

ZOMBIE DICE 3 SCHOOL BUS™

An Expansion For Zombie Dice

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

There are lots of brains here. With a good roll 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!

This set comes with 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 cup. You roll it only if you choose to.

You always start your turn by rolling three regular dice. 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 regular die. You always roll the School Bus die in addition to two regular dice, so you are still rolling three dice each turn.

Bus Results

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! As always, if you get to three Shotguns, your turn is over and you score nothing, even if you got Brains on the same roll.

Stop Sign – The school bus stops! Your turn is over. If you're up to three Shotguns, you score nothing. Otherwise, score the Brains you have.

Yield Sign – They quit shooting and run! All Shotguns (or double Shotguns) on this roll become Feet.

Dead End Sign – The runners are trapped! All Feet 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 cup. If the only Brain die you have is a double (like Santa Claus or the Hunk from *Double Feature*), drop that die into the cup and take a single Brain counter.

You may end your turn now, or keep going with the 6-sided dice, but you can't roll the School Bus die any more on this turn.



Brain



Shotgun



Feet



Stop Sign



Run Over
Drop a Brain!

You're Off
the Bus!



turns
all



into



turns
all



into



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 Feet you roll represent someone who ran away by jumping off the bus. So, each turn you roll Feet, you have two choices:

- (1) **Jump after them!** Set the School Bus die aside. You can't roll it any more this turn. You will reroll the Feet, plus enough new dice to total three.
- (2) **Stay on the bus!** The Feet are discarded. They escaped! Set them off to the side until the cup 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.

Using Multiple Expansions

If you are using more than one *Zombie Dice* expansion, apply the special effects of the dice in the order of the expansion – so *Double Feature* (ZD2) results come before *School Bus* (ZD3) results.



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Game design by Steve Jackson • Illustrated by Alex Fernandez

Chief Operating Officer / Print Buyer: Philip Reed

Production Manager: Samuel Mitschke

Production Artists: Alex Fernandez and Ben Williams

Prepress Checking: Miranda Horner

Director of Sales: Ross Jepson

STEVE JACKSON GAMES
zombies.sjgames.com

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