

# BANDWAGON

2-4 Players | 10+  
15 min per player

## Components

165 Musician Tiles  
4 "Record Label" Boards  
1 "Scene" Board  
4 Star Tile  
1 Tile Bag

1 "The Charts" Board  
5 Hype Trackers  
20 Score Trackers (4-colors)  
4 Star Markers

## Setup

Give each player a Record Label Board, 5 Score Trackers in the same color, Star Tile & Star Tracker.

Place The Scene Board & The Charts in the center of the table. Place one Hype Tracker on each Zero Space on The Charts. Each player then places one of their Score Trackers at the bottom of each column on The Charts.

All players set their Star Tile and Trackers to Zero on their Record Label Board.

Place all Tiles in the bag and shake it!

All players then draw starting Musician Tiles from the bag, not flipping them over, and place them on their Record Label Boards. (follow placement rules, do not collect Star Power)

P1- 2 Tiles                      P2- 2 Tiles

P3- 3 Tiles                      P4- 3 Tiles

All players then draw 3 Musician Tiles from the Bag to prepare for their first turn.

Finally, give the bag to the first player.

## What is Bandwagon?

Build the best record label by strategically adding musicians to your board and forming them into bands. As your bands grow larger your score will rocket up The Charts. Musicians you pass on will go out into "The Scene" and form their own bands. These independent bands increase the "Hype" for a genre. If you can ride the Hype you will earn big end game points, but if the Hype gets too high the genre becomes overexposed and scores fewer end game points.

## How to Play

Play your Musician Tiles when you receive Tile Bag. While waiting for the bag, place each of your Musician Tiles on one of the three action slots at the top of your Record Label.

When the bag is passed to you:

① **Flip**  
Power & Add

② **Add**  
& Score

③ **Scene**  
& Hype

## Tile Slot #1- Gain Power

- Flip the Tile in the #1 slot.
- Activate an ability based on that Tile's color.
- Add the Tile to your Record Label Board.

## Tile Slot #2- Score

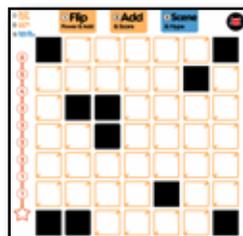
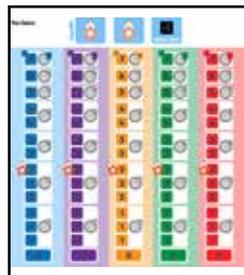
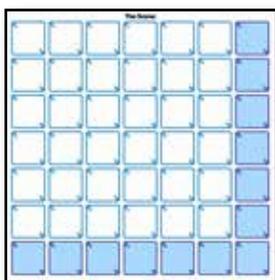
- Add the Tile to your Record Label Board.
- Score your band on the The Charts.

## Tile Slot #3- The Scene

- Add this Tile to The Scene.
- Increase the Hype Tracker on The Charts.

## End of Turn

- Draw 3 new Tiles without looking at their backs.
- Pass the bag to the player on your left.



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## Tile Slot #1- Gain Power

In this slot you will flip a Musician Tile, gain the tile's power, and add it to your Record Label.

## Musician Tiles

Each musician can play two genres of music, represented by the color on each side of their token.

There are 6 types of musicians. Singers, Guitarists, Keyboardists, Horns, Drums, and Wilds.



Some musicians are high profile and feature stars. These musicians increase your star power when added to your record label.

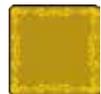
## Flip Powers



Move your lowest Score Tracker up 1 space.



Ignore icon restrictions when placing your #1 & #2 Tiles.



Gain 2 Star Power



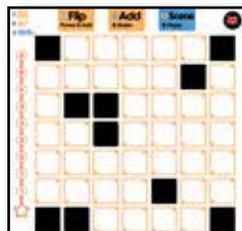
+ You may play your #1 & #2 Tiles on black spaces.



Choose any other Flip Power.

## Record Labels

Your record label is where you build bands and generate hype. You may play tiles on any non-black space on your board.



## Adding Tiles to Boards

**Musician Tiles of the same icon cannot share the same row or column.** Matching colors is OK. The Wild Musician Tile can be played in any space and never matches with another tile, even other wilds.

It is not required that a Musician be played adjacent to similarly colored Musician Tiles.

## Castoff's- What if I can't play a tile?

If there is no legal space on your Record Label or The Scene, place the tile in a "Castoff's Space".

When adding to a Castoff Space, place your tile in the **leftmost space**. If a tile matching your musician's icon is already on a Castoff space, place your tile on top of that tile instead.



**There is no limit to how many identical icon musician tiles can be stacked on a Castoff space.**

## Star Power

This meter collects points so you can spend them at just the right time.

## Gaining Star Power

Star Power is gained from either Flip Powers (Yellow & Red) or by adding Star Musicians to your Record Label.

**Flip Power-** Advance your Star Tracker 1 space per Star.

**Star Musicians-** Whenever you add a Star Musician to your Record Label gain 1 star for every Star Musician Tile in the connected color-matching group.



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## Tile Slot #2- Score

Add the Musician Tile to your board and score.

## Scoring

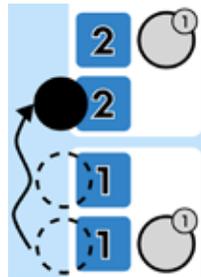
After placing your #2 Musician Tile, count all the tiles connected to the new tile that are the same color. You earn 1 point per color matching tile in the group. The group must connect orthogonally.

Next, advance your Score Tracker for that color. You must spend the number of points shown on the next space to enter it. Continue spending points until you no longer have enough to reach the next level.

*Example: The Blue Star Guitar was added from the #2 slot. This grants 4 points for their blue score tracker on the Charts and 2 star power*



*With 4 points the player can advance up the Blue track passing the 1 point spot and landing on the 2 point spot. They have 1 point remaining, which is not enough to reach the next level 2 point spot.*



## Reaching the top!

The final spot of each track on the The Charts requires **7 points to enter**. However the final space **scores 9 points!**



## Spending Star Power

During scoring you can choose to spend Star Power to increase your score for the turn. Gain points equal to the current space of your Star Tracker Token.

**When you spend Star Power you must spend all of it, some may be lost. Return your Star Tracker to the Star Tile.**

## Advancing the Star Tile

The Star Tile is the base of your meter. You can increase the base level of your Star Meter by reaching these icons.



Move the Star Tile up one space each time your Hype Trackers reach this icon.



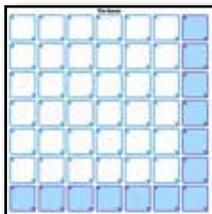
When a Castoff covers this icon, **ALL PLAYERS** advance their Star Tile. If the Star Tracker is on the space in front of your Star Tile, move the Star Tracker up 1 space.

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## Tile Slot #3- The Scene

When you pass on musicians and place them in your #3 slot, they go to "The Scene". Musicians in the Scene start new bands, driving Hype for a musical genre. When adding to The Scene follow the normal rules for adding tiles to boards. You do not have to grow a color group if you don't want to.



*Note: When playing 2-players only play tiles on the white spaces. At 3-4 players, use all of the spaces on The Scene*

## Increasing the Hype

Hype increases as larger bands are created in The Scene. After adding a tile to the Scene check the board for the **largest band in that color**. If necessary, move the Hype Tracker on it's track to the level that matches the size of that Band.



Hype Trackers move on the right side tracks.



*Example- The red drums was added to the largest Red band in The Scene. The Hype Tracker for Red is moved to tier 3. A score tracker that ends the game on tier 3 would earn 3 points plus 2 bonus points.*

## Over-hype

When a band in the scene gets too big, the genre is over-hyped and all of the score trackers in that genre lose points.



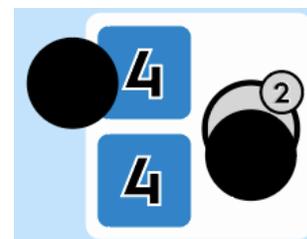
When a Hype Tracker reaches the highest spot on The Charts, all player score tokens in that color immediately move down 2 spaces. Players may regain those points on future turns.

## End Game & Winning

When the final Castoff space is filled, finish the current player's turn, then go to scoring.

- Your 5 Score Trackers score points equal to their final space on the Hype Track.
- If a Score Tracker is on the same tier as a Hype Tracker, gain the bonus points from that Hype Tracker for riding the wave of popularity.
- The player that played the final Castoff Musician Tile loses 1 point.

*Example: This player earns 4 points plus 2 more points for the Hype Tracker being in their tier*



## THE HIGHEST SCORE WINS

*If there is a tie, the tied player with the highest Score Marker on The Charts wins. If there is a still a tie, the tied players check their next highest Score Markers, until the tie is broken.*