

THE POWERS



CONTENTS OF STARTER SET

6 Dicers™:

- 1 Harry Potter
- 1 Hermione
- 1 Hagrid
- 1 Snape
- 1 Malfoy
- 1 Sorting Hat

OBJECTIVE

Go head-to-head against another wizard casting your Dicers™ and evoking their magical powers until you eliminate all your opponent's dice.

WHAT ARE DICERS™?

Dicers is a collectible game of very unique dice – each die encases a sculpture of a character or object from the world of Harry Potter™. You roll Dicers just like normal dice, but they are anything but normal. When used in the INTERMEDIATE and ADVANCED GAMES, your Dicers evoke magical powers.

A Closer Look At The Dice

Dicers look like any numbered 6-sided dice but where the number "6" would normally be, you will find the die's **POWER**. This tells you the magical power the die holds.

The number in the lower left-hand corner is the **CASTING BONUS**. This tells you the number of times you can roll your die in one Round. This is the only part of the Power-side you need to worry about for the Basic Game, so the rest of the Power-side will be discussed in a later section.

For the Basic Game, all you need to remember is that the highest roll wins.



Casting Bonus

THE BASIC GAME

(Suitable For Ages 5 and up)

Preparing the Basic Game

- * Place all of the Dicers™ from your Starter Set Power-side down on the table.
 - * Each player randomly takes one die and rolls it. Highest roll decides which player will choose dice first. Re-roll any ties.
- Note:* When rolling Dicers, the Power-side always counts as a "6."
- * Return the dice you rolled Power-side down with the others.
 - * With the highest rolling player first, players take turns choosing 1 die at a time until each player has 3 dice.
 - * Highest rolling player will be the **CHALLENGER** first. Lowest will be the **DEFENDER** first.
 - * Place all of your dice in a line in front of you.

Let the Basic Game Begin!

A game of Dicers™ is divided into **ROUNDS**, and each Round is made up of the following steps:

Advance the Dice

- The Challenger chooses one die from their line of dice and moves it into the **ARENA**— the space between the two players where they will roll their dice.
- Then, the Defender chooses one die from their line of dice and moves it into the **ARENA**.

Cast the Dice

- Both players look at the Casting Bonus on the Power-side of their chosen dice.
- The Challenger rolls their die up to as many times as the Casting Bonus allows trying for the highest number possible.
- Once the Challenger has a roll they like **OR** has rolled the die's entire Casting Bonus, they place the die - rolled side up - in the middle of the **ARENA**.

Harry Potter™

DICERS™ Collectible Dice Game

43020



AGES

5 and up
2 Players

Note: Once you have placed the die in the middle of the ARENA, you may not re-roll the die, even if the entire Casting Bonus has not been rolled.

- Then, the Defender rolls their die (up to the die's Casting Bonus) to try to beat the Challenger's roll. They set their die in the middle of the ARENA.
- If the rolls tie, both players roll their dice at the same time in the ARENA. Continue to re-roll until the tie is broken.
- The player with the highest roll wins the Round.

Remove the Dice

- The losing player takes the defeated die and places it off to the side, out of the game. This die remains out of play for the rest of the game.
- The winning player moves the victorious die back to their line. This die is still in the game and may be rolled again.
Note: A player can not roll the same die two Rounds in a row unless they have no other dice left.
- The winning player begins the next Round as the Challenger and the other player will be the Defender.

Winning the Game

- The game continues from Round to Round until one player knocks all of their opponent's dice out of the game.
- The player with dice remaining wins the game!

THE INTERMEDIATE GAME

The Intermediate Game adds new levels of complexity by introducing the use of Powers.

The Power-sides of your dice consist of five features:

Name – the name of the character or object within the die.
Color – the GROUP the die belongs to:

- RED = Student
- PURPLE = Artifact
- BLUE = Wizard
- YELLOW = Ghost
- GREEN = Creature



Power - a symbol indicating what Power the die evokes.
Casting Bonus - the number of times you can roll the die in a Round.
Alliance Symbol - identifies which Dicers may draw additional Casting Bonuses from each other.

The Field Of Play

Before you can conquer your opponent with your new Powers, you need to know how to place your dice for a Game. The Playing Area consists of the following zones:

ARENA – the center of the Playing Area where players engage each Round by rolling the dice they have chosen to cast.

FRONT LINE – the line of dice in front of each player from which they choose their die to cast.

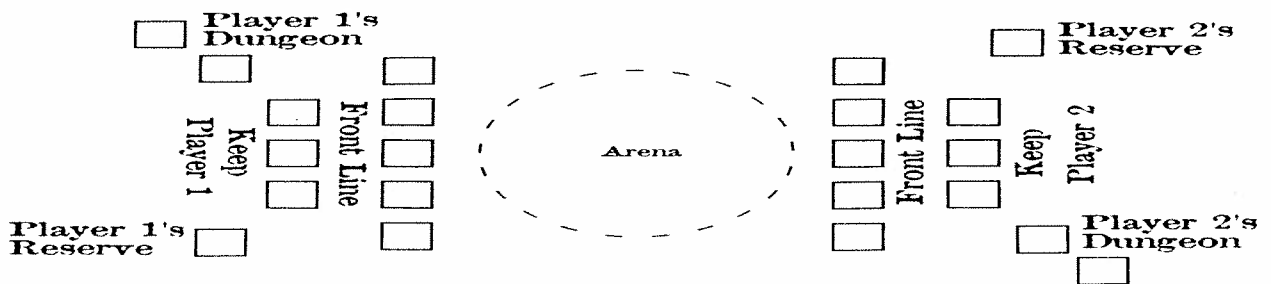
KEEP – a second line of dice behind each player's Front Line where a die is placed after it has been cast (and survived) in the Arena.

- * After a die has been cast in the Arena – unless it has been Expelled, Captured or placed in Reserve – it always retires to the Keep.
- * Dice in the Keep are still active and in the game, but cannot be cast again until they return to the Front Line.
- * Once a player's Front Line is empty, move all the dice in the Keep to the Front Line.
- * Dice may also be brought out of the Keep with the *Swap* and *Refresh* Powers. (see Powers for details)

DUNGEON – area to the left of each player where they place their Expelled dice.

- * A die Expelled by any means is placed into the Dungeon.
- * A die in the Dungeon is no longer active and considered out of the game.
- * Dice may only be recovered from the Dungeon with the Powers *Summon* or *Swap*. (see Powers for details)

RESERVE – area to the right of each player where they place a die in Reserve. (Advanced Game only)



- | | | |
|--|--|---|
| <input type="checkbox"/> 1. Malfoy | <input type="checkbox"/> 12. Hedwig | <input type="checkbox"/> 23. Oliver Wood |
| <input type="checkbox"/> 2. Hagrid | <input type="checkbox"/> 13. Mirror of Erised | <input type="checkbox"/> 24. Snitch |
| <input type="checkbox"/> 3. Harry Potter | <input type="checkbox"/> 14. Troll | <input type="checkbox"/> 25. Aragog |
| <input type="checkbox"/> 4. Hermione | <input type="checkbox"/> 15. Norbert | <input type="checkbox"/> 26. Bludger |
| <input type="checkbox"/> 5. Snape | <input type="checkbox"/> 16. Quirrell | <input type="checkbox"/> 27. Dobby |
| <input type="checkbox"/> 6. Sorting Hat | <input type="checkbox"/> 17. Ron | <input type="checkbox"/> 28. Fawkes |
| <input type="checkbox"/> 7. Crabbe | <input type="checkbox"/> 18. Sorcerer's Stone | <input type="checkbox"/> 29. Flying Car |
| <input type="checkbox"/> 8. Dumbledore | <input type="checkbox"/> 19. Fred & George | <input type="checkbox"/> 30. Garden Gnome |
| <input type="checkbox"/> 9. Firenze | <input type="checkbox"/> 20. Harry Potter (#2) | <input type="checkbox"/> 31. Mandrake |
| <input type="checkbox"/> 10. Fluffy | <input type="checkbox"/> 21. McGonagall | <input type="checkbox"/> 32. Mrs. Norris |
| <input type="checkbox"/> 11. Goyle | <input type="checkbox"/> 22. Nimbus 2000 | <input type="checkbox"/> 33. Polyjuice Po |

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Preparing the Intermediate Game

- * Players divide the Dicers™ exactly as they did in the Basic Game, taking turns choosing dice until each has 3.
- * Both players take their dice and roll, adding all 3 together. If the totals tie, re-roll. Highest rolling player will be the Challenger first. Lowest will be the Defender first.
- * Place all of your dice in your Front Line. Power-side toward you, so your opponent cannot see what Powers you hold.

Let the Intermediate Game Begin!

The Intermediate Game follows the same sequence as the Basic Game until the end of the Round when one player defeats their opponent by rolling a higher number. At this point, Powers come into play.

Evoke the Power

- * The winning player may either:
Expel their opponent's die – the defeated player takes the Expelled die and places it in their Dungeon.

- OR -

Evoke the Power listed on their die (see Powers for details)

- * Both players move their dice (unless Expelled or otherwise played) from the Arena to their Keep.
- * When a player's Front Line empties, they move all the dice from their Keep to their Front Line.
- * The winning player begins the next Round as the Challenger and the other player will be the Defender.

Winning the Game

- * The game continues from Round to Round until one player no longer has any dice to Advance (no dice in their Front Line or their Keep).
- * The player with dice remaining wins the game!

An Example of a Round

Player One won the previous Round, so he is the Challenger for this Round. Player Two will be the Defender.

Advance the Dice

Player One advances his "Snape" die into the Arena. Player Two advances his "Hagrid" die, which happens to be the only remaining die in his Front Line.

Cast the Dice

As the Challenger, Player One rolls first. "Snape" has a Casting Bonus of 3, so Player One may roll up to 3 times. His first roll comes up a "5." He feels good about this, so he places the die in the middle of the Arena. Though he has 2 rolls left on his Casting Bonus, he may not roll the die any more during this Round because he has chosen to stay with the "5".

As the Defender, Player Two then rolls. "Hagrid" also has a Casting Bonus of 3. Player Two first rolls a "3". It cannot beat Player One's "5", so he rolls again. It comes up a "1", so he rolls a third and final time, a "5". A tie.

Both players roll their dice at the same time. Player One rolls a "3" and Player Two rolls the die's Power-side, therefore he rolls a "6". Player Two wins the Round.

Evoke the Power

As the winner, Player Two must either Expel Player One's die or evoke his own die's Power (which, for "Hagrid", is a *Swap*). He decides to Expel Player One's die. Player One takes the "Snape" die and places it in his Dungeon.

Having the only die left in the Arena, Player Two moves his own die from the Arena into his Keep. Because he no longer has any dice in his Front Line, he will then take the dice in his Keep and move them all into his Front Line, emptying his Keep. The Round ends.

Player Two begins the next Round as the Challenger...

THE ADVANCED GAME

Dicers™ is a collectible game system. By collecting additional Dicers™ sold separately in Booster Packs (subject to availability) you will gain more Powers. Develop your own unbeatable combinations. After playing the Intermediate Game a few times to master the system, try your hand at the Advanced Game.

- 34. Scabbers
- 35. Voldemort
- 36. Whomping Willow
- 37. Cornish Pixies
- 38. Filch
- 39. Harry Potter (#3)
- 40. Lockhart
- 41. Sprout
- 42. Ron (#2)
- 43. Basilisk
- 44. Neville Longbottom

- 45. Nearly Headless Nick
- 46. Bloody Baron
- 47. Floo Powder
- 48. Gryffindor's Sword
- 49. Lucius Malfoy
- 50. Madam Pomfrey
- 51. Moaning Myrtle
- 52. Mr. Weasley
- 53. Riddle's Diary
- 54. Tom Riddle

★ ★ ★ Preparing the Advanced Game ★ ★ ★

- * Each player brings their own collection of Dicers™ to play with.
- * Players agree on the number of dice they will use in the game and must start with an equal number of dice in their Front Lines.
Note: Each player must have at least 4 Dicers to play the Advanced Game.
- * Each player selects dice from their collection to use in the game. You may not have identical dice (exactly the same figure AND exactly the same label) in your Front Line; however, Dicers with different versions of the same characters or objects are completely legal.
- * Players place all of their dice in their Front Lines, Power-side toward them.
- * Each player rolls 3 dice from their Front Line and adds them together. If the totals tie, re-roll. Highest rolling player will be the Challenger first. Lowest will be the Defender.

Let the Advanced Game Begin!

The Advanced Game proceeds exactly as the Intermediate Game, except for the addition of **ALLIANCES** and **RESERVE** Powers (see below).

Alliances

Alliances give your dice even more power by increasing their Casting Bonuses. The Alliance symbols include:



- * When you cast a Dicer in the Arena, add 1 to its Casting Bonus for every die *in your Front Line* with the same Alliance symbol as the die you are casting.

For Example:

If you advance a Harry Potter die (the Gryffindor Alliance) and have a Hermione die (the Gryffindor Alliance) in your Front Line, you would get to add 1 to the Harry Potter die's Casting Bonus. Instead of rolling it up to 3 times, you could roll it up to 4.

In addition, if you also had a Ron (Gryffindor Alliance) in your Front Line, you would then get to add 2 to the Harry Potter die's Casting Bonus, allowing you to roll up to 5 times.

- * Some Dicers have two Alliance symbols on their Power-side allowing you to choose which icon to draw an Alliance bonus from. You may only draw bonuses from one symbol at a time, never both at the same time. Choose which symbol gives you the most benefit.
- * The maximum number of Alliances you can add in a Round is 3.

Note: You can only draw Alliance bonuses from dice in your Front Line, not your Keep, Dungeon or Reserve.

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Reserve Powers.

When evoked, most Powers take effect immediately, but Reserve Powers do not. You can save their Power to use whenever you wish. Reserve Powers are indicated by a Gold border around the Power-side.


- * If you win a Round with a Reserve Power die and you decide to evoke its Power, you must place it in Reserve.
- * To put a die in Reserve, place the die to your right, Power-side up. Since you have not affected your opponent's die, they should move their die into their Keep.
- * A player may have more than one Reserve Power die in Reserve at a time. Their powers may all be activated in the same Round.
- You may activate a die's Reserve Power at any point during the game, whenever using that Power is appropriate (see Powers for details).
- * When a Reserve Power is activated, the Power takes effect immediately.
- * Once a Reserve Power die is used, move it to your Keep, unless otherwise specified. You may use that Power only once, until it is placed in Reserve again.
- * If more than one Reserve Power is activated in a Round, resolve the Powers' effects in order of activation.
- * Dice in Reserve are not immune from Powers such as *Greater Expel* or *Swap*.
- * Dice in Reserve are considered out-of-play until their Powers are activated.

Winning the Advanced Game

* The game continues from Round to Round until one player no longer has any dice to advance (no dice in their Front Line or their Keep).

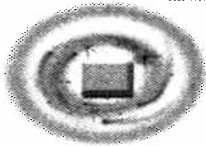
Note: If all a player's dice have been eliminated from their Front Line and Keep but they have dice remaining in Reserve, the game is still over since dice in Reserve are considered out-of-play.

* The player with dice remaining wins the game!



THE POWERS

The Dicers™ in your Starter Set come with 5 basic Powers –
EXPEL, SUMMON, CAPTURE, SWAP
and **CAST SPELL** –
but there are many more Powers to master.
As you build your collection with
Dicers Booster Packs, you will be able to
add the additional Powers listed below.



Activate Reserve

Allows you to activate any die with a Reserve Power in your Front Line or Keep. When this Power is evoked, place the Reserve Power die in Reserve and return the *Activate Reserve* die to your Keep.



Banish

This is an extreme form of Expel. When evoked, choose any 1 die from your opponent— from their Front Line, Keep, Dungeon, or in Reserve— and banish it to their Dungeon. This die cannot be recovered by normal means. It is unaffected by Powers such as *Summon* or *Swap*.

To release a banished die, it must escape. Every time *you win a Round*, roll the banished die. If you roll a 6, it is released. Move the die into your Keep. If you roll a 1 through 5, the die remains banished.

If you forget to roll your banished die until after the next Round begins, you forfeit that escape roll.

^ ^



Capture

Allows you to hold your opponent's die hostage. When evoked, stack your *Capture* die on top of your opponent's die and place them both in your Keep. Your opponent's die remains under your *Capture* die as your hostage until it can be rescued or until the end of the game.

Use an active *Capture* die as you would any die. But, if you advance your *Capture* die with a hostage into the Arena and win the next cast, you have a few more options to choose from:

- You may Expel your opponent's defeated die as normal.

- You may evoke the *Capture* Power again.

Stack the new die under the first hostage die.

A *Capture* die may capture a number of dice equal to its Casting Bonus (no modifiers apply).

- You may evoke the Power of the hostage die.

Simply follow the instructions for the hostage die's Power.

If you have multiple dice stacked under your *Capture* die, you may use any one of the hostage dice's Powers.

To rescue a hostage die, the owner of that hostage die must either:

- Expel the *Capture* die by any means.

- Evoke the *Counter Capture* Power. (see below)

- Evoke the *Summon* Power. (see below)

- Evoke the *Swap* Power. (see below)

Hostage dice are considered out-of-play. If your Front Line and Keep are empty, you are defeated even if you have a die held hostage.

Note: At the end of a game, all hostage dice must be returned to their owners.



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

CONSUMER INFORMATION

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Cast Spell

Cast Spell is one of the strongest Powers, but it is also the most risky. When evoked, roll the *Cast Spell* die again and compare the roll to the chart below:

- 1 -Expel your die (move your *Cast Spell* die into your Dungeon)
- 2 -Move 1 die from your Keep to your Front Line
- 3 -Move (up to) 2 dice from your opponent's Front Line to their Keep
- 4 -*Capture* your opponent's die (stack your opponent's die under your *Cast Spell* die and use like any *Capture* die— see the Power *Capture*)
- 5 -Expel any 1 of your opponent's dice (from their Front Line or Keep)
- 6 -Expel any 2 of your opponent's dice (from their Front Line or Keep)



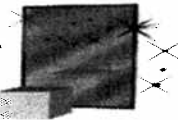
Counter Capture

Allows you to cancel any *Capture* your opponent has in play. Return your captured die (or dice) to your Keep and retire their *Capture* die to their Keep.



Greater Expel

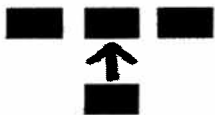
When evoked, works like a normal Expel, but allows you to choose any 1 die from your opponent's Front Line, Keep or in Reserve. Move that die to their Dungeon.



Mimic

When evoked, allows you to duplicate the Power of your opponent's defeated die. Simply follow the instructions for that Power and use it against your opponent. Both dice are moved to their respective Keeps after use (if appropriate).

Note: The Mimic Power can not duplicate Reserve Powers.



Refresh

Allows you to move any 1 die in your Keep back to your Front Line.



Retire

When evoked, choose a die from your opponent's Front Line and send it to their Keep.



Reverse

When evoked, you switch all the dice in your Keep with all the dice in your Front Line. You may also use this on your opponent, forcing them to switch all the dice in their Keep with all the dice in their Front Line.



Spy

When evoked, your opponent must show you the Powers on all of their dice (including dice in their Front Line, Keep and Dungeon).



Summon

or



Allows you to return 1 die from your Dungeon to your Front Line. If you do not have any dice in your Dungeon, move 1 die from your Keep to your Front Line.

Note: This Power may be applied to a die that has been Captured. (see *Capture*)



Swap

When evoked, switch the places of any 2 of your own dice OR any 2 of your opponent's dice. You may *Swap* dice between the Front Line, Keep, and Dungeon, but not with dice in Reserve.

You may *Swap* with any hostage die. If one of your dice is held hostage, place a less powerful die under your opponent's *Capture* die. Or, force them to switch their *Capture* die for one with a lower Casting Bonus, thus making it easier for you to defeat.

You can even *Swap* their *Capture* die for one without the *Capture* Power; although your die remains hostage and your opponent can still use the Power of your hostage die, they cannot capture any more dice with the new, non-*Capture* die.

If you have captured one of your opponent's dice, *Swap* it with one of their more powerful dice, placing the new die under your *Capture* die so you may begin to use its greater Power.

Note: You may not *Swap* one of your dice with one of your opponent's.

RESERVE POWERS

As mentioned earlier, Reserve Powers follow special rules. Please refer to the Reserve Powers section of the Advanced Game instructions.



Add

When activated, add the number listed to the roll of your die in the Arena.

For Example: You have an *Add +1* die in Reserve. In the Arena, your opponent has rolled a 5; and, after exhausting the Casting Bonus on your advanced die, you only roll a 4. Activate your die in Reserve and add 1 to your roll, giving you a 5. You now tie. If you had an *Add +2* in Reserve, you would have a 6 and would win the Round.



odd



even

Always Beats Odd or Even

When activated, this Power automatically defeats your opponent's roll if their roll falls within the number-type indicated on your die — either odd or even.



Challenge

When you are the Challenger, this Power allows you to force the Defender to advance a die of your choice. Choose any die from their Front Line.

Note: This Reserve Power must be activated *before* the dice are cast. Once you roll the dice, you must wait for another Round to activate this Power.



Escape

Allows you to end the Round before it is finished with no victor. During your cast if you do not believe you can win, or if you wish to protect your die in the Arena, activate this Reserve Power and send all dice back to their respective Keeps. You must activate this *before* you make your final roll.



Extra Roll

Allows you to add 1 to the Casting Bonus of your die in the Arena. If you have exhausted your Casting Bonus and you cannot beat your opponent's roll, activate *Extra Roll* and roll one more time. You may use this Power at any time during the Round.

1

First Cast

When you are the Challenger, this Power allows you to force the Defender to roll first. Activate *First Cast* before you begin to roll.



Force Roll

Allows you to force your opponent to roll their die in the Arena one more time. If your opponent has beaten your roll, activate *Force Roll* to make your opponent roll again (hopefully, to roll a lower number). Then resolve the cast as you normally would.



Freeze

Allows you to force your opponent to keep a particular roll even if they have not used their entire Casting Bonus. Activate *Freeze* at any point during your opponent's cast.



Guardian

Allows you to protect a die in the Arena by letting the *Guardian* die fight in its place. Activate the *Guardian* die by placing it in the Arena before you have rolled the die you want to protect. Move the protected die to the side.

If you win the cast, swap the *Guardian* die for the protected die and resolve the Round as if the protected die won the cast. The *Guardian* die retires to your Keep.

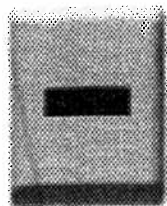
If you lose the cast, retire your protected die to your Keep and resolve the Round with the *Guardian* die as your opponent determines.



Shield

Allows you to save an Expelled die by Expelling this die in its place. If your opponent Expels your die, activate *Shield* and place it in your Dungeon instead. Your "saved" die retires to your Keep.

Note: Can only be used at the time the defeated die is Expelled. Does not work with previously Expelled die.



Subtract

Allows you to subtract the number listed from your opponent's roll, weakening it.

For Example: You have a *Subtract* -1die in Reserve. In the Arena, your opponent rolls a 5; and, after exhausting the Casting Bonus on your die, you only roll a 4. Activate your die in Reserve and subtract 1 from your opponent's roll, giving him a 4. You now tie. If you had a *Subtract* -2 in reserve, your opponent would only have a 3 and you would win the Round.



POWER MODIFIERS

Many Powers will have one of the following Modifiers listed after them, affecting how those Powers are applied. Follow the instructions for the Powers but apply the Modifiers' conditions.



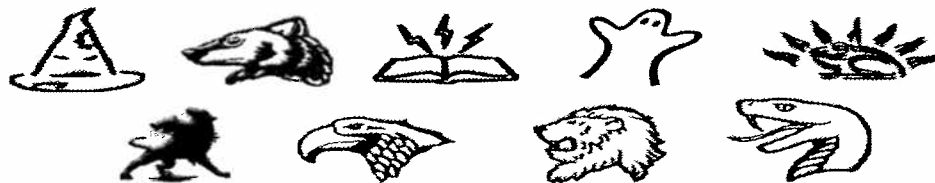
All

Allows a Power to affect all dice of one type (one Alliance or Group) in your Front Line, Dungeon, Keep and in Reserve. Depending on the Power, you may be able to use it against your opponent instead. Sometimes you will be able to select what type of dice you wish to affect, other times the Power will specify. If you or your opponent do not have a die of the listed type, the Power may not be evoked and your die retires to your Keep.

For Example: The Sorcerer's Stone has the *Summon All* Power. This allows the player to select what type of dice they wish to *Summon*. This could be "Gryffindors", "Creatures", "Artifacts" or any other Alliance or Group the player desires. *Summon All Students*, on the other hand, would require you to summon only students.

Alliance

If an Alliance symbol appears after a Power, you may only apply the Power to a die that shares that same Alliance symbol.



Color

When a colored block is included as part of a Power, you can only apply that Power to dice of the indicated color (RED = Student; BLUE = Wizard; GREEN = Creature; PURPLE = Artifact; YELLOW = Ghost). If, however, the block is WHITE, you can apply that Power to any color dice.

x2 Double Down

When listed after a Power, *Double Down* gives you the chance to double the effect of that Power. Evoking a Double Down modified Power gives you the option of:

- Using the Power normally and following the instructions for that Power, as above.

-OR-

- Rolling the die one more time.

If you roll a 1-3 – you lose control of the Power. No effect. Retire your die and your opponent's die to their respective Keeps.

If you roll a 4-6 – you use the Power successfully. Double the effect of the Power. If the effect usually applies to 1 die, it now applies to 2 (i.e. Summon 2).