

# Be the Expert

## RULES



### Object:

You and a team of experts have been hired to review the museum collections and find the items that don't fit. The first player to get to the finish space wins!

### Contents:

Game board, spinner, 45 double-sided Regular Assignment Cards, 45 double-sided Tough Assignment Cards, 2 mini file folders, tinted magnifier, 4 movers, 4 mover stands.

### Set Up:

#### Assemble the spinner to the game board:

Separate the spinner from the collar; remove and discard the plastic nib. Press the collar into the game board from the bottom side. Snap the spinner into the top of the collar.

Each side of the Regular and Tough cards have a different tone to them to help you remember what side you've played. Place the Assignment Cards, with the same tone facing up (on all cards), in their matching file folder and place them near the game board. Place the movers in the mover stands. Each player selects a mover and places it on the start space.

### Playing:

During the game, answering a Regular card correctly lets you move forward one space; a Tough card lets you move forward two spaces. The youngest player goes first, then play moves in a clockwise direction. On your turn spin the spinner to find out how you will be handling your assignment. These are the three possibilities:

**You're the Expert:** You will be handling this assignment alone. Choose whether you want a Regular card or a Tough card, and take the top card from that deck without looking at it first. Using the side that was facing up, read the question out loud and then, after you've looked at the four pictures on the card, say what your answer is. Now use the tinted magnifier to read the encoded answer located upside down at the bottom of the card. If you're correct, move ahead one or two spaces, depending on which type of card you answered.

**Everyone's an Expert:** Take either the top Regular or Tough card, and read the question out loud. ALL players review the card and discuss which answer they think is correct. Each player then says their own answer out loud and then the answer is revealed by the player whose turn it was. All correct players move forward one or two spaces, depending on the card played.

**Call on an Expert:** Take either the top Regular or Tough card and read the question out loud. Now choose one player to consult with. After some discussion, each says their own answer out loud. Either or both players guessing correctly move forward one or two spaces, depending on the card played.

**Share Your Expertise:** Along the path players will cross a line that says, "Share Your Expertise." Once a player crosses that line, they have the option, on their next turn only, to take a normal turn, or to try and stump the other players with a multiple choice or True/False question they make up on any general knowledge topic. They should be 100% confident in the correct answer themselves when they 'share their expertise'. Players who answer the question correctly move forward one space. If the player who "shared his/her expertise" was able to stump any of the other players, he/she moves forward one space only.

**Used cards:** Once a card is used, it should be placed used-side-up at the bottom of the deck in the file folder. This way, when a card that has already been played in a previous game comes up, players will know to turn over the deck for the new Assignment cards.

### Ending and Winning the Game:

When a player lands on the finish space, on their next turn, they must answer a Tough question correctly by themselves to



win. If they miss, they try again on their next turn. The first player to answer a Tough question correctly on their own after being on the Finish space for one turn wins.

**2-Player Game:** When players spin Call on an Expert or Everyone's an Expert, both players play that card.

**Playing with Different Ages:** If there is a wide range of ages of players, the group may decide that older siblings/friends/adults always play the Tough cards. Younger players play the Regular cards, but may opt to play a Tough card, and if they answer a Tough card correctly, move forward two spaces. Older players move forward only one space for a correct answer to the Tough questions. To win, younger players must answer a Regular question by themselves after landing on the Finish space, and older players must answer a Tough question by themselves.



We appreciate your comments on Be the Expert. Please send your correspondences to:

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Or call our customer service line at 1-800-800-0298 from 10:00 am EST to 4:00 pm EST Monday through Friday except on holidays.

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Courtesy of image\*

Which animal cannot swim? A

Courtesy of the National Park Service:

Which of these is not the Grand Canyon? A-D

Courtesy of NASA/JPL

Which of these images is not Earth? A-D

Courtesy of NOAA

Which of these is not a hurricane? A-D

Courtesy of U.S. Department of Agriculture:

Which of these does not grow on trees and which of these is not grapes?

Which of these is not a beetle? (exception C: Mitten Crab is from Smithsonian)

Courtesy of Library of Congress:

Which is not a queen of true royalty? A-D

Which of these women is represented on money? A and C

Which of these is not a castle? A, C, D

Which one of these is not an Egyptian Pyramid? A, C, D

Which of these outfits has no "bloomers"? A, B, D

Which does not depict the War of Independence? D

Which of these is not an image of Pocahontas? A-D on card with answer "A" and A and D on card with answer "B"

Courtesy of U.S. Antarctic Program/NSF

Which of these is not an Antarctic animal? A and C

Which of these is not an Emperor Penguin? A-D