

BANDWAGON

MAKE MUSIC, BUILD HYPE ...BUT NOT TOO MUCH.

Grow a music label, build a roster of bands, follow trends, or set some of your own.

① On their turn, a player draws 3 **Musician Tiles**. They choose 2 to place on their **Player Board** and 1 for the **Public Scene Board**.

② The 2 tiles placed onto a **Player Board** grant special powers and score a color-matching group on the **Score Charts**.

③ The 3rd tile, placed on the **Public Scene Board**, pushes up the “hype” for that color. If a player gets one of their color scores to match that color’s hype, they score big! Bandwagon is puzzly and tactical. Hop on!

Tile Placement

- Pattern Building
- Push-Your-Luck
- Dynamic Scoring Tracks



OTHER HIGH NOTES

- Simple turns:
 - Play 3 tiles
 - Adjust tracks
 - Draw 3 new tiles
 - End of turn
- Quick turns because players prepare their next turn while other players take turns
- Sudoku-like placement rules are familiar but interesting

COMPONENTS

- 165 2-sided tiles
- 1 bag for tokens
- 2 public boards
- 5 player boards
- 25 chart tokens
- 5 star-power tokens
- 5 star-base tokens
- 1 rulebook

SCORE CHARTS

MUSICIAN TILES



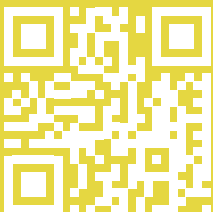
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PUBLIC SCENE BOARD

2

PLAYER BOARD

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