

# MULTI-PLAYER

When you add a 3rd or 4th player to a game of ARC you must adjust the timeline layout slightly to accommodate their relics and traps. For each player you add, you must also add another "Row 2" to one side of the timeline. The additional Row 2 is made available so the additional players have an organized play space to put their relics and traps in.

So what happens to "Row 3"...!? You must move Row 3 next to your nexus and void. In the diagram on the next page a four player game has been illustrated so you know what the board layout should look like.

You must also make room for the additional player's eras. You may put the additional eras anywhere in between the future and the past.

When playing a game of ARC with 3 or more players, there is only one change in actual game play rules. The change is:  
- Each player draws a card at the beginning of their turn, ***including player one's first turn.***

**Note 1:** Please refer to the "How To Play" rules insert that came with your deck for an explanation on what "Row 2" and "Row 3" are.

