolve dice

You should always be rolling 3 dice

If there are less than 3 dice in cup

- Note brain count total

- Put all brains back in cup\*

\* Shotguns or Santa do not go back in cup

## Bus Dice Rules

You may substitute the Bus die for

one regular die after first roll

You always roll two regular die with Bus

If regular die rolled with bus are feet choose:

- Cancel bus die, re-roll feet along with new dice as normal

- Discard feet die and re-roll bus die with two new dice