

Wits

THE CIVIL WAR

A social matching game for 3 to 6 players. 52 cards. The politics of secession and war.

What is on a card

A picture and a fact. Nothing else. Every card belongs to one **camp** — Fire-Eater, Northern Democrat, Republican, Abolitionist. Every card is also about one **issue** — Who Leads, What They Believe, Slavery, How They Organize, Who Backs Them. 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.

“Republican.”

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.

“Fire-Eater. Same issue – slavery.”

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.

The question that sorts this deck

Four camps, four answers to **what should happen to slavery?** — **Fire-Eater:** no limits, and leave the Union to keep it. **Northern Democrat:** let each territory vote, and keep the Union whole. **Republican:** leave it where it is, but stop it spreading. **Abolitionist:** end it now, Union or no Union.

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.

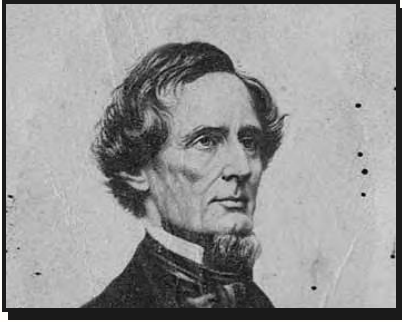
Quick Wit — this **is** your turn, and you need no legal play. Lay it down together with any card, even one that matches nothing. Name that card's camp, then argue the connection out loud. **The table judges.** Accepted, and you have shed two cards in one turn. Rejected, and you take both back and draw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

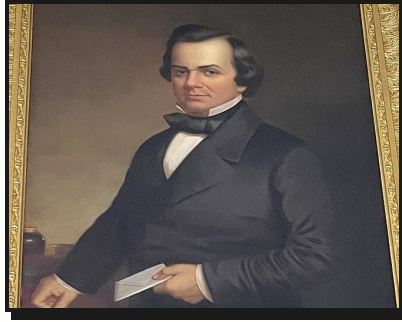
Teacher only. Settles challenges. Camps across, issues down.

	FIRE-EATER	NORTHERN DEMOCRAT	REPUBLICAN	ABOLITIONIST
WHO LEADS	Jefferson Davis John C. Breckinridge	Stephen Douglas James Buchanan	Abraham Lincoln William Seward	William Lloyd Garrison Frederick Douglass
WHAT THEY BELIEVE	States' rights stand above the federal government Strict construction: a literal reading of the Constitution	Popular sovereignty was the democratic way to save the Union Slavery in the states was beyond the reach of federal power	Loose construction: the Constitution stretches to meet new problems Salmon Chase: an indestructible Union of indestructible States	The Constitution was a covenant with death Civil disobedience: a just man's place is prison
SLAVERY	Dred Scott: no person of African descent could claim citizenship No limits on slavery, in any territory	The Kansas-Nebraska Act repealed the Missouri Compromise Whigs who backed both the Union and slavery	Free Soil: no more slave states, no slave territories Leave slavery where it is, but stop it spreading	John Brown: this guilty land can be purged only with blood The Underground Railroad
HOW THEY ORGANIZE	South Carolina's Declaration of the Immediate Causes The Confederate States of America	Copperheads: peace with the Confederacy, now Clement Vallandigham denounced King Lincoln's despotism	John Fremont and the campaign of 1856 Free Whigs who walked out of a fracturing party	The Liberator The North Star
WHO BACKS THEM	King Cotton: an independent South would be rich Urged separation long before anyone else would	The New York City draft riots George B. McClellan, the general who ran against Lincoln	Internal improvements: federal money for roads and rails Free soil, free labor, free men	Quakers Suffragists who tied women's rights to abolition



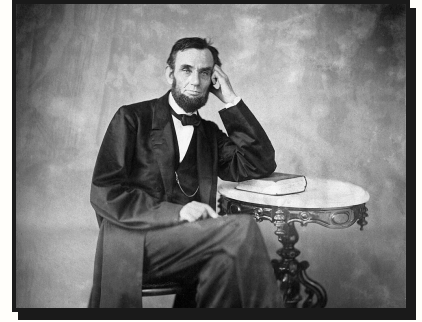
Jefferson Davis

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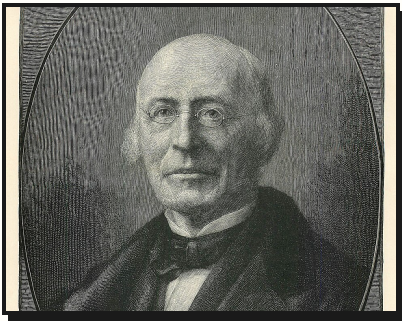
Stephen Douglas

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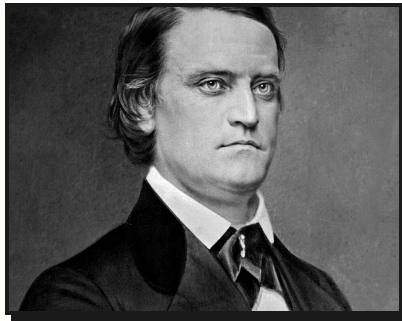
Abraham Lincoln

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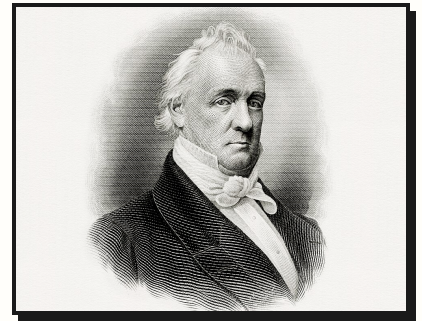
William Lloyd Garrison

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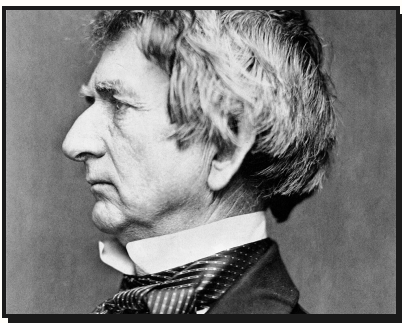
John C. Breckinridge

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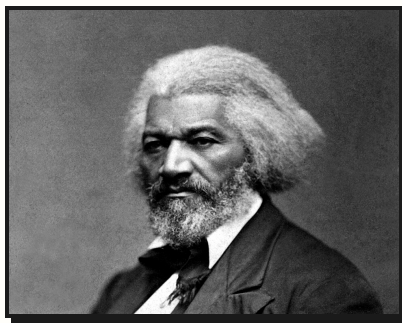
James Buchanan

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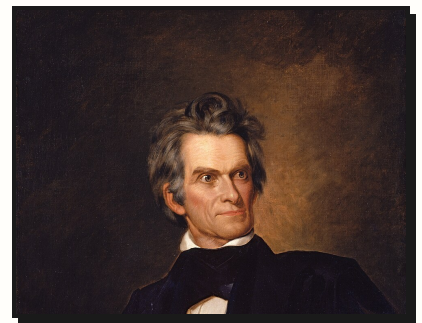
William Seward

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Frederick Douglass

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States' rights stand above the federal government

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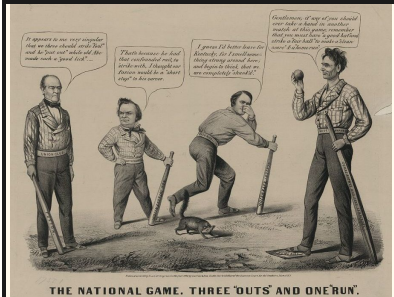
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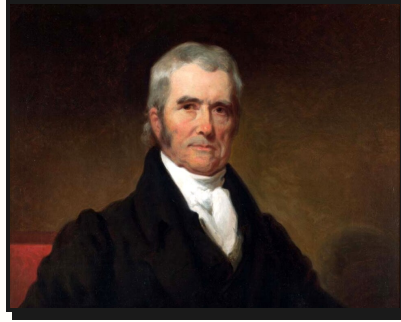
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Popular sovereignty was the democratic way to save the Union

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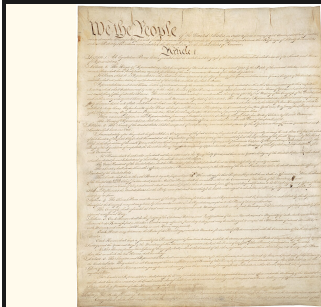
Loose construction: the Constitution stretches to meet new problems

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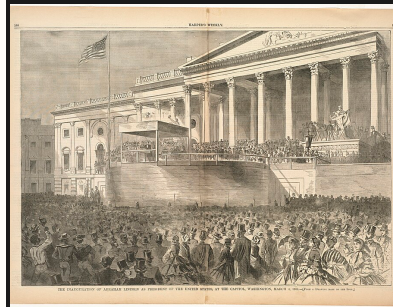
The Constitution was a covenant with death

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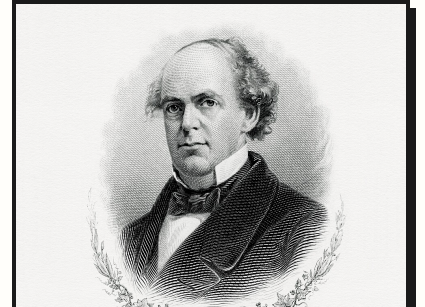
Strict construction: a literal reading of the Constitution

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Slavery in the states was beyond the reach of federal power

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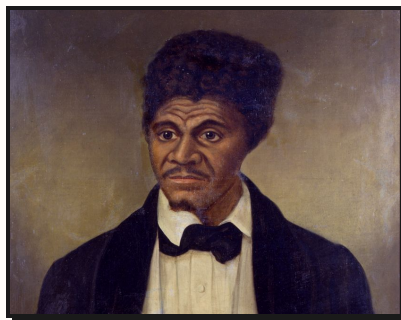
Salmon Chase: an indestructible Union of indestructible States

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Civil disobedience: a just man's place is prison

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Dred Scott: no person of African descent could claim citizenship

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The Kansas-Nebraska Act repealed the Missouri Compromise

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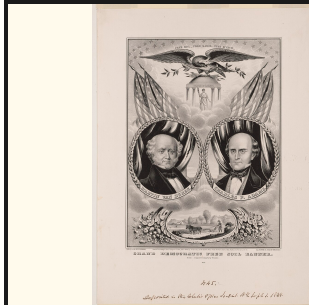
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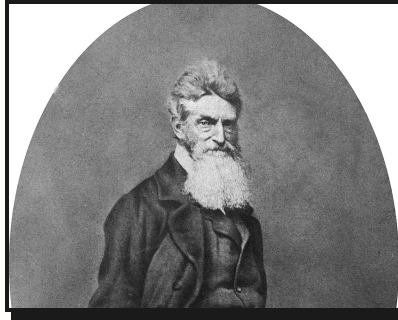
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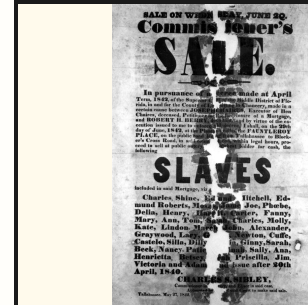
Free Soil: no more slave states,
no slave territories

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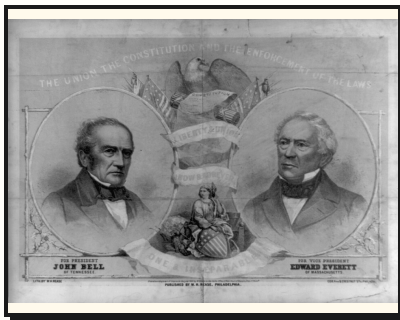
John Brown: this guilty land
can be purged only with blood

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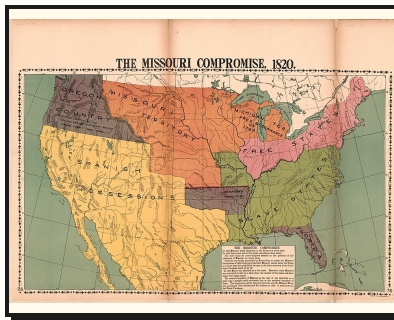
No limits on slavery, in any
territory

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Whigs who backed both the
Union and slavery

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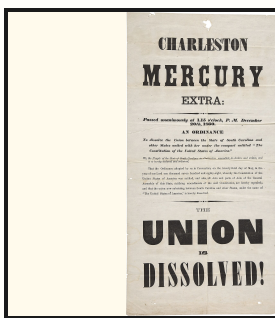
Leave slavery where it is, but
stop it spreading

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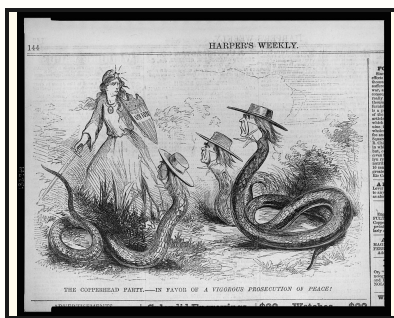
The Underground Railroad

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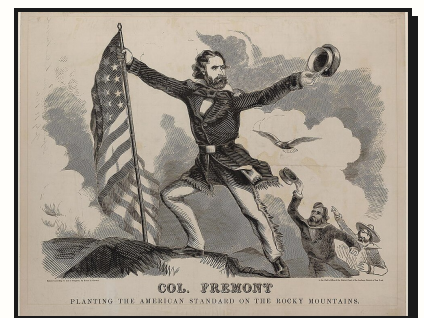
South Carolina's Declaration
of the Immediate Causes

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Copperheads: peace with the
Confederacy, now

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John Fremont and the
campaign of 1856

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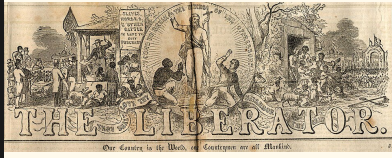
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The Liberator

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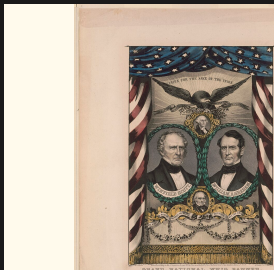
The Confederate States of America

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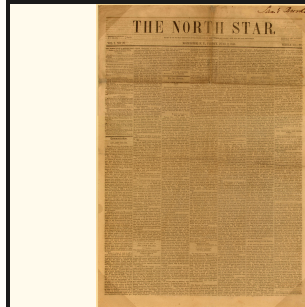
Clement Vallandigham denounced King Lincoln's despotism

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Free Whigs who walked out of a fracturing party

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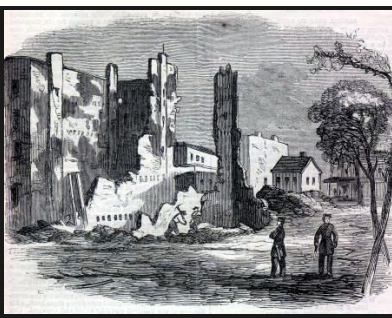
The North Star

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King Cotton: an independent South would be rich

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The New York City draft riots

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Internal improvements: federal money for roads and rails

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Quakers

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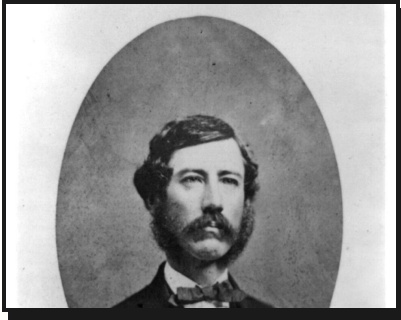
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Urged separation long before
anyone else would

WITS



George B. McClellan, the
general who ran against
Lincoln

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Free soil, free labor, free men

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Suffragists who tied women's
rights to abolition

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Devil's Advocate

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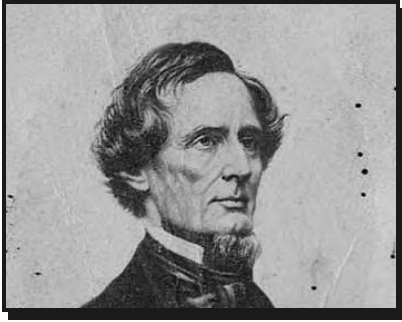
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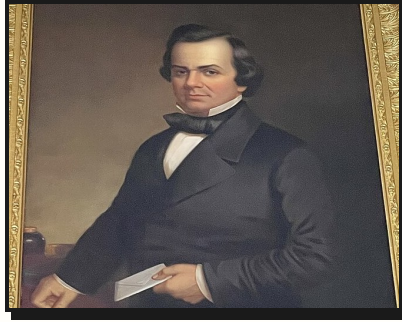
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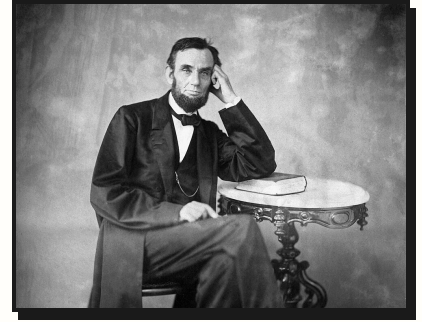
Jefferson Davis

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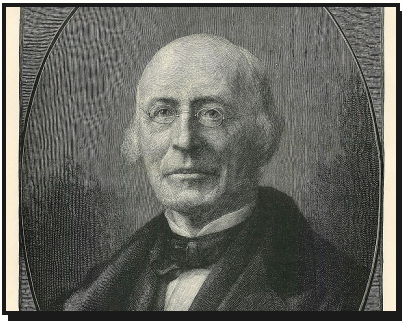
Stephen Douglas

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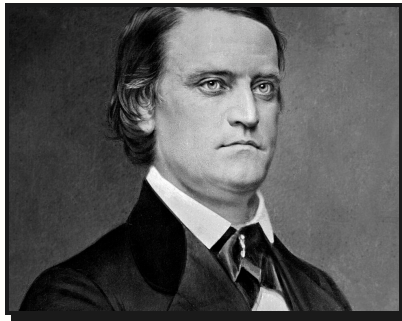
Abraham Lincoln

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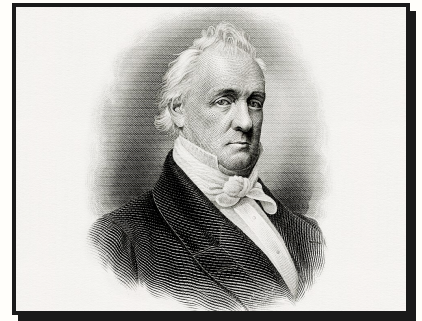
William Lloyd Garrison

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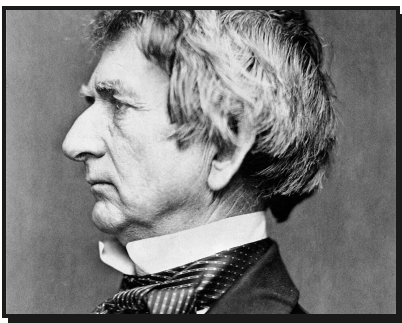
John C. Breckinridge

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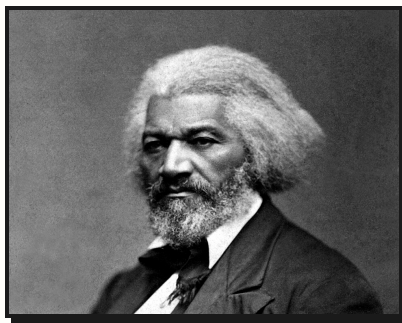
James Buchanan

WITS



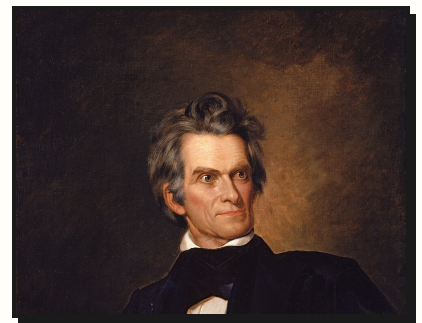
William Seward

WITS



Frederick Douglass

WITS



States' rights stand above the federal government

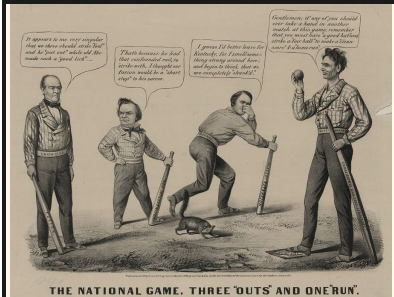
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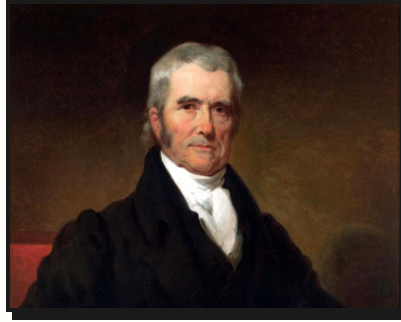
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Popular sovereignty was the democratic way to save the Union

WITS



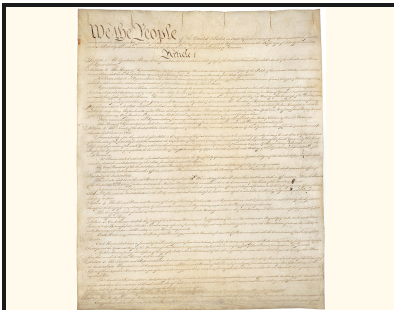
Loose construction: the Constitution stretches to meet new problems

WITS



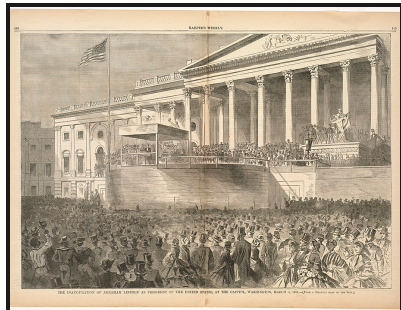
The Constitution was a covenant with death

WITS



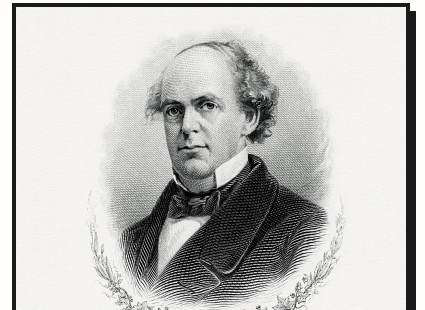
Strict construction: a literal reading of the Constitution

WITS



Slavery in the states was beyond the reach of federal power

WITS



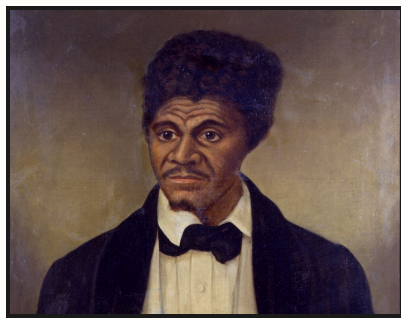
Salmon Chase: an indestructible Union of indestructible States

WITS



Civil disobedience: a just man's place is prison

WITS



Dred Scott: no person of African descent could claim citizenship

WITS



The Kansas-Nebraska Act repealed the Missouri Compromise

WITS

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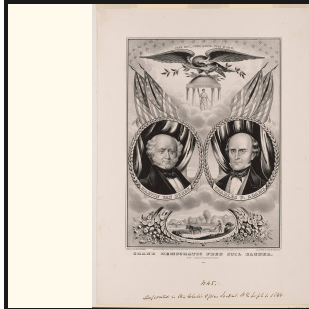
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WITS CIVIL WAR 2

The background features a dense, repeating pattern of the text "WITS CIVIL WAR 2" oriented diagonally from the bottom-left towards the top-right. The text is color-coded, alternating between a vibrant green and a bright orange. Each instance of the text is preceded by a small white dot, creating a rhythmic visual sequence across the entire page.

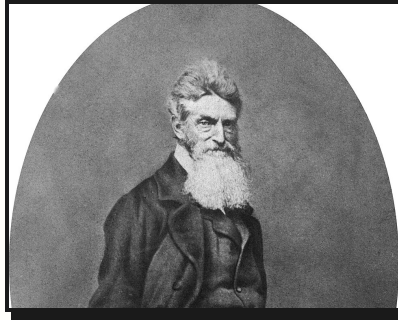
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WITS CIVIL WAR 2



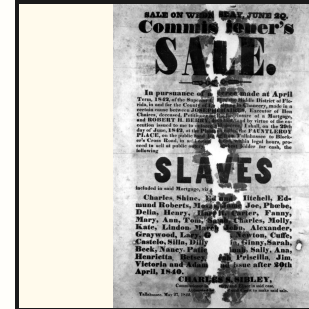
Free Soil: no more slave states,
no slave territories

WITS



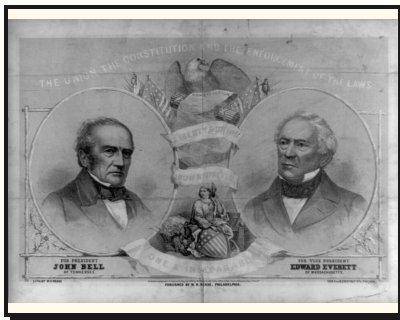
John Brown: this guilty land
can be purged only with blood

WITS



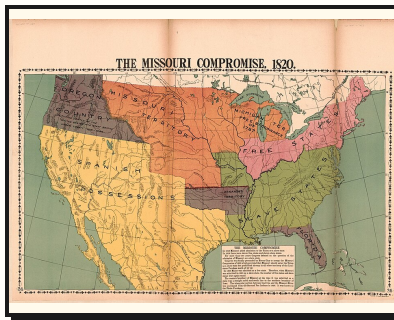
No limits on slavery, in any
territory

WITS



Whigs who backed both the
Union and slavery

WITS



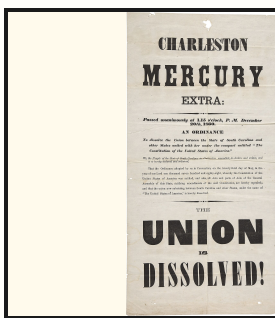
Leave slavery where it is, but
stop it spreading

WITS



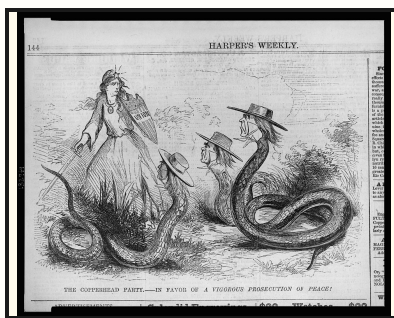
The Underground Railroad

WITS



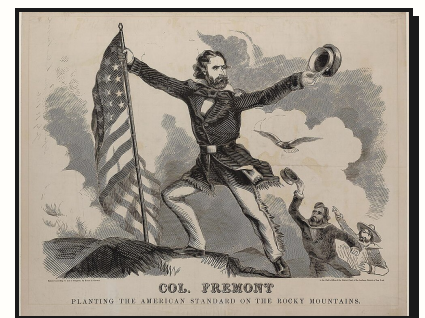
South Carolina's Declaration
of the Immediate Causes

WITS



Copperheads: peace with the
Confederacy, now

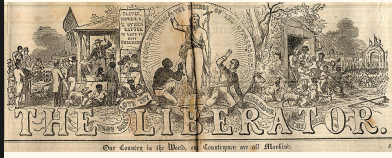
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John Fremont and the
campaign of 1856

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The Liberator

WITS



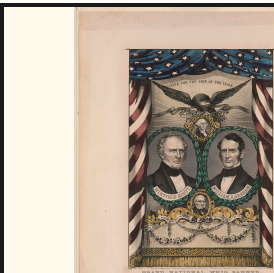
The Confederate States of America

WITS



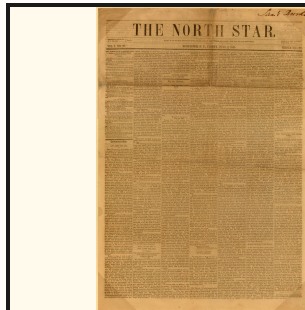
Clement Vallandigham denounced King Lincoln's despotism

WITS



Free Whigs who walked out of a fracturing party

WITS



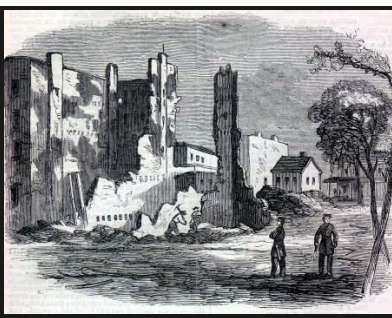
The North Star

WITS



King Cotton: an independent South would be rich

WITS



The New York City draft riots

WITS



Internal improvements: federal money for roads and rails

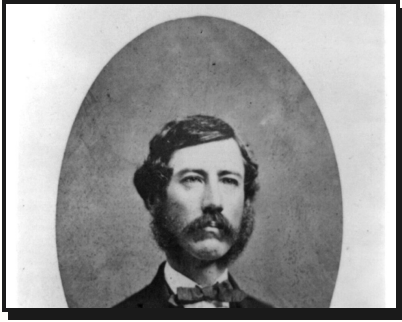
WITS



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Urged separation long before anyone else would

WITS



George B. McClellan, the general who ran against Lincoln

WITS



Free soil, free labor, free men

WITS



Suffragists who tied women's rights to abolition

WITS

ACTION
Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION
Quick Wit

Your whole turn. Play it with any card, even one that matches nothing. Name that card's camp and argue the connection. The table judges.

ACTION
Devil's Advocate

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

ACTION
Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION
Quick Wit

Your whole turn. Play it with any card, even one that matches nothing. Name that card's camp and argue the connection. The table judges.

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ACTION

Devil's Advocate

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

ACTION

Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION

Quick Wit

Your whole turn. Play it with any card, even one that matches nothing. Name that card's camp and argue the connection. The table judges.

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Devil's Advocate

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

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Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION

Quick Wit

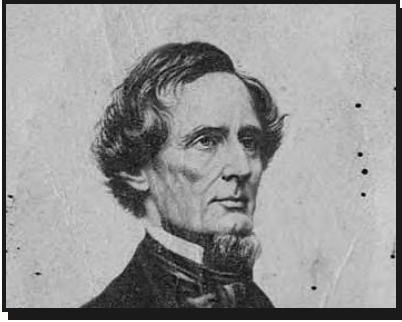
Your whole turn. Play it with any card, even one that matches nothing. Name that card's camp and argue the connection. The table judges.

ACTION

Devil's Advocate

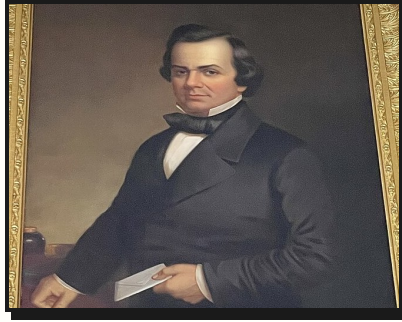
The next player may not match the camp, and no action card will save them. Cross over on the issue, or draw 2.

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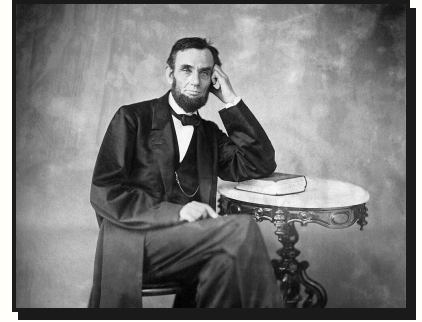
Jefferson Davis

WITS



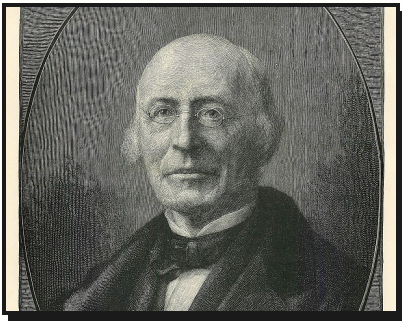
Stephen Douglas

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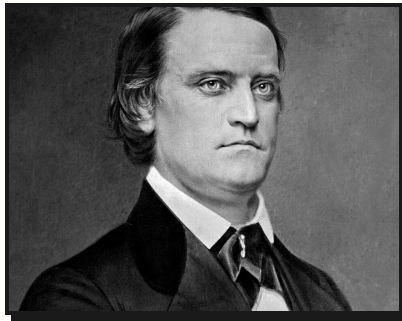
Abraham Lincoln

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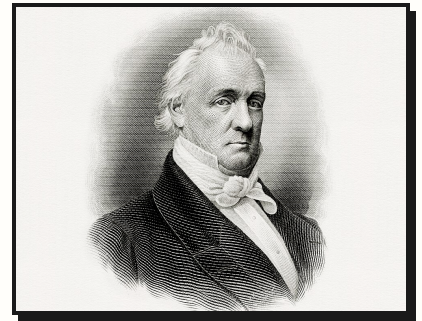
William Lloyd Garrison

WITS



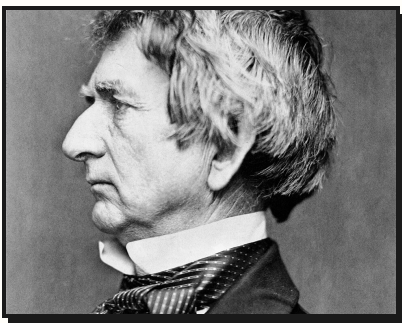
John C. Breckinridge

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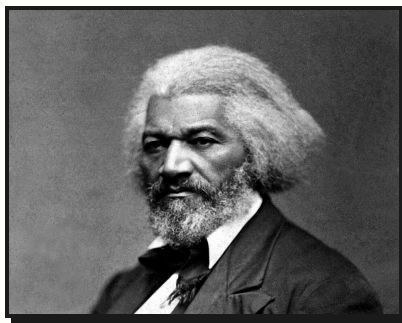
James Buchanan

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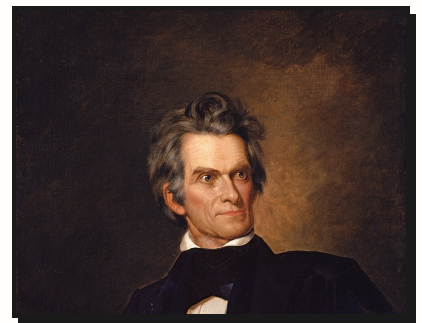
William Seward

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Frederick Douglass

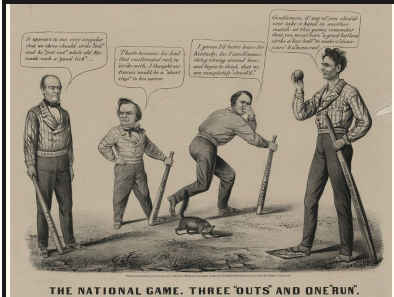
WITS



States' rights stand above the
federal government

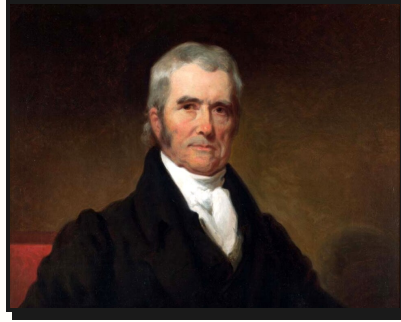
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Popular sovereignty was the democratic way to save the Union

WITS

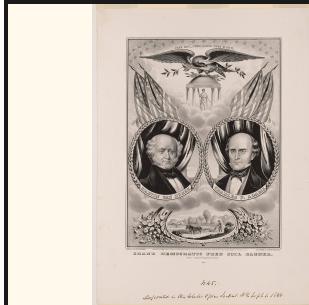


Loose construction: the Constitution stretches to meet new problems

WITS

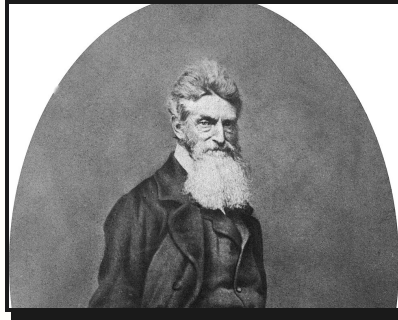


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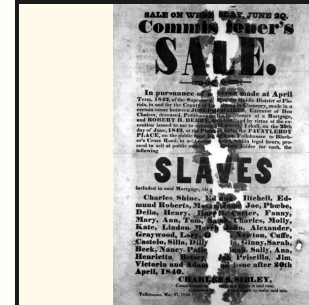
Free Soil: no more slave states,
no slave territories

WITS



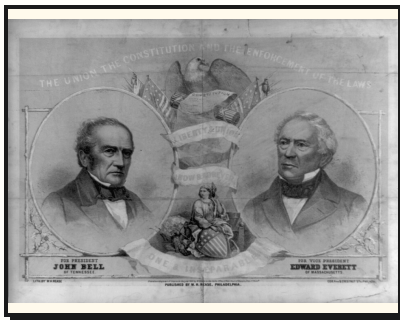
John Brown: this guilty land
can be purged only with blood

WITS



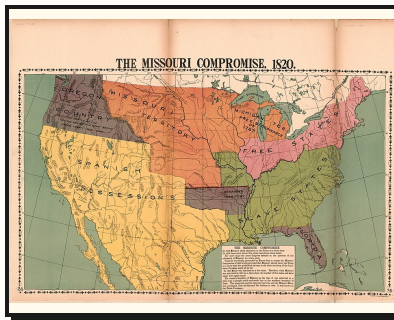
No limits on slavery, in any
territory

WITS



Whigs who backed both the
Union and slavery

WITS



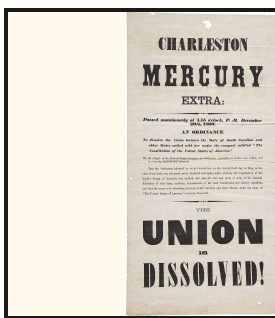
Leave slavery where it is, but
stop it spreading

WITS



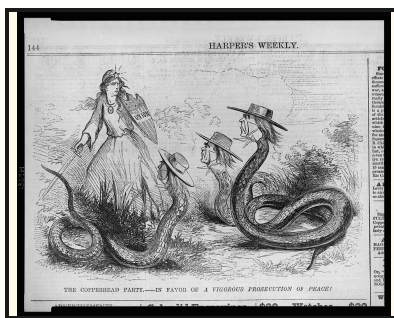
The Underground Railroad

WITS



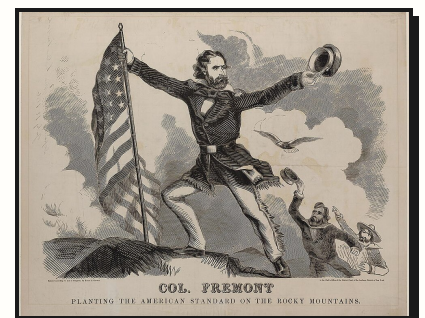
South Carolina's Declaration
of the Immediate Causes

WITS



Copperheads: peace with the
Confederacy, now

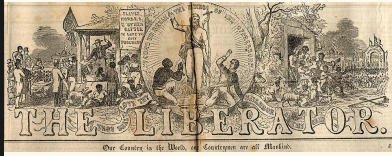
WITS



John Fremont and the
campaign of 1856

WITS

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The Liberator

WITS



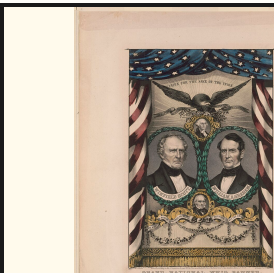
The Confederate States of America

WITS



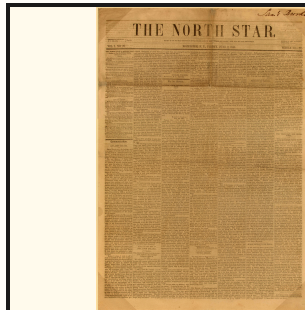
Clement Vallandigham denounced King Lincoln's despotism

WITS



Free Whigs who walked out of a fracturing party

WITS



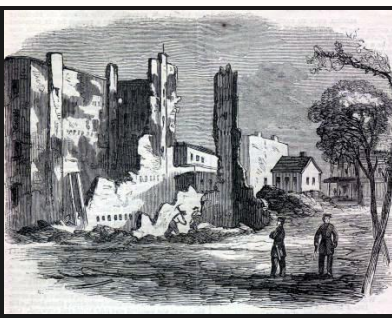
The North Star

WITS



King Cotton: an independent South would be rich

WITS



The New York City draft riots

WITS



Internal improvements: federal money for roads and rails

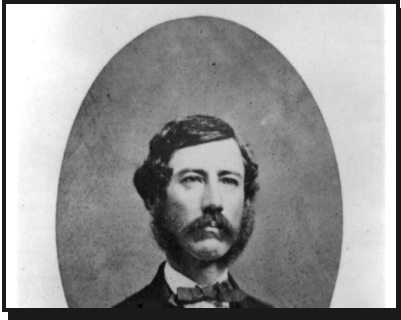
WITS



Quakers

WITS

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Urged separation long before
anyone else would

WITS



George B. McClellan, the
general who ran against
Lincoln

WITS



Free soil, free labor, free men

WITS



Suffragists who tied women's
rights to abolition

WITS

ACTION
Wild Wit

Play it on anything except a
Devil's Advocate. Then name the
camp that comes next.

ACTION
Quick Wit

Your whole turn. Play it with any
card, even one that matches
nothing. Name that card's camp
and argue the connection. The
table judges.

ACTION
Devil's Advocate

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

ACTION
Wild Wit

Play it on anything except a
Devil's Advocate. Then name the
camp that comes next.

ACTION
Quick Wit

Your whole turn. Play it with any
card, even one that matches
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and argue the connection. The
table judges.

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ACTION

Devil's Advocate

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

ACTION

Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION

Quick Wit

Your whole turn. Play it with any card, even one that matches nothing. Name that card's camp and argue the connection. The table judges.

ACTION

Devil's Advocate

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

ACTION

Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION

Quick Wit

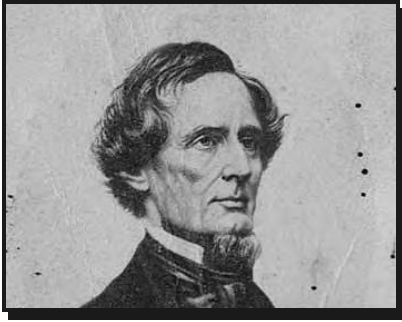
Your whole turn. Play it with any card, even one that matches nothing. Name that card's camp and argue the connection. The table judges.

ACTION

Devil's Advocate

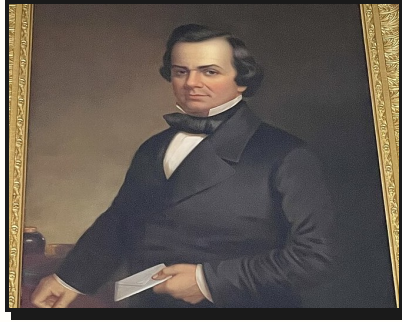
The next player may not match the camp, and no action card will save them. Cross over on the issue, or draw 2.

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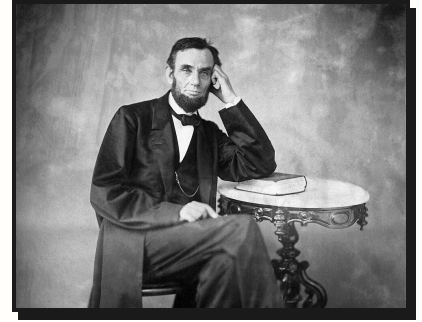
Jefferson Davis

WITS



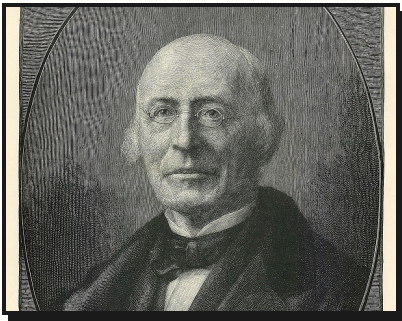
Stephen Douglas

WITS



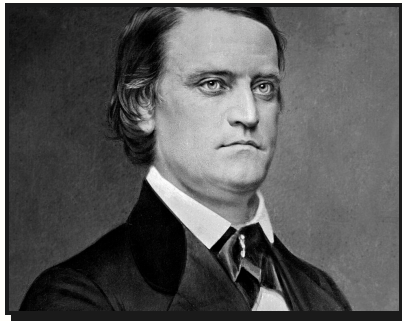
Abraham Lincoln

WITS



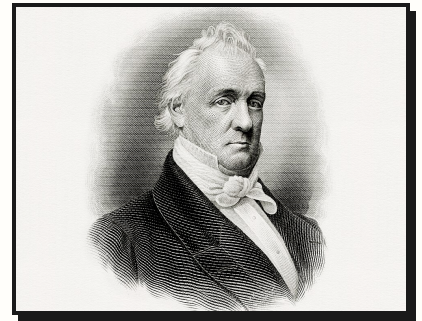
William Lloyd Garrison

WITS



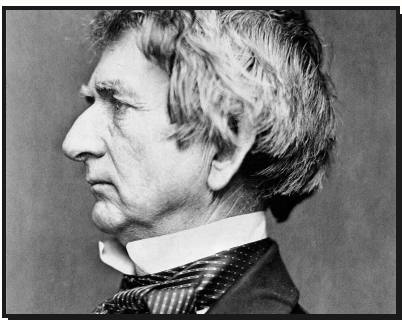
John C. Breckinridge

WITS



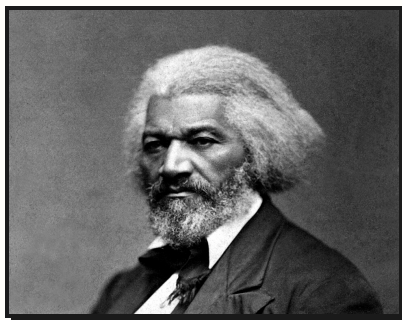
James Buchanan

WITS



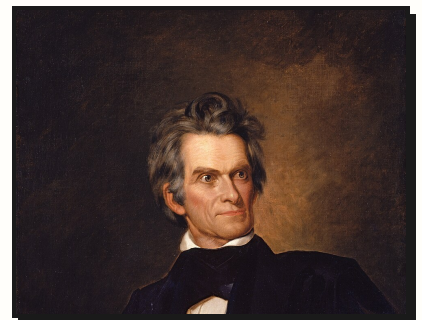
William Seward

WITS



Frederick Douglass

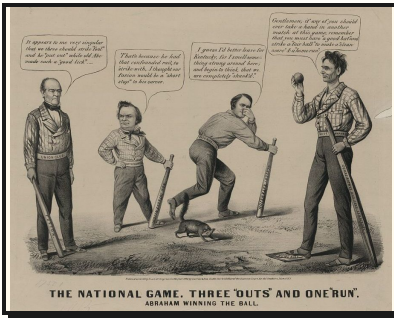
WITS



States' rights stand above the federal government

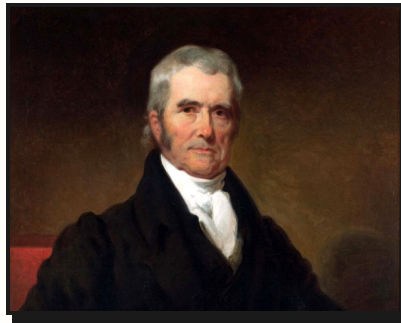
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Popular sovereignty was the democratic way to save the Union

WITS



Loose construction: the Constitution stretches to meet new problems

WITS



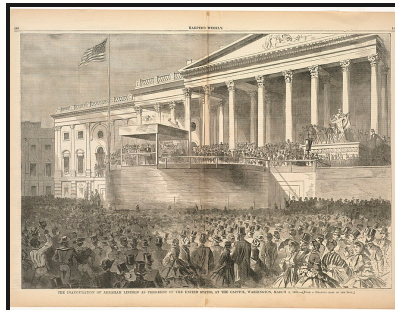
The Constitution was a covenant with death

WITS



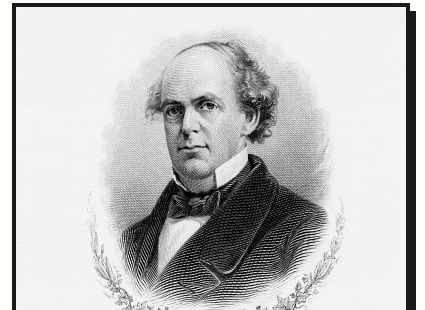
Strict construction: a literal reading of the Constitution

WITS



Slavery in the states was beyond the reach of federal power

WITS



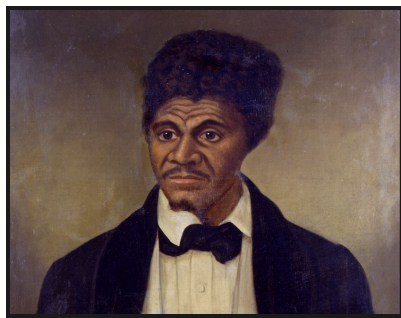
Salmon Chase: an indestructible Union of indestructible States

WITS



Civil disobedience: a just man's place is prison

WITS



Dred Scott: no person of African descent could claim citizenship

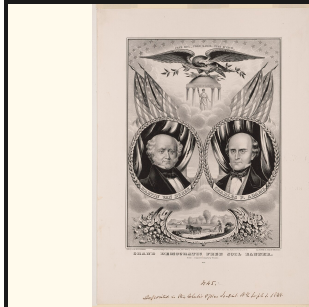
WITS



The Kansas-Nebraska Act repealed the Missouri Compromise

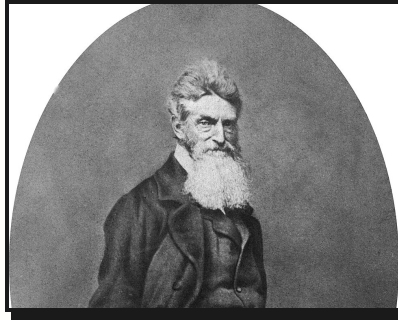
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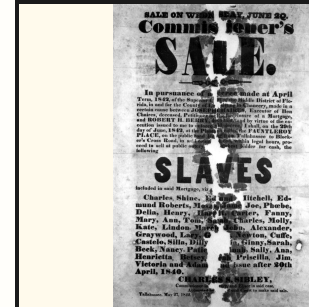
Free Soil: no more slave states,
no slave territories

WITS



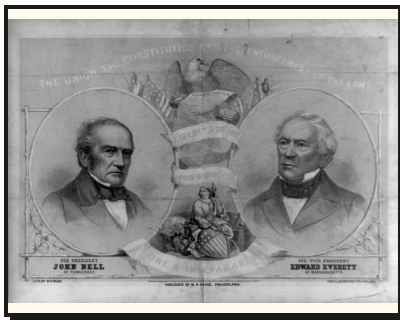
John Brown: this guilty land
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WITS



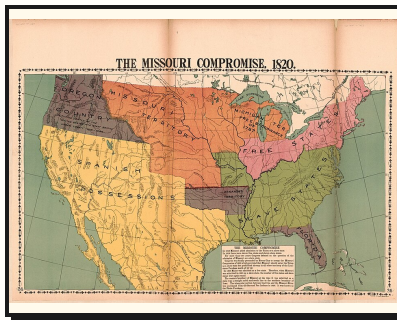
No limits on slavery, in any
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WITS



Whigs who backed both the
Union and slavery

WITS



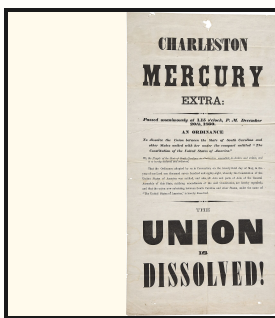
Leave slavery where it is, but
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WITS



The Underground Railroad

WITS



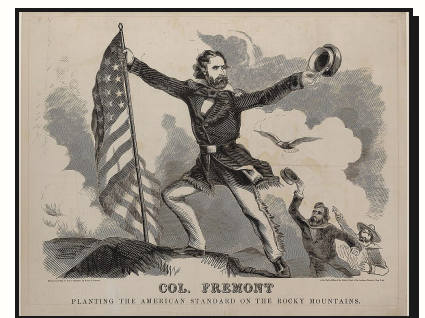
South Carolina's Declaration
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WITS



Copperheads: peace with the
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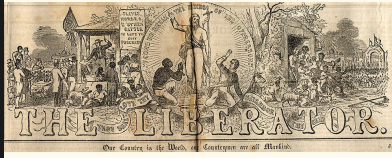
WITS



John Fremont and the
campaign of 1856

WITS

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The Liberator

WITS



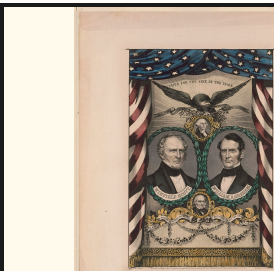
The Confederate States of America

WITS



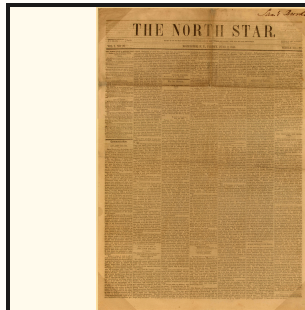
Clement Vallandigham denounced King Lincoln's despotism

WITS



Free Whigs who walked out of a fracturing party

WITS



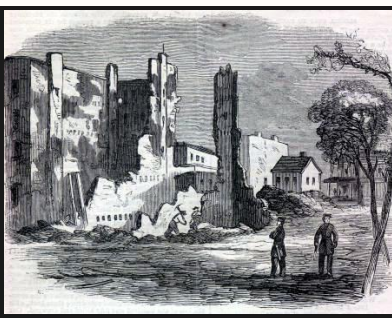
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WITS



King Cotton: an independent South would be rich

WITS



The New York City draft riots

WITS



Internal improvements: federal money for roads and rails

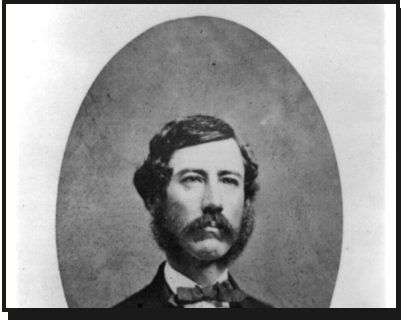
WITS



Quakers

WITS

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Urged separation long before
anyone else would

WITS



George B. McClellan, the
general who ran against
Lincoln

WITS



Free soil, free labor, free men

WITS



Suffragists who tied women's
rights to abolition

WITS

ACTION
Wild Wit

Play it on anything except a
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Your whole turn. Play it with any
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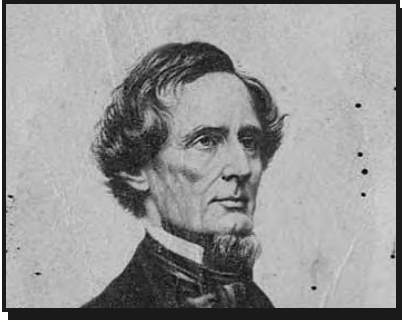
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Devil's Advocate

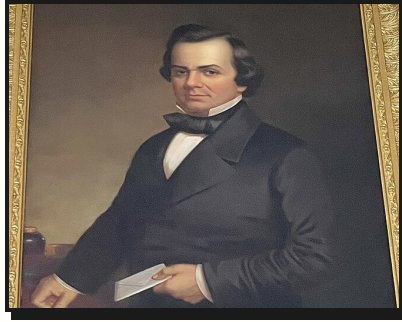
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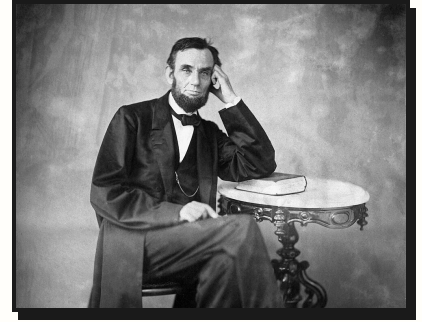
Jefferson Davis

WITS



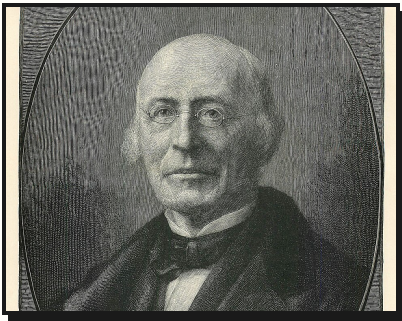
Stephen Douglas

WITS



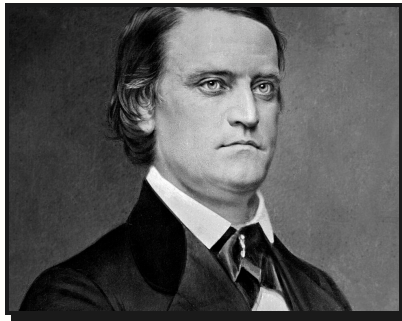
Abraham Lincoln

WITS



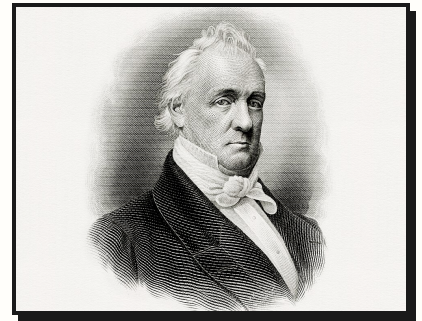
William Lloyd Garrison

WITS



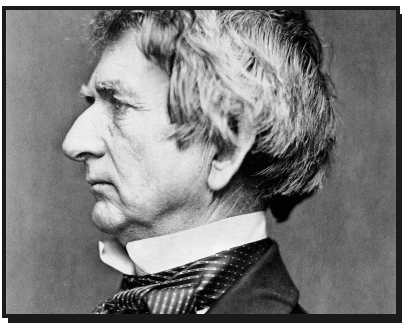
John C. Breckinridge

WITS



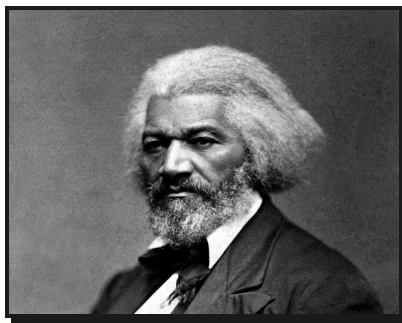
James Buchanan

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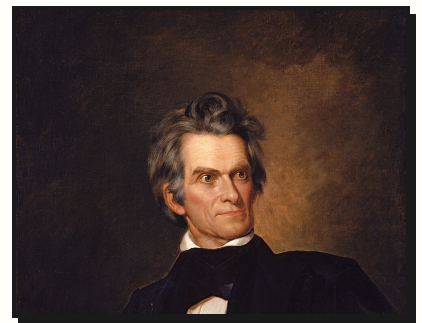
William Seward

WITS



Frederick Douglass

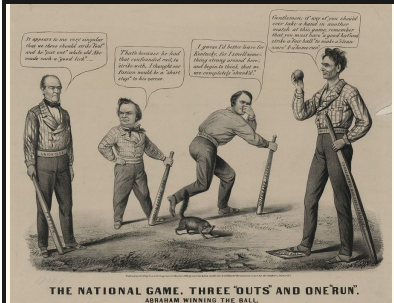
WITS



States' rights stand above the federal government

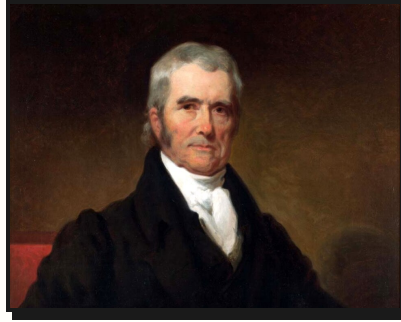
WITS

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Popular sovereignty was the democratic way to save the Union

WITS



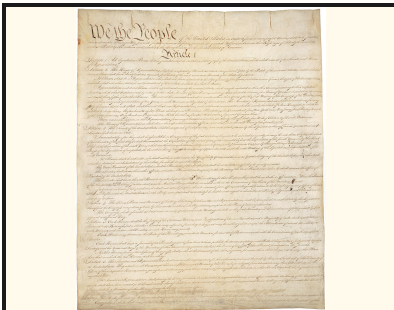
Loose construction: the Constitution stretches to meet new problems

WITS



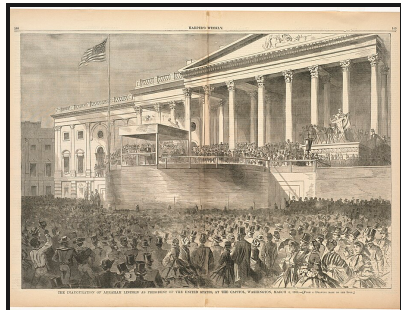
The Constitution was a covenant with death

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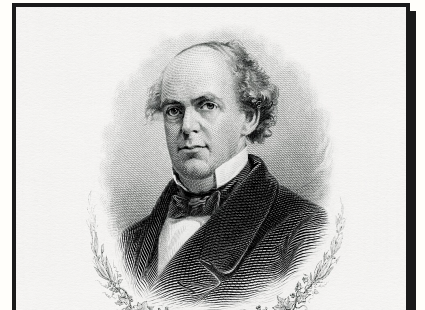
Strict construction: a literal reading of the Constitution

WITS



Slavery in the states was beyond the reach of federal power

WITS



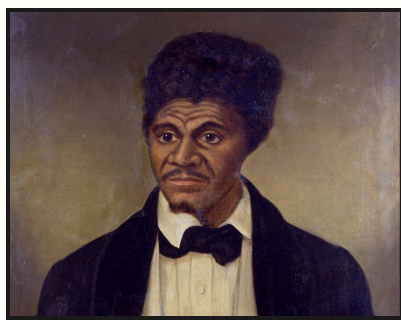
Salmon Chase: an indestructible Union of indestructible States

WITS



Civil disobedience: a just man's place is prison

WITS



Dred Scott: no person of African descent could claim citizenship

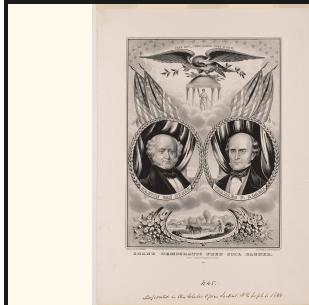
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The Kansas-Nebraska Act repealed the Missouri Compromise

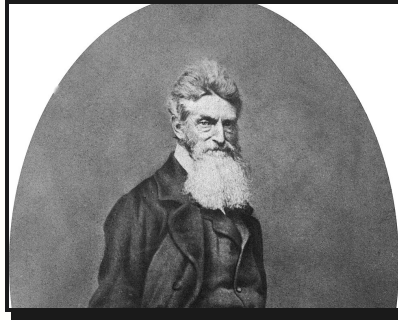
WITS

WITS CIVIL WAR 5



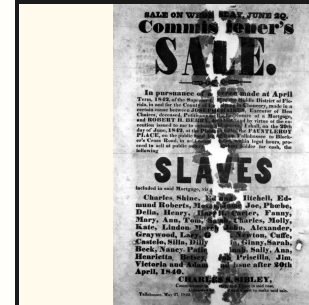
Free Soil: no more slave states,
no slave territories

WITS



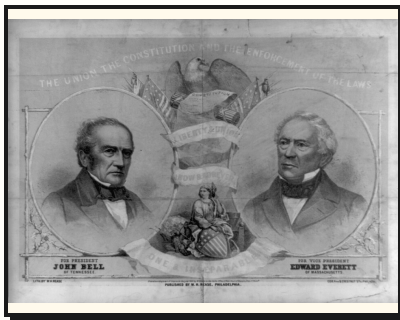
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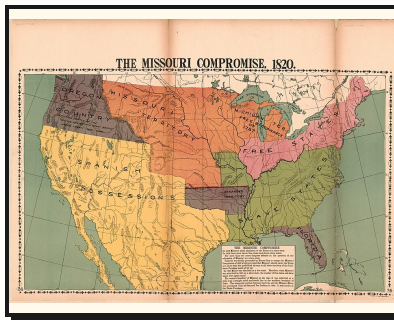
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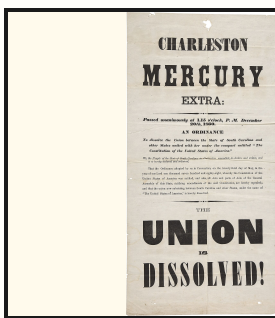
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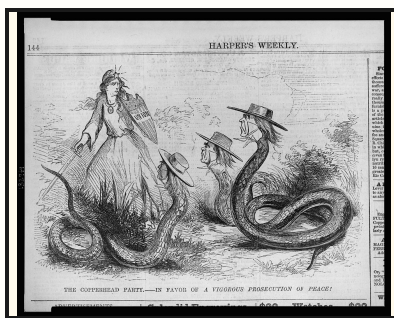
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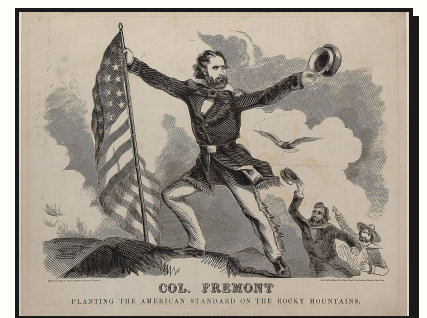
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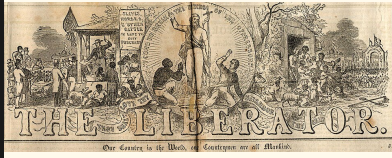
WITS



John Fremont and the
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WITS

WITS CIVIL WAR 5



The Liberator

WITS



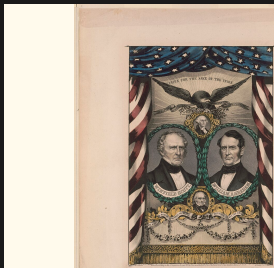
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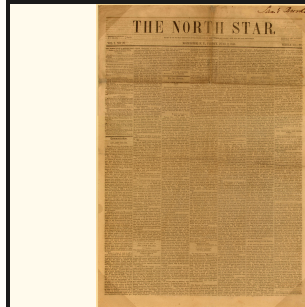
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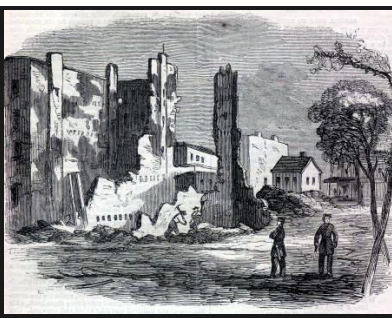
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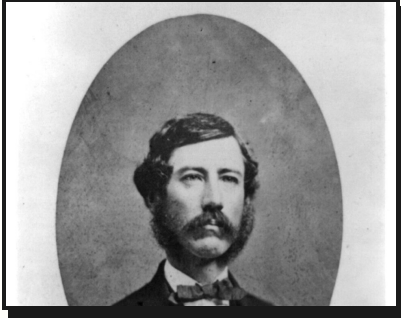
WITS



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[illegible]



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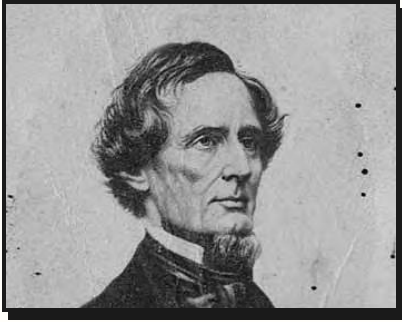
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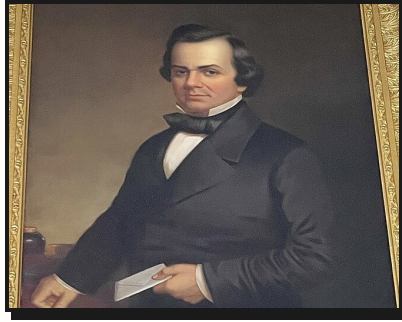
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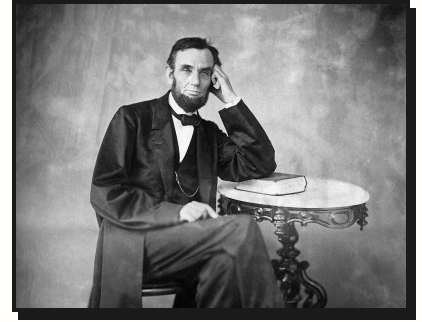
Jefferson Davis

WITS



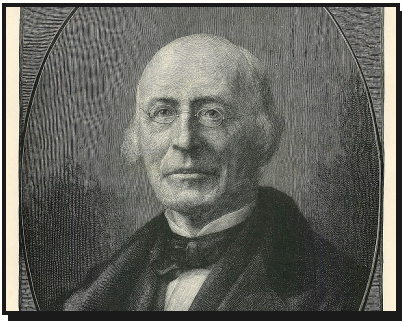
Stephen Douglas

WITS



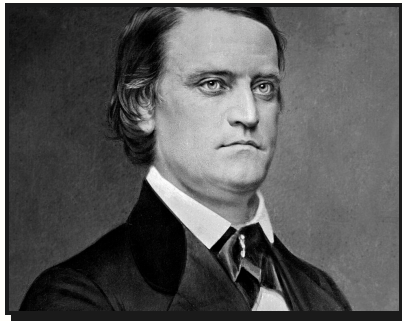
Abraham Lincoln

WITS



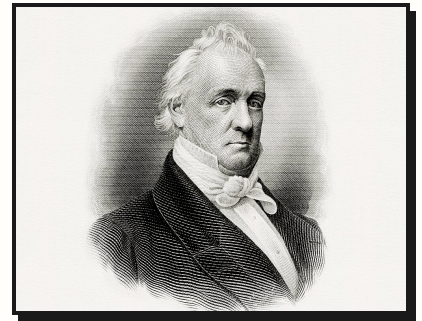
William Lloyd Garrison

WITS



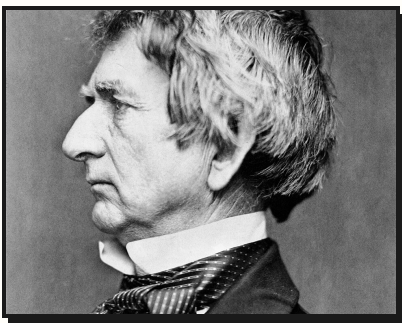
John C. Breckinridge

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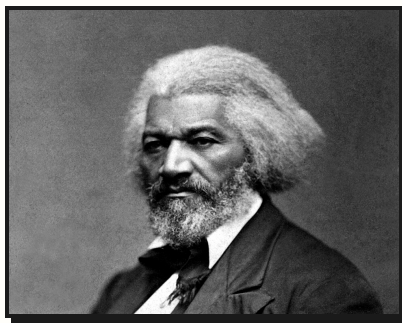
James Buchanan

WITS



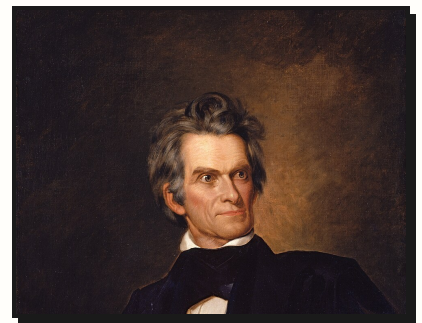
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Frederick Douglass

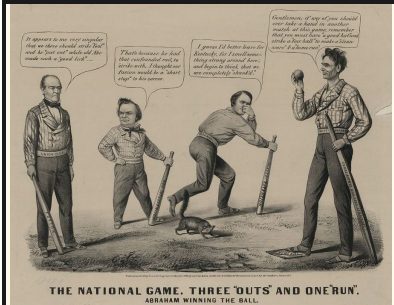
WITS



States' rights stand above the federal government

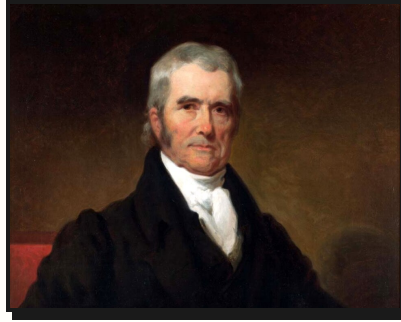
WITS

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Popular sovereignty was the democratic way to save the Union

WITS



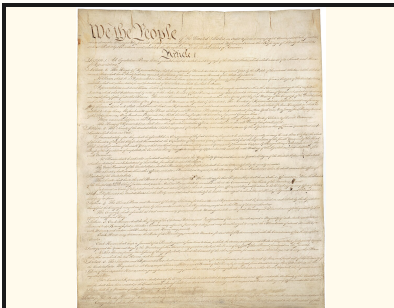
Loose construction: the Constitution stretches to meet new problems

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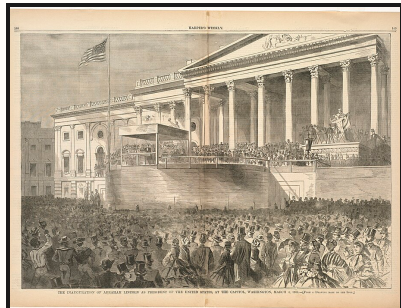
The Constitution was a covenant with death

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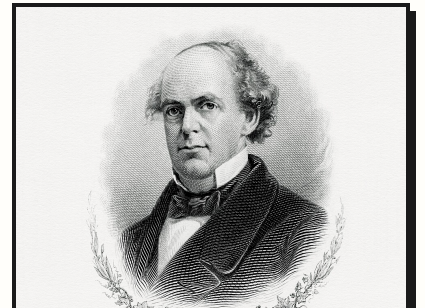
Strict construction: a literal reading of the Constitution

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Slavery in the states was beyond the reach of federal power

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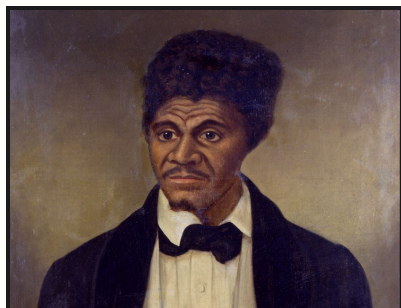
Salmon Chase: an indestructible Union of indestructible States

WITS



Civil disobedience: a just man's place is prison

WITS



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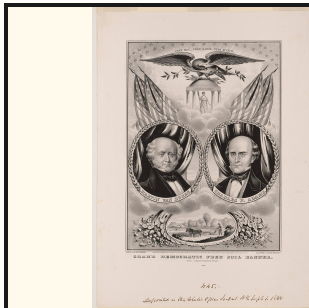
WITS



The Kansas-Nebraska Act repealed the Missouri Compromise

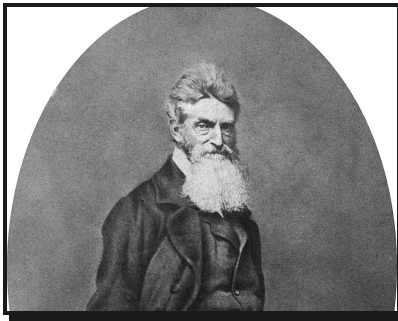
WITS

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Free Soil: no more slave states,
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WITS



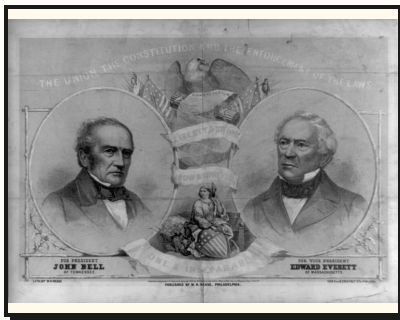
John Brown: this guilty land
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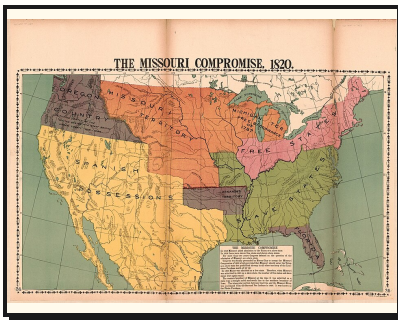
No limits on slavery, in any
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WITS



Whigs who backed both the
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WITS



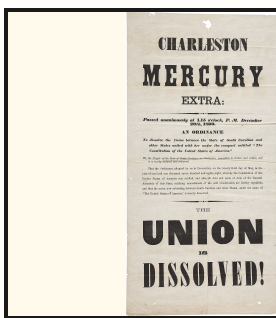
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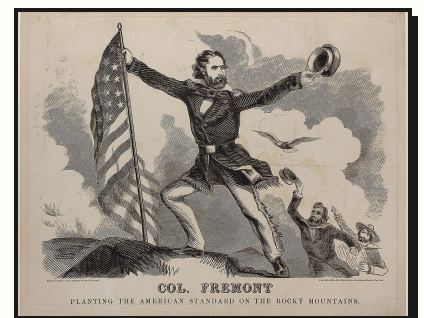
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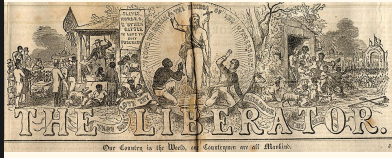
WITS



John Fremont and the
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WITS

[illegible]



The Liberator

WITS



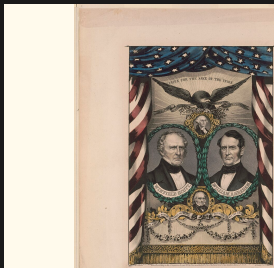
The Confederate States of America

WITS



Clement Vallandigham denounced King Lincoln's despotism

WITS



Free Whigs who walked out of a fracturing party

WITS



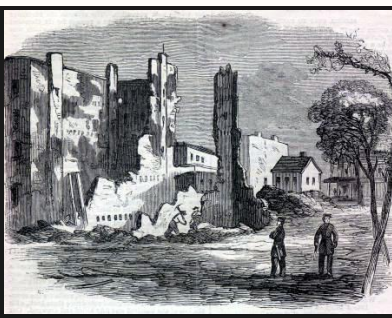
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WITS



King Cotton: an independent South would be rich

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The New York City draft riots

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Internal improvements: federal money for roads and rails

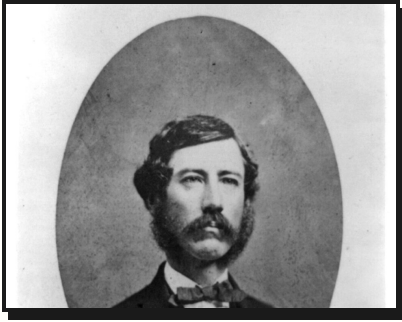
WITS



Quakers

WITS

[illegible]



Urged separation long before
anyone else would

WITS



George B. McClellan, the
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Lincoln

WITS



Free soil, free labor, free men

WITS



Suffragists who tied women's
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WITS

ACTION
Wild Wit

Play it on anything except a
Devil's Advocate. Then name the
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Quick Wit

Your whole turn. Play it with any
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Devil's Advocate

The next player may not match
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[illegible]

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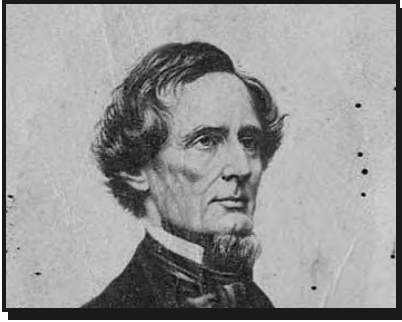
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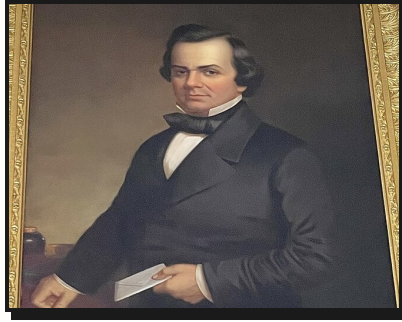
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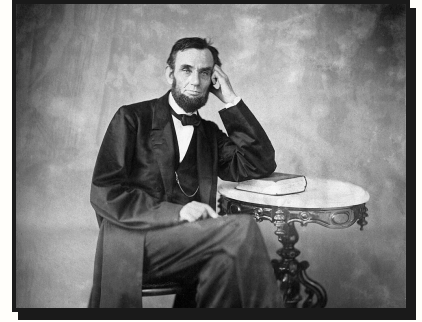
Jefferson Davis

WITS



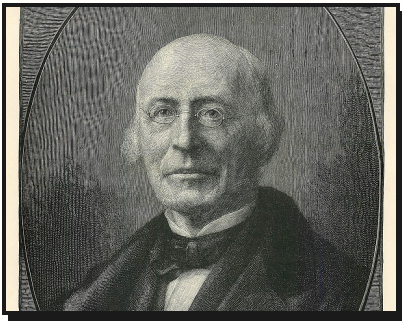
Stephen Douglas

WITS



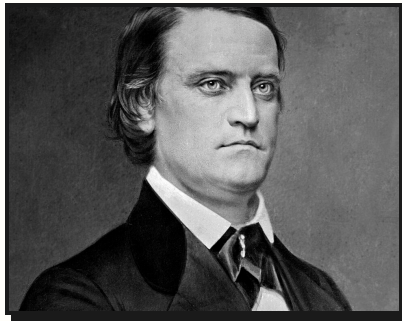
Abraham Lincoln

WITS



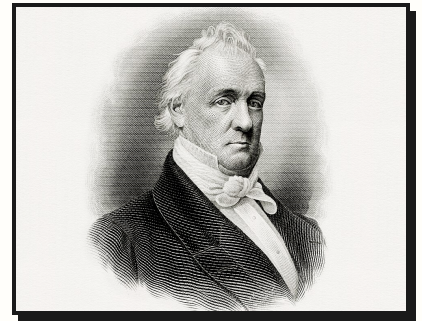
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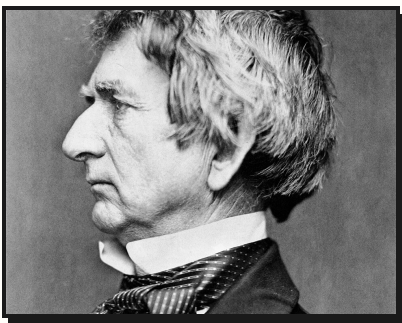
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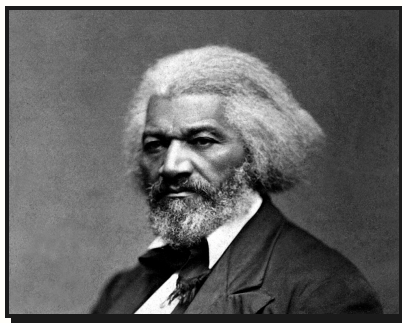
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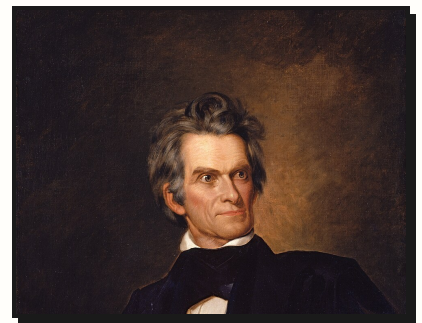
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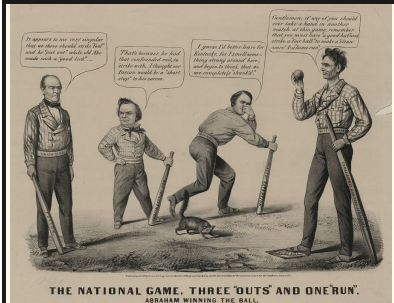
WITS



States' rights stand above the federal government

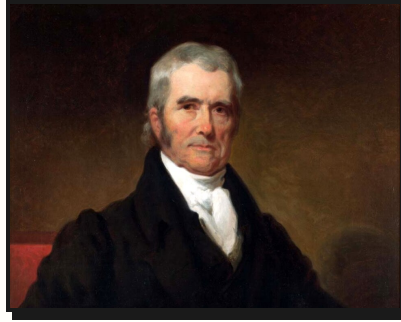
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Popular sovereignty was the democratic way to save the Union

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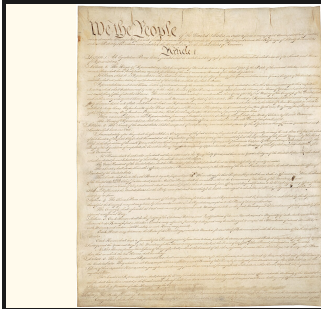
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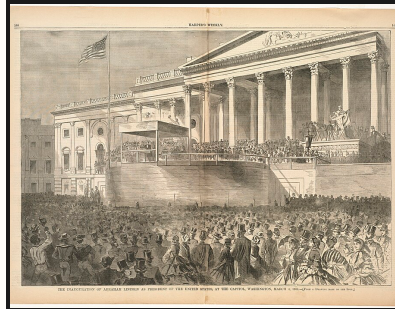
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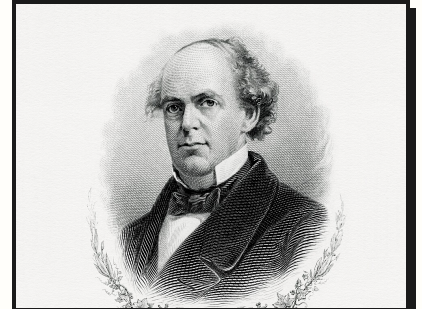
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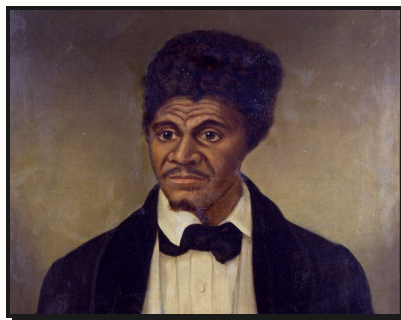
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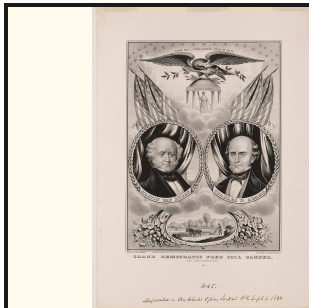
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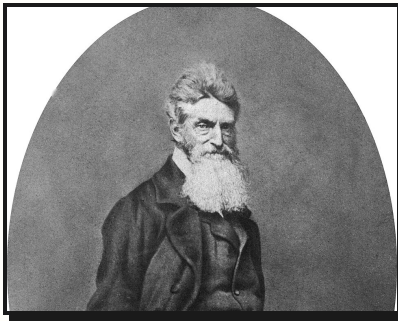
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Free Soil: no more slave states,
no slave territories

WITS



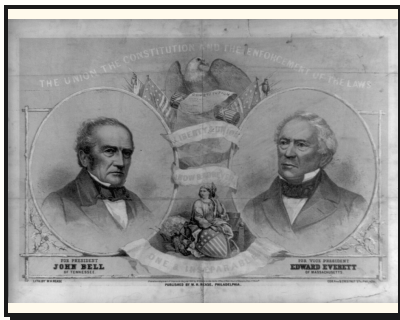
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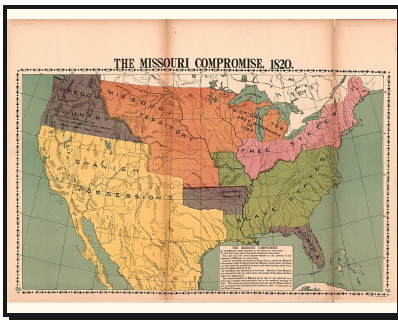
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Whigs who backed both the
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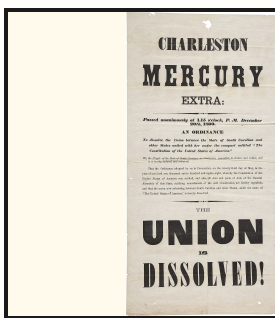
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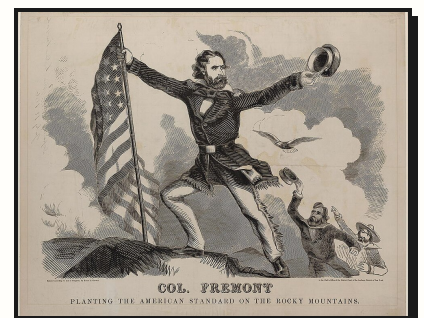
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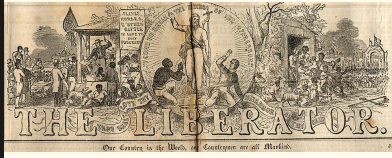
WITS



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The Liberator

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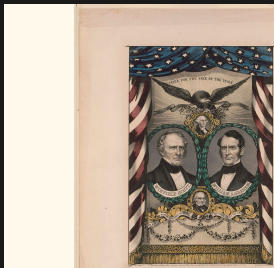
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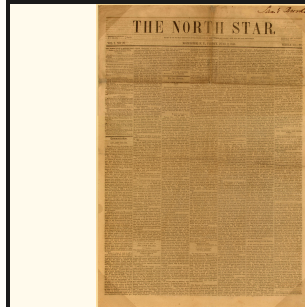
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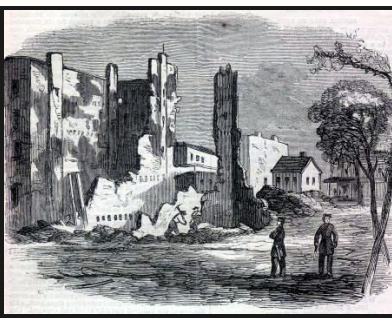
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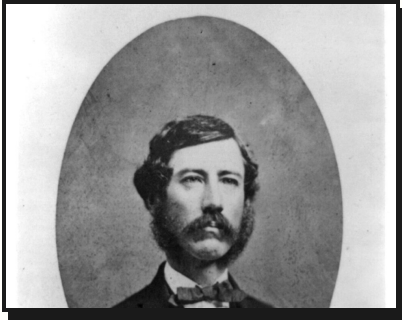
WITS



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George B. McClellan, the
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Free soil, free labor, free men

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Wild Wit

Play it on anything except a
Devil's Advocate. Then name the
camp that comes next.

ACTION
Quick Wit

Your whole turn. Play it with any
card, even one that matches
nothing. Name that card's camp
and argue the connection. The
table judges.

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ACTION

Devil's Advocate

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

ACTION

Wild Wit

Play it on anything except a Devil's Advocate. Then name the camp that comes next.

ACTION

Quick Wit

Your whole turn. Play it with any card, even one that matches nothing. Name that card's camp and argue the connection. The table judges.

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Devil's Advocate

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

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Wild Wit

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Quick Wit

Your whole turn. Play it with any card, even one that matches nothing. Name that card's camp and argue the connection. The table judges.

ACTION

Devil's Advocate

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

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