## The Story

✦ Matthew 2:1-12 NKJV

After Jesus was born in Bethlehem in Judea, during the time of King Herod, Magi from the east came to Jerusalem and asked, "Where is the one who has been born king of the Jews? We saw his star when it rose and have come to worship him...

Then Herod called the Magi secretly and found out from them the exact time the star had appeared. He sent them to Bethlehem and said, "Go and search carefully for the child. As soon as you find him, report to me, so that I too may go and worship him."

After they had heard the king, they went on their way...

On coming to the house, they saw the child with his mother Mary, and they bowed down and worshipped him. Then they opened their treasures and presented him with gifts of gold, frankincense and myrrh.

And having been warned in a dream not to go back to Herod, they returned to their country by another route.

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## INTRODUCTION

In *3 Magi*, you lead three wisemen on a sacred journey to find a newborn king foretold in prophecy. Guided by the stars, driven by visions, and skilled in desert travel, you traverse the rugged landscapes of Arabia and Judea. Trade with merchants, gather precious gifts, and navigate your caravan by the heavens to be the first to reach the newborn King!

## Shared Components




1. 1 Main Board
2. 19 Map Tiles ( 5 special locations, 14 desert)
3. Time token
4. **3 Card Decks (177 Cards)**
   - A. 105 Resource Cards (35 each of Precious Metals, Spices, and Fabrics)
   - B. 30 Gift Cards
   - C. 42 Merchant Cards
5. First Player Token

## Player Components (for Each of 4 Players)




6. 1 Navigation Board
7. 3 Caravan Tokens
8. 3 Celestial Body Tokens
9. 3 Celestial Body Track Tiles (Sun, Moon, and Star)
10. 1 Point Tracker Token
11. 2 Reference Cards
12. 4 Navigation Bonus Tiles

# Setup

## Main Play Area Setup

- Place the **Main Board** in the center of the play area.
- **Map Tiles:**
  1. Place the Arabia, Jericho, Jerusalem, Herod's Palace, and Bethlehem tiles in order from left to right, as shown.
  2. Shuffle the remaining fourteen (14) **Map Tiles** and place them randomly to complete the Map as shown.
- **Cards:**
  3. **Merchant Deck:** Shuffle and place the Merchant cards above the Main Board. Reveal four (4) cards as shown.
     The revealed cards are the Merchant Display.
  4. **Gift Deck:** Shuffle and place the Gift cards on the Main Board. Reveal four (4) cards as shown.
     The revealed cards are the Gift Display.
  5. **Resource Decks:** Shuffle the three resource decks separately and place them near the Map as shown.
- **Time Token:**
  6. Place the **Time Token** on the first Day Phase on the **Time Track.**










## Player Setup

- Instruct each player to do the following:
- Take a **Navigation Board**, three (3) **Caravan Tokens**, three (3) **Celestial Body Tokens**, four (4) **Navigation Bonus Tiles**, and a **Point Tracker Token** of one color.
  7. Place your Point Tracker Token on the zero (0) space on the Score Track.
  8. Place your three (3) Caravan tokens on the Arabia tile.
  9. Place the Navigation Board in the center of your player area.
  10. Place your Celestial Body tokens on their starting locations on your Navigation Board, as shown.
  11. Place the three (3) Celestial Body Track Tiles on their respective locations, as shown.
  12. Place the Navigation Bonus tiles on your Navigation Board in order from I-IV upside down.
- The player whose birthday is closest to Christmas— or a random player—takes the **First Player Token.**







**Stuck? Need help?**

Scan the QR code to the right for a "how to play 3 Magi!"

## Card Anatomy

### Gift cards



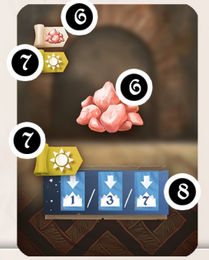
1. End-game points
2. Cost

### Merchant cards




3. Name
4. Effect type
5. Effect

### Resource cards



6. Resource type
7. Celestial body type (Sun, Moon, or Star)
8. **Action Banner:** Light Banner & Dark Banner

## Game Overview

The game plays over multiple rounds. Each round consists of three (3) Day phases and one (1) Night Phase. During each Day Phase, you will take turns in clockwise order. When play returns to the first player, move the Time token to the next phase to the right. Continue taking turns in this way until you move the Time token to the Night Phase. Then, take the Night Phase actions.

After the Night Phase, if one or more players have moved a single Caravan token onto the Bethlehem tile, proceed to Final Scoring. If not, pass the First Player Token clockwise, return the Time token to the first Day Phase, and play another round.

## Player turn

### Day Phase Turn

A turn during a Day Phase involves moving a Caravan token and activating the new location.

1. **Move a Caravan token of your color:** Move a Caravan token of your color according to the *Caravan Rules*.

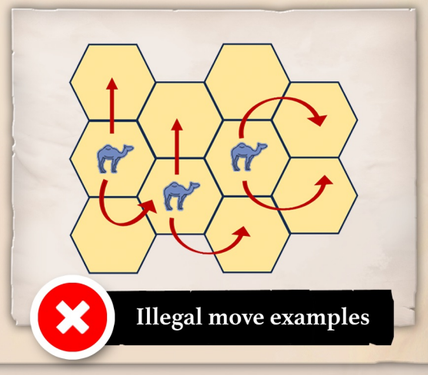


## Caravan Rules

You may move a Caravan token of your color to any tile that meets these conditions:

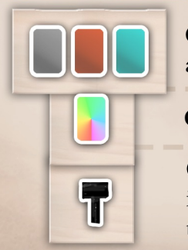
- **Available Space:** The tile does not already contain a Caravan token of your color.
- **Progress toward Bethlehem:** The tile is either Bethlehem itself or closer to Bethlehem than the tile your Caravan token is moving from.
- **The caravan stays together:** The move does not leave one of your three (3) Caravan tokens completely isolated from the other two (2) by an empty tile.




2. **Activate the New Location:** Activate the tile onto which you have just moved your Caravan token by taking the actions shown on the tile. You may take these actions once in any order.

## Tile Actions:



**Gain a Specific Resource:** Gain a card from the indicated resource deck and add it to your hand.

**Gain Any Resource:** Gain a card from any resource deck and add it to your hand.

**Craft a Gift:** Select a Gift card from the Gift Display whose cost you can satisfy. Satisfy its cost by discarding resource cards from your hand matching the icons on it. Add the Gift card to your player area face-down. Gift cards are private information until final scoring.

**Meet a Merchant:** Take a Merchant card from the Merchant Display. If it has an immediate effect, resolve it and discard the Merchant card. If it has an ongoing effect . Players are limited to 2 cards per game. These may be swapped for a new card with the same effect. End-game effect , place it face-up in your player area. See *Iconography* on page I-II.

**Advance a Celestial Body:** Move a specific Celestial Body token (Sun, Moon, or Star) clockwise one (1) space on your Navigation Board. You may take any bonus action awarded because of this movement. See *Navigation Board* on page 8.

**Play a Card:** Play a card from your hand to your player area for its action. Follow these steps:

Check the card's celestial body type (Sun, Moon, or Star ). You may move the associated Celestial Body token clockwise one (1) space on its track. If the card is wild, you may move any one (1) of the Celestial Body tokens. You may take any bonus action awarded because of this movement. See *Navigation Board* on page 8.

Then check the **Banner Action:**



**Light Banner:** if the action is shown on a light banner, take it immediately when you play the card.



**Dark Banner:** if the action is shown on a dark banner, take it during the Night Phase.

Keep the cards you played in your player area until the end of the round since they may be resolved during the Night Phase. See *Card Actions* below.

## Card Actions:

### Day Actions

**Meet a Merchant:** Take a Merchant card from the Merchant Display. If it has an immediate effect, resolve it and discard the Merchant card. If it has an ongoing effect . Players are limited to 2 cards per game. These may be swapped for a new card with the same effect. End-game effect , place it face-up in your player area.

**Gain Resources:** Take a Gain Any Resource action and a Gain a Specific Resource action.

**Advance a Celestial Body:** Move a specific Celestial Body token (Sun, Moon, or Star) clockwise one (1) space on your Navigation Board. You may take any bonus action awarded because of this movement. See *Navigation Board* on page 9.



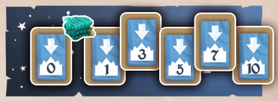
### Night Actions



Score 1, 3 or 7 Points if you have played 1, 2, or 3 Frankincense cards.



Score 3 points for every two resource cards in your player area with the shown icon.



Score 0 points if a Linen card is played on its own. Score 1,3,5,7,10 Points respectfully per any resource card played of a different resource

## Navigation Board

Your Navigation Board awards bonus actions according to the movement of your Celestial Body tokens and holds Navigation Bonus tiles you have earned throughout the game.

### Bonus Actions

Your Celestial Body tokens move clockwise along the Celestial Body Tracks (Sun, Moon, and Star) (1), from Celestial Body icon to Celestial Body icon. Whenever a token passes over an icon of another type because of this movement, you may take the associated action immediately (2).

When a token passes over a Celestial Body Track Tile (3), first you may take the indicated action. Then flip that tile face-down. For the remainder of the game, you will immediately earn points from that tile instead of taking an action.




**✦ Example Part A:**

Ivan (Blue Player) plays a Silk card for its action (4). It is a Sun-type card (5), so he moves his Sun token one space on the Sun track (6). The token passes over a Gain Any Resource icon. He draws a card from the Cloth deck.

## Navigation Bonus Tiles

Your Navigation Board is divided into four quadrants by the cardinal directions, north, south, east, and west. At the start of the game, the Celestial Body tokens are aligned to the south (1). Set up the Navigation bonus tiles by flipping them and placing them on the navigation board starting at the east and continuing clockwise from I-IV (2). Any time after that, if all 3 Celestial Body tokens align or pass a Navigation bonus tile (3), you gain its action immediately (4).

Every night phase players may reactivate a navigation bonus tile they passed and gain its action immediately

**Navigation bonus tiles**



Gain a Cloth resource card

Gain a Metal resource card

Gain a Spice resource card

Gain any resource card




**✦ Example Part B:**

Then Ivan immediately takes the banner action because the card shows a light banner, Advance a Celestial Body. He moves the Moon token one space (5). As a result, the three (3) Celestial Body tokens align or pass the Navigation bonus tile to the west (3). Ivan immediately earns the action of the (I) Navigation Bonus tile (4). Further the sun icon (6) on the Silk resource card allows Ivan to move the Celestial body token on the sun track (6) one step thus passing and gaining a craft action. Ivan chooses the craft a Gift card taking it from the main board and placing it into this play area.



## Night Phase Turn



After three (3) Day phases, the game moves into the Night Phase. During the Night Phase, you may take any of the following actions in order:

1. (In turn order) Play a card.
2. (In turn order) Activate Navigation Bonus tiles.
3. (Simultaneously) Score played cards with dark banners.

**1 Play a Card (In turn order)**

You may play a card from your hand to your player area for its action. You may move the Celestial Body token associated with its type. If it shows a light banner, nothing happens. If it shows a dark banner, you will score it later.

**2 Activate Navigation Bonus Tiles (In turn order)**

You may activate any Navigation Bonus tiles placed on your Navigation Board once in any order.

**3 Score Played Cards with Night Actions (Simultaneously)**

Score any cards with dark banners in your player area. They score for either sets of celestial body types or sets of resource types. Sets include icons shown on the card currently scoring.

**✦ Example:** Ivan played six (6) cards this round: three (3) cards with light banners and three (3) cards with dark banners. He scores the cards with dark banners during the final step of the Night Phase.

1. **Silver card:** 6 Points for having two Sun pairs (3 per pair).
2. **Linen card:** 5 Points for having 4 different resource types.
3. **Frankincense card:** 3 Points for having 2 Frankincense cards.

**Total = 14 points**



**Ivan scores fourteen (14) points this round and moves his Point Tracker Token fourteen (14) spaces on the Score Track.**

3 Magi



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## End-of-Round Cleanup

Have all players discard all resource cards from their player areas.

Separate all discarded resource cards into Precious Metals, Spices, and Fabrics. Shuffle these cards into their respective decks.

If one or more players have moved a single Caravan token onto the Bethlehem tile, proceed to Final Scoring. If not, pass the First Player Token clockwise, return the Time Token to the first Day Phase, and play another round.



## Final Scoring



Reveal your Gift cards and add their points to your score.




Add points from Merchant cards in your player area to your score.

The player with the most points is the winner. If there is a tie for the highest score, the player who has crafted the most gifts is the winner.

## Solo Rules

Choose Easy, Medium, or Hard Mode. Play the game over four (4) rounds.

To win, you must:

**Easy Mode:** Reach Bethlehem with at least one (1) Caravan token, craft three (3) or more gifts, and score 40+ points.

**Medium Mode:** Reach Bethlehem with at least two (2) Caravan tokens, craft four (4) or more gifts, and score 50+ points.

**Hard Mode:** Reach Bethlehem with all three (3) Caravan tokens, craft five (5) or more gifts, and score 60+ points.

## Iconography

| | | | |
|---|---|---|---|
| Gold resource | Gain a Metal resource | Craft a Gift card | Move any Celestial token one (1) step |
| Silver resource | Trash a Gold resource to gain... | Sun track steps (Navigation board) | Move the Sun Celestial token one (1) step |
| Silk resource | Trash a Silver resource to gain... | Star track steps (Navigation board) | Move the Star Celestial token one (1) step |
| Linen resource | Trash any resource card to... | Moon track steps (Navigation board) | Move the Moon Celestial token one (1) step |
| Frankincense resource | Play a resource card | Wild resource | Move any of your Magi one step |
| Myrrh resource | Gain a Merchant card | Gift card | Navigation token i-iv |
| Gain a cloth resource card | Gain a resource card (Metal, Cloth, Spice) | Gift card that contains Frankincense | Wisdom expansion tokens are placed here |
| Trash a Silk resource to gain... | Gain any two (2) resource cards (Metal, Cloth, Spice) | Gift card that contains Myrrh | |
| Trash a Linen resource to gain... | End of game card | Gift card that contains Gold | Gain points immediately |
| Gain a spice resource card | Permanent effect | Gift card that contains Silver | End game points |
| Trash a Frank-insense resource to gain... | Play on your next turn or after | Gift card that contains Silk | |
| Trash a Myrrh resource to gain... | Play immediately | Gift card that contains Linen | |




# 3 Magi
## Wisdom and Wonder

Adrian Adamescu and Cole Smith
Mirco Paganessi




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