

Wits: The Isms

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

THE FOUR CAMPS **Liberal**

Conservative

Nationalist

Socialist

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
"Liberal."

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

2 Outwit – the move worth making

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



LIBERAL · WHO SHOULD VOTE



CONSERVATIVE · WHO SHOULD VOTE

YOU SAY
"Conservative. Same issue – who should vote."

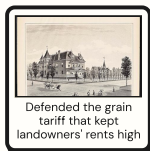
Camp flips to Conservative
Now everyone plays Conservative.

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
"Liberal."

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 Devil's Advocate

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

🍷 "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.**

	Liberal	Conservative	Nationalist	Socialist
 WHO SHOULD VOTE	The vote for men who own enough to have a stake in the country Move seats from empty villages to the new manufacturing towns	The vote is a trust held by the responsible few, not a right Defended a chamber whose members nobody had elected	Sovereignty belongs to the people, and the people means one people Let the inhabitants vote on which state they will belong to	The vote for every man, whether he owns anything or not Pay members of parliament, so that a working man could serve
 THE ECONOMY	Repeal the tariff on imported grain and let bread get cheaper Government should keep its hands off the market entirely	Defended the grain tariff that kept landowners' rents high Factory hours limited by law, and the bill carried by aristocrats	A customs union to make one economy before there is one state Railways laid deliberately to bind separate provinces into a country	The mills and the mines should belong to the people working them The worker is paid less than the value his labour creates
 RELIGION AND TRADITION	Strip away the legal disabilities on those outside the state church Worship as you choose, with no church established by law	One church, established by law, teaching the whole nation Altar and throne stand together or fall together	Collected the old stories and songs as evidence that a people exists Built a standard written language out of the speech of villagers	Called religion a comfort that keeps the poor quiet Schooling free of charge and free of the priest
 THE NATION	Backed a small country's independence once it wrote a constitution A written constitution mattered more than where the border ran	Borders belong to dynasties, not to peoples Great powers meeting to put down risings wherever they broke out	Dozens of states sharing a language and holding no common government Claimed the lands beyond the border where their speakers lived	The worker has no country, only a class Organized across the borders rather than inside them
 HOW CHANGE COMES	Change by act of parliament rather than by barricade Organized, respectable pressure applied from outside the chamber	Change slowly, because old institutions carry the sense of generations Distrusted anyone reasoning about society from first principles	The great questions settled by iron and blood, not by speeches A thousand volunteers in red shirts sailed to take an island	The owners will never hand it over, so it has to be taken Organize the workplace and stop the machines

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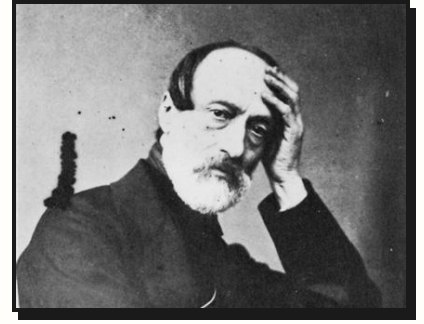
The vote for men who own enough to have a stake in the country

WITS



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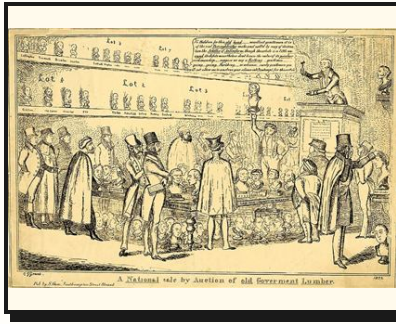
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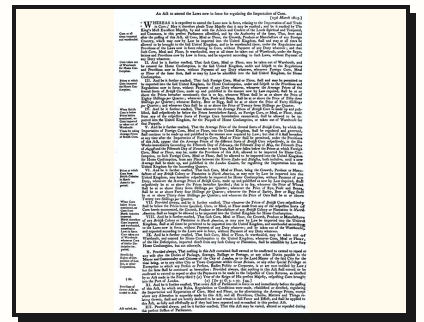
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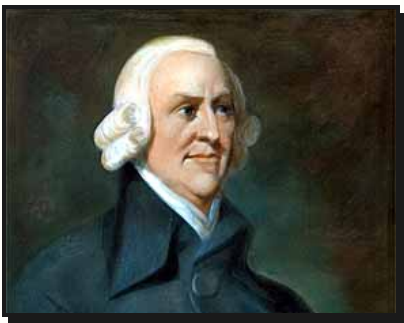
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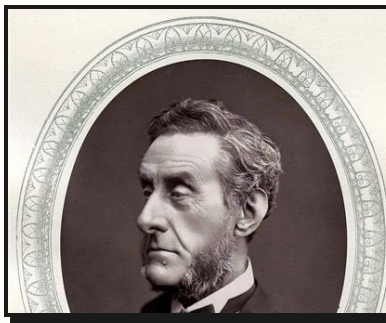
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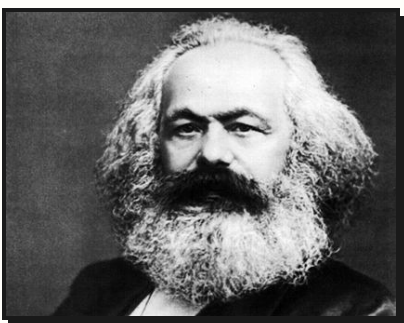
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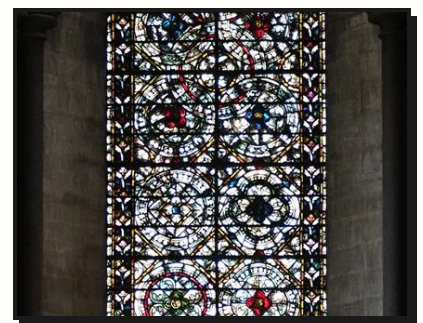
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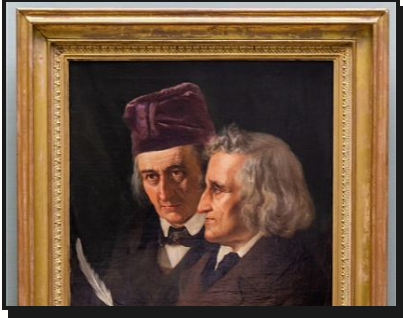
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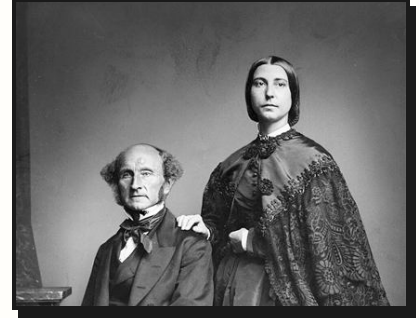
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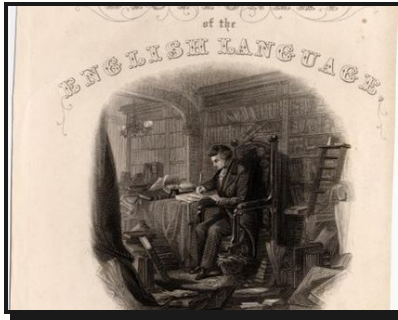
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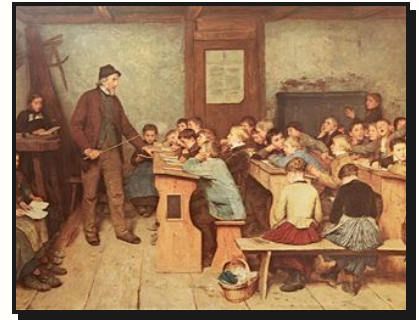
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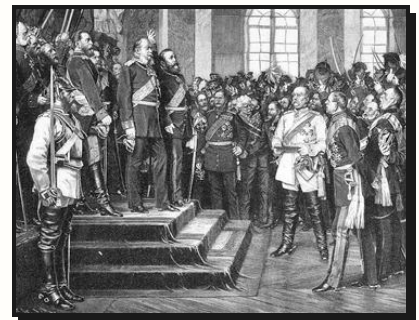
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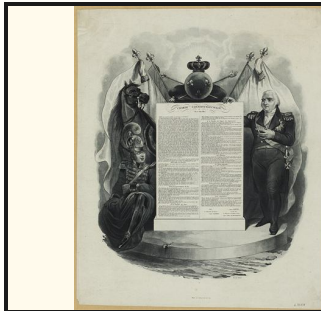
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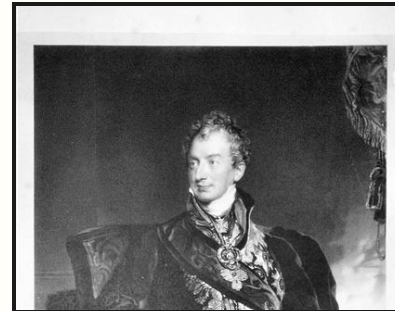
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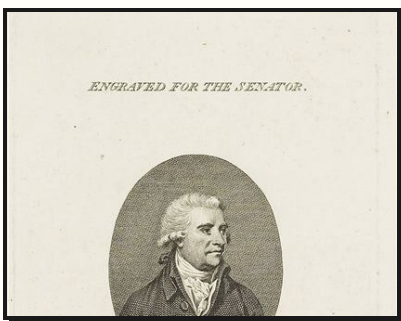
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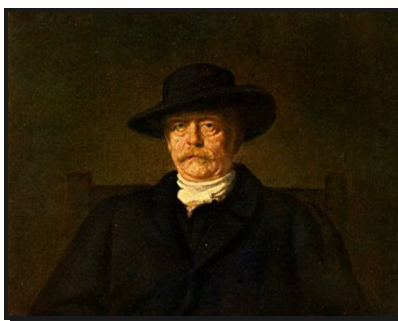
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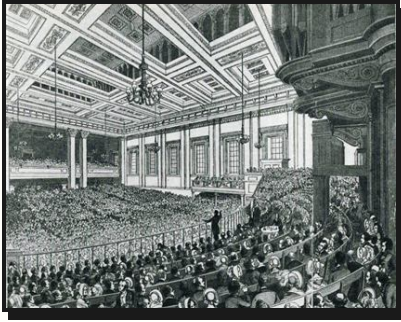
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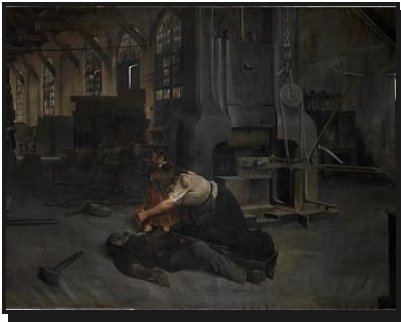
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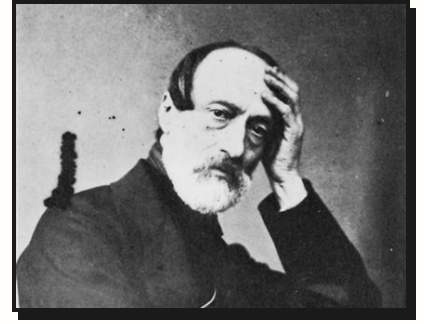
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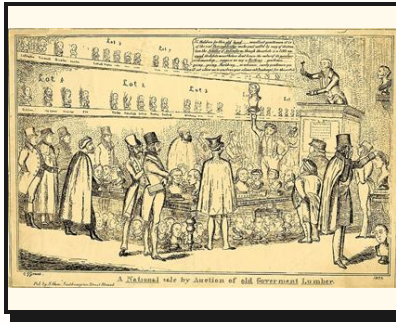
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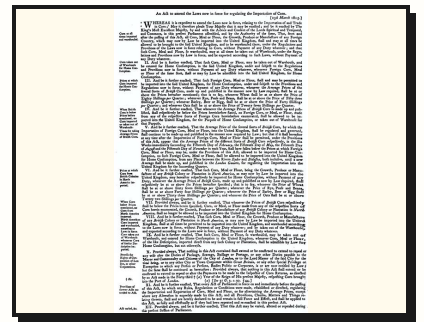
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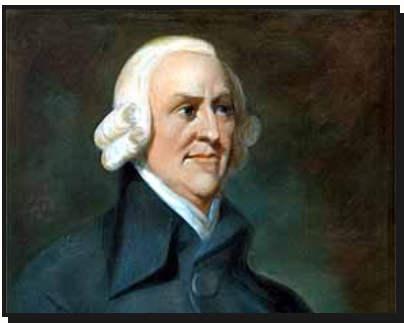
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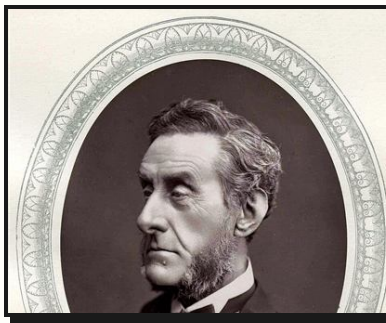
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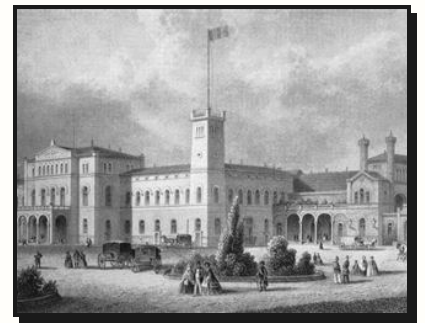
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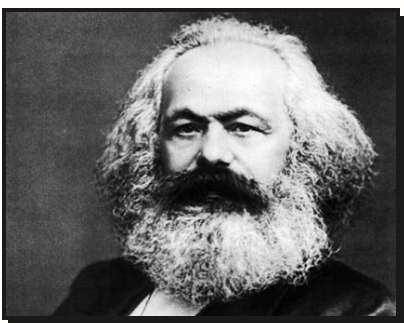
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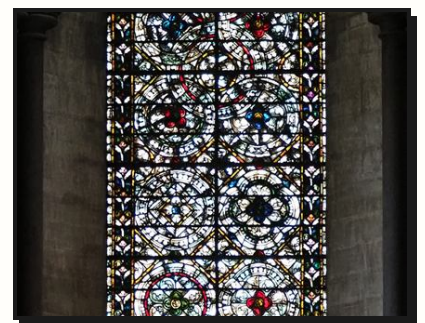
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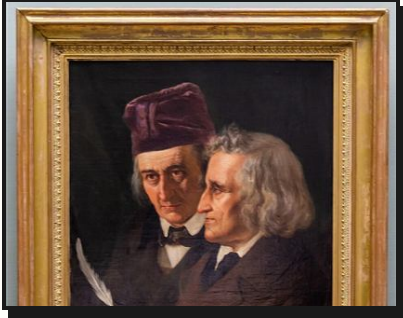
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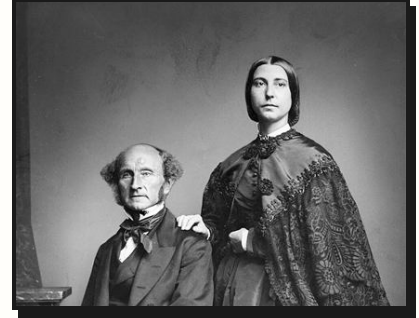
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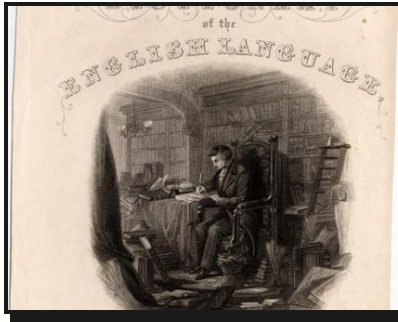
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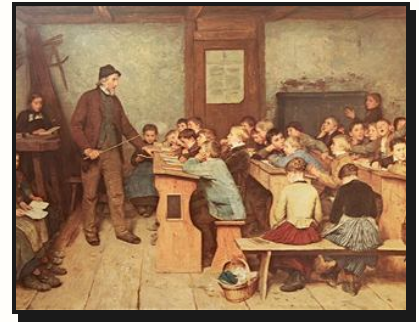
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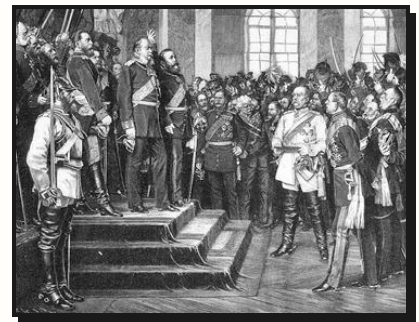
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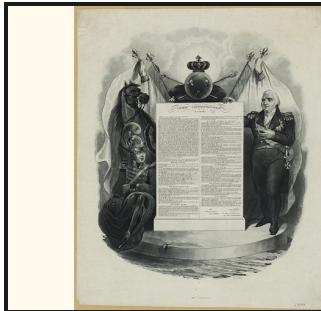
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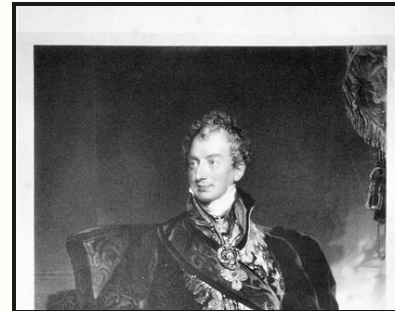
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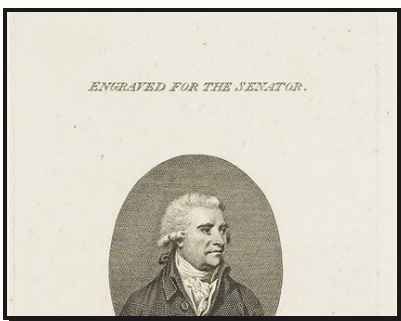
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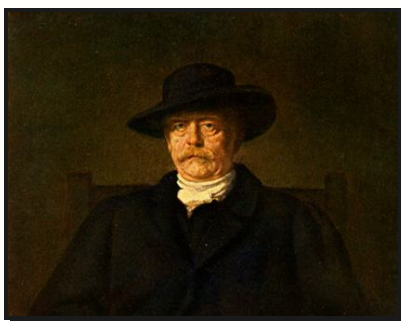
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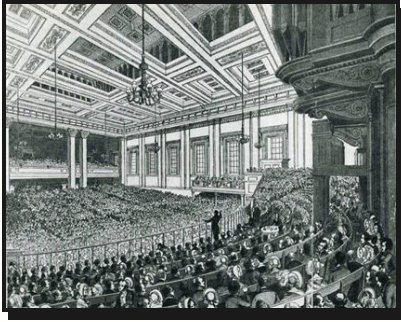
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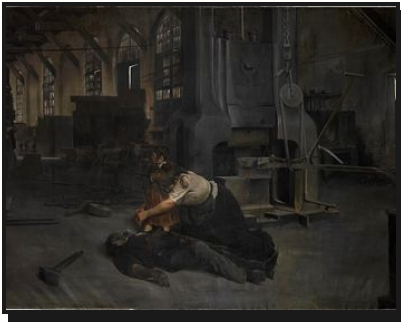
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Wits: The Isms

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FLIP IT TO SETTLE A CHALLENGE.

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LIBERAL · WHO SHOULD VOTE



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Camp flips to Conservative
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ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
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TAKE ONE

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Anyone, any time including out of turn

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📄 Flip this sheet to settle it



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

	Liberal	Conservative	Nationalist	Socialist
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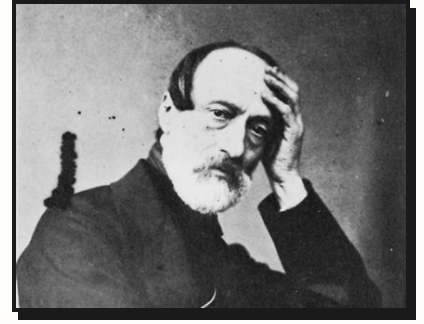
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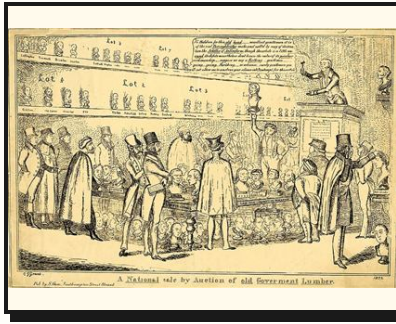
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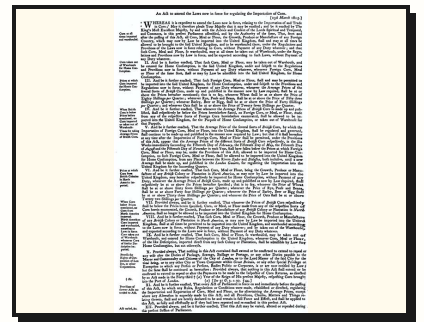
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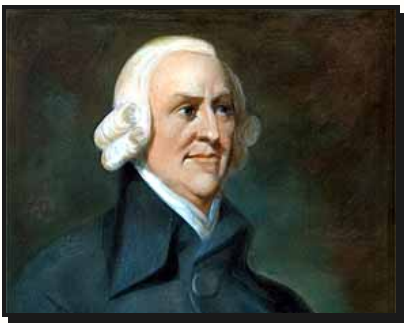
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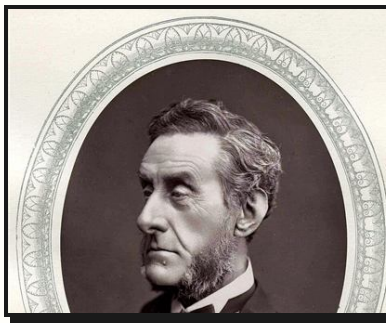
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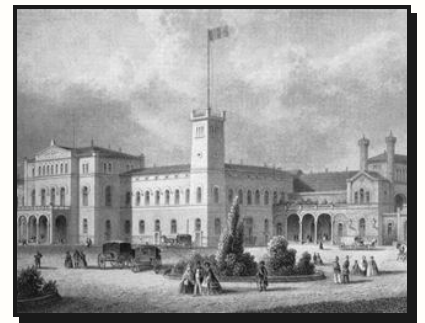
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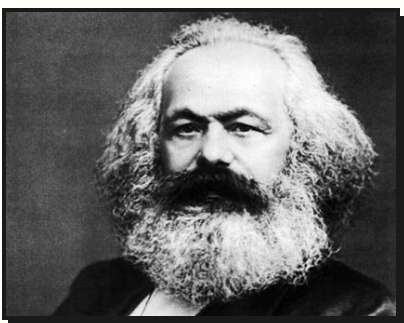
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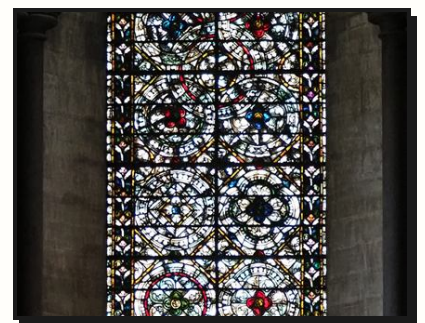
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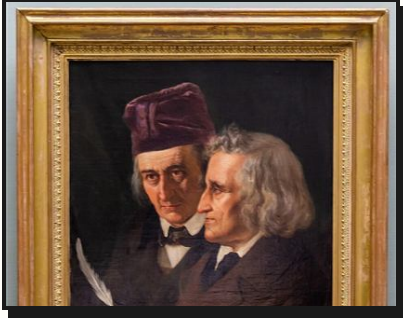
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One church, established by law, teaching the whole nation

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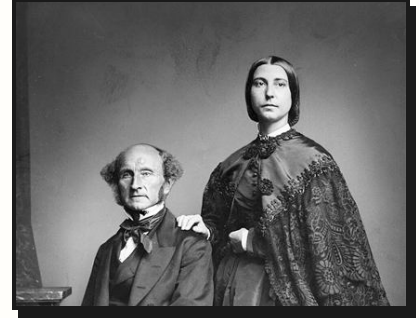
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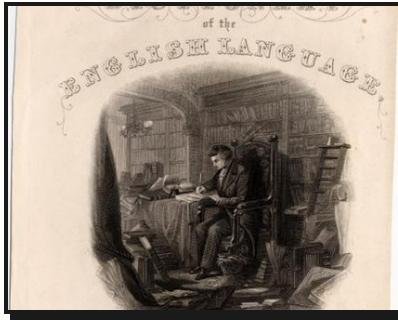
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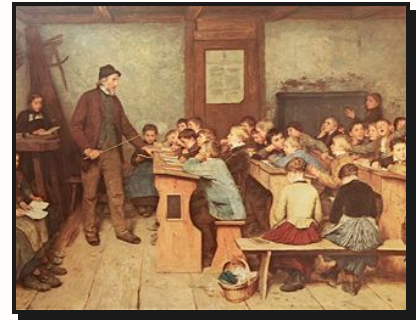
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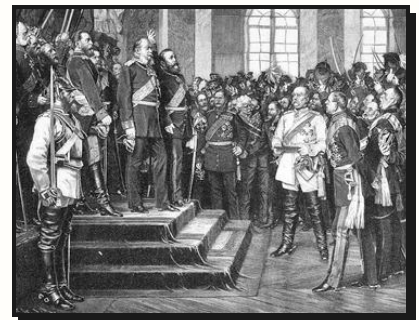
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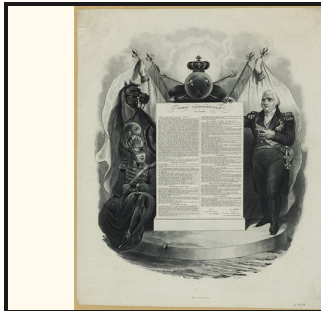
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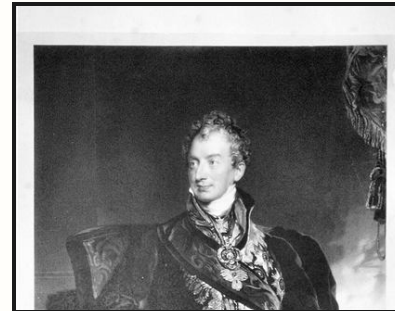
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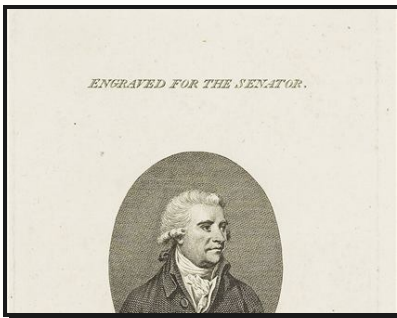
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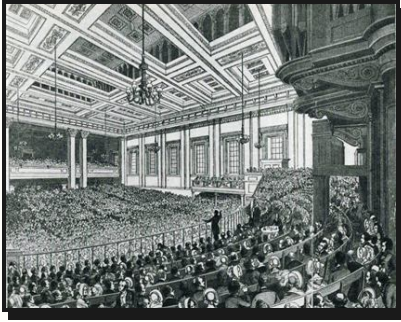
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The owners will never hand it
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Organized, respectable
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WITS



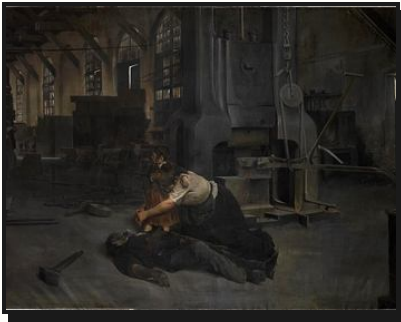
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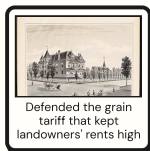
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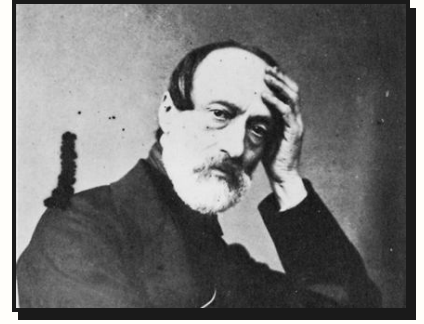
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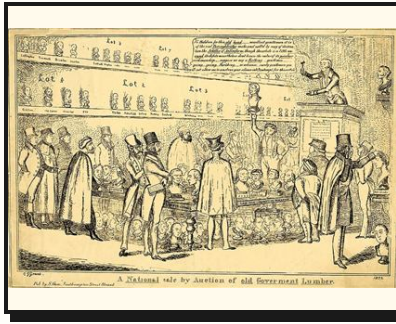
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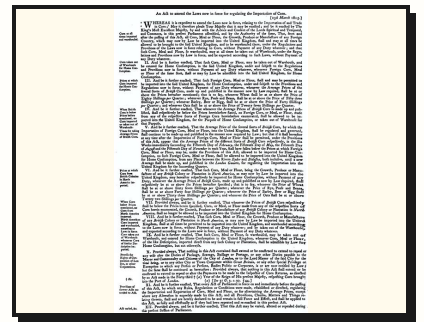
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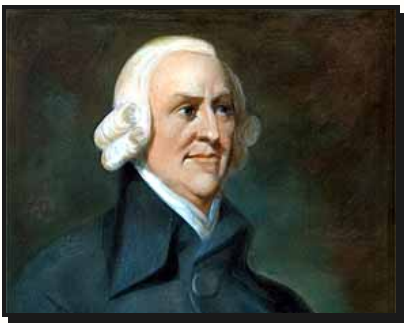
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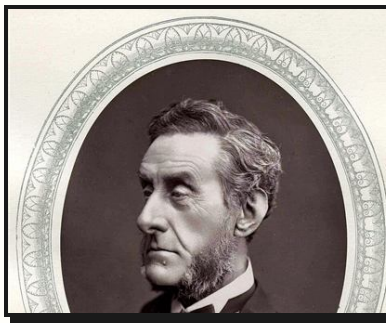
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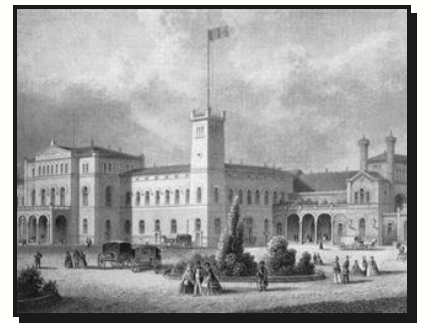
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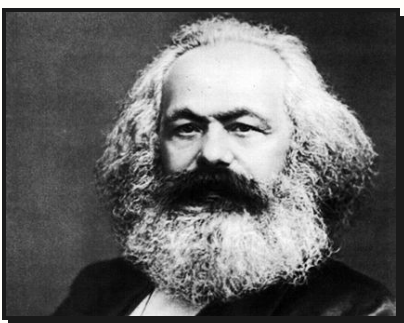
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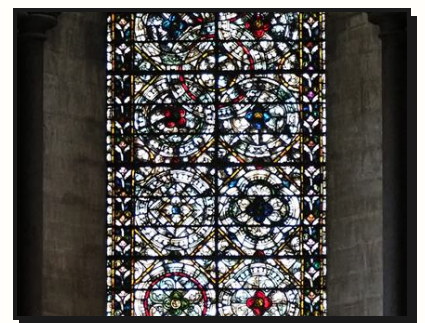
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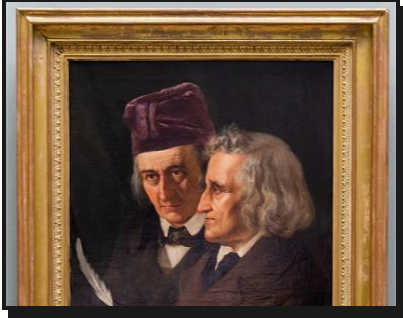
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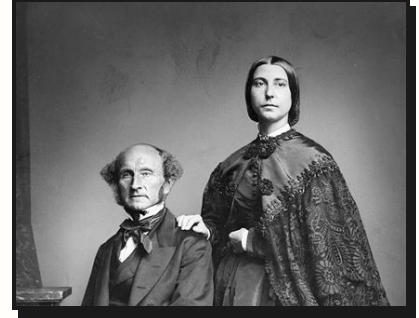
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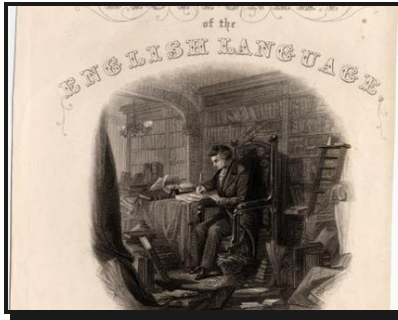
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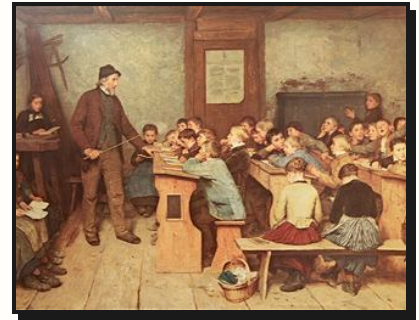
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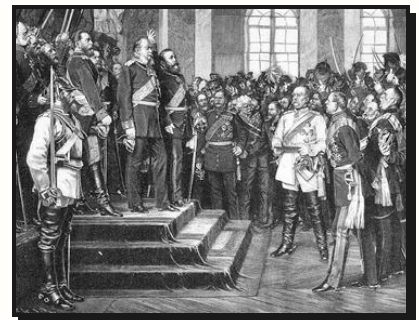
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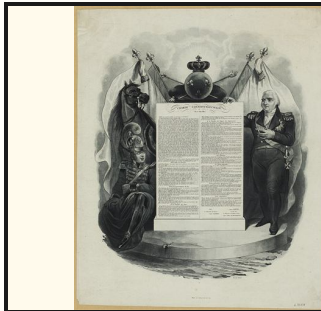
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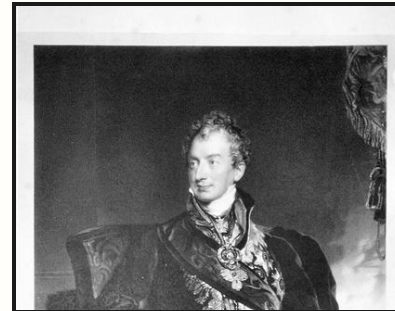
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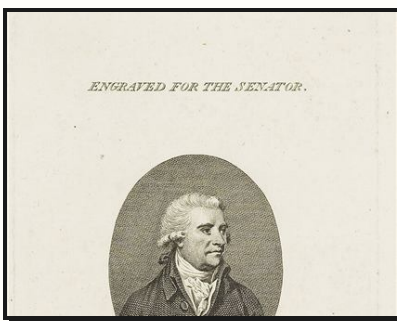
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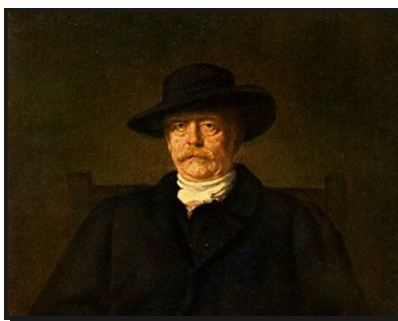
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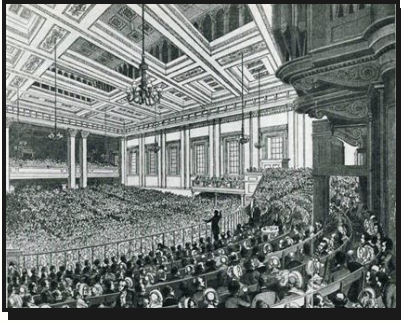
WITS



The owners will never hand it
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[illegible]



Organized, respectable
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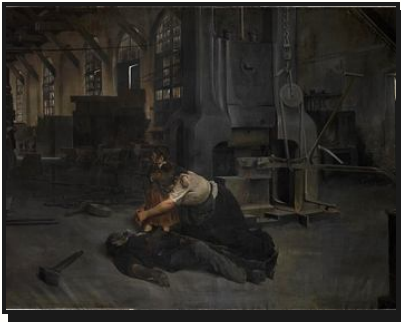
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Wits: The Isms

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FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Liberal**

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Your turn do ONE of these four

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ON THE PILE



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YOU SAY
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Camp stays Liberal
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LIBERAL · WHO SHOULD VOTE



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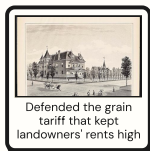
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Anyone, any time including out of turn

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

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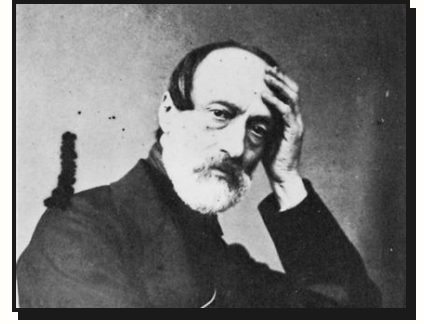
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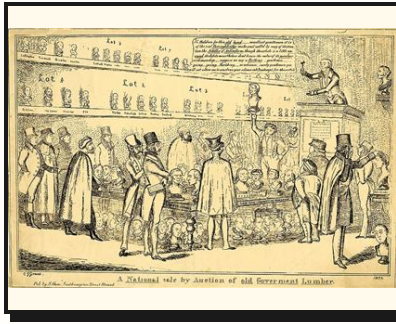
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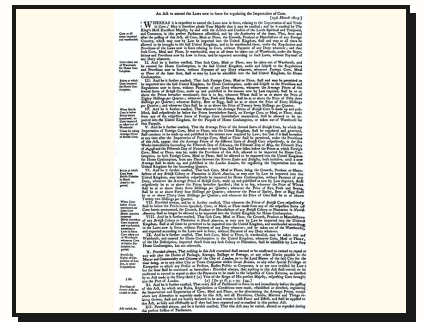
Let the inhabitants vote on which state they will belong to

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[The background features a repeating pattern of the text "WITS THE ISMS 5 . WITS THE ISMS 5 ." diagonally across the page.]



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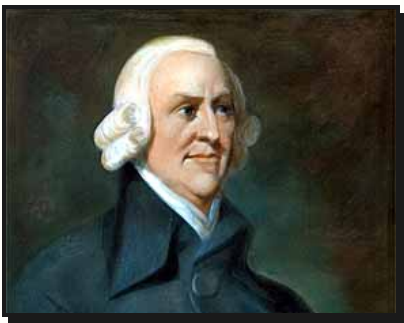
A customs union to make one economy before there is one state

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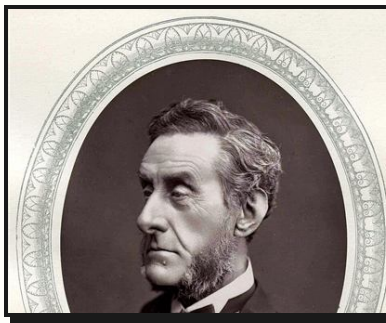
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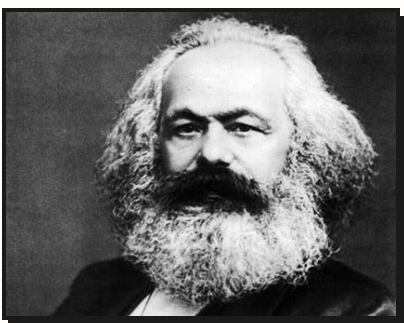
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Railways laid deliberately to bind separate provinces into a country

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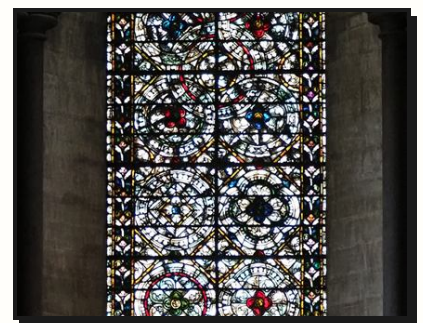
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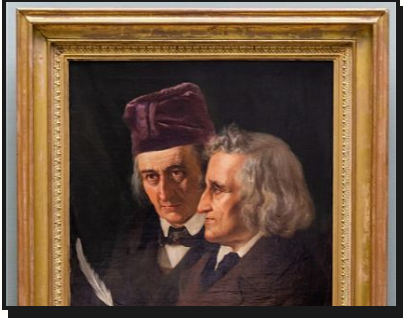
WITS



One church, established by law, teaching the whole nation

WITS

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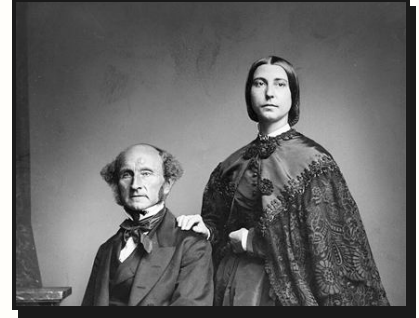
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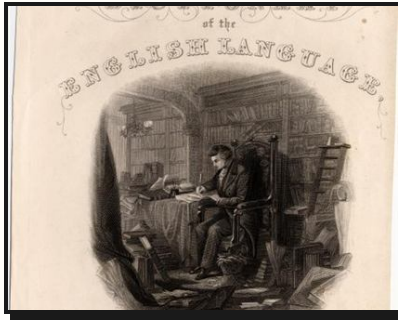
Worship as you choose, with no church established by law

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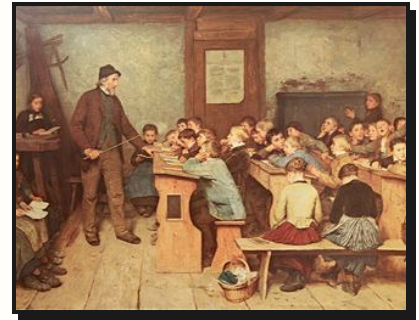
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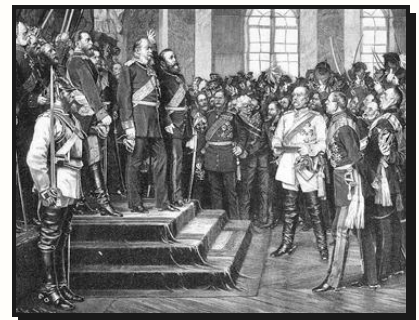
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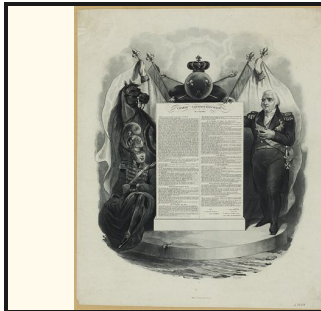
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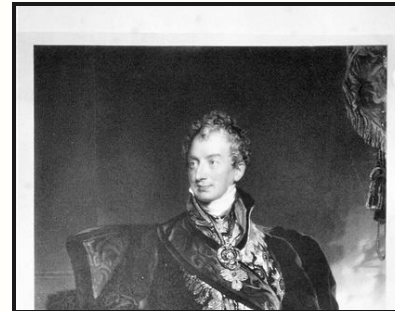
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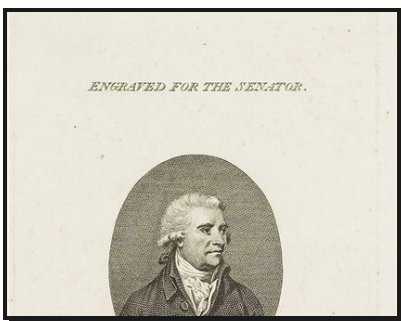
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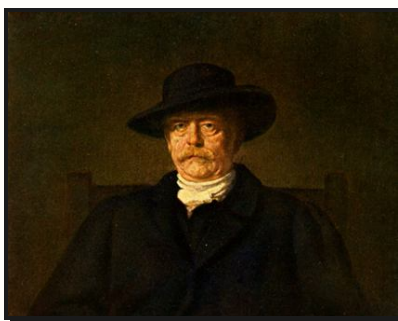
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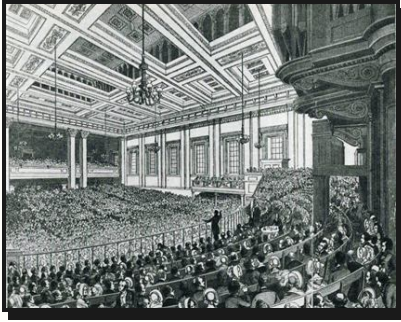
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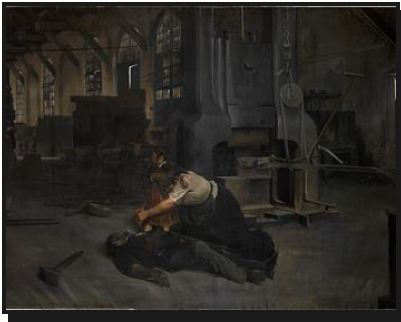
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Wits: The Isms

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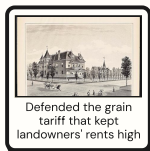
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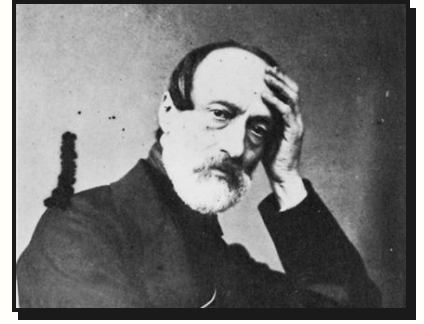
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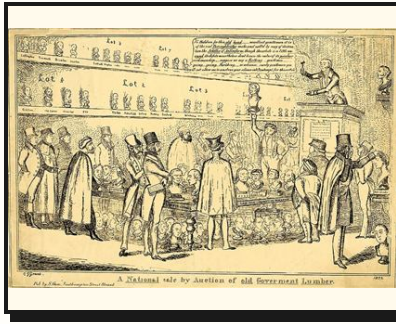
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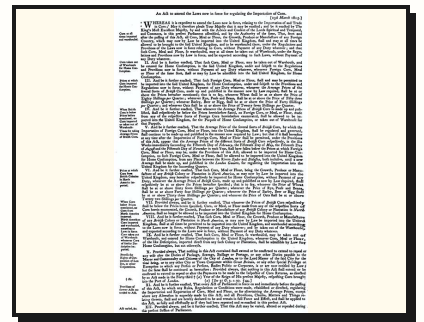
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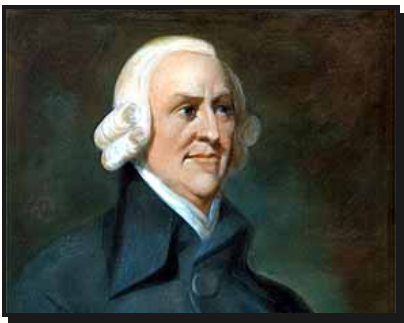
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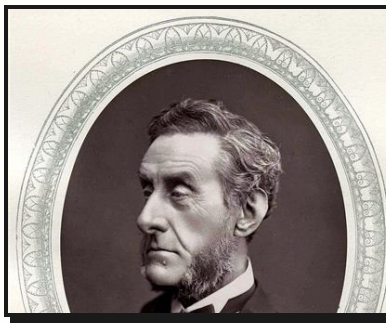
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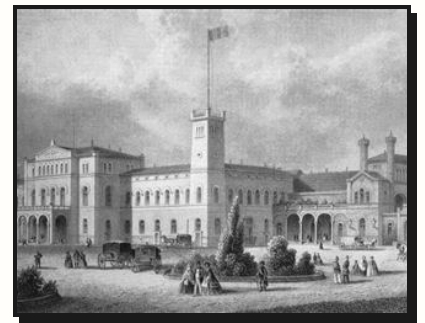
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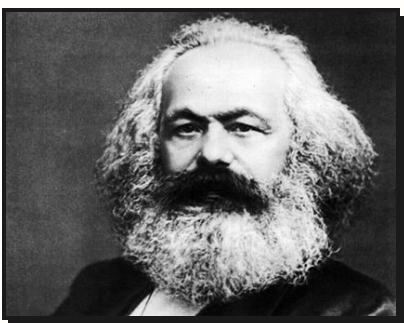
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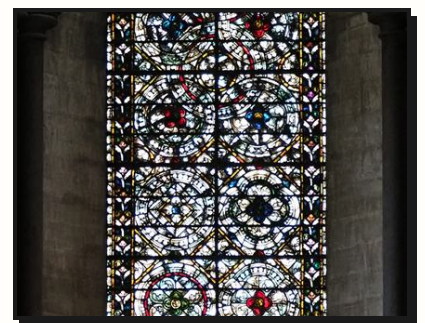
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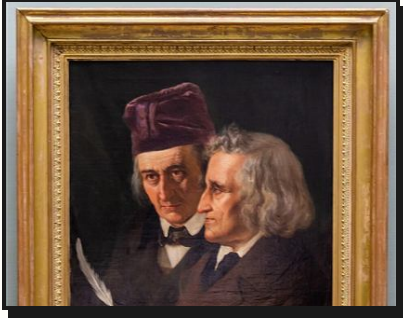
WITS



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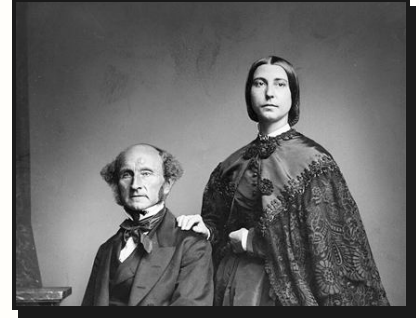
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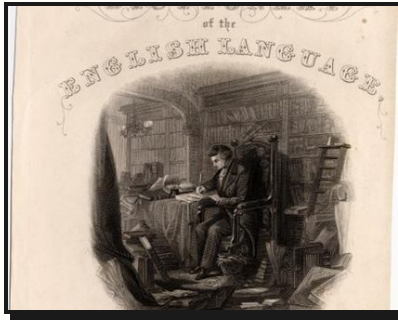
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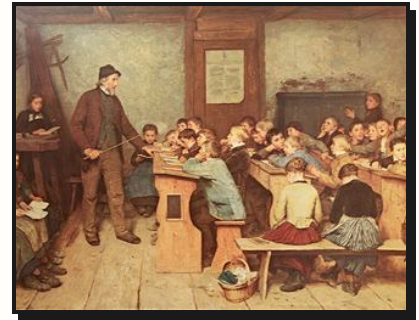
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WITS



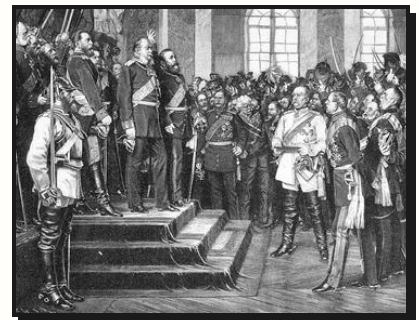
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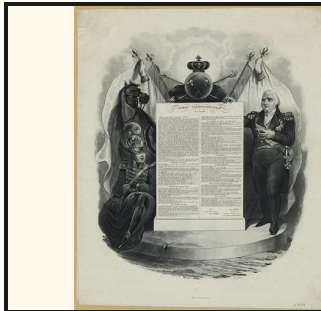
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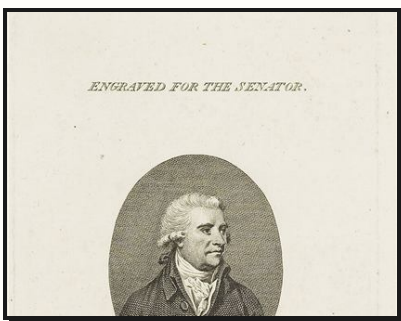
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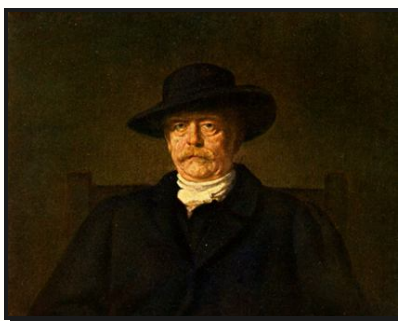
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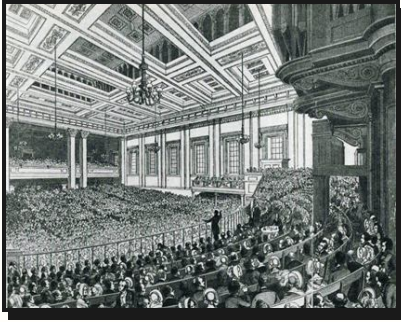
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The owners will never hand it
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The background features a repeating pattern of the text "WITS THE ISMS 6 . WITS THE ISMS 6 ." in a light gray font, oriented diagonally from bottom-left to top-right.



Organized, respectable
pressure applied from outside
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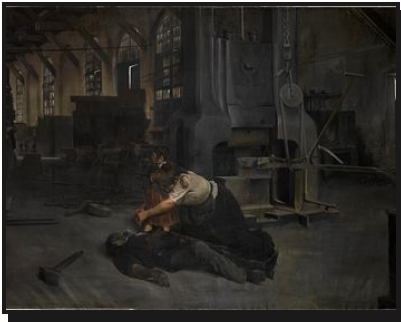
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Wits: The Isms

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

THE FOUR CAMPS **Liberal**

Conservative

Nationalist

Socialist

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
"Liberal."

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

2 Outwit – the move worth making

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



LIBERAL · WHO SHOULD VOTE



CONSERVATIVE · WHO SHOULD VOTE

YOU SAY
"Conservative. Same issue – who should vote."

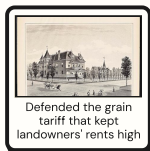
Camp flips to Conservative
Now everyone plays Conservative.

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
"Liberal."

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 Devil's Advocate

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

🍷 "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.**

	Liberal	Conservative	Nationalist	Socialist
 WHO SHOULD VOTE	The vote for men who own enough to have a stake in the country Move seats from empty villages to the new manufacturing towns	The vote is a trust held by the responsible few, not a right Defended a chamber whose members nobody had elected	Sovereignty belongs to the people, and the people means one people Let the inhabitants vote on which state they will belong to	The vote for every man, whether he owns anything or not Pay members of parliament, so that a working man could serve
 THE ECONOMY	Repeal the tariff on imported grain and let bread get cheaper Government should keep its hands off the market entirely	Defended the grain tariff that kept landowners' rents high Factory hours limited by law, and the bill carried by aristocrats	A customs union to make one economy before there is one state Railways laid deliberately to bind separate provinces into a country	The mills and the mines should belong to the people working them The worker is paid less than the value his labour creates
 RELIGION AND TRADITION	Strip away the legal disabilities on those outside the state church Worship as you choose, with no church established by law	One church, established by law, teaching the whole nation Altar and throne stand together or fall together	Collected the old stories and songs as evidence that a people exists Built a standard written language out of the speech of villagers	Called religion a comfort that keeps the poor quiet Schooling free of charge and free of the priest
 THE NATION	Backed a small country's independence once it wrote a constitution A written constitution mattered more than where the border ran	Borders belong to dynasties, not to peoples Great powers meeting to put down risings wherever they broke out	Dozens of states sharing a language and holding no common government Claimed the lands beyond the border where their speakers lived	The worker has no country, only a class Organized across the borders rather than inside them
 HOW CHANGE COMES	Change by act of parliament rather than by barricade Organized, respectable pressure applied from outside the chamber	Change slowly, because old institutions carry the sense of generations Distrusted anyone reasoning about society from first principles	The great questions settled by iron and blood, not by speeches A thousand volunteers in red shirts sailed to take an island	The owners will never hand it over, so it has to be taken Organize the workplace and stop the machines

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.



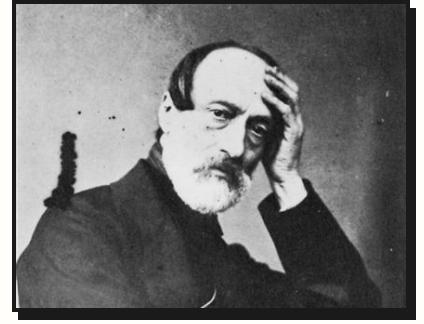
The vote for men who own enough to have a stake in the country

WITS



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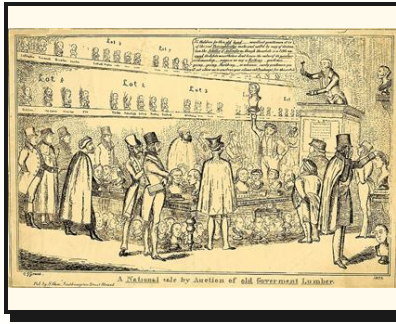
Sovereignty belongs to the people, and the people means one people

WITS



The vote for every man, whether he owns anything or not

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Move seats from empty villages to the new manufacturing towns

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Defended a chamber whose members nobody had elected

WITS



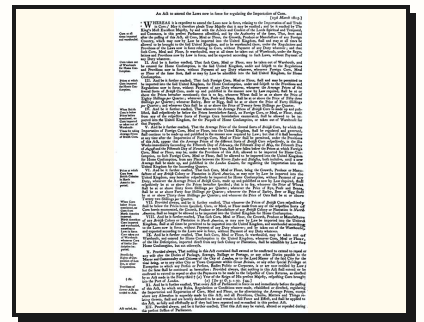
Let the inhabitants vote on which state they will belong to

WITS



Pay members of parliament, so that a working man could serve

WITS



Repeal the tariff on imported grain and let bread get cheaper

WITS



Defended the grain tariff that kept landowners' rents high

WITS



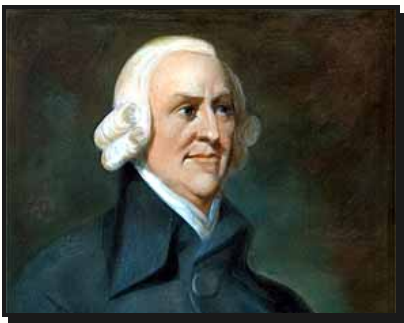
A customs union to make one economy before there is one state

WITS



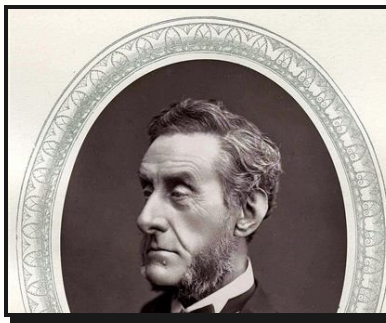
The mills and the mines should belong to the people working them

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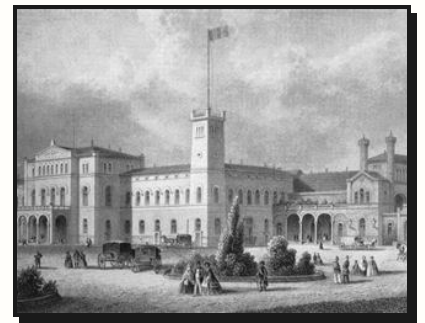
Government should keep its hands off the market entirely

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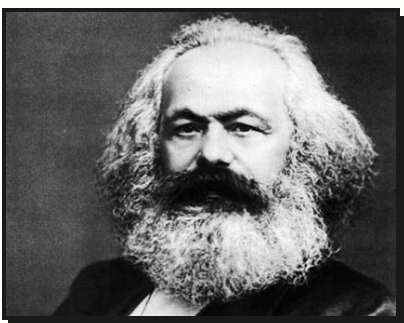
Factory hours limited by law, and the bill carried by aristocrats

WITS



Railways laid deliberately to bind separate provinces into a country

WITS



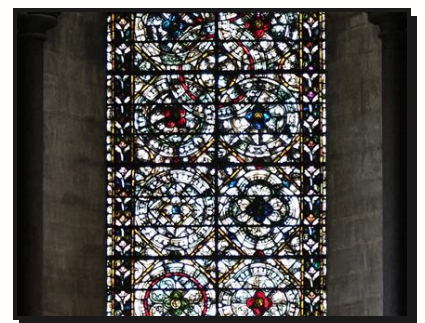
The worker is paid less than the value his labour creates

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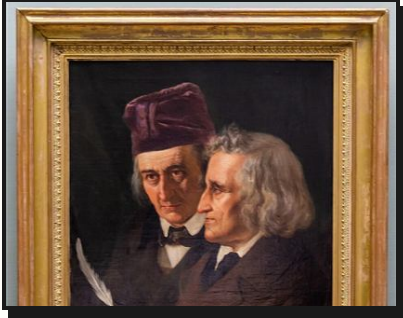
Strip away the legal disabilities on those outside the state church

WITS



One church, established by law, teaching the whole nation

WITS



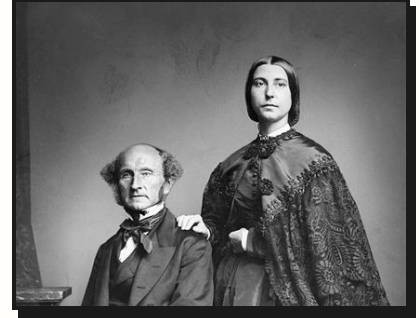
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Called religion a comfort that keeps the poor quiet

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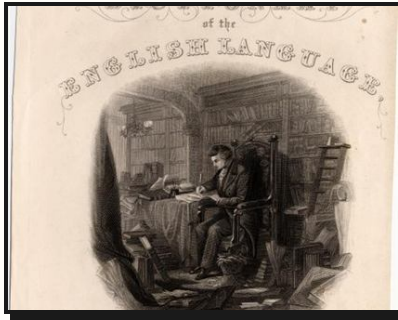
Worship as you choose, with no church established by law

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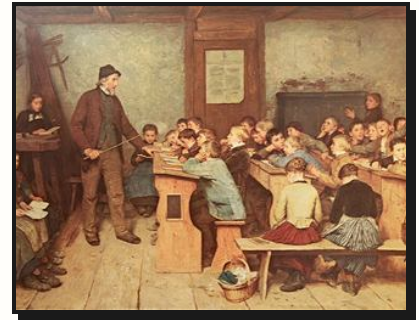
Altar and throne stand together or fall together

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Built a standard written language out of the speech of villagers

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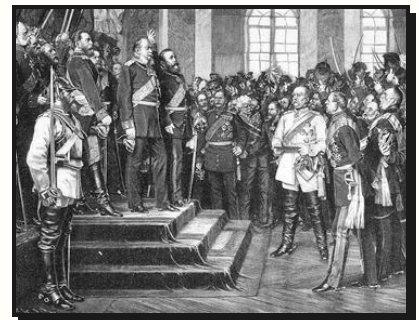
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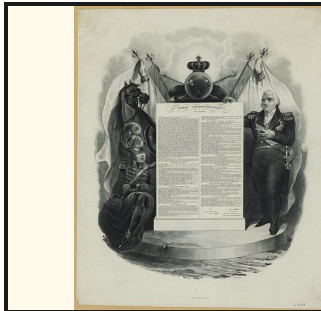
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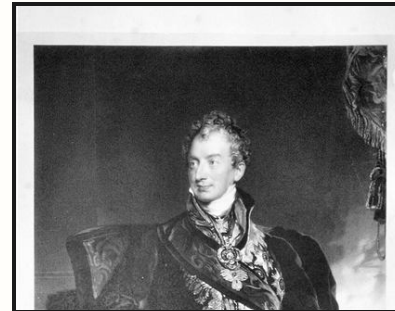
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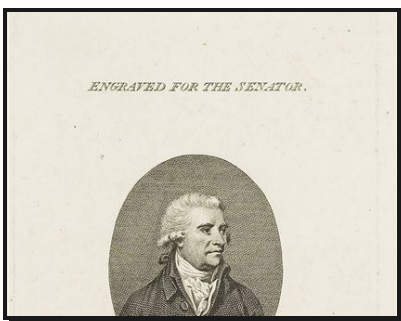
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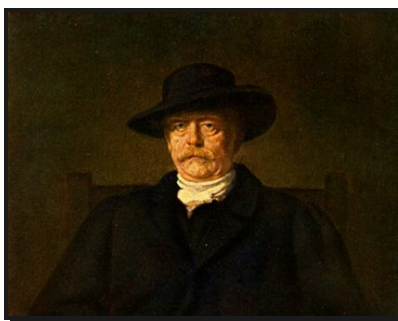
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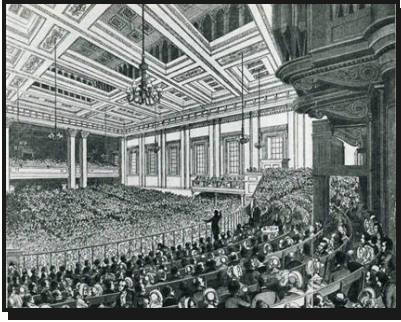
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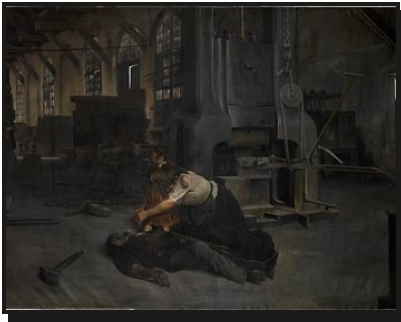
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