

ZOMBIE DICE™ 2 DOUBLE FEATURE™

Who doesn't love zombie movies? This set includes three new dice . . . two Hollywood heroes, and Santa Claus . . . to add some new twists to your next undead rampage!

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 Hero dice:

The **Hunk** is the black die with white icons. He has 2 feet, 2 shotguns, 1 *double* shotgun, and 1 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 an Action Hero brain, so it counts double.

The **Hottie** is the black die with pink icons. She has 3 feet (with high heels!), 2 shotguns, and 1 brain.

With three Feet 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 cup, and drop in the Hunk and Hottie.

Symbols on the two 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 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 cup. The Hottie can rescue the Hunk the same way.



Brain



Double Brain



Shotgun



Double Shotgun



Hunk Footprints



Hottie Footprints



Energy Drink



Helmet

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 1 brain, 1 shotgun, 1 feet, and 3 special icons. Remove one green die from the cup 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 (and starting this roll), all green Feet 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 cup, no matter what he's showing, until the next player's turn.

The Direct-To-Video Sequel

Take out two yellows and a green, and put all three new dice in the cup.

The 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 Hero rolls a shotgun.

*Play Zombie Dice on your iPhone, iPod Touch, and iPad . . . free!
Visit apps.sjgames.com/zombiedice for links.*

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Braaaaaaaains!

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