


the Miss America® Pageant Game Rules

Ages 7 to 14 / 2 to 4 players



OBJECT: The object of the game is to retrace the scenes of the Miss America Pageant as you compete with girls from across the U.S.A. You will try for the highest points in the Swimsuit, Talent, Personality and Evening Gown competitions as you go on to the Semi-Finals and the Elimination Run-Off with the hope of becoming the ideal girl — Miss America.

EQUIPMENT: 50 Contestant Cards; 28 Card Stands; Competition Cards for Personality, Swimsuit, Evening Gown and Talent; a Playing Board with a revolving television camera selector.

PREPARATION:

1. Place the board on a flat surface. Slip the television camera into the hole in the wide plastic base. Place the base on the circle on the board. Punch the cards out of the sheets.
2. Shuffle each pack of Competition cards and place them on the corresponding corners of the playing board.
3. Each player takes seven card stands of the same color. She then selects seven Contestant cards, folds them along the score line and inserts one card in each stand.
4. Each player places any one of her contestants on any empty space on the outside ring of the board.

PLAYING THE GAME: The camera selector is spun to determine the number of spaces to be moved on each turn. To start the game, each player spins the camera. The pointer at the base of the camera will point to a number. The player who spins the highest number starts the pageant. After she moves, the player on her left takes her turn, then the next player, etc.

On her turn, a player spins the camera and moves her contestant in a clockwise direction the number of spaces indicated by the pointer.

1. If a player lands on a *competition space*, she must draw a card from the deck corresponding to the color of the space occupied by her contestant. If no cards remain in that competition deck, she may draw one card from any of the remaining competition decks. As soon as a player draws a card she must read it aloud and place it face down in front of her.

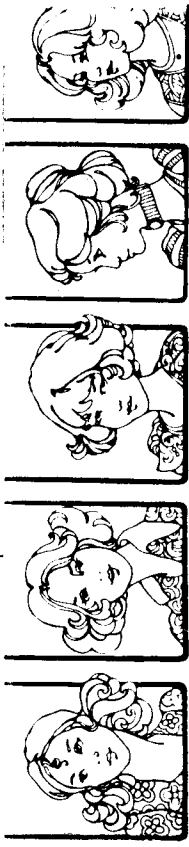
2. If a player lands on a *Judge's Box*, she may take the top card from any one of the competition decks.

ENTERING THE SEMI-FINALS: There are two ways to become eligible for the Semi-Finals:

1. To enter the Semi-Finals a player must have *at least* one card of each color in front of her.
2. A player may draw a "Go Directly to the Semi-Finals" card. In this case the player *must* enter the Semi-Finals immediately and she does not need a card of each color.

Once a player has filled either of the above requirements, she *must* enter the Semi-Finals by placing all her cards and her contestant on any unoccupied Semi-Final space. She then selects a new contestant and enters her on any space on the outer ring of the board. Players do not draw a card when they place a new contestant on the board. Play passes to the next player and continues as before.

THE SEMI-FINAL JUDGING: The judging takes place as soon as all 3 Semi-Finalist spaces are occupied by contestants. It is possible for a player to have 0, 1, 2 or 3 contestants in the Semi-Final judging.



To determine the winner of a Semi-Final round, each player adds up the points on the cards for her contestant on a Semi-Final space. The contestant with the highest points is declared the Finalist for that round and she is placed on one of the five spaces around the base of the camera. At that point, the remaining Semi-Finalists are removed from the board and are eliminated from the game. In a 2 player game, the Semi-Finalists are set aside but may be re-entered at a later time.

In case of a tied score, the contestant with the lowest score is removed from the board and the two remaining players spin the camera. The player spinning the highest number is declared the Finalist.

There are five rounds of Semi-Finals. After each round, all cards used for the Semi-Final contestants are returned to the bottom of the proper decks. If a player does not have a contestant on the outside ring of the board, she may enter one at this time.

WINNING THE GAME: The Elimination Run-Off takes place after 5 Semi-Final rounds have been completed and the winners have been positioned around the base of the camera centerpiece on the 5 Finalist spaces.

The last player to place her contestant on a Finalist space spins the camera. The contestant in front of the camera pointer is named 4th Runner-Up and is removed from the board. The next player spins the camera for 3rd Runner-Up, the next player for 2nd Runner-Up and the final player spins for 1st Runner-Up. The remaining contestant is named Miss America and that player wins the game.

We will be glad to answer inquiries concerning these rules. Parker Brothers, P.O. Box 900, Salem, Mass. 01970