

Wits: Personality

SITS ON THE TABLE.
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Psychodynamic**

Humanistic

Social-Cognitive

Trait

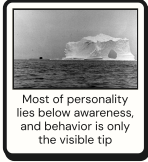
ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

Your turn do ONE of these four

1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



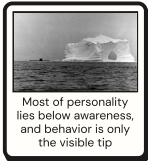
YOURS

YOU SAY
"Psychodynamic."

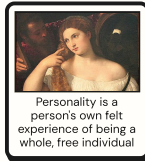
Camp stays Psychodynamic
The next player has to match it too.

2 Outwit

A **different camp**, but the **same issue** as the top card. Say both.



PSYCHODYNAMIC · WHAT IT IS



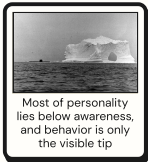
HUMANISTIC · WHAT IT IS

YOU SAY
"Humanistic. Same issue – what it is."

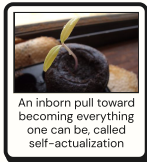
Camp flips to Humanistic
Now everyone plays Humanistic.

3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
"Psychodynamic."

Get away with it?
The card is played. Get caught and it comes back, plus 2.

4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

Anyone, any time including out of turn

"CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

🔄 Flip this sheet to settle it



They lied

The card goes back to their hand and they **draw 2**.



They told the truth

You draw 2 instead.

Action cards no camp, no issue – play them on anything

ACTION

Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

Witless

The next player is witless — they **lose their turn**.

ACTION

Outwit

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

First player out of cards wins — but you can't go out on a Wild Wit.

Answer Key

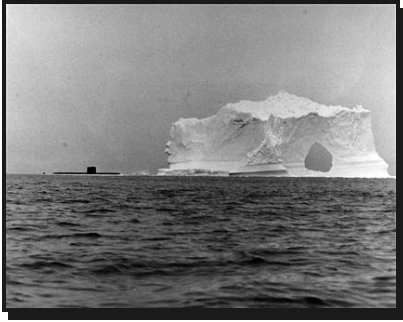
Camps across, issues down. **Flip this over to settle a challenge.**

	Psychodynamic	Humanistic	Social-Cognitive	Trait
 WHAT IT IS	Most of personality lies below awareness, and behavior is only the visible tip Impulse, conscience and reality pull against each other, with the ego as referee	Personality is a person's own felt experience of being a whole, free individual People author their own lives by choosing, rather than being run by past or wiring	Person, behavior and surroundings each shape the other two in a continuing loop Personality includes the expectations a person brings to each kind of situation	Enduring qualities such as extraversion and conscientiousness describe the person The same person acts in much the same way across many different settings
 WHAT DRIVES IT	Hidden urges build pressure like steam and keep pushing to get out Dreams act out wishes the dreamer would never admit to while awake	An inborn pull toward becoming everything one can be, called self-actualization Being accepted with no strings attached frees a person to grow	Confidence that 'I can do this' decides who starts a hard task and sticks with it A person tries harder when they expect the result to be worth the effort	An inner level of outgoingness, set in advance, pushes behavior in every setting A highly curious person seeks novelty on their own, whatever the situation offers
 ORIGINS	Buried clashes with parents in the first years still steer adult feelings A child learns to hold back urges when parents say no, and the ego takes shape	A child loved only for achieving learns to hide the parts that fall short Parents who love a child whatever the grades shape a worthy-feeling self	Children who watched an adult hit a doll later hit it too, with no reward offered Watching someone else get rewarded or punished changes what a person decides to do	Identical twins raised apart turn out to share many of the same scores Babies differ in activity and fussiness from week one, and it echoes in adulthood
 HOW IT IS MEASURED	The person looks at ink blots one at a time and says what each one looks like The person tells a story about a vague picture, and it is read for hidden worries	Clients describe in their own words who they feel they are, with no scoring key The person rates the self they are against the self they want to be	Observers count what a person does in set situations, not one overall type A questionnaire asks how sure the person is that they can handle specific tasks	Long inventories whose items are grouped by factor analysis into a few clusters A person marks how well statements fit and gets a percentile on five scales
 TROUBLE AND CHANGE	Denial and projection shield the ego from anxiety, but heavy use becomes the problem The patient says whatever comes to mind, and the therapist reads it for buried meaning	Feeling stuck and tense appears when daily life clashes with the self one values A therapist who listens warmly and never judges helps clients find their own answers	Avoiding hard tasks keeps low confidence alive, since it never gets tested Small successes, and watching a model handle the feared task, rebuild confidence	Very high or very low scores on a dimension can strain work and relationships Because the scores hold steady, counselors steer people toward jobs that suit them

Challenged and right? The card goes back to the player who lied, and they draw 2.

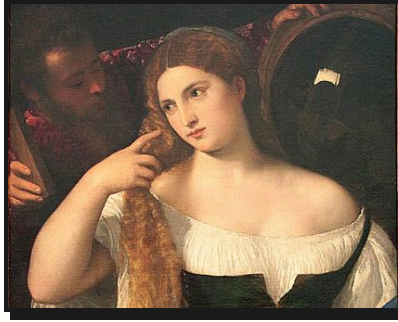
Challenged and wrong? The challenger draws 2 instead.

An Outwit needs a different camp **and** a matching issue. Check both here.



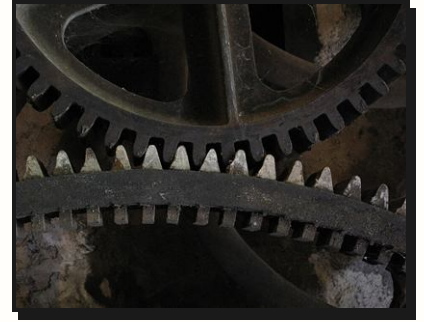
Most of personality lies below awareness, and behavior is only the visible tip

WITS



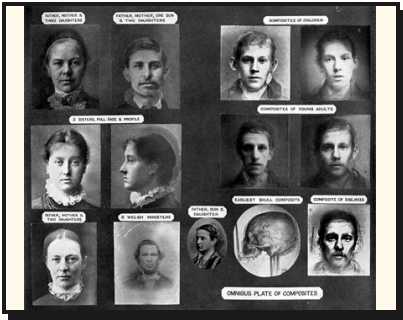
Personality is a person's own felt experience of being a whole, free individual

WITS



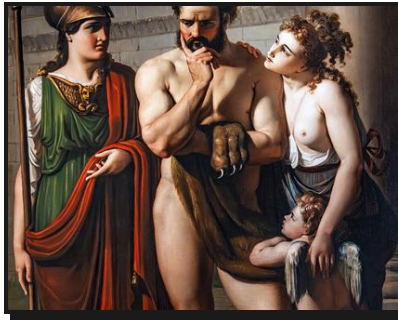
Person, behavior and surroundings each shape the other two in a continuing loop

WITS



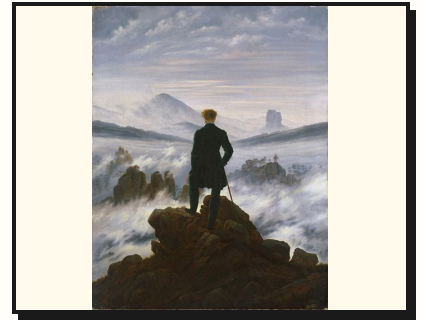
Enduring qualities such as extraversion and conscientiousness describe the person

WITS



Impulse, conscience and reality pull against each other, with the ego as referee

WITS



People author their own lives by choosing, rather than being run by past or wiring

WITS



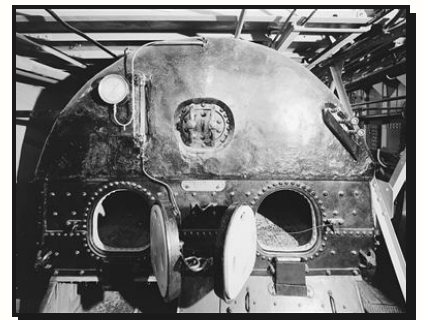
Personality includes the expectations a person brings to each kind of situation

WITS



The same person acts in much the same way across many different settings

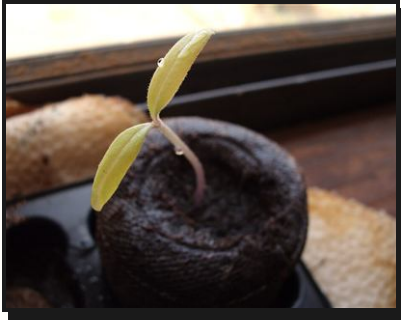
WITS



Hidden urges build pressure like steam and keep pushing to get out

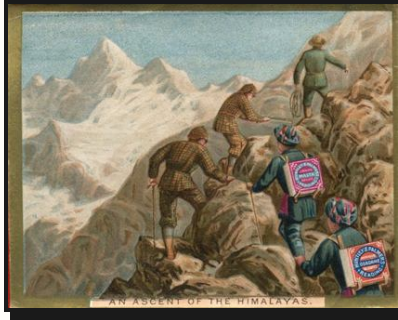
WITS

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An inborn pull toward becoming everything one can be, called self-actualization

WITS



Confidence that 'I can do this' decides who starts a hard task and sticks with it

WITS



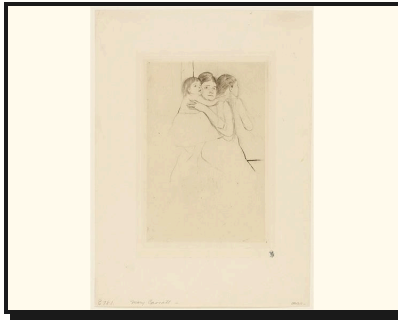
An inner level of outgoingness, set in advance, pushes behavior in every setting

WITS



Dreams act out wishes the dreamer would never admit to while awake

WITS



Being accepted with no strings attached frees a person to grow

WITS



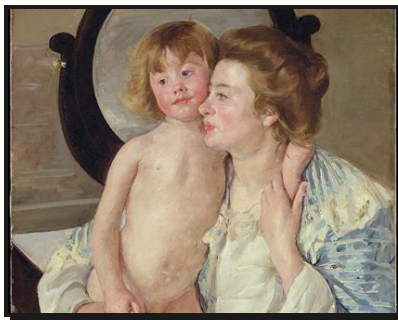
A person tries harder when they expect the result to be worth the effort

WITS



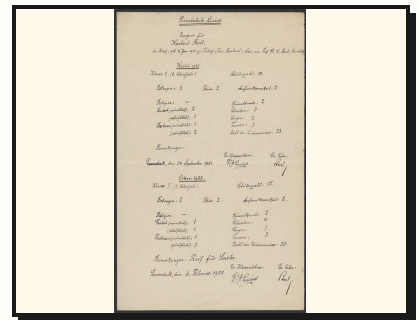
A highly curious person seeks novelty on their own, whatever the situation offers

WITS



Buried clashes with parents in the first years still steer adult feelings

WITS



A child loved only for achieving learns to hide the parts that fall short

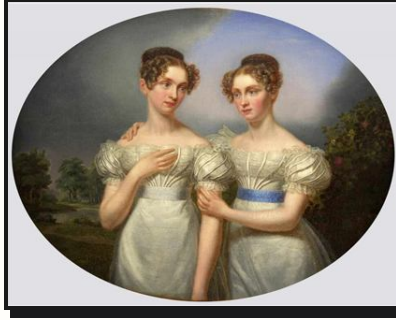
WITS

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Children who watched an adult hit a doll later hit it too, with no reward offered

WITS



Identical twins raised apart turn out to share many of the same scores

WITS



A child learns to hold back urges when parents say no, and the ego takes shape

WITS



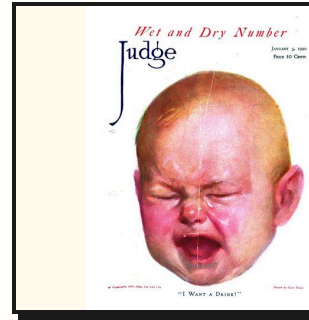
Parents who love a child whatever the grades shape a worthy-feeling self

WITS



Watching someone else get rewarded or punished changes what a person decides to do

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Babies differ in activity and fussiness from week one, and it echoes in adulthood

WITS



The person looks at ink blots one at a time and says what each one looks like

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Clients describe in their own words who they feel they are, with no scoring key

WITS



Observers count what a person does in set situations, not one overall type

WITS

[illegible]

INVENTAIRE descriptif	Groupe de 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100			
	par les 100 enfants			
	10 ans	15 ans	20 ans	25 ans
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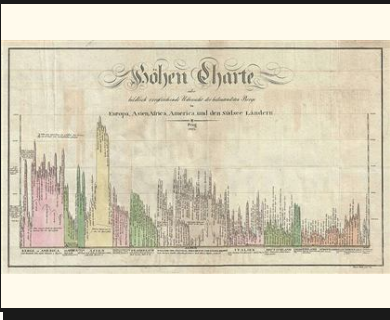
Long inventories whose items are grouped by factor analysis into a few clusters

WITS



The person tells a story about a vague picture, and it is read for hidden worries

WITS



The person rates the self they are against the self they want to be

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A questionnaire asks how sure the person is that they can handle specific tasks

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Very high or very low scores on a dimension can strain work and relationships

WITS

[illegible]



The patient says whatever comes to mind, and the therapist reads it for buried meaning

WITS



A therapist who listens warmly and never judges helps clients find their own answers

WITS



Small successes, and watching a model handle the feared task, rebuild confidence

WITS



Because the scores hold steady, counselors steer people toward jobs that suit them

WITS

ACTION

Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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[illegible]

Wits: Personality

SITS ON THE TABLE.
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Psychodynamic**

Humanistic

Social-Cognitive

Trait

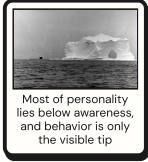
ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

Your turn do ONE of these four

1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



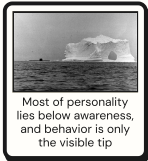
YOURS

YOU SAY
"Psychodynamic."

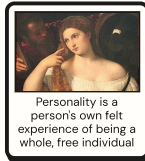
Camp stays Psychodynamic
The next player has to match it too.

2 Outwit

A **different camp**, but the **same issue** as the top card. Say both.



PSYCHODYNAMIC · WHAT IT IS



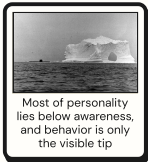
HUMANISTIC · WHAT IT IS

YOU SAY
"Humanistic. Same issue – what it is."

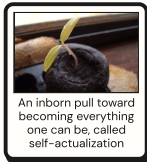
Camp flips to Humanistic
Now everyone plays Humanistic.

3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
"Psychodynamic."

Get away with it?
The card is played. Get caught and it comes back, plus 2.

4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

Anyone, any time including out of turn

"CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

📄 Flip this sheet to settle it



They lied

The card goes back to their hand and they **draw 2**.



They told the truth

You draw 2 instead.

Action cards no camp, no issue – play them on anything

ACTION

Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

Witless

The next player is witless — they **lose their turn**.

ACTION

Outwit

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

First player out of cards wins — but you can't go out on a Wild Wit.

Answer Key

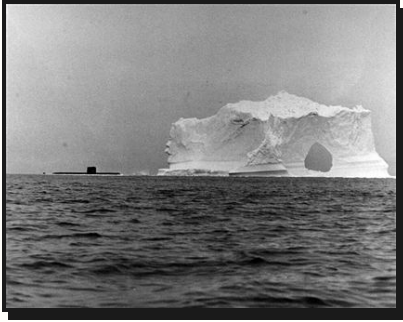
Camps across, issues down. **Flip this over to settle a challenge.**

	Psychodynamic	Humanistic	Social-Cognitive	Trait
 WHAT IT IS	Most of personality lies below awareness, and behavior is only the visible tip Impulse, conscience and reality pull against each other, with the ego as referee	Personality is a person's own felt experience of being a whole, free individual People author their own lives by choosing, rather than being run by past or wiring	Person, behavior and surroundings each shape the other two in a continuing loop Personality includes the expectations a person brings to each kind of situation	Enduring qualities such as extraversion and conscientiousness describe the person The same person acts in much the same way across many different settings
 WHAT DRIVES IT	Hidden urges build pressure like steam and keep pushing to get out Dreams act out wishes the dreamer would never admit to while awake	An inborn pull toward becoming everything one can be, called self-actualization Being accepted with no strings attached frees a person to grow	Confidence that 'I can do this' decides who starts a hard task and sticks with it A person tries harder when they expect the result to be worth the effort	An inner level of outgoingness, set in advance, pushes behavior in every setting A highly curious person seeks novelty on their own, whatever the situation offers
 ORIGINS	Buried clashes with parents in the first years still steer adult feelings A child learns to hold back urges when parents say no, and the ego takes shape	A child loved only for achieving learns to hide the parts that fall short Parents who love a child whatever the grades shape a worthy-feeling self	Children who watched an adult hit a doll later hit it too, with no reward offered Watching someone else get rewarded or punished changes what a person decides to do	Identical twins raised apart turn out to share many of the same scores Babies differ in activity and fussiness from week one, and it echoes in adulthood
 HOW IT IS MEASURED	The person looks at ink blots one at a time and says what each one looks like The person tells a story about a vague picture, and it is read for hidden worries	Clients describe in their own words who they feel they are, with no scoring key The person rates the self they are against the self they want to be	Observers count what a person does in set situations, not one overall type A questionnaire asks how sure the person is that they can handle specific tasks	Long inventories whose items are grouped by factor analysis into a few clusters A person marks how well statements fit and gets a percentile on five scales
 TROUBLE AND CHANGE	Denial and projection shield the ego from anxiety, but heavy use becomes the problem The patient says whatever comes to mind, and the therapist reads it for buried meaning	Feeling stuck and tense appears when daily life clashes with the self one values A therapist who listens warmly and never judges helps clients find their own answers	Avoiding hard tasks keeps low confidence alive, since it never gets tested Small successes, and watching a model handle the feared task, rebuild confidence	Very high or very low scores on a dimension can strain work and relationships Because the scores hold steady, counselors steer people toward jobs that suit them

Challenged and right? The card goes back to the player who lied, and they draw 2.

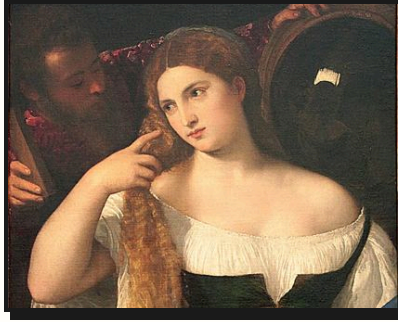
Challenged and wrong? The challenger draws 2 instead.

An Outwit needs a different camp **and** a matching issue. Check both here.



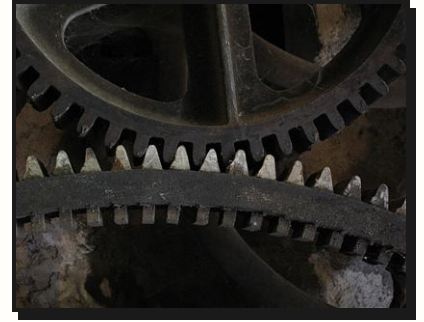
Most of personality lies below awareness, and behavior is only the visible tip

WITS



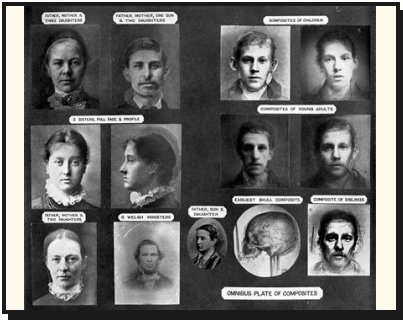
Personality is a person's own felt experience of being a whole, free individual

WITS



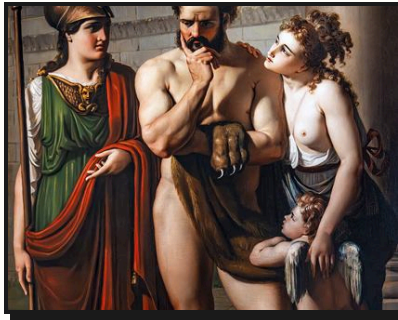
Person, behavior and surroundings each shape the other two in a continuing loop

WITS



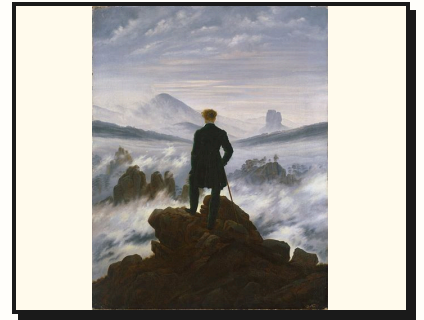
Enduring qualities such as extraversion and conscientiousness describe the person

WITS



Impulse, conscience and reality pull against each other, with the ego as referee

WITS



People author their own lives by choosing, rather than being run by past or wiring

WITS



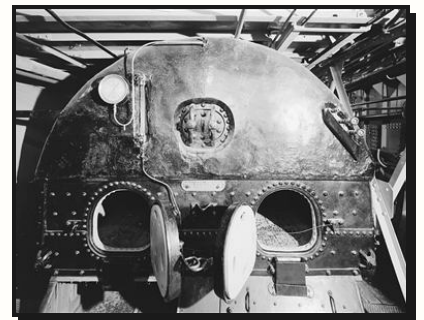
Personality includes the expectations a person brings to each kind of situation

WITS



The same person acts in much the same way across many different settings

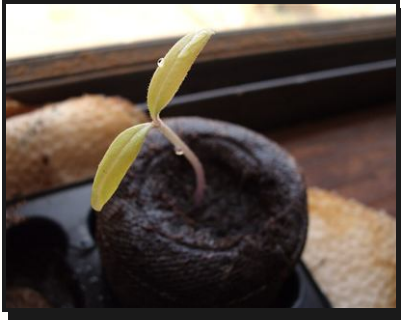
WITS



Hidden urges build pressure like steam and keep pushing to get out

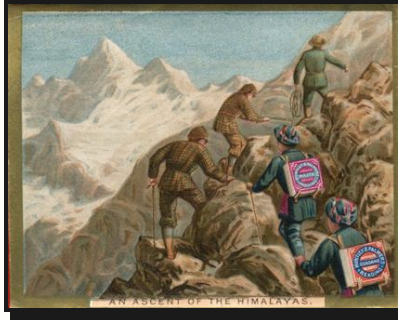
WITS

[illegible]



An inborn pull toward becoming everything one can be, called self-actualization

WITS



Confidence that 'I can do this' decides who starts a hard task and sticks with it

WITS



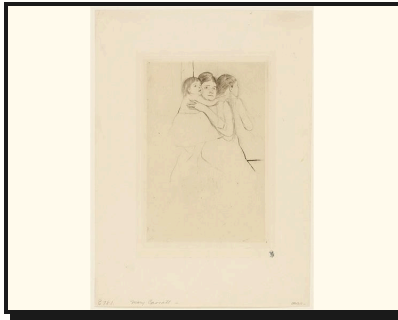
An inner level of outgoingness, set in advance, pushes behavior in every setting

WITS



Dreams act out wishes the dreamer would never admit to while awake

WITS



Being accepted with no strings attached frees a person to grow

WITS



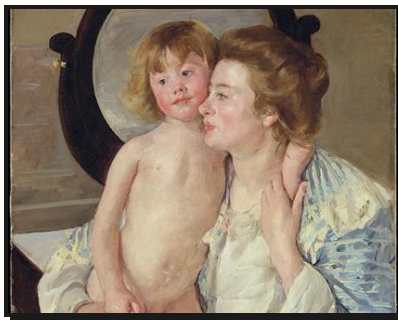
A person tries harder when they expect the result to be worth the effort

WITS



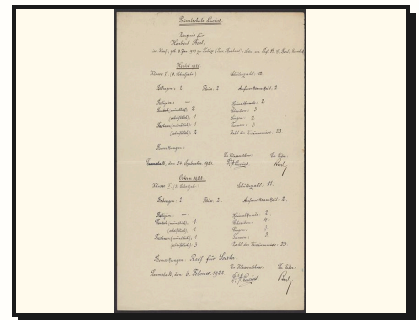
A highly curious person seeks novelty on their own, whatever the situation offers

WITS



Buried clashes with parents in the first years still steer adult feelings

WITS



A child loved only for achieving learns to hide the parts that fall short

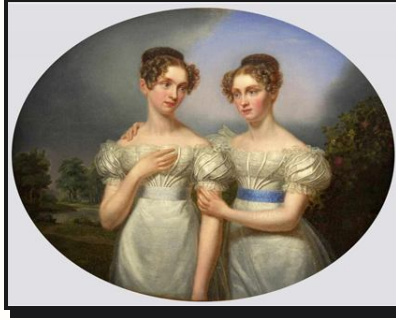
WITS

[illegible]



Children who watched an adult hit a doll later hit it too, with no reward offered

WITS



Identical twins raised apart turn out to share many of the same scores

WITS



A child learns to hold back urges when parents say no, and the ego takes shape

WITS



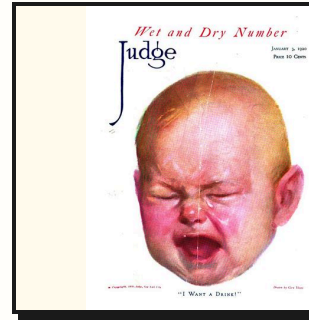
Parents who love a child whatever the grades shape a worthy-feeling self

WITS



Watching someone else get rewarded or punished changes what a person decides to do

WITS



Babies differ in activity and fussiness from week one, and it echoes in adulthood

WITS



The person looks at ink blots one at a time and says what each one looks like

WITS



Clients describe in their own words who they feel they are, with no scoring key

WITS



Observers count what a person does in set situations, not one overall type

WITS

[illegible]

INVENTAIRE	Facteur 1	Facteur 2	Facteur 3	Facteur 4	Facteur 5
1. Je suis	0.85	0.10	0.05	0.02	0.01
2. Je suis	0.82	0.12	0.06	0.03	0.02
3. Je suis	0.80	0.15	0.08	0.04	0.03
4. Je suis	0.78	0.18	0.10	0.05	0.04
5. Je suis	0.75	0.20	0.12	0.06	0.05
6. Je suis	0.72	0.22	0.14	0.07	0.06
7. Je suis	0.70	0.25	0.16	0.08	0.07
8. Je suis	0.68	0.28	0.18	0.09	0.08
9. Je suis	0.65	0.30	0.20	0.10	0.09
10. Je suis	0.62	0.32	0.22	0.11	0.10
11. Je suis	0.60	0.35	0.24	0.12	0.11
12. Je suis	0.58	0.38	0.26	0.13	0.12
13. Je suis	0.55	0.40	0.28	0.14	0.13
14. Je suis	0.52	0.42	0.30	0.15	0.14
15. Je suis	0.50	0.45	0.32	0.16	0.15
16. Je suis	0.48	0.48	0.34	0.17	0.16
17. Je suis	0.45	0.50	0.36	0.18	0.17
18. Je suis	0.42	0.52	0.38	0.19	0.18
19. Je suis	0.40	0.55	0.40	0.20	0.19
20. Je suis	0.38	0.58	0.42	0.21	0.20
21. Je suis	0.35	0.60	0.44	0.22	0.21
22. Je suis	0.32	0.62	0.46	0.23	0.22
23. Je suis	0.30	0.65	0.48	0.24	0.23
24. Je suis	0.28	0.68	0.50	0.25	0.24
25. Je suis	0.25	0.70	0.52	0.26	0.25
26. Je suis	0.22	0.72	0.54	0.27	0.26
27. Je suis	0.20	0.75	0.56	0.28	0.27
28. Je suis	0.18	0.78	0.58	0.29	0.28
29. Je suis	0.15	0.80	0.60	0.30	0.29
30. Je suis	0.12	0.82	0.62	0.31	0.30
31. Je suis	0.10	0.85	0.64	0.32	0.31
32. Je suis	0.08	0.88	0.66	0.33	0.32
33. Je suis	0.05	0.90	0.68	0.34	0.33
34. Je suis	0.02	0.92	0.70	0.35	0.34
35. Je suis	0.01	0.95	0.72	0.36	0.35
36. Je suis	0.00	0.98	0.74	0.37	0.36
37. Je suis	0.00	1.00	0.76	0.38	0.37
38. Je suis	0.00	1.00	0.78	0.39	0.38
39. Je suis	0.00	1.00	0.80	0.40	0.39
40. Je suis	0.00	1.00	0.82	0.41	0.40
41. Je suis	0.00	1.00	0.84	0.42	0.41
42. Je suis	0.00	1.00	0.86	0.43	0.42
43. Je suis	0.00	1.00	0.88	0.44	0.43
44. Je suis	0.00	1.00	0.90	0.45	0.44
45. Je suis	0.00	1.00	0.92	0.46	0.45
46. Je suis	0.00	1.00	0.94	0.47	0.46
47. Je suis	0.00	1.00	0.96	0.48	0.47
48. Je suis	0.00	1.00	0.98	0.49	0.48
49. Je suis	0.00	1.00	1.00	0.50	0.49
50. Je suis	0.00	1.00	1.00	0.51	0.50

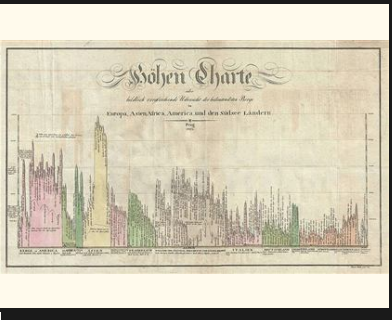
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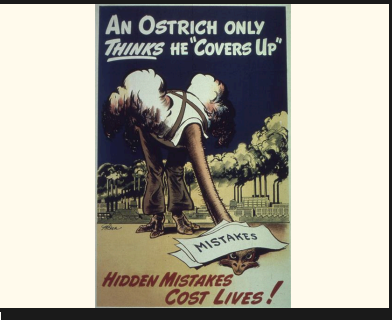
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[illegible]



The patient says whatever comes to mind, and the therapist reads it for buried meaning

WITS



A therapist who listens warmly and never judges helps clients find their own answers

WITS



Small successes, and watching a model handle the feared task, rebuild confidence

WITS



Because the scores hold steady, counselors steer people toward jobs that suit them

WITS

ACTION

Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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[illegible]

Wits: Personality

SITS ON THE TABLE.
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Psychodynamic**

Humanistic

Social-Cognitive

Trait

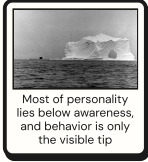
ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

Your turn do ONE of these four

1 Match the camp

Play a card from the **same camp** as the top card, and name it.



ON THE PILE



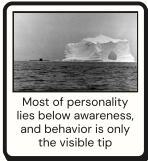
YOURS

YOU SAY
"Psychodynamic."

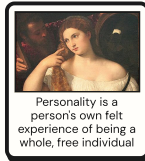
Camp stays Psychodynamic
The next player has to match it too.

2 Outwit

A **different camp**, but the **same issue** as the top card. Say both.



PSYCHODYNAMIC · WHAT IT IS



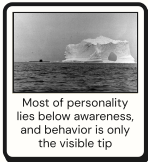
HUMANISTIC · WHAT IT IS

YOU SAY
"Humanistic. Same issue – what it is."

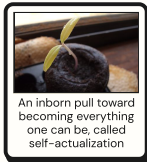
Camp flips to Humanistic
Now everyone plays Humanistic.

3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
"Psychodynamic."

Get away with it?
The card is played. Get caught and it comes back, plus 2.

4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

Anyone, any time including out of turn

"CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

🔄 Flip this sheet to settle it



They lied

The card goes back to their hand and they **draw 2**.



They told the truth

You draw 2 instead.

Action cards no camp, no issue – play them on anything

ACTION

Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION

Witless

The next player is witless — they **lose their turn**.

ACTION

Outwit

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**

First player out of cards wins — but you can't go out on a Wild Wit.

Answer Key

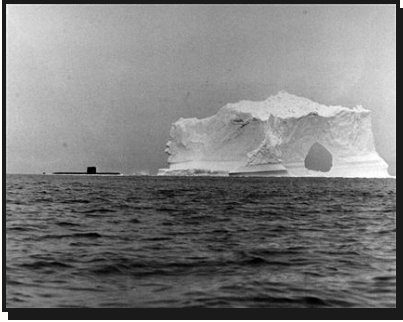
Camps across, issues down. **Flip this over to settle a challenge.**

	Psychodynamic	Humanistic	Social-Cognitive	Trait
 WHAT IT IS	Most of personality lies below awareness, and behavior is only the visible tip Impulse, conscience and reality pull against each other, with the ego as referee	Personality is a person's own felt experience of being a whole, free individual People author their own lives by choosing, rather than being run by past or wiring	Person, behavior and surroundings each shape the other two in a continuing loop Personality includes the expectations a person brings to each kind of situation	Enduring qualities such as extraversion and conscientiousness describe the person The same person acts in much the same way across many different settings
 WHAT DRIVES IT	Hidden urges build pressure like steam and keep pushing to get out Dreams act out wishes the dreamer would never admit to while awake	An inborn pull toward becoming everything one can be, called self-actualization Being accepted with no strings attached frees a person to grow	Confidence that 'I can do this' decides who starts a hard task and sticks with it A person tries harder when they expect the result to be worth the effort	An inner level of outgoingness, set in advance, pushes behavior in every setting A highly curious person seeks novelty on their own, whatever the situation offers
 ORIGINS	Buried clashes with parents in the first years still steer adult feelings A child learns to hold back urges when parents say no, and the ego takes shape	A child loved only for achieving learns to hide the parts that fall short Parents who love a child whatever the grades shape a worthy-feeling self	Children who watched an adult hit a doll later hit it too, with no reward offered Watching someone else get rewarded or punished changes what a person decides to do	Identical twins raised apart turn out to share many of the same scores Babies differ in activity and fussiness from week one, and it echoes in adulthood
 HOW IT IS MEASURED	The person looks at ink blots one at a time and says what each one looks like The person tells a story about a vague picture, and it is read for hidden worries	Clients describe in their own words who they feel they are, with no scoring key The person rates the self they are against the self they want to be	Observers count what a person does in set situations, not one overall type A questionnaire asks how sure the person is that they can handle specific tasks	Long inventories whose items are grouped by factor analysis into a few clusters A person marks how well statements fit and gets a percentile on five scales
 TROUBLE AND CHANGE	Denial and projection shield the ego from anxiety, but heavy use becomes the problem The patient says whatever comes to mind, and the therapist reads it for buried meaning	Feeling stuck and tense appears when daily life clashes with the self one values A therapist who listens warmly and never judges helps clients find their own answers	Avoiding hard tasks keeps low confidence alive, since it never gets tested Small successes, and watching a model handle the feared task, rebuild confidence	Very high or very low scores on a dimension can strain work and relationships Because the scores hold steady, counselors steer people toward jobs that suit them

Challenged and right? The card goes back to the player who lied, and they draw 2.

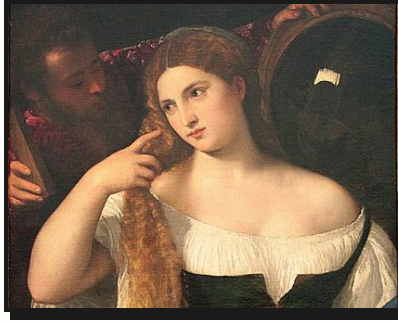
Challenged and wrong? The challenger draws 2 instead.

An Outwit needs a different camp **and** a matching issue. Check both here.



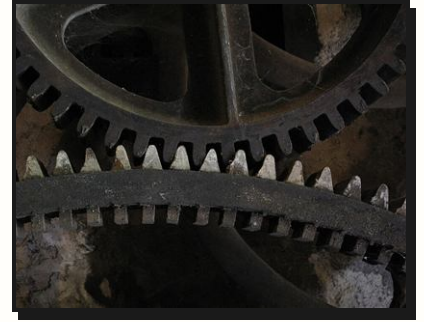
Most of personality lies below awareness, and behavior is only the visible tip

WITS



Personality is a person's own felt experience of being a whole, free individual

WITS



Person, behavior and surroundings each shape the other two in a continuing loop

WITS



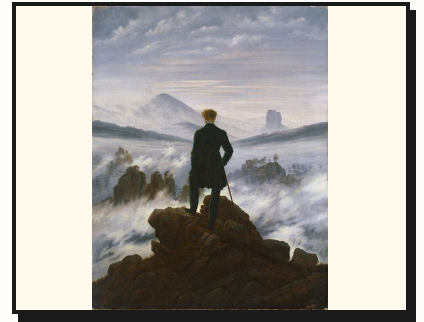
Enduring qualities such as extraversion and conscientiousness describe the person

WITS



Impulse, conscience and reality pull against each other, with the ego as referee

WITS



People author their own lives by choosing, rather than being run by past or wiring

WITS



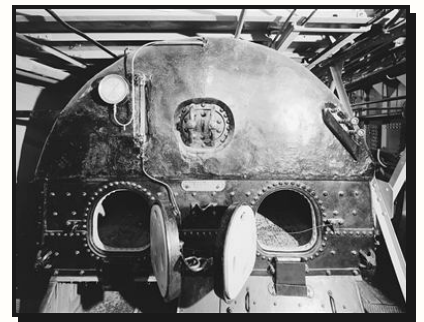
Personality includes the expectations a person brings to each kind of situation

WITS



The same person acts in much the same way across many different settings

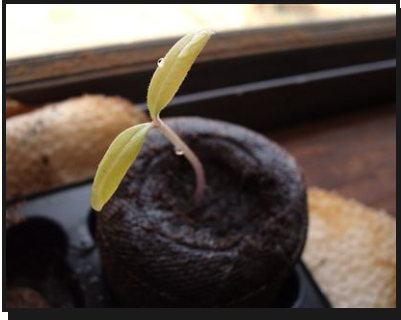
WITS



Hidden urges build pressure like steam and keep pushing to get out

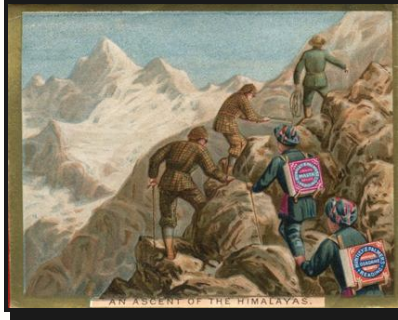
WITS

[illegible]



An inborn pull toward becoming everything one can be, called self-actualization

WITS



Confidence that 'I can do this' decides who starts a hard task and sticks with it

WITS



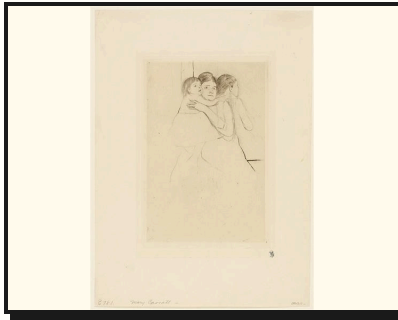
An inner level of outgoingness, set in advance, pushes behavior in every setting

WITS



Dreams act out wishes the dreamer would never admit to while awake

WITS



Being accepted with no strings attached frees a person to grow

WITS



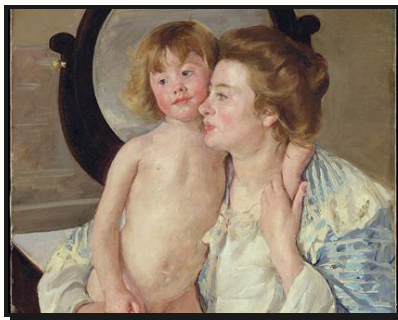
A person tries harder when they expect the result to be worth the effort

WITS



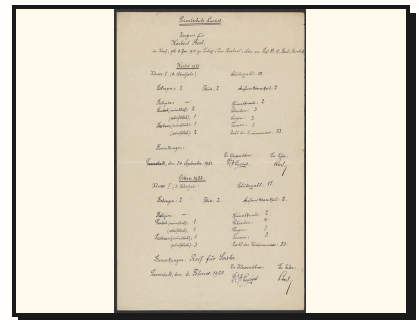
A highly curious person seeks novelty on their own, whatever the situation offers

WITS



Buried clashes with parents in the first years still steer adult feelings

WITS



A child loved only for achieving learns to hide the parts that fall short

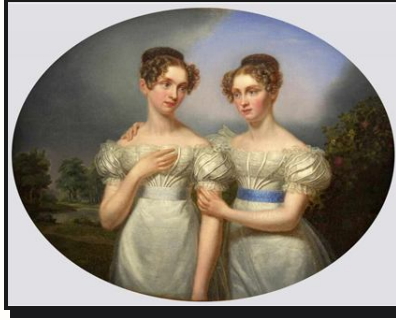
WITS

[illegible]



Children who watched an adult hit a doll later hit it too, with no reward offered

WITS



Identical twins raised apart turn out to share many of the same scores

WITS



A child learns to hold back urges when parents say no, and the ego takes shape

WITS



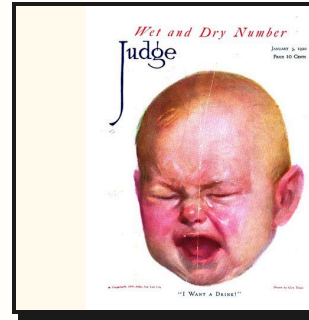
Parents who love a child whatever the grades shape a worthy-feeling self

WITS



Watching someone else get rewarded or punished changes what a person decides to do

WITS



Babies differ in activity and fussiness from week one, and it echoes in adulthood

WITS



The person looks at ink blots one at a time and says what each one looks like

WITS



Clients describe in their own words who they feel they are, with no scoring key

WITS



Observers count what a person does in set situations, not one overall type

WITS

[illegible]

INVENTAIRE		ANNEE 1900			
NOM		Quantité	Unité	Valeur	Remarques
1	Blé dur	100	kg	100	
2	Blé tendre	50	kg	50	
3	Orge	20	kg	20	
4	Avoine	10	kg	10	
5	Sécheresse	5	kg	5	
6	Haricots	10	kg	10	
7	Fèves	10	kg	10	
8	Lentilles	10	kg	10	
9	Pois chiches	10	kg	10	
10	Pois cassés	10	kg	10	
11	Pois blancs	10	kg	10	
12	Pois rouges	10	kg	10	
13	Pois noirs	10	kg	10	
14	Pois verts	10	kg	10	
15	Pois jaunes	10	kg	10	
16	Pois bruns	10	kg	10	
17	Pois gris	10	kg	10	
18	Pois blancs	10	kg	10	
19	Pois rouges	10	kg	10	
20	Pois noirs	10	kg	10	
21	Pois verts	10	kg	10	
22	Pois jaunes	10	kg	10	
23	Pois bruns	10	kg	10	
24	Pois gris	10	kg	10	
25	Pois blancs	10	kg	10	
26	Pois rouges	10	kg	10	
27	Pois noirs	10	kg	10	
28	Pois verts	10	kg	10	
29	Pois jaunes	10	kg	10	
30	Pois bruns	10	kg	10	
31	Pois gris	10	kg	10	
32	Pois blancs	10	kg	10	
33	Pois rouges	10	kg	10	
34	Pois noirs	10	kg	10	
35	Pois verts	10	kg	10	
36	Pois jaunes	10	kg	10	
37	Pois bruns	10	kg	10	
38	Pois gris	10	kg	10	
39	Pois blancs	10	kg	10	
40	Pois rouges	10	kg	10	
41	Pois noirs	10	kg	10	
42	Pois verts	10	kg	10	
43	Pois jaunes	10	kg	10	
44	Pois bruns	10	kg	10	
45	Pois gris	10	kg	10	
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57	Pois jaunes	10	kg	10	
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63	Pois verts	10	kg	10	
64	Pois jaunes	10	kg	10	
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80	Pois gris	10	kg	10	
81	Pois blancs	10	kg	10	
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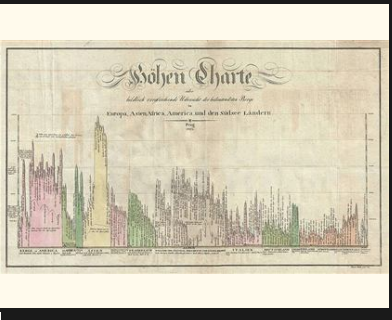
Long inventories whose items are grouped by factor analysis into a few clusters

WITS



The person tells a story about a vague picture, and it is read for hidden worries

WITS



The person rates the self they are against the self they want to be

WITS



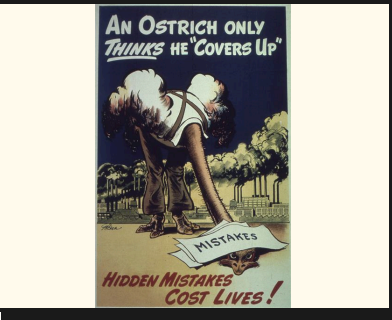
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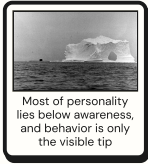
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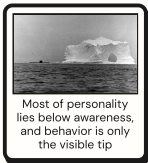
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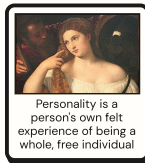
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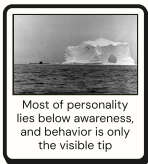
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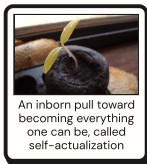
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📄 Flip this sheet to settle it



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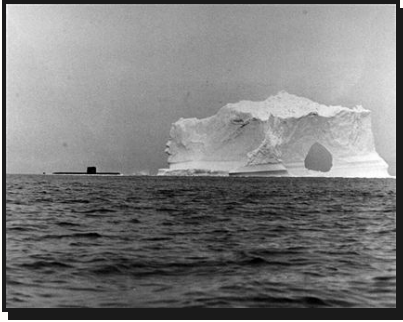
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 ORIGINS	Buried clashes with parents in the first years still steer adult feelings A child learns to hold back urges when parents say no, and the ego takes shape	A child loved only for achieving learns to hide the parts that fall short Parents who love a child whatever the grades shape a worthy-feeling self	Children who watched an adult hit a doll later hit it too, with no reward offered Watching someone else get rewarded or punished changes what a person decides to do	Identical twins raised apart turn out to share many of the same scores Babies differ in activity and fussiness from week one, and it echoes in adulthood
 HOW IT IS MEASURED	The person looks at ink blots one at a time and says what each one looks like The person tells a story about a vague picture, and it is read for hidden worries	Clients describe in their own words who they feel they are, with no scoring key The person rates the self they are against the self they want to be	Observers count what a person does in set situations, not one overall type A questionnaire asks how sure the person is that they can handle specific tasks	Long inventories whose items are grouped by factor analysis into a few clusters A person marks how well statements fit and gets a percentile on five scales
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Challenged and right? The card goes back to the player who lied, and they draw 2.

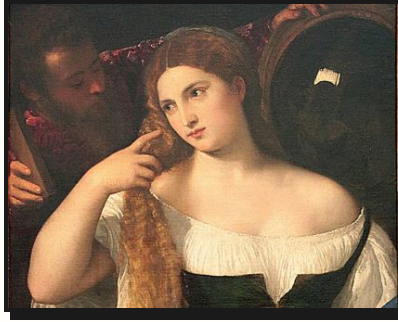
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An Outwit needs a different camp **and** a matching issue. Check both here.



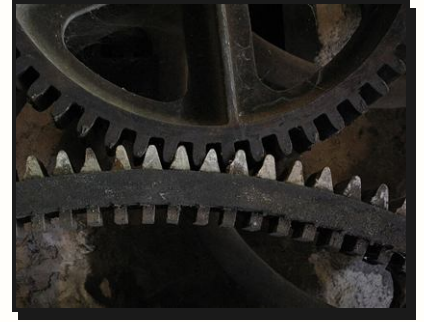
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WITS



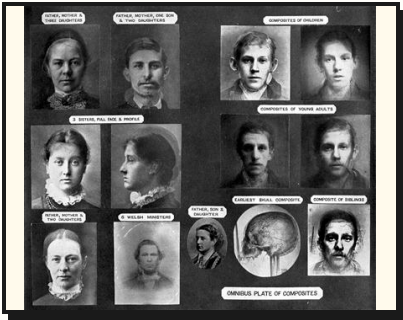
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WITS



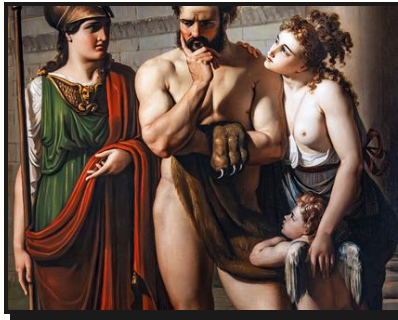
Person, behavior and surroundings each shape the other two in a continuing loop

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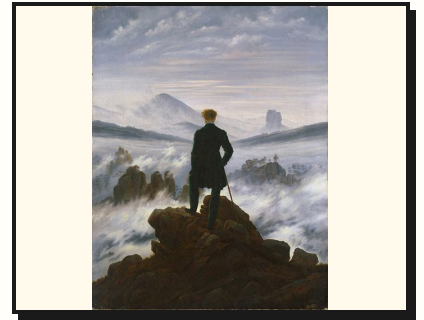
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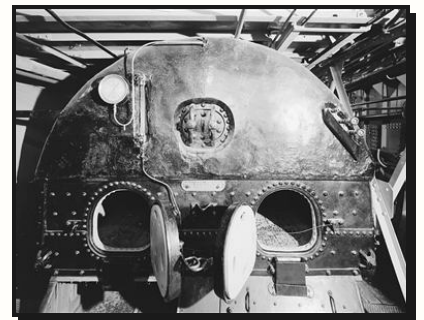
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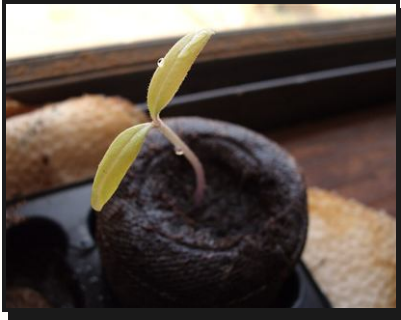
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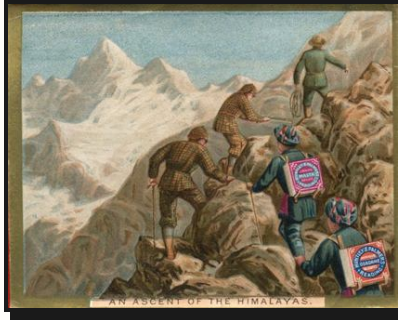
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[illegible]



An inborn pull toward becoming everything one can be, called self-actualization

WITS



Confidence that 'I can do this' decides who starts a hard task and sticks with it

WITS



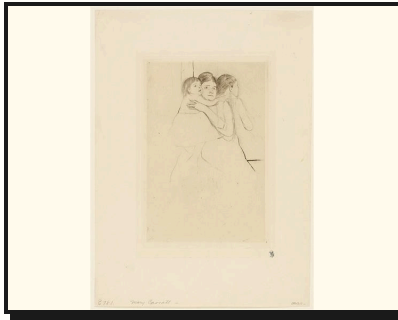
An inner level of outgoingness, set in advance, pushes behavior in every setting

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Dreams act out wishes the dreamer would never admit to while awake

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Being accepted with no strings attached frees a person to grow

WITS



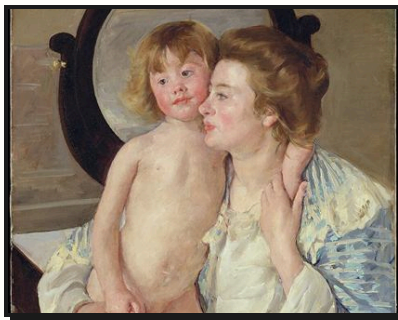
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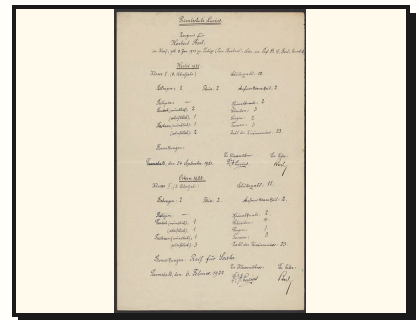
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Buried clashes with parents in the first years still steer adult feelings

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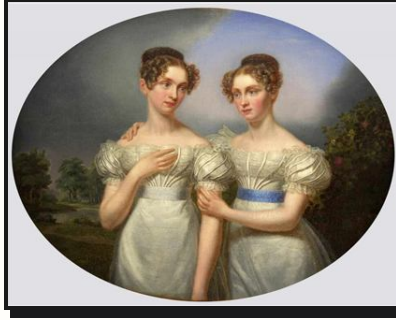
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[illegible]



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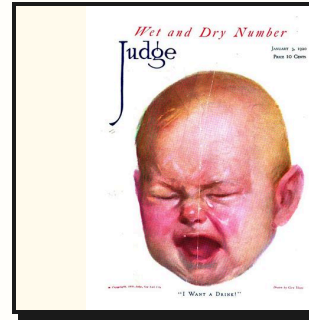
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The person looks at ink blots one at a time and says what each one looks like

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Clients describe in their own words who they feel they are, with no scoring key

WITS



Observers count what a person does in set situations, not one overall type

WITS

[illegible]

INVENTAIRE	Facteur 1	Facteur 2	Facteur 3	Facteur 4	Facteur 5
1. Je suis	0.85	0.10	0.05	0.02	0.01
2. Je suis	0.82	0.12	0.06	0.03	0.02
3. Je suis	0.78	0.15	0.08	0.04	0.03
4. Je suis	0.75	0.18	0.10	0.05	0.04
5. Je suis	0.72	0.20	0.12	0.06	0.05
6. Je suis	0.68	0.25	0.15	0.08	0.07
7. Je suis	0.65	0.28	0.18	0.10	0.09
8. Je suis	0.62	0.30	0.20	0.12	0.10
9. Je suis	0.58	0.35	0.25	0.15	0.12
10. Je suis	0.55	0.38	0.28	0.18	0.15
11. Je suis	0.52	0.40	0.30	0.20	0.18
12. Je suis	0.48	0.45	0.35	0.25	0.20
13. Je suis	0.45	0.48	0.38	0.28	0.22
14. Je suis	0.42	0.50	0.40	0.30	0.24
15. Je suis	0.38	0.55	0.45	0.35	0.28
16. Je suis	0.35	0.58	0.48	0.38	0.30
17. Je suis	0.32	0.60	0.50	0.40	0.32
18. Je suis	0.28	0.65	0.55	0.45	0.35
19. Je suis	0.25	0.68	0.58	0.48	0.38
20. Je suis	0.22	0.70	0.60	0.50	0.40

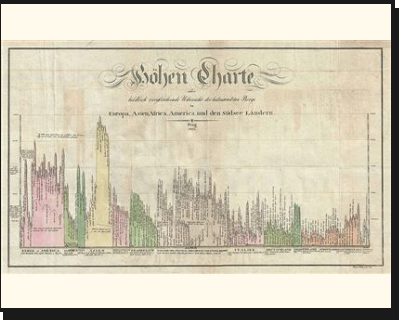
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WITS



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A therapist who listens warmly and never judges helps clients find their own answers

WITS



Small successes, and watching a model handle the feared task, rebuild confidence

WITS



Because the scores hold steady, counselors steer people toward jobs that suit them

WITS

ACTION

Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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[illegible]

Wits: Personality

SITS ON THE TABLE.
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Psychodynamic**

Humanistic

Social-Cognitive

Trait

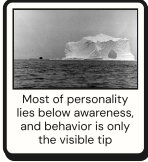
ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

Every card is one camp and one issue. The card never tells you which. You work it out.

Your turn do ONE of these four

1 Match the camp

Play a card from the **same camp** as the top card, and name it.

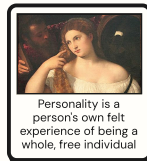
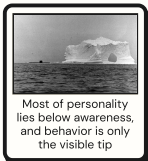


YOU SAY
"Psychodynamic."

Camp stays Psychodynamic
The next player has to match it too.

2 Outwit

A **different camp**, but the **same issue** as the top card. Say both.

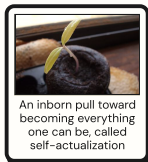
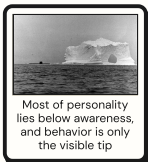


YOU SAY
"Humanistic. Same issue – what it is."

Camp flips to Humanistic
Now everyone plays Humanistic.

3 Bluff it

Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



YOU SAY, STRAIGHT-FACED
"Psychodynamic."

Get away with it?
The card is played. Get caught and it comes back, plus 2.

4 Draw one



→ Play it if it fits – otherwise your turn ends.

Anyone, any time including out of turn

"CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

🔄 Flip this sheet to settle it



They lied

The card goes back to their hand and they **draw 2**.



They told the truth

You draw 2 instead.

Action cards no camp, no issue – play them on anything

ACTION Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

ACTION Witless

The next player is witless — they **lose their turn**.

ACTION Outwit

Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

First player out of cards wins — but you can't go out on a Wild Wit.

Answer Key

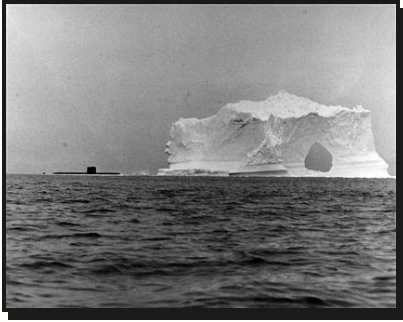
Camps across, issues down. **Flip this over to settle a challenge.**

	Psychodynamic	Humanistic	Social-Cognitive	Trait
 WHAT IT IS	Most of personality lies below awareness, and behavior is only the visible tip Impulse, conscience and reality pull against each other, with the ego as referee	Personality is a person's own felt experience of being a whole, free individual People author their own lives by choosing, rather than being run by past or wiring	Person, behavior and surroundings each shape the other two in a continuing loop Personality includes the expectations a person brings to each kind of situation	Enduring qualities such as extraversion and conscientiousness describe the person The same person acts in much the same way across many different settings
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 ORIGINS	Buried clashes with parents in the first years still steer adult feelings A child learns to hold back urges when parents say no, and the ego takes shape	A child loved only for achieving learns to hide the parts that fall short Parents who love a child whatever the grades shape a worthy-feeling self	Children who watched an adult hit a doll later hit it too, with no reward offered Watching someone else get rewarded or punished changes what a person decides to do	Identical twins raised apart turn out to share many of the same scores Babies differ in activity and fussiness from week one, and it echoes in adulthood
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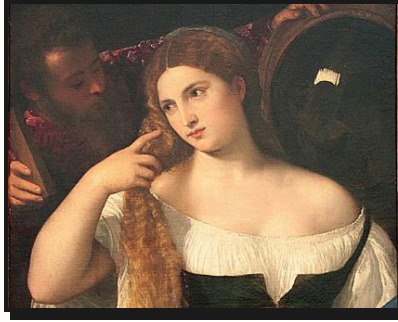
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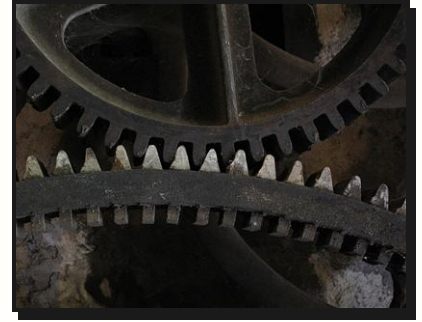
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WITS



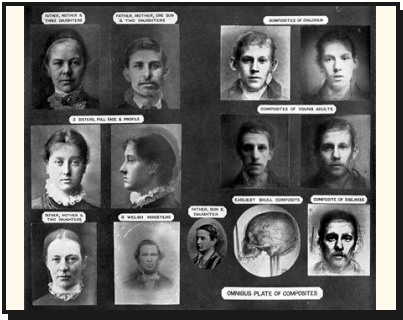
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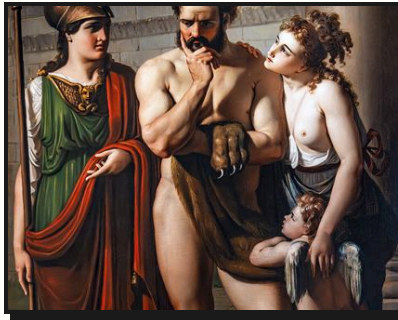
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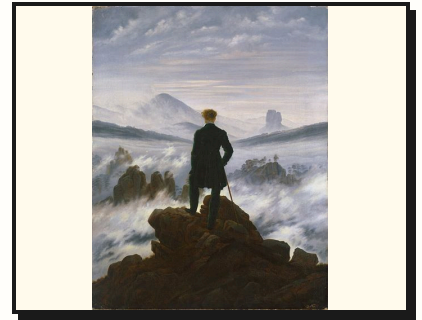
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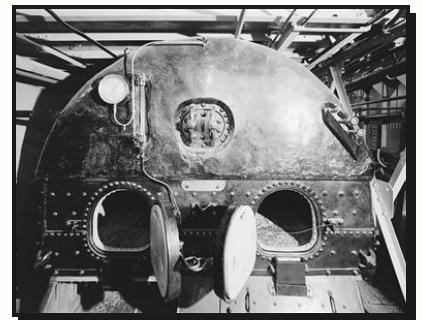
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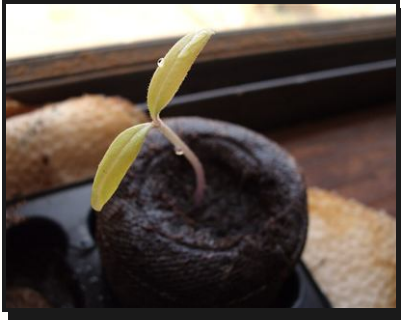
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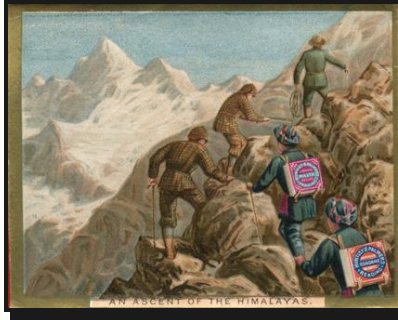
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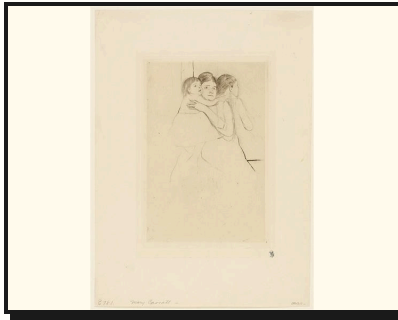
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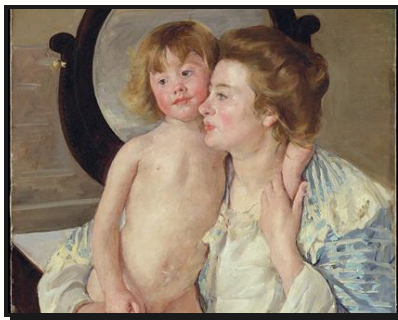
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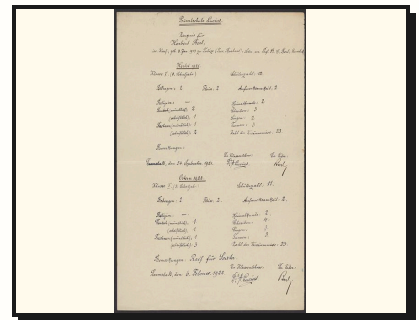
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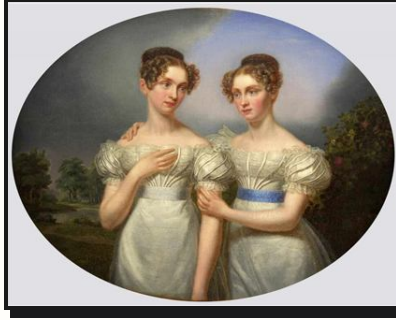
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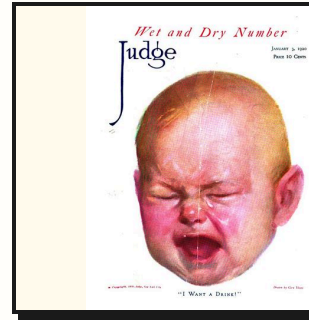
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WITS

[illegible]

INVENTAIRE		ANNEE 1911			
NOM		Quantité	Unité	Valeur	Observations
1	Blé dur	100	kg	100	
2	Blé tendre	50	kg	50	
3	Orge	20	kg	20	
4	Avoine	10	kg	10	
5	Sécheresse	5	kg	5	
6	Haricots	10	kg	10	
7	Fèves	10	kg	10	
8	Lentilles	10	kg	10	
9	Pois chiches	10	kg	10	
10	Pois cassés	10	kg	10	
11	Pois blancs	10	kg	10	
12	Pois rouges	10	kg	10	
13	Pois noirs	10	kg	10	
14	Pois verts	10	kg	10	
15	Pois jaunes	10	kg	10	
16	Pois bleus	10	kg	10	
17	Pois violets	10	kg	10	
18	Pois roses	10	kg	10	
19	Pois blancs	10	kg	10	
20	Pois rouges	10	kg	10	

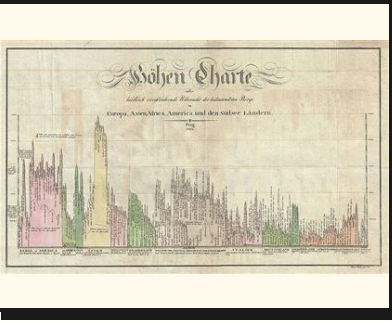
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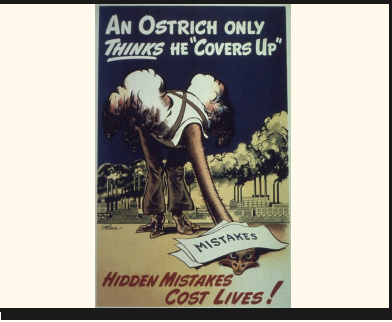
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Play it on anything except an Outwit. The next player is witless — they lose their turn.

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Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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Wits: Personality

SITS ON THE TABLE.
FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Psychodynamic**

Humanistic

Social-Cognitive

Trait

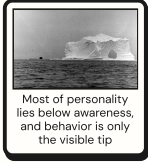
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ON THE PILE



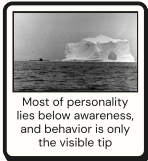
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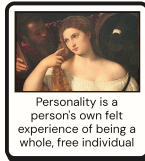
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PSYCHODYNAMIC · WHAT IT IS



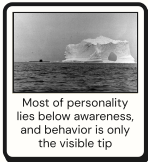
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YOU SAY
"Humanistic. Same issue – what it is."

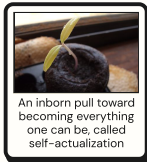
Camp flips to Humanistic
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Can't do either? Play **any card at all** and name a camp anyway. Nobody can see what it really is.



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ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
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Get away with it?
The card is played. Get caught and it comes back, plus 2.

4 Draw one



TAKE ONE

→ Play it if it fits – otherwise your turn ends.

Anyone, any time including out of turn

"CHALLENGE!"

Think somebody named the wrong camp, or called an Outwit that does not match? Say so before the next player goes.

🔄 Flip this sheet to settle it



They lied

The card goes back to their hand and they **draw 2**.



They told the truth

You draw 2 instead.

Action cards no camp, no issue – play them on anything

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Wild Wit

Play on anything. **You** name the camp that comes next. It buries the issue, so the next player matches the camp or draws.

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The next player is witless — they **lose their turn**.

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Next player must **Outwit** on the issue or **draw 2**. No action card saves them.



"Wit!"

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First player out of cards wins — but you can't go out on a Wild Wit.

Answer Key

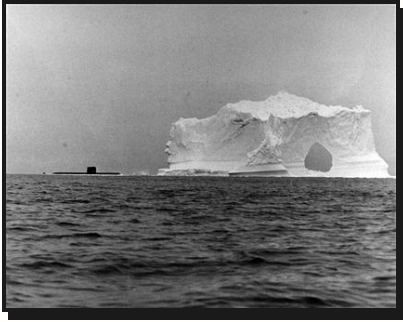
Camps across, issues down. **Flip this over to settle a challenge.**

	Psychodynamic	Humanistic	Social-Cognitive	Trait
 WHAT IT IS	Most of personality lies below awareness, and behavior is only the visible tip Impulse, conscience and reality pull against each other, with the ego as referee	Personality is a person's own felt experience of being a whole, free individual People author their own lives by choosing, rather than being run by past or wiring	Person, behavior and surroundings each shape the other two in a continuing loop Personality includes the expectations a person brings to each kind of situation	Enduring qualities such as extraversion and conscientiousness describe the person The same person acts in much the same way across many different settings
 WHAT DRIVES IT	Hidden urges build pressure like steam and keep pushing to get out Dreams act out wishes the dreamer would never admit to while awake	An inborn pull toward becoming everything one can be, called self-actualization Being accepted with no strings attached frees a person to grow	Confidence that 'I can do this' decides who starts a hard task and sticks with it A person tries harder when they expect the result to be worth the effort	An inner level of outgoingness, set in advance, pushes behavior in every setting A highly curious person seeks novelty on their own, whatever the situation offers
 ORIGINS	Buried clashes with parents in the first years still steer adult feelings A child learns to hold back urges when parents say no, and the ego takes shape	A child loved only for achieving learns to hide the parts that fall short Parents who love a child whatever the grades shape a worthy-feeling self	Children who watched an adult hit a doll later hit it too, with no reward offered Watching someone else get rewarded or punished changes what a person decides to do	Identical twins raised apart turn out to share many of the same scores Babies differ in activity and fussiness from week one, and it echoes in adulthood
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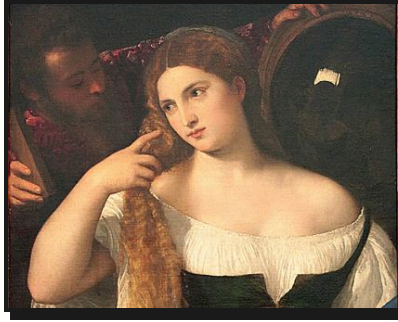
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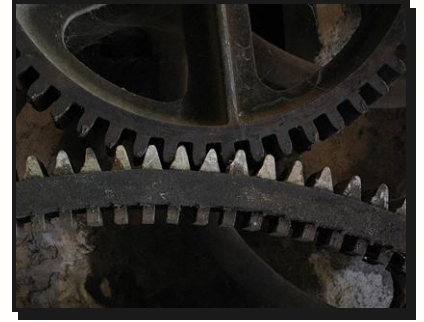
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WITS



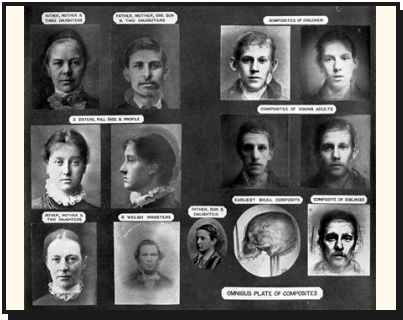
Personality is a person's own felt experience of being a whole, free individual

WITS



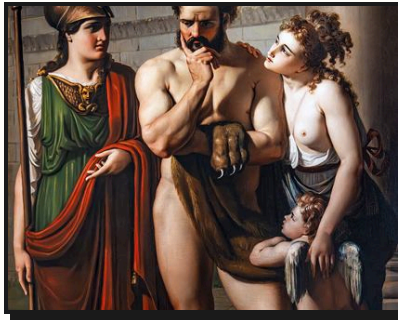
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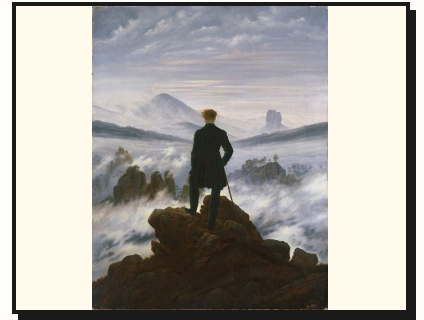
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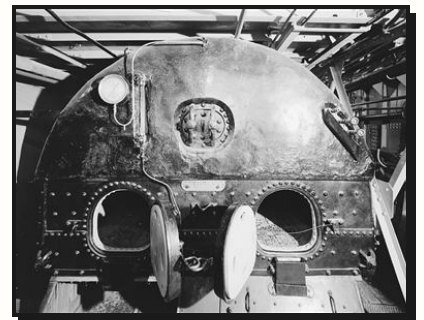
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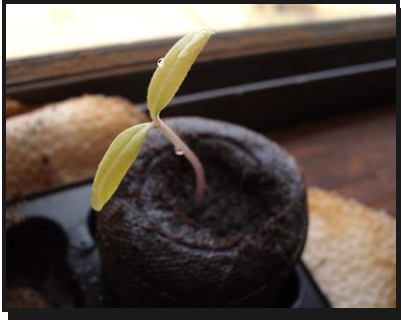
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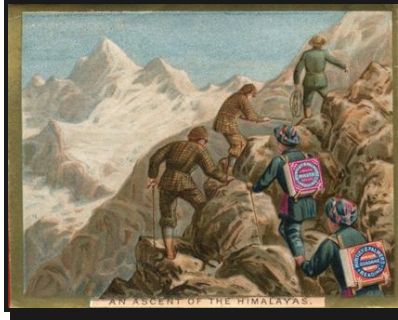
WITS

[illegible]



An inborn pull toward becoming everything one can be, called self-actualization

WITS



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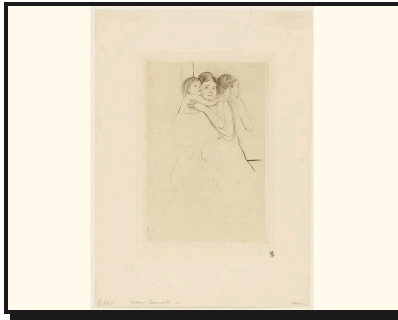
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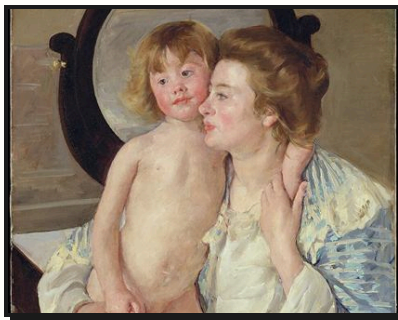
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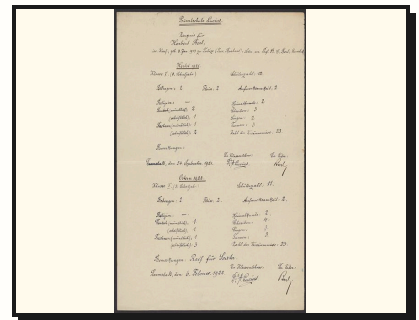
A highly curious person seeks novelty on their own, whatever the situation offers

WITS



Buried clashes with parents in the first years still steer adult feelings

WITS



A child loved only for achieving learns to hide the parts that fall short

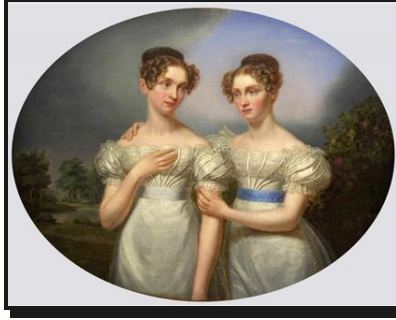
WITS

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Children who watched an adult hit a doll later hit it too, with no reward offered

WITS



Identical twins raised apart turn out to share many of the same scores

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A child learns to hold back urges when parents say no, and the ego takes shape

WITS



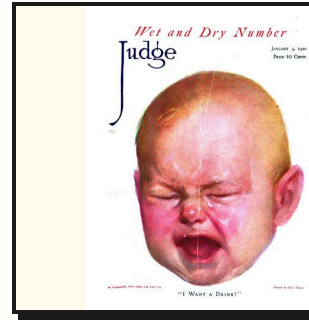
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WITS



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WITS

[illegible]

[illegible]

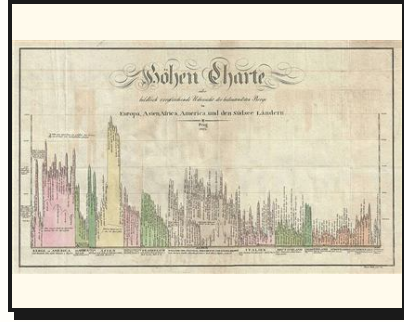
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WITS



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WITS



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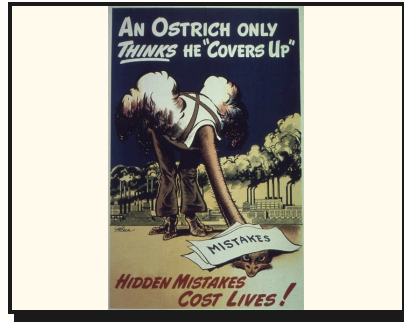
A questionnaire asks how sure the person is that they can handle specific tasks

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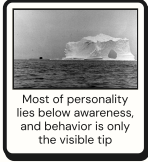
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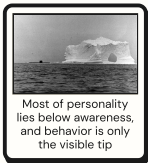
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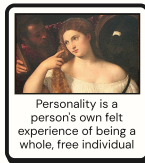
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PSYCHODYNAMIC · WHAT IT IS



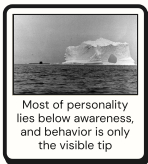
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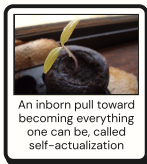
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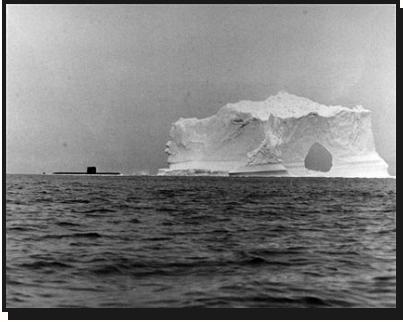
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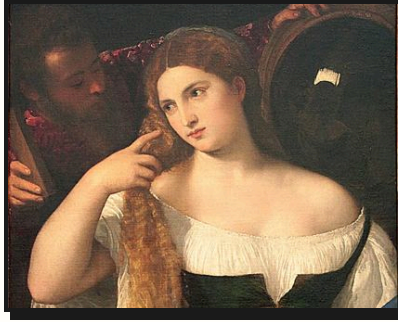
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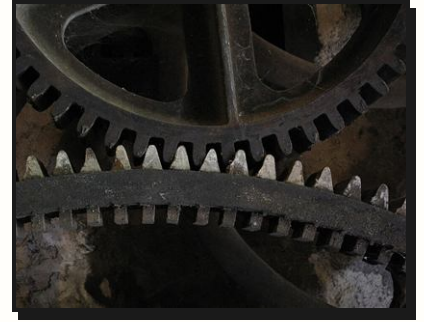
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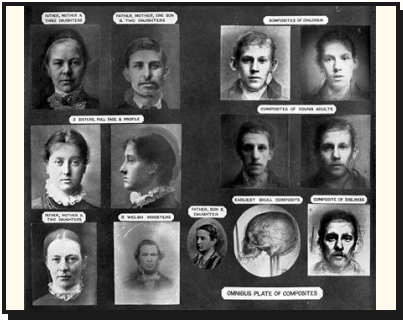
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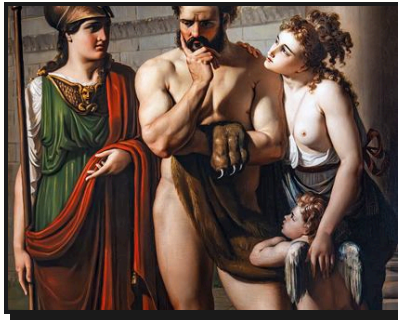
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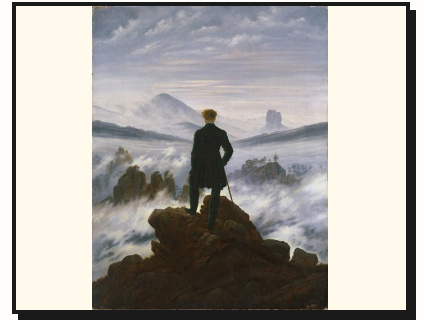
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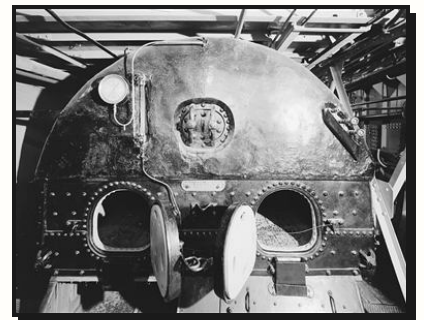
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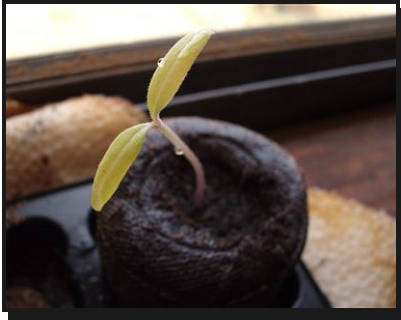
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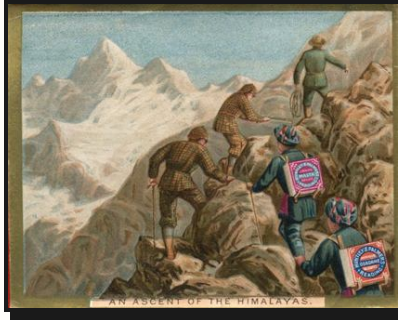
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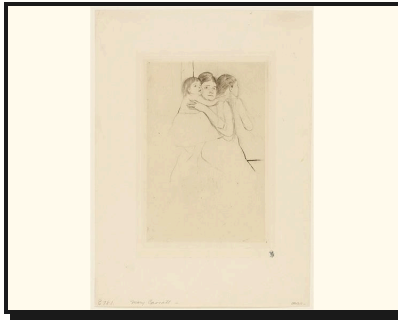
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Being accepted with no strings attached frees a person to grow

WITS



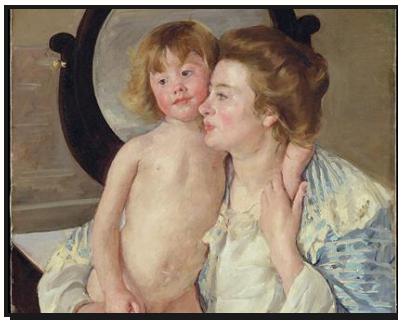
A person tries harder when they expect the result to be worth the effort

WITS



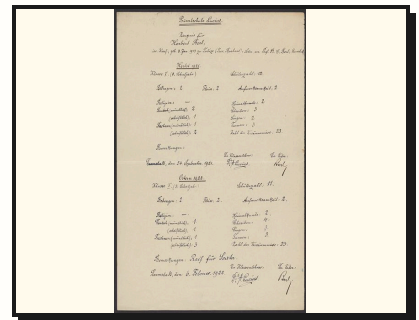
A highly curious person seeks novelty on their own, whatever the situation offers

WITS



Buried clashes with parents in the first years still steer adult feelings

WITS



A child loved only for achieving learns to hide the parts that fall short

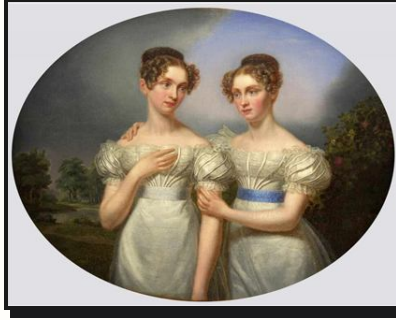
WITS

[illegible]



Children who watched an adult hit a doll later hit it too, with no reward offered

WITS



Identical twins raised apart turn out to share many of the same scores

WITS



A child learns to hold back urges when parents say no, and the ego takes shape

WITS



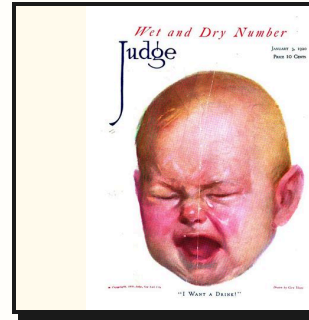
Parents who love a child whatever the grades shape a worthy-feeling self

WITS



Watching someone else get rewarded or punished changes what a person decides to do

WITS



Babies differ in activity and fussiness from week one, and it echoes in adulthood

WITS



The person looks at ink blots one at a time and says what each one looks like

WITS



Clients describe in their own words who they feel they are, with no scoring key

WITS



Observers count what a person does in set situations, not one overall type

WITS

[illegible]

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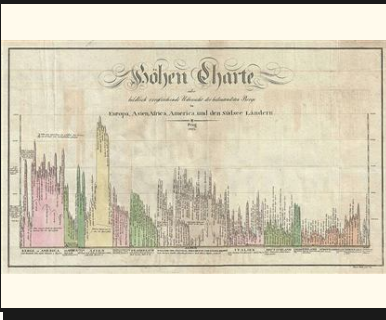
Long inventories whose items are grouped by factor analysis into a few clusters

WITS



The person tells a story about a vague picture, and it is read for hidden worries

WITS



The person rates the self they are against the self they want to be

WITS



A questionnaire asks how sure the person is that they can handle specific tasks

WITS



A person marks how well statements fit and gets a percentile on five scales

WITS



Denial and projection shield the ego from anxiety, but heavy use becomes the problem

WITS



Feeling stuck and tense appears when daily life clashes with the self one values

WITS



Avoiding hard tasks keeps low confidence alive, since it never gets tested

WITS



Very high or very low scores on a dimension can strain work and relationships

WITS

[illegible]



The patient says whatever comes to mind, and the therapist reads it for buried meaning

WITS



A therapist who listens warmly and never judges helps clients find their own answers

WITS



Small successes, and watching a model handle the feared task, rebuild confidence

WITS



Because the scores hold steady, counselors steer people toward jobs that suit them

WITS

ACTION

Wild Wit

Play it on anything except an Outwit. Then name the camp that comes next.

ACTION

Witless

Play it on anything except an Outwit. The next player is witless — they lose their turn.

ACTION

Outwit

The next player may not match the camp, and no action card will save them. Outwit on the issue, or draw 2.

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