

Wits

JACKSONIAN AMERICA

A social matching game for 3 to 6 players. 52 cards. The party system of the 1830s and 1840s.

What is on a card

A picture and a fact. Nothing else. Every card belongs to one **camp** — Democrat, Whig, Know-Nothing, Abolitionist. Every card is also about one **issue** — Who Leads, What They Believe, Who They Oppose, How They Organize, Signature Policy. The card tells you neither. Working out the camp is the game.

Setup

Deal 5 cards to each player. Turn one card face up to start the pile, and the dealer names its camp out loud. The rest becomes the draw pile. If the draw pile runs out, shuffle the discards back over, leaving the top card where it is.

Your turn — the camp is the thing

Play a card from the same camp as the top card, and say the camp out loud.

“Whig.”

That is the whole turn. You never have to name the issue. **If you cannot play, dig:** draw one card and play it if it fits. Still stuck, draw again — up to three cards — then your turn ends.

The crossover — how the camp changes

Stuck in a camp you do not hold? Play a card from a **different** camp that is about the **same issue** as the card on top — and say both.

“Abolitionist. Same issue — who they oppose.”

The camp is now yours, and the next player has to match it. Apart from a Wild Wit, this is the only way the camp changes. It is the hardest move in the game and the one that wins it.

Challenge — the rule that makes it Wits

Any player, at any time, may challenge a declaration — a camp, or a claimed crossover. **Wrong** and the player takes the card back and draws 2. **Right** and the challenger draws 2. The teacher's key settles it. Nothing is printed on the cards, so you can bluff — and that is the point.

Three questions that crack most cards

Is the enemy here **the Bank, the President, the immigrant, or the slaveholder**? Does this want government to **do more, or do less**? Is this a **party** chasing elections, or a **movement** changing minds?

Twin chain and Outwit

Hold a card matching the top card on **both camp and issue** and you may put it straight down, saying both. On your own turn it goes down as a **second card** after a legal play — the only way to shed two facts at once. Out of turn, slap it on the pile and play continues from you.

Winning

First player out of cards wins. At one card left, say **“Wit!”** Caught silent before the next player goes, draw 2. You cannot go out on a Wild Wit — your last card has to be a fact.

Action cards

Action cards are discarded onto the pile like any other card, but they carry no camp and no issue — so **the last fact card played is still what you match against**. Wild Wit is the one exception: the camp it names replaces the fact card's.

Wild Wit — play it on anything except a Devil's Advocate, then name the camp that comes next.

Quick Wit — this **is** your turn, and you need no legal play. Lay it down together with any card, even one that matches nothing by camp or issue. Name that card's camp, then argue the connection out loud. **The table judges.** Accepted, and you have shed two cards in one turn. Rejected, and you take both back and draw 2.

Devil's Advocate — the next player may not match the camp, and no action card will save them. Cross over on the issue, or take a flat draw of 2 — no digging.

Answer key

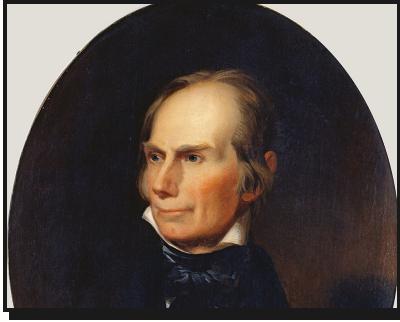
Teacher only. Settles challenges. Camps across, issues down.

	DEMOCRAT	WHIG	KNOW-NOTHING	ABOLITIONIST
WHO LEADS	Andrew Jackson Martin Van Buren	Henry Clay: I would rather be right than be President Daniel Webster	The American Party Citizen Know Nothing, the party's ideal American	William Lloyd Garrison Frederick Douglass
WHAT THEY BELIEVE	Strict construction: a literal reading of the Constitution James K. Polk: by the theory of our government, majorities rule	Loose construction: the Constitution stretches to meet new problems Congress, not the President, should hold the power	A party open only to native- born Protestants Called Catholicism the ally of tyranny	The Constitution was a covenant with death and an agreement with hell Sarah Grimke: human rights are all that I recognise
WHO THEY OPPOSE	The bank is trying to kill me, but I will kill it Faced down South Carolina when it tried to nullify a federal tariff	Attacked the imperial presidency of King Andrew the First The Spot Resolutions questioned the case for war with Mexico	Anti-immigrant: the Irish and German arrivals Anti-Catholic: priests, convents, and the Pope	Rejected the plan to ship free Black Americans to Africa Uncle Tom's Cabin put slavery in northern parlors
HOW THEY ORGANIZE	The spoils system: government jobs as rewards for party work Pet banks: state banks holding the federal deposits	Ran war heroes like Zachary Taylor for office Courtied western voters who wanted roads and canals	A secret order whose members answered, I know nothing Songs, parades, and secret lodges spread the movement	The Liberator The North Star
SIGNATURE POLICY	Indian Removal: tribes east of the Mississippi sent west The Mexican-American War, 1846 to 1848	The American System: tariff, bank, and internal improvements The Second Bank of the United States	Demanded the Protestant Bible in every public school Temperance: drink was cast as an immigrant vice	The Underground Railroad Harriet Tubman



Andrew Jackson

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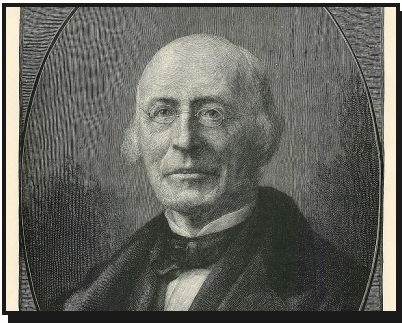
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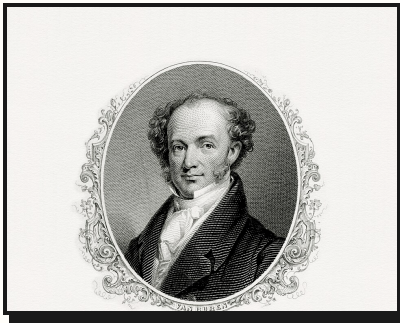
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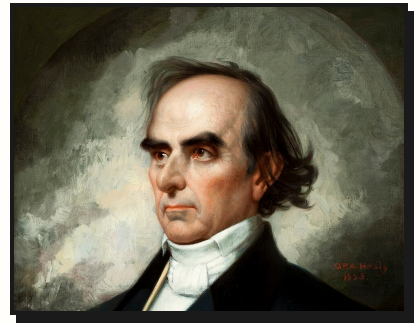
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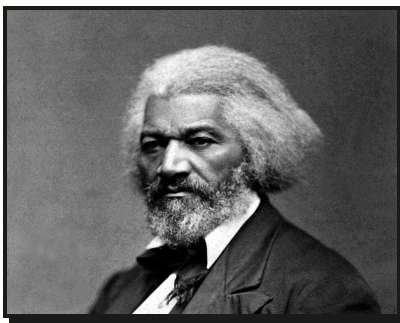
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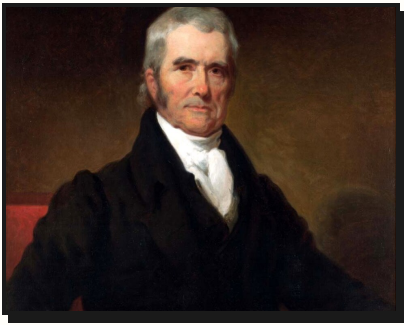
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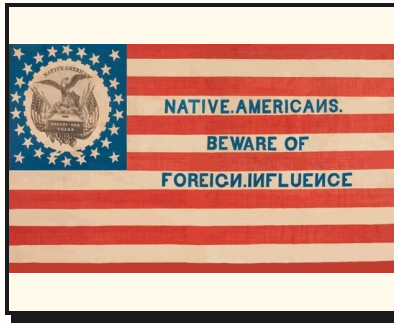
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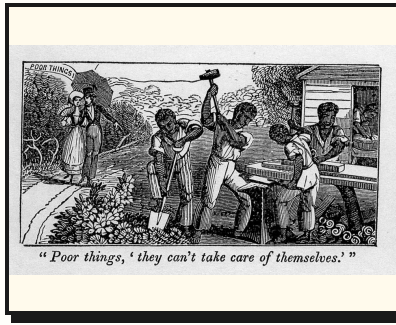
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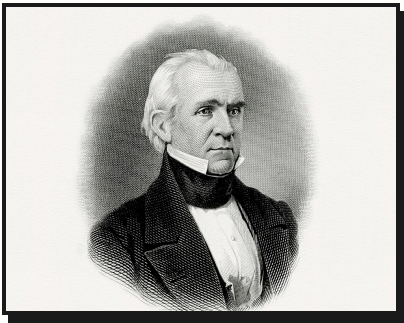
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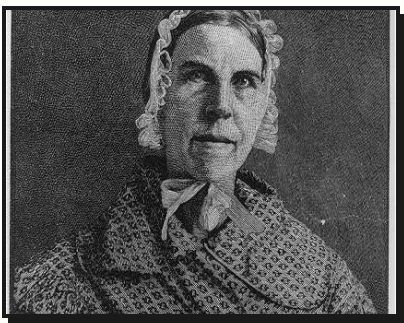
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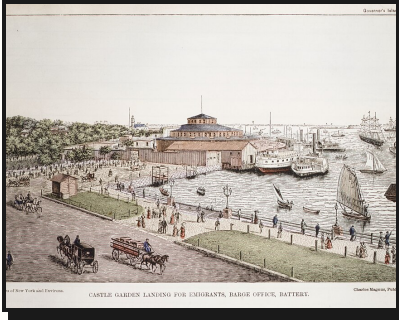
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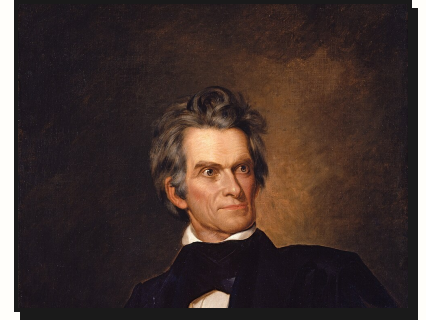
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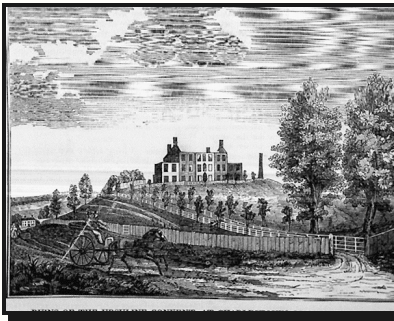
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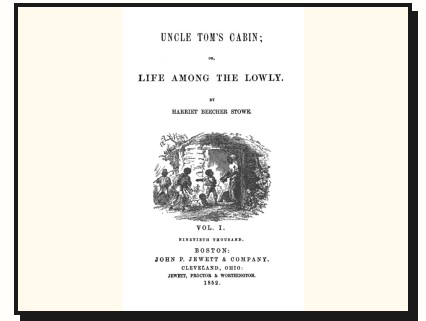
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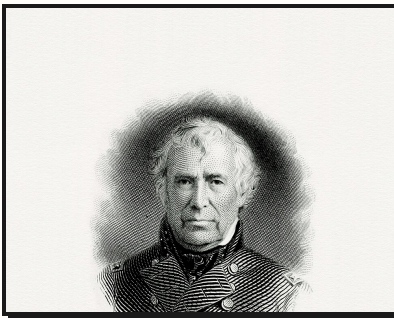
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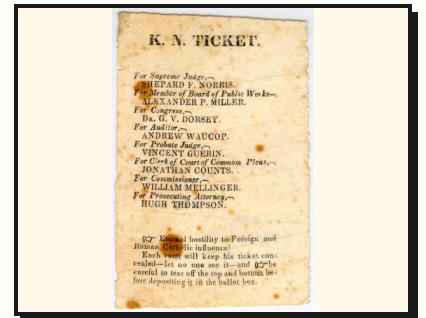
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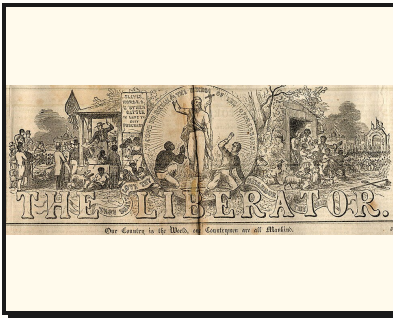
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The Liberator

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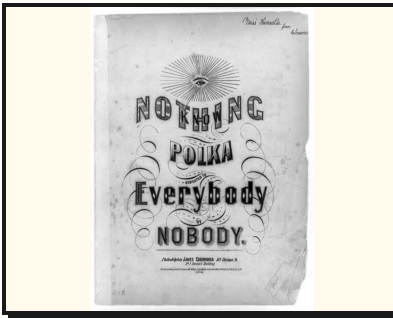
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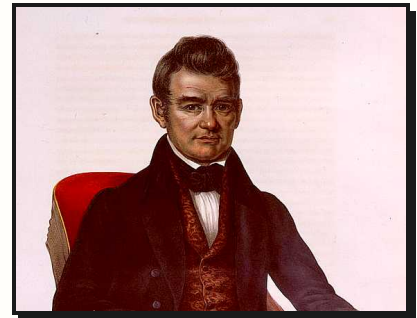
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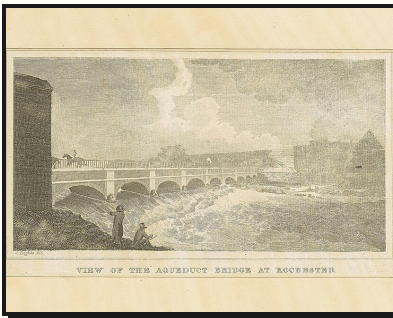
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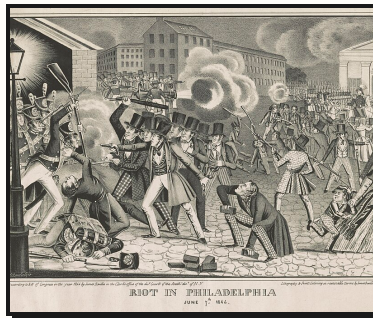
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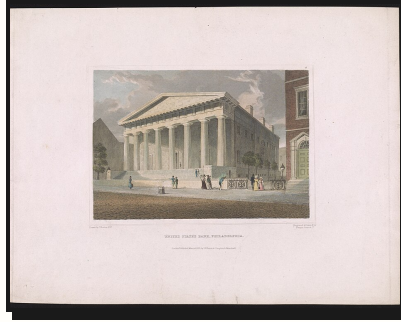
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The Mexican-American War,
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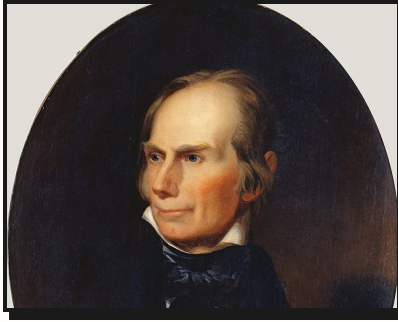
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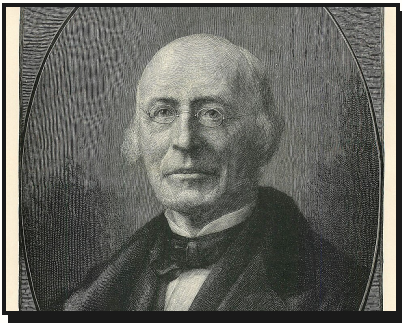
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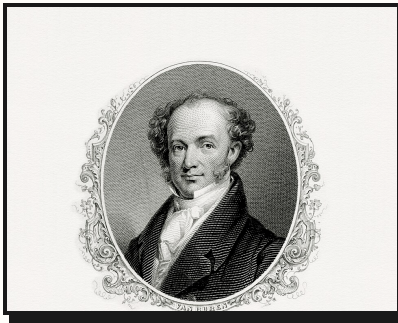
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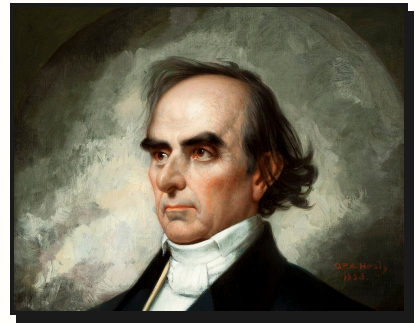
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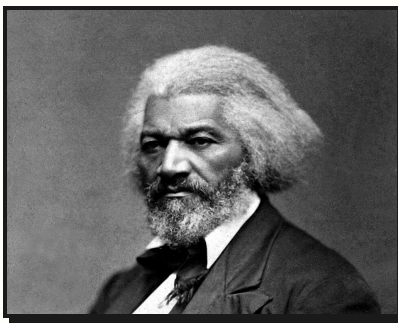
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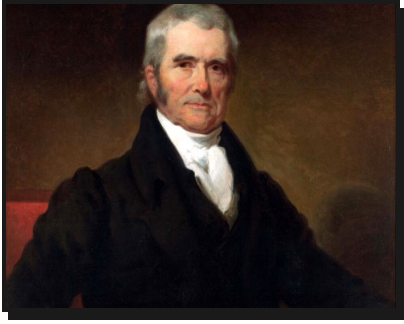
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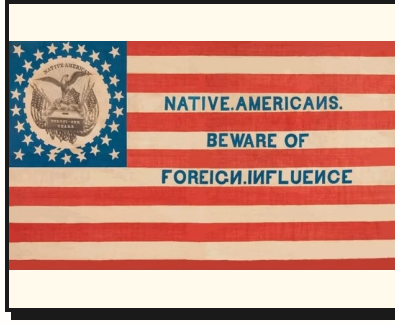
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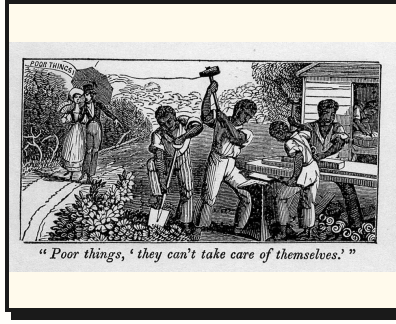
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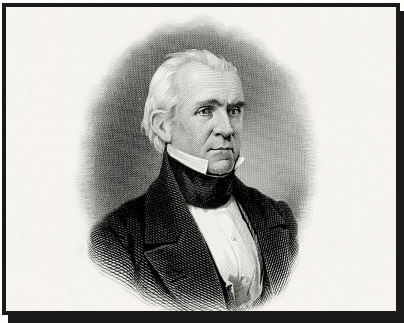
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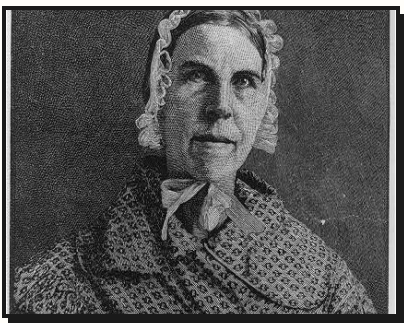
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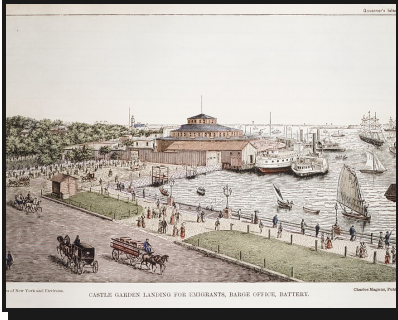
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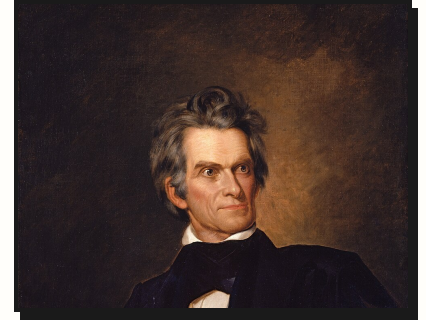
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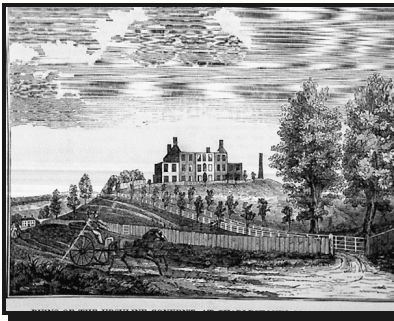
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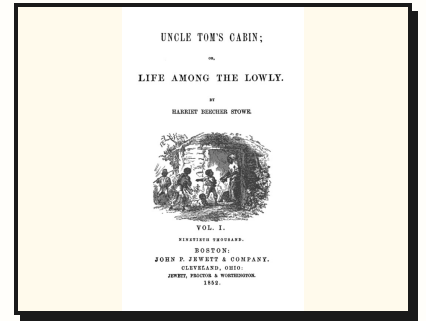
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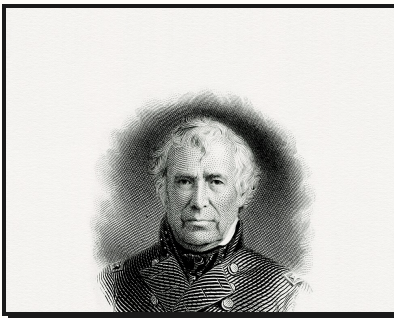
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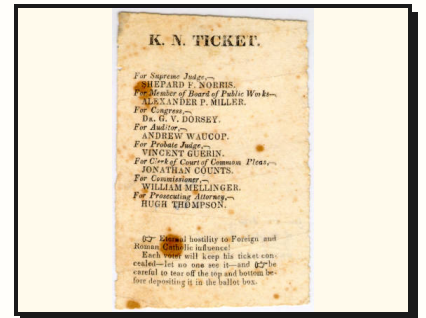
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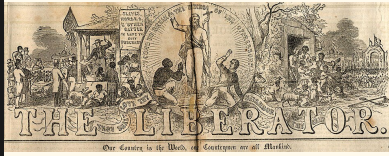
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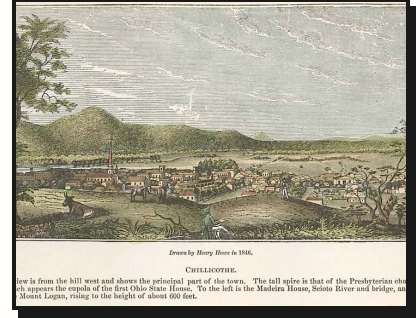
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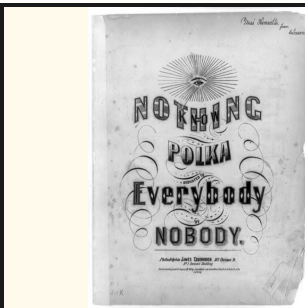
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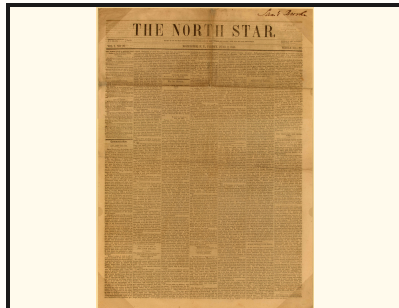
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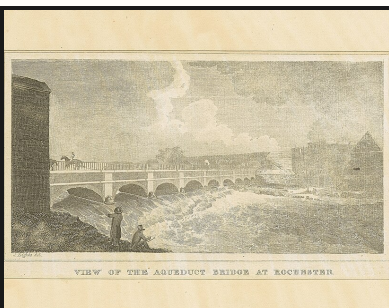
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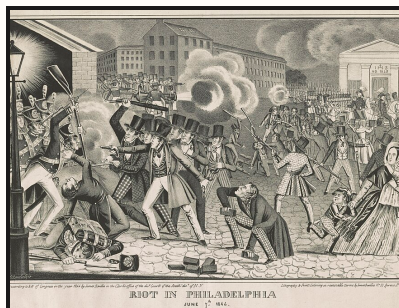
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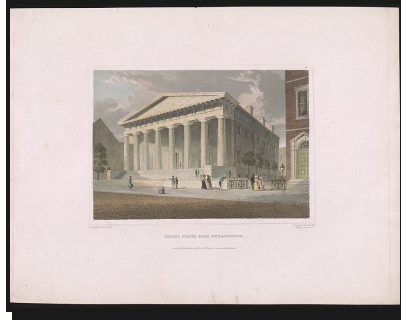
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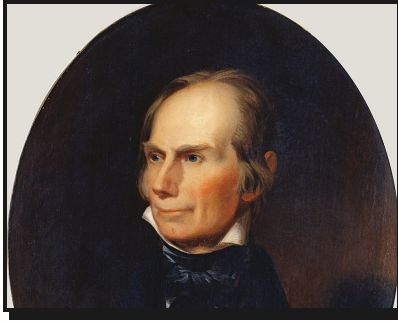
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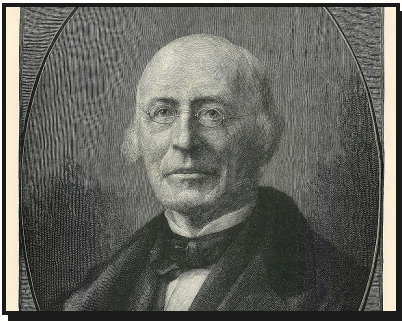
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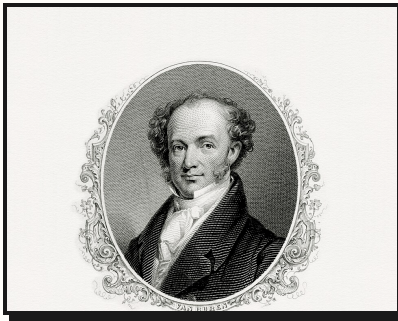
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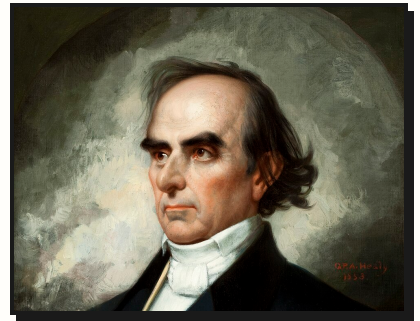
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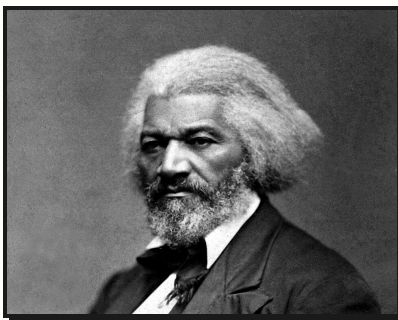
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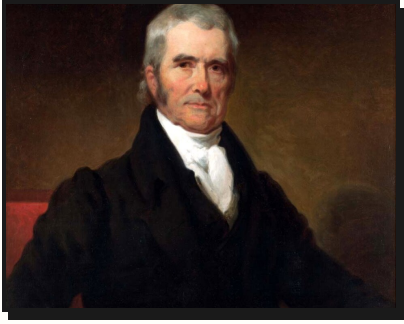
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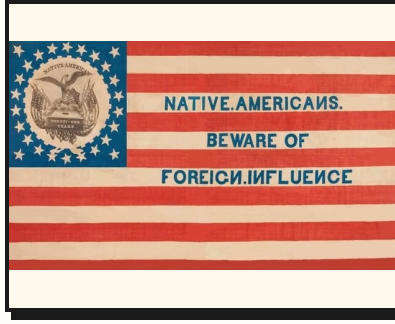
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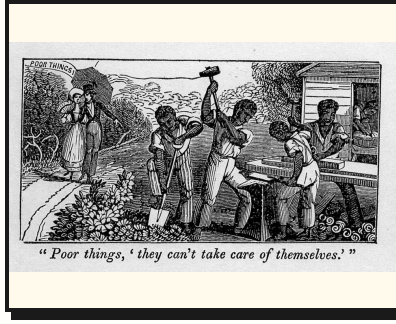
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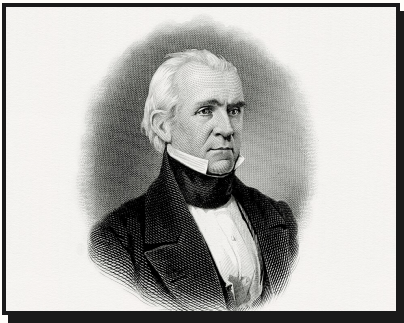
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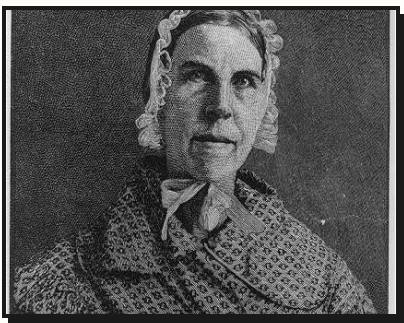
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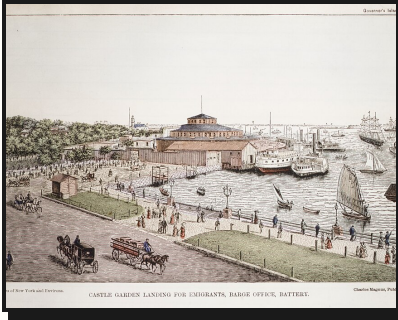
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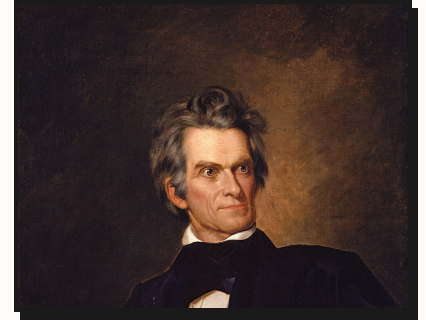
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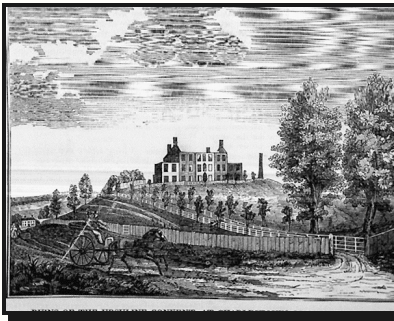
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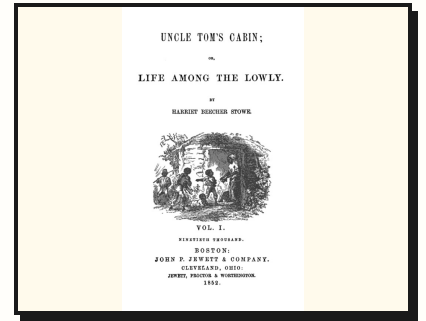
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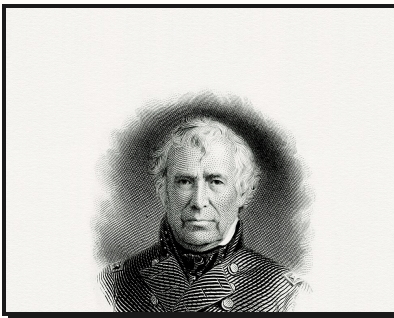
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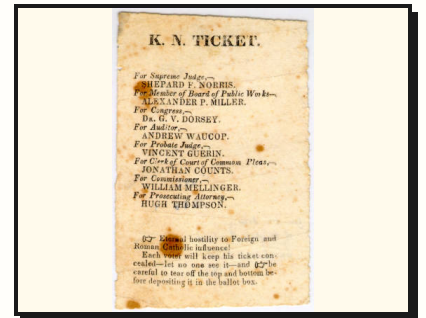
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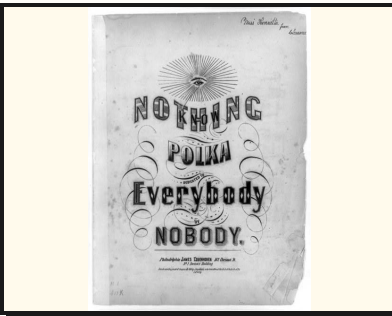
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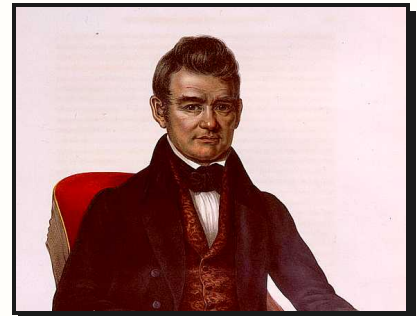
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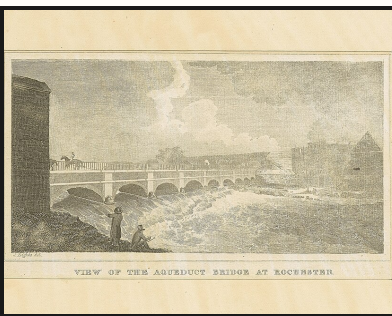
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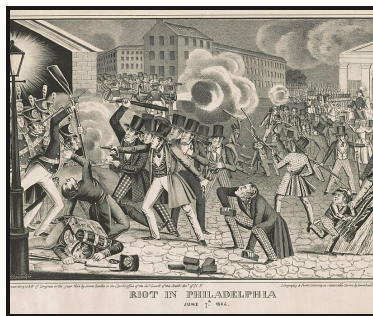
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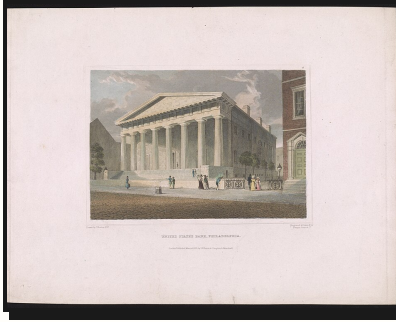
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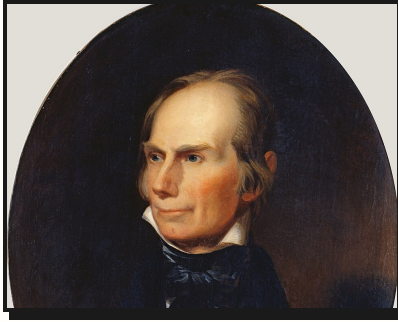
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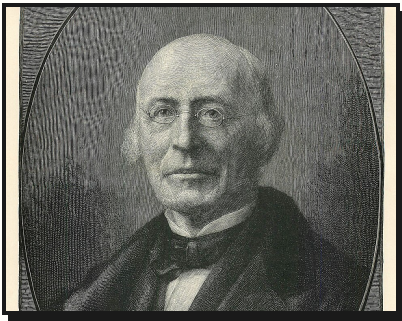
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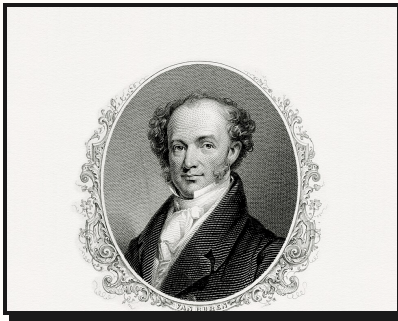
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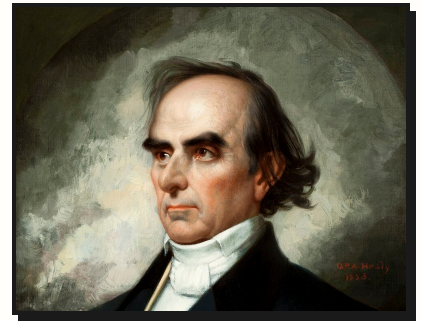
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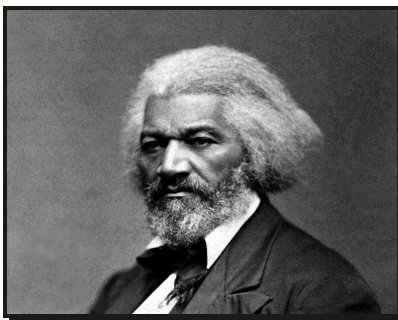
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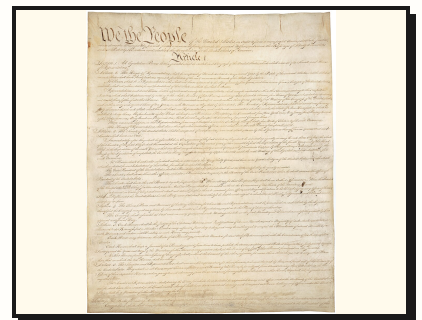
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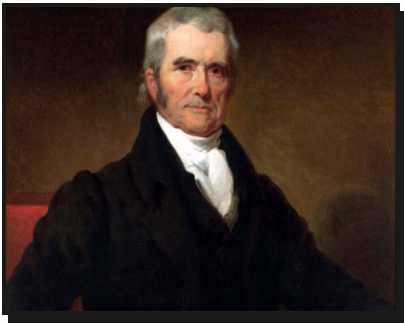
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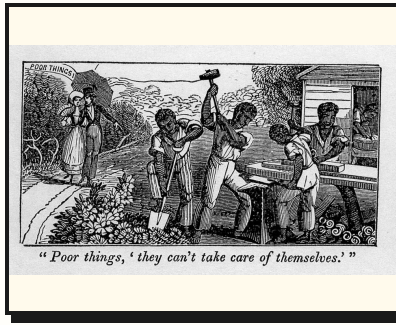
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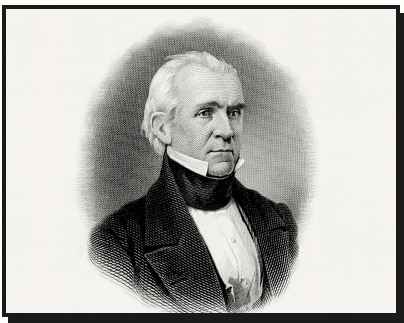
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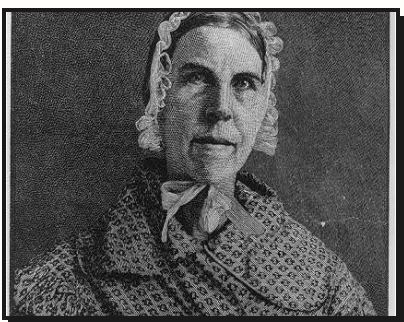
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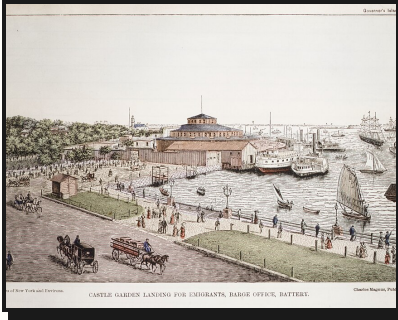
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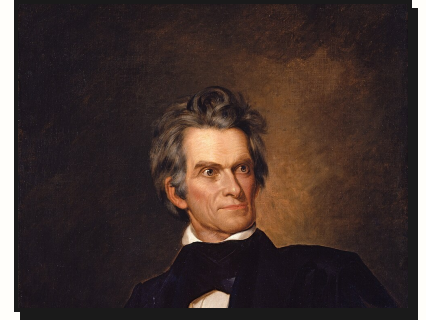
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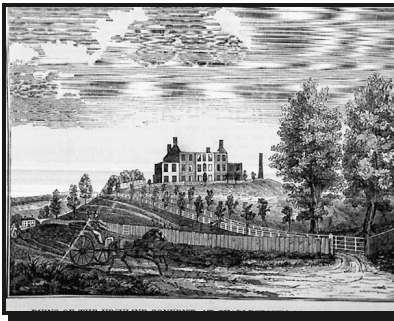
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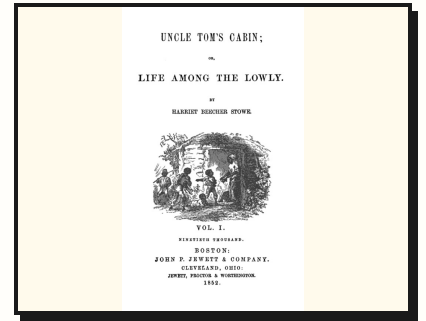
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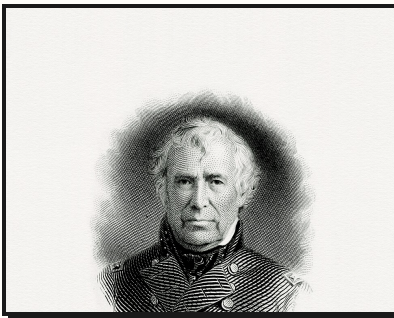
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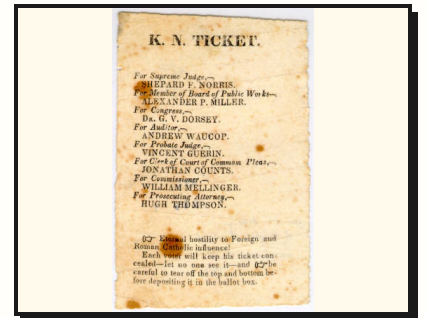
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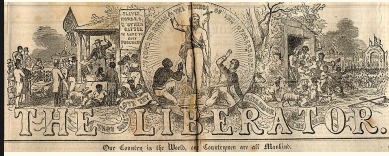
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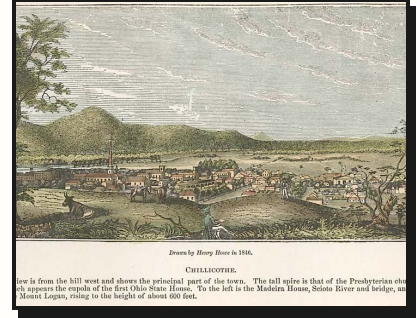
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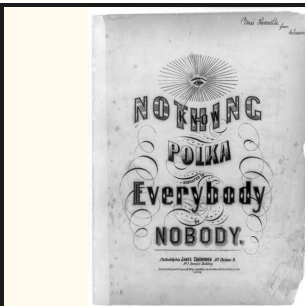
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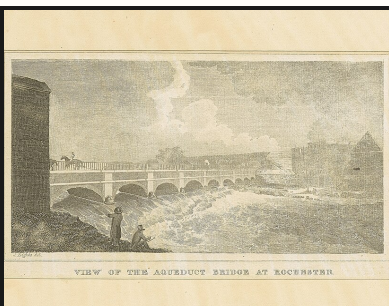
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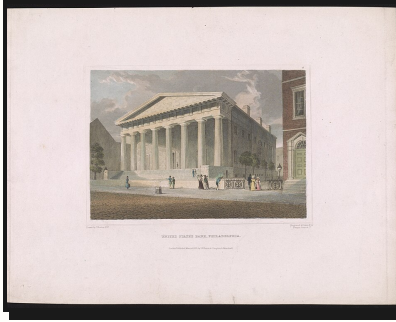
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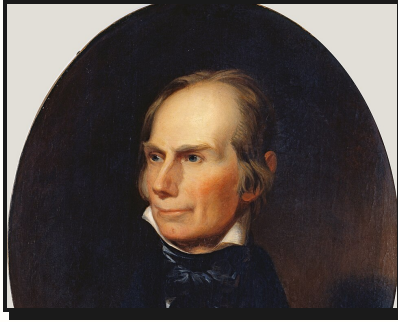
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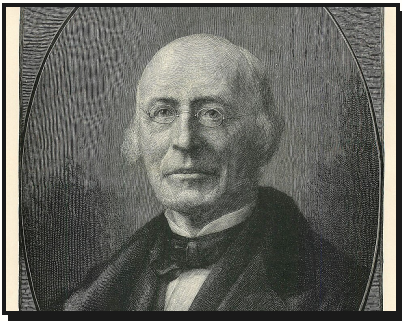
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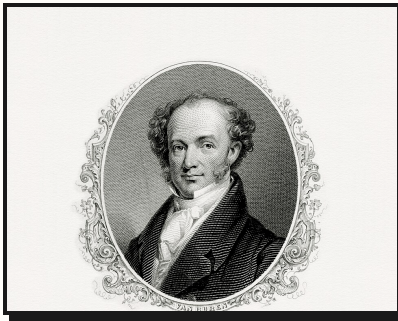
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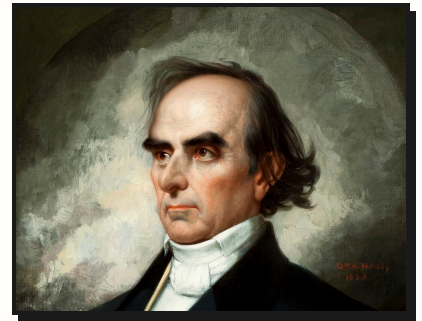
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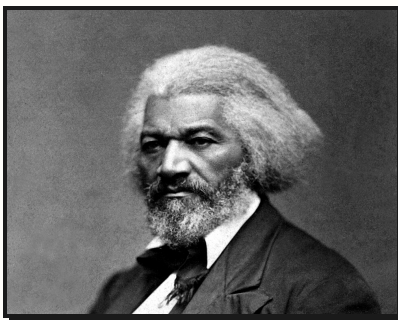
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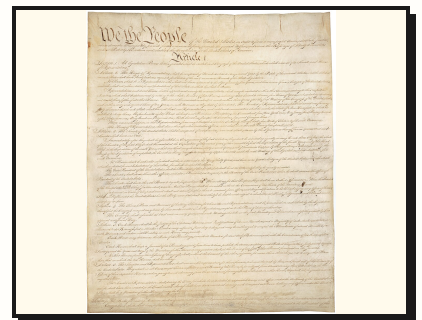
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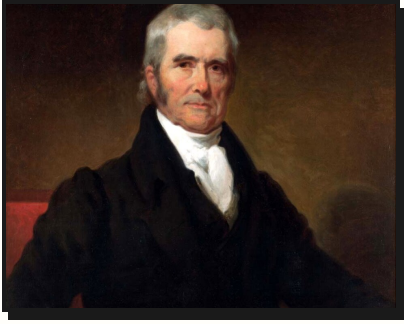
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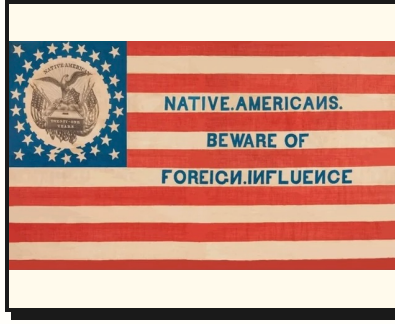
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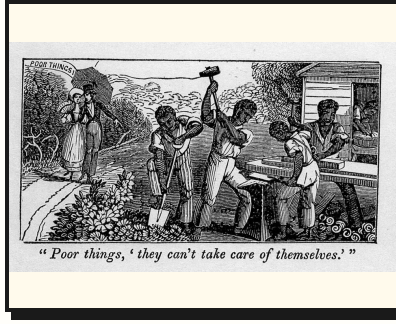
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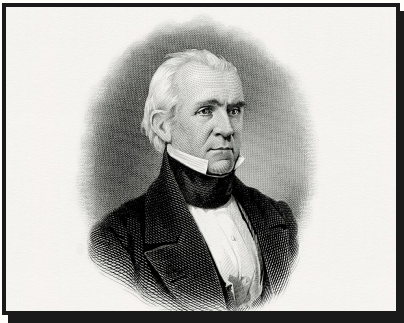
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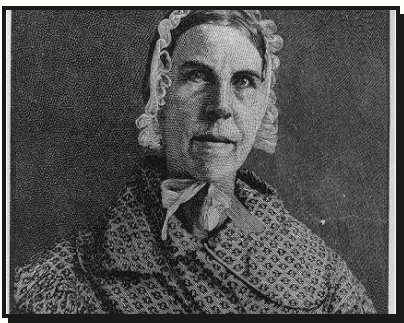
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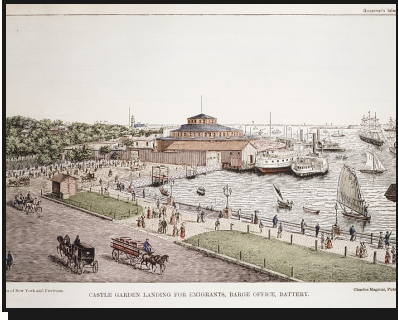
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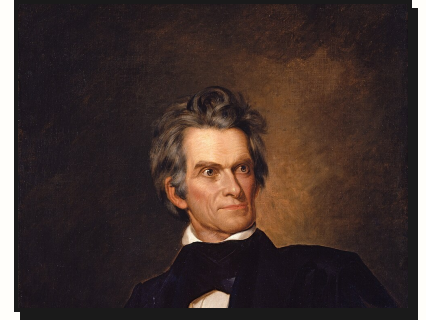
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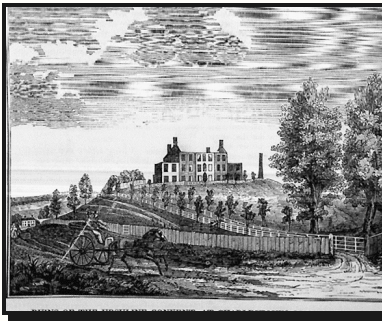
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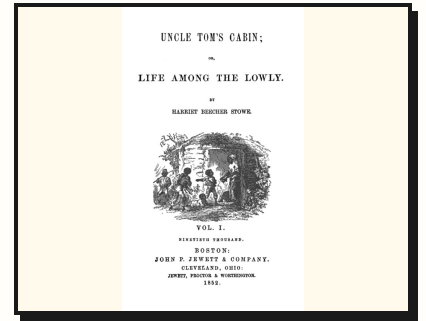
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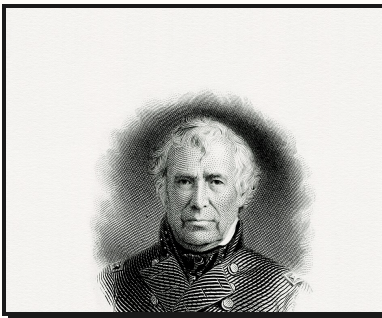
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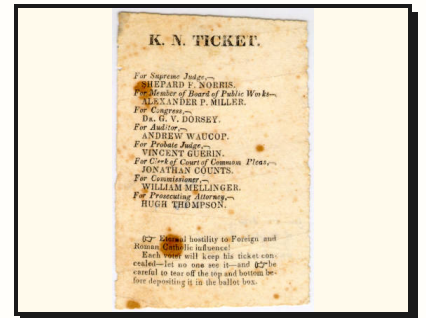
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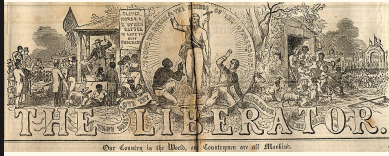
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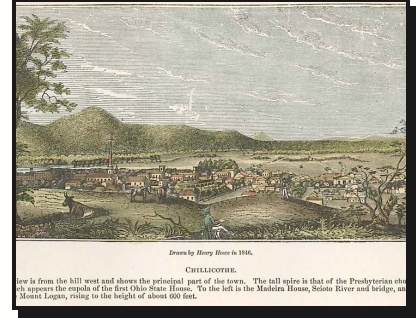
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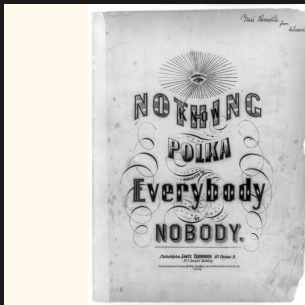
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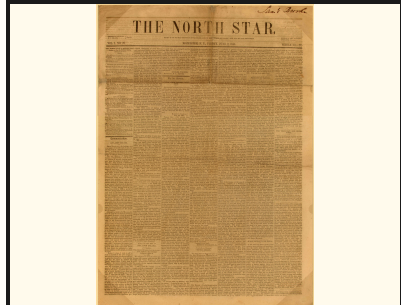
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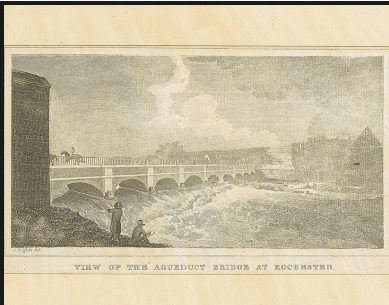
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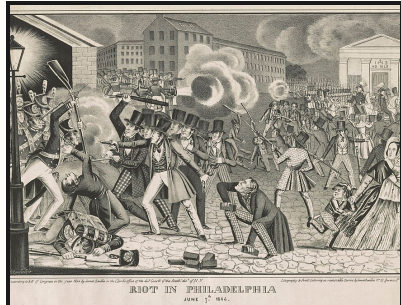
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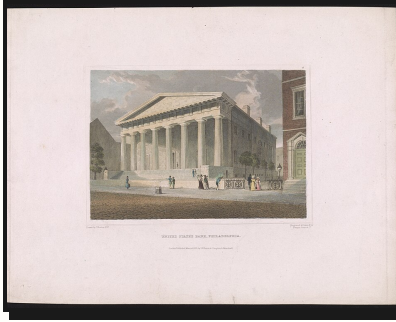
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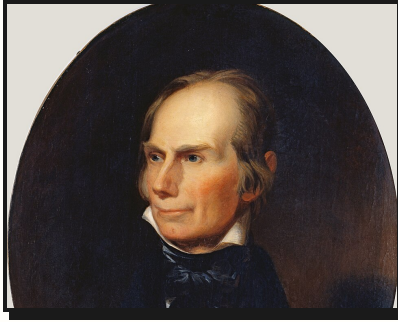
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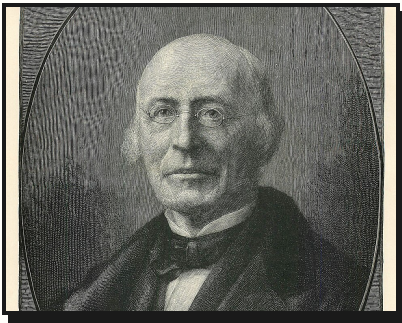
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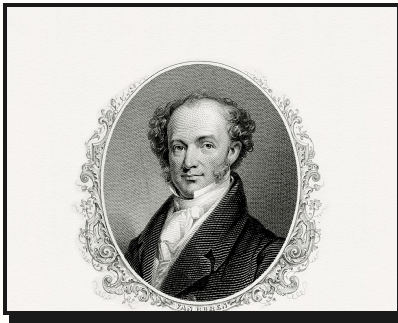
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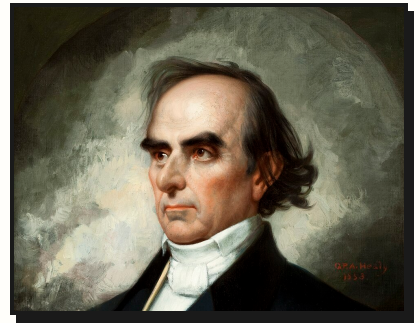
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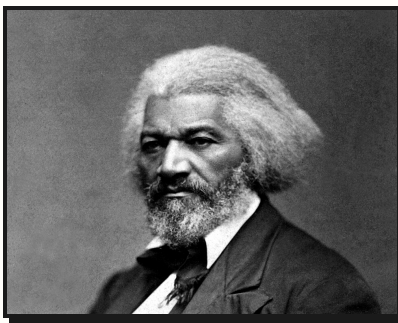
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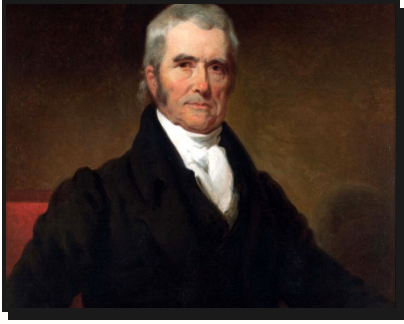
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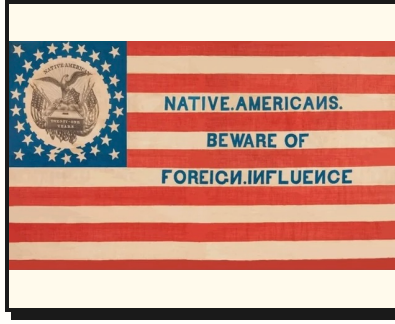
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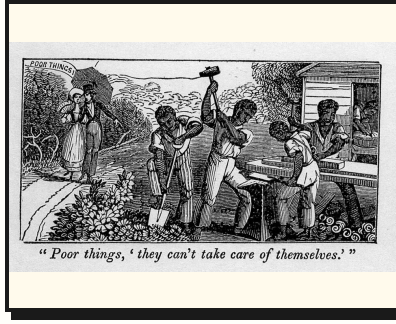
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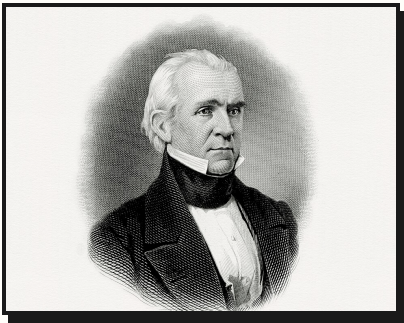
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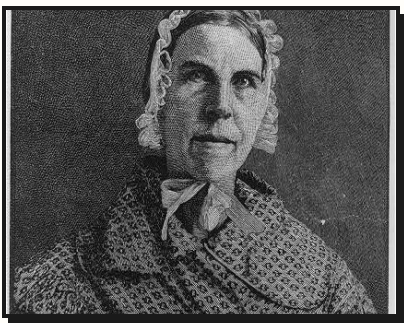
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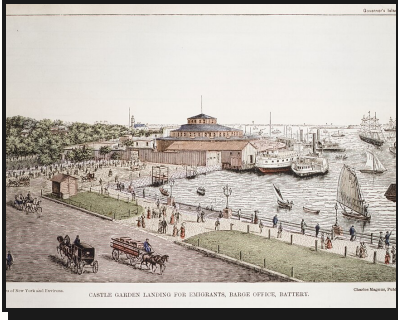
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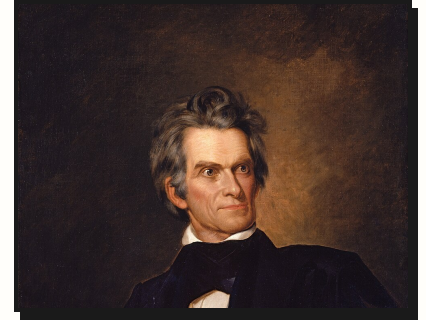
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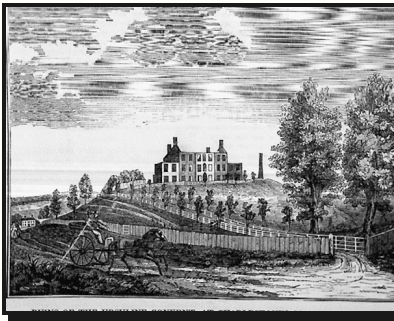
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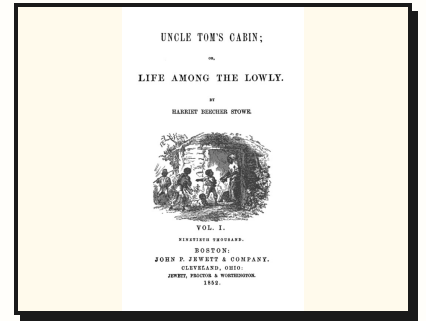
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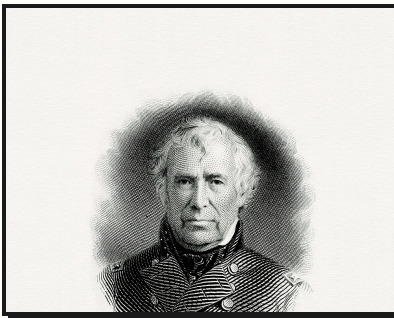
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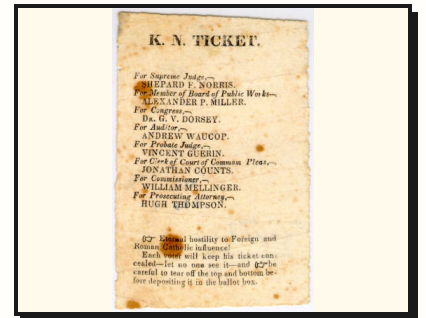
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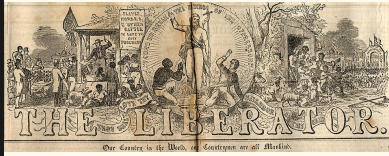
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The Liberator

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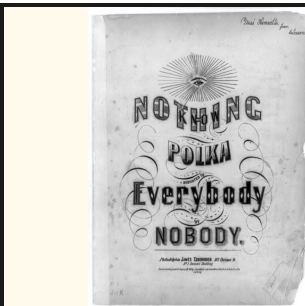
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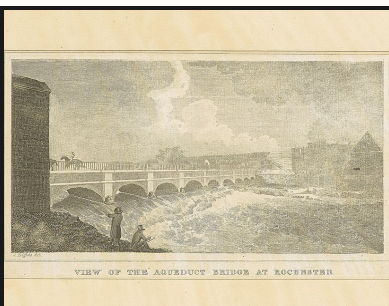
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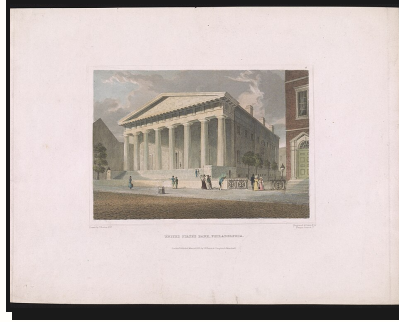
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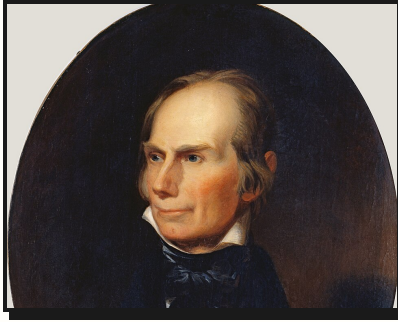
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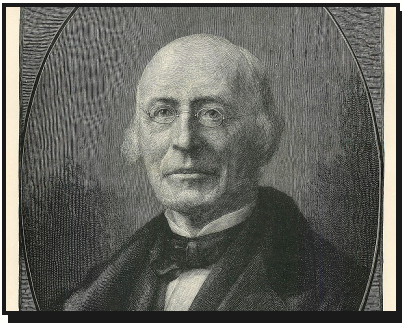
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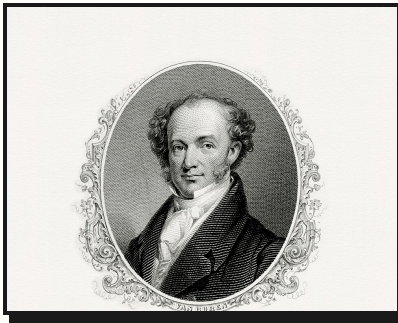
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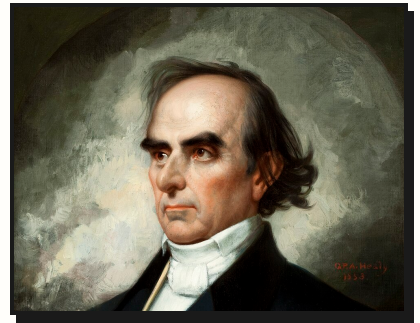
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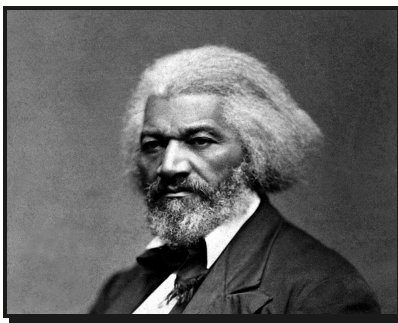
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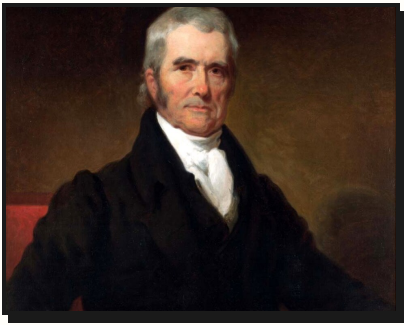
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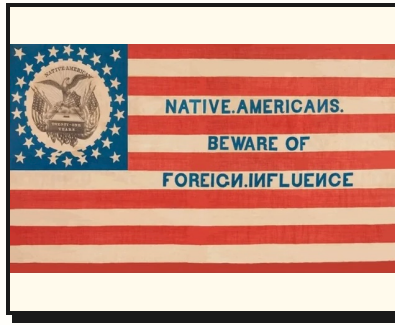
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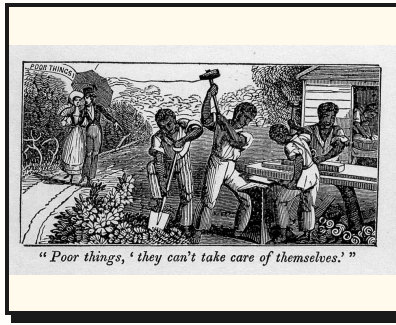
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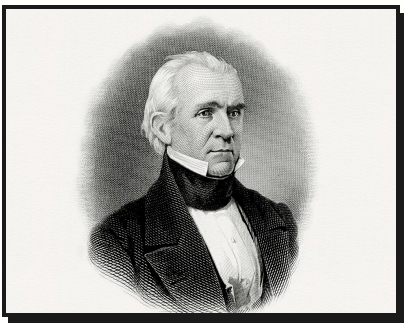
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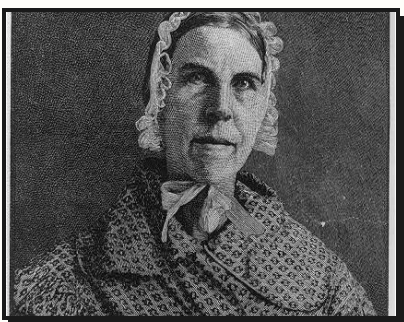
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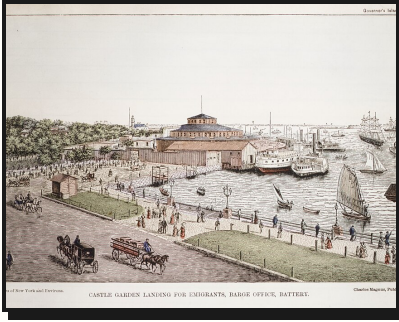
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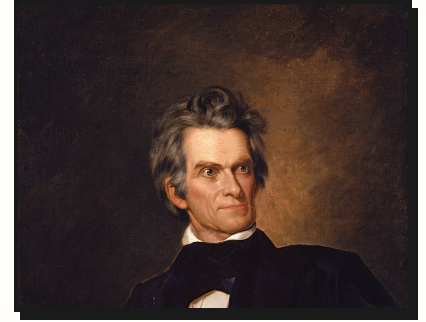
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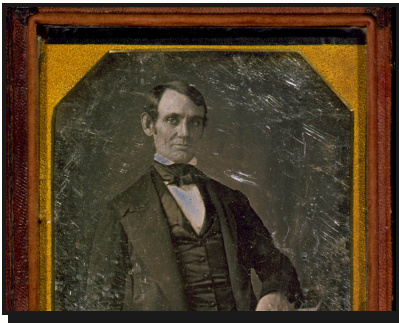
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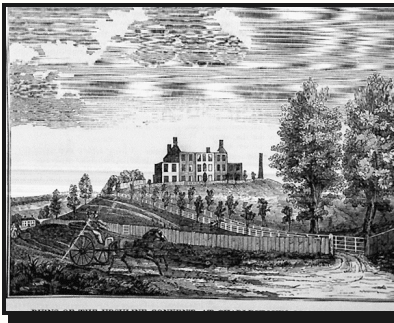
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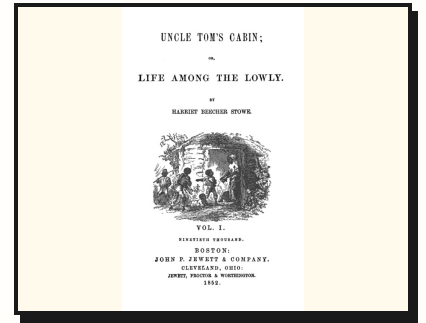
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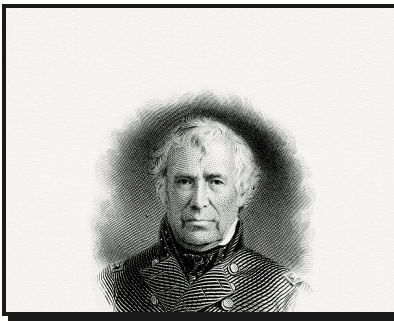
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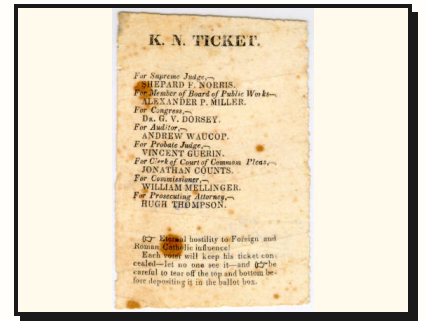
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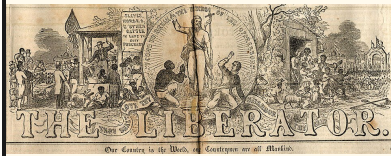
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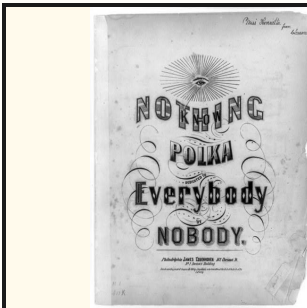
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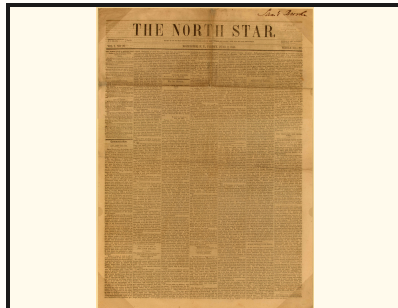
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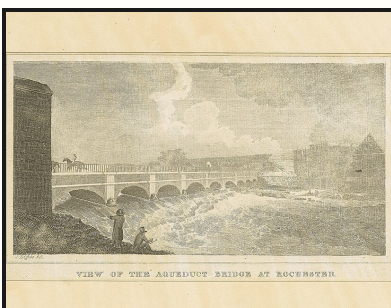
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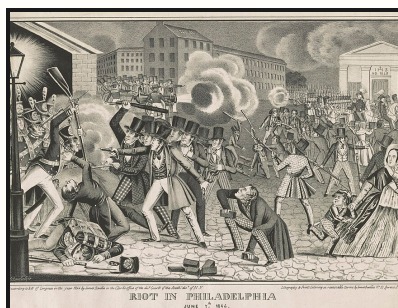
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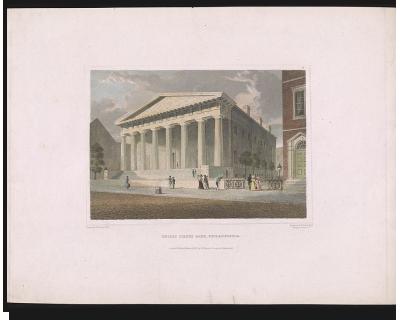
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