

Wits: The Reformation

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

THE FOUR CAMPS **Lutheran**

Calvinist

Anabaptist

Catholic

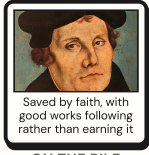
ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

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
"Lutheran."

Camp stays Lutheran
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.



LUTHERAN · HOW YOU ARE SAVED



CALVINIST · HOW YOU ARE SAVED

YOU SAY
"Calvinist. Same issue – how you are saved."

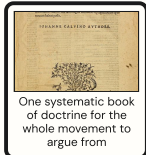
Camp flips to Calvinist
Now everyone plays Calvinist.

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
"Lutheran."

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.**

	Lutheran	Calvinist	Anabaptist	Catholic
● HOW YOU ARE SAVED	Saved by faith, with good works following rather than earning it Objected in writing to paying money to shorten punishment for sin	God has already chosen, and nothing you do will alter it Worldly diligence read as a sign of being among the chosen	Baptism only for someone old enough to choose it A church of the committed, not of everyone born in the parish	Faith and works together, as had been taught for centuries Kept the teaching that the prayers of the living help the dead
● WHO READS SCRIPTURE	Translated scripture into the language people already spoke at home Wrote a short catechism so parents could teach their own children	One systematic book of doctrine for the whole movement to argue from Elders examined households on their conduct and their belief	Weavers and farmers preaching with no university behind them Rejected the baptism of infants because no verse commanded it	Declared the old Latin translation the authoritative text Published a list of books the faithful were forbidden to read
● CHURCH AND STATE	Left the governing of the church to whichever prince held the land Condemned the peasants who turned his teaching against their lords	A city governed by its ministers as much as by its council Congregations governed by elected elders instead of bishops	Would not swear an oath nor serve as a magistrate Wanted no ruler of any confession set over the congregation	One head over the whole church, standing above any king An order that won people back through colleges and the confessional
● WORSHIP AND SACRAMENT	Christ truly present in the bread, though the bread remains bread Congregations singing together in their own language	Whitewashed walls, no images, no altars Christ present to the faithful in spirit and not in the bread	A shared meal among believers with no priestly power in it Washed one another's feet because the text described it	The bread becomes the body, its substance genuinely changed Kept all seven where the reformers kept two
● WHAT IT COST THEM	Refused to recant before the emperor and was declared an outlaw Won legal recognition in 1555, one princely territory at a time	A French minority, thousands of them killed in Paris in 1572 Fought eighty years against a foreign king to keep the faith	A city seized and held until it was starved out and its leaders caged Hunted by every established church and every magistrate	Twenty-five sessions to correct abuses and concede no doctrine Answered whitewashed walls with gold, motion and drama

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



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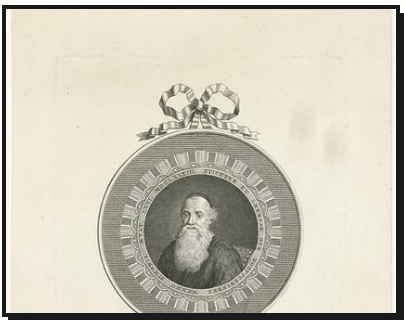
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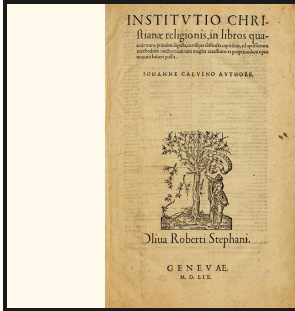
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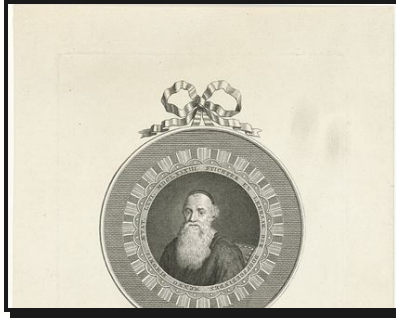
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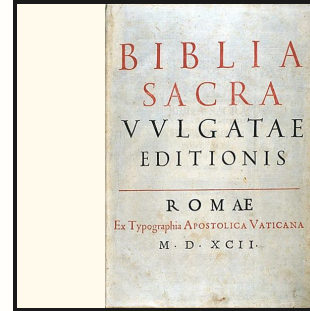
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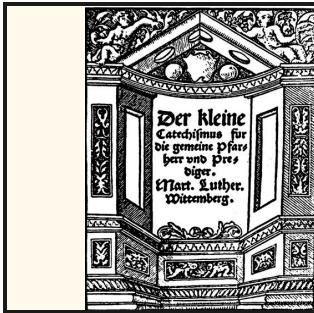
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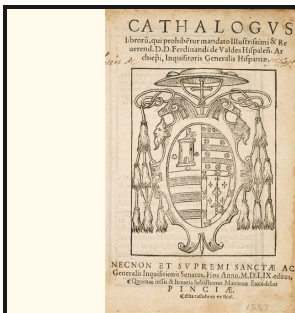
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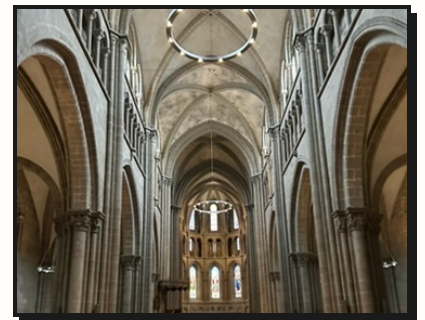
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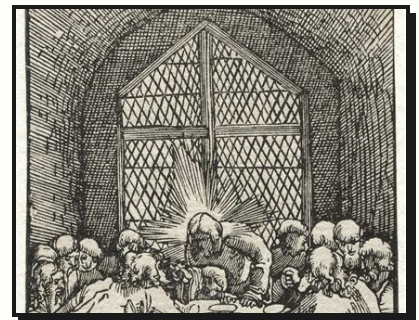
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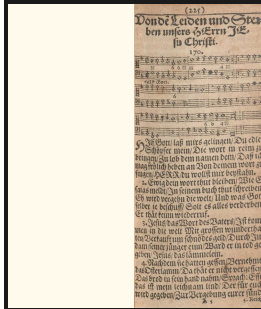
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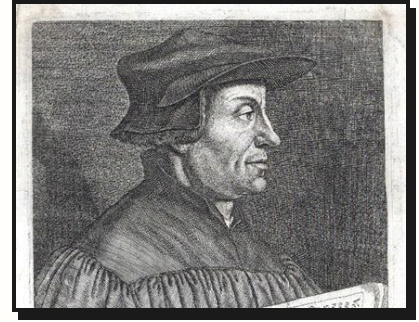
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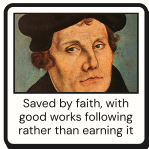
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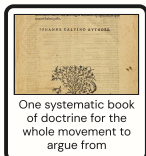
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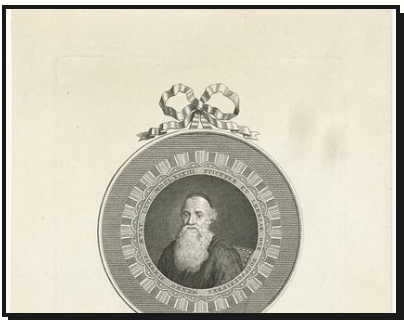
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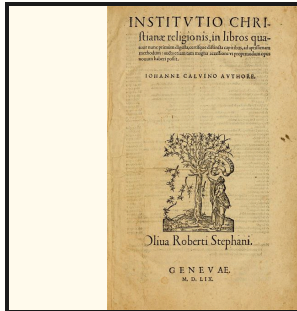
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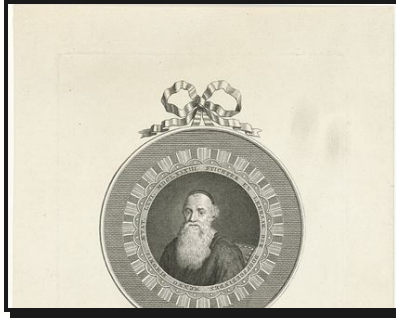
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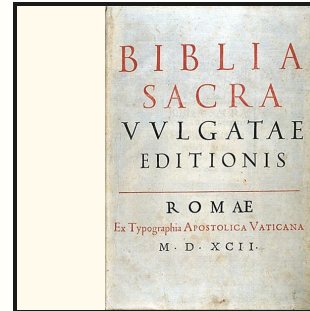
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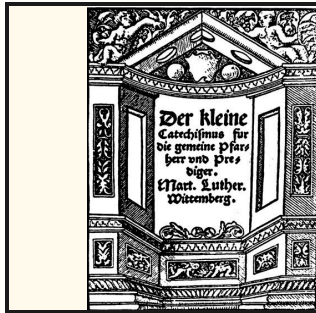
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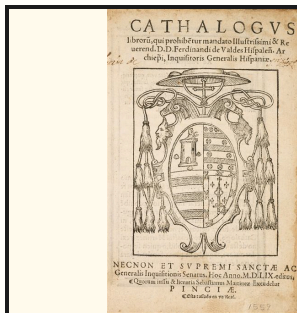
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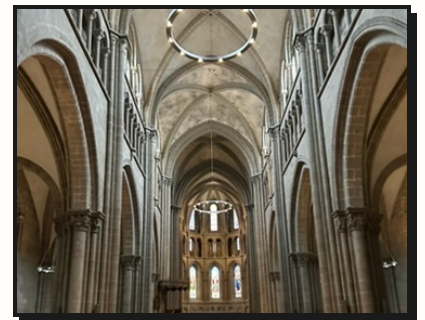
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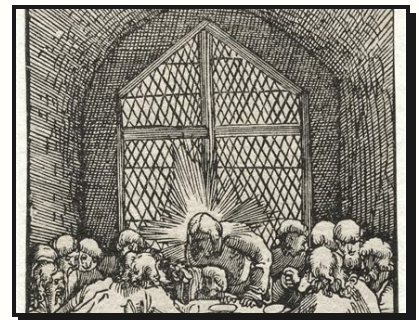
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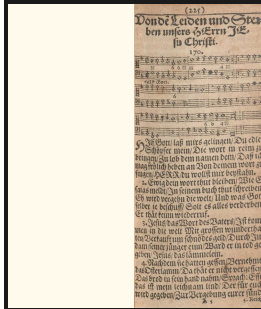
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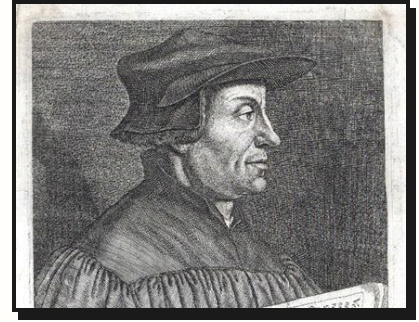
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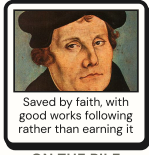
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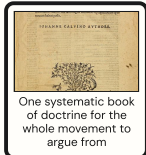
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Action cards no camp, no issue – play them on anything

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**.

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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**.

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Answer Key

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

	Lutheran	Calvinist	Anabaptist	Catholic
● HOW YOU ARE SAVED	Saved by faith, with good works following rather than earning it Objected in writing to paying money to shorten punishment for sin	God has already chosen, and nothing you do will alter it Worldly diligence read as a sign of being among the chosen	Baptism only for someone old enough to choose it A church of the committed, not of everyone born in the parish	Faith and works together, as had been taught for centuries Kept the teaching that the prayers of the living help the dead
● WHO READS SCRIPTURE	Translated scripture into the language people already spoke at home Wrote a short catechism so parents could teach their own children	One systematic book of doctrine for the whole movement to argue from Elders examined households on their conduct and their belief	Weavers and farmers preaching with no university behind them Rejected the baptism of infants because no verse commanded it	Declared the old Latin translation the authoritative text Published a list of books the faithful were forbidden to read
● CHURCH AND STATE	Left the governing of the church to whichever prince held the land Condemned the peasants who turned his teaching against their lords	A city governed by its ministers as much as by its council Congregations governed by elected elders instead of bishops	Would not swear an oath nor serve as a magistrate Wanted no ruler of any confession set over the congregation	One head over the whole church, standing above any king An order that won people back through colleges and the confessional
● WORSHIP AND SACRAMENT	Christ truly present in the bread, though the bread remains bread Congregations singing together in their own language	Whitewashed walls, no images, no altars Christ present to the faithful in spirit and not in the bread	A shared meal among believers with no priestly power in it Washed one another's feet because the text described it	The bread becomes the body, its substance genuinely changed Kept all seven where the reformers kept two
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WITS



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Baptism only for someone old enough to choose it

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Faith and works together, as had been taught for centuries

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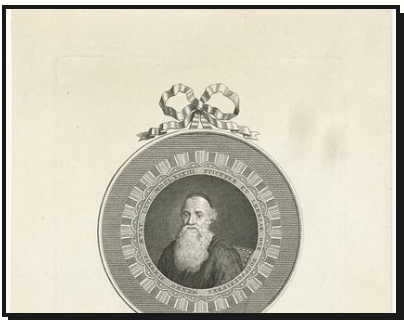
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[illegible]

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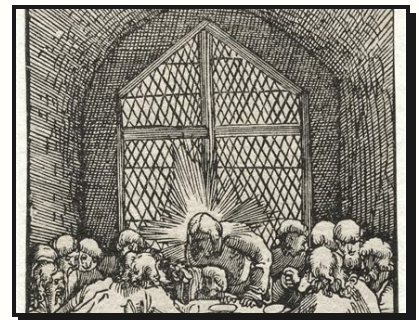
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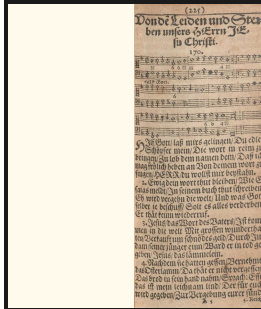
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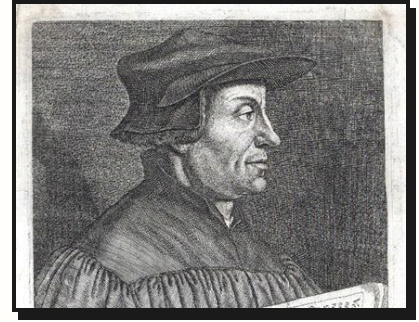
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Wits: The Reformation

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FLIP IT TO SETTLE A CHALLENGE.

THE FOUR CAMPS **Lutheran**

Calvinist

Anabaptist

Catholic

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
"Lutheran."

Camp stays Lutheran
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.



LUTHERAN · HOW YOU ARE SAVED



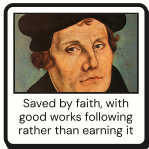
CALVINIST · HOW YOU ARE SAVED

YOU SAY
"Calvinist. Same issue – how you are saved."

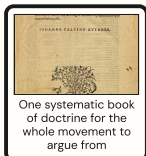
Camp flips to Calvinist
Now everyone plays Calvinist.

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



ON THE PILE



ANY CARD AT ALL

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

4 Draw one



TAKE ONE

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

Anyone, any time including out of turn

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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**.



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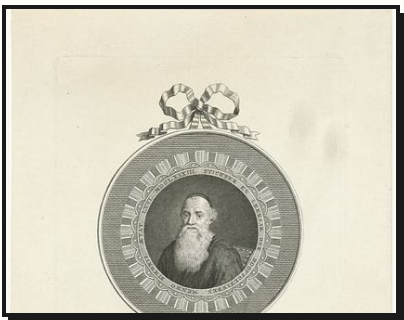
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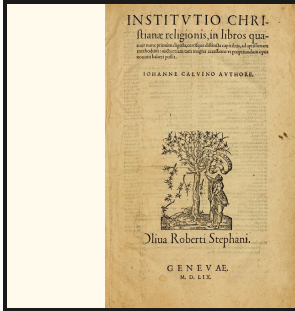
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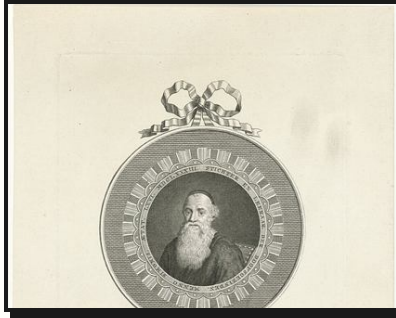
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[illegible]



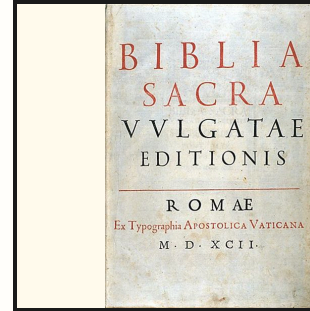
One systematic book of doctrine for the whole movement to argue from

WITS



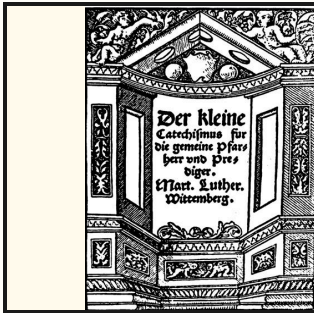
Weavers and farmers preaching with no university behind them

WITS



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WITS



Wrote a short catechism so parents could teach their own children

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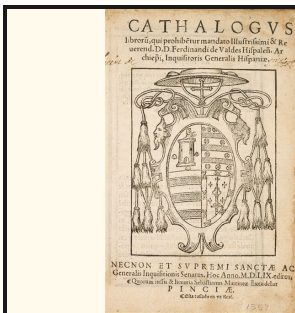
Elders examined households on their conduct and their belief

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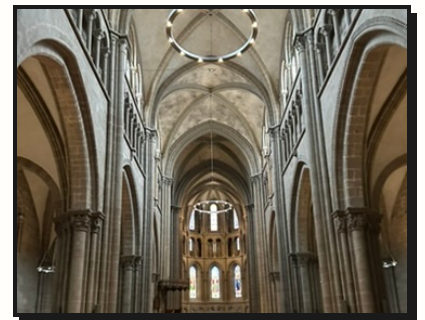
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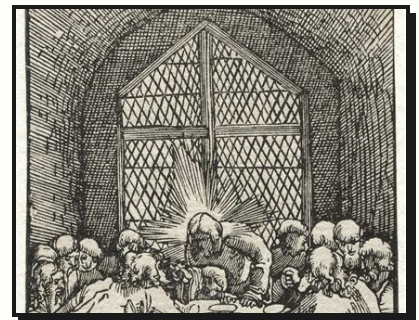
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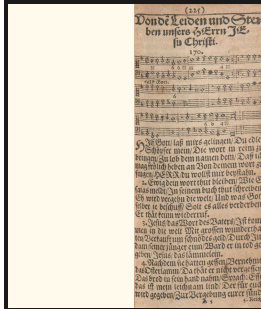
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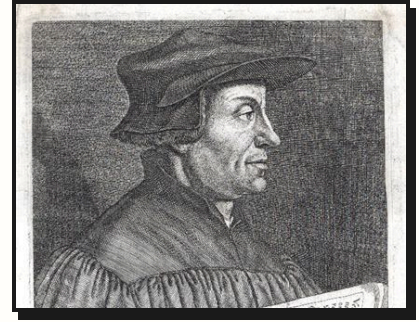
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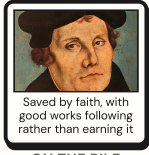
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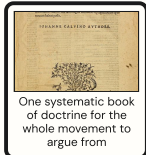
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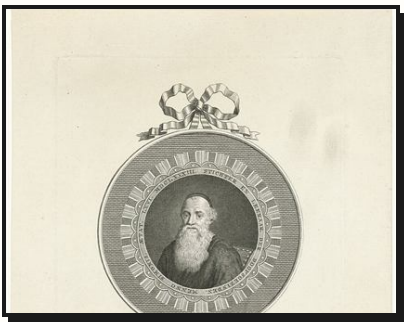
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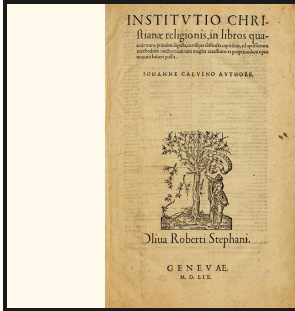
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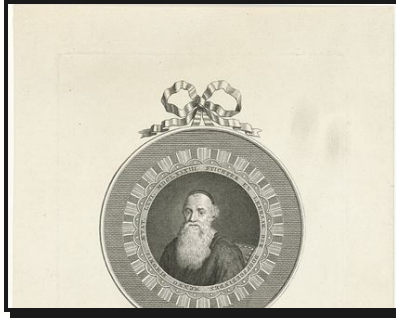
WITS

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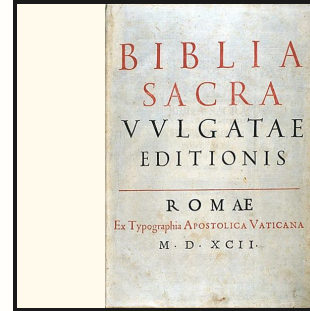
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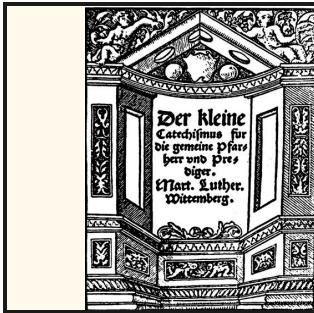
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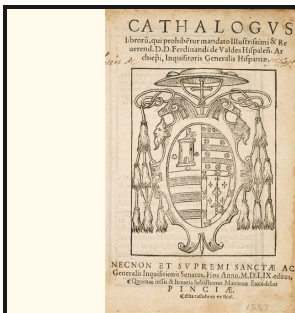
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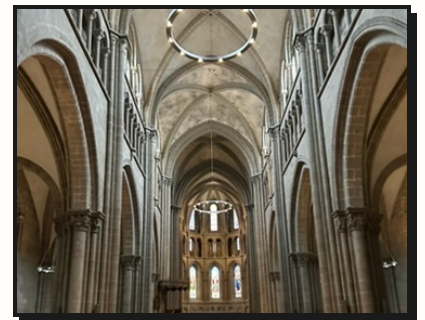
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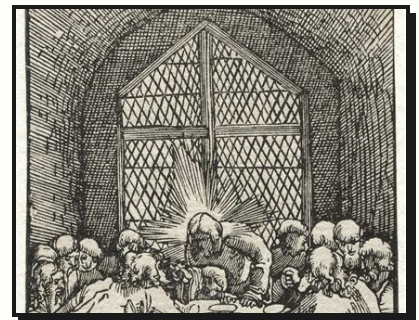
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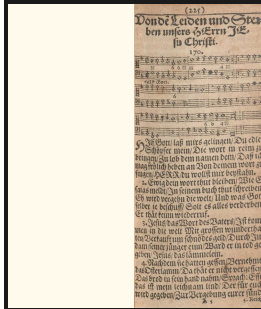
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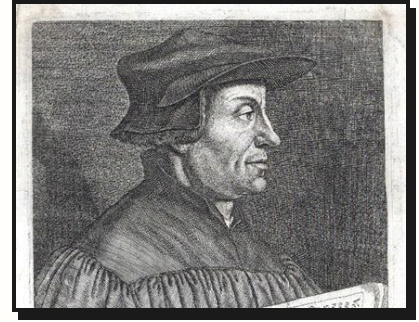
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Wits: The Reformation

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

THE FOUR CAMPS **Lutheran**

Calvinist

Anabaptist

Catholic

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
"Lutheran."

Camp stays Lutheran
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.



LUTHERAN · HOW YOU ARE SAVED



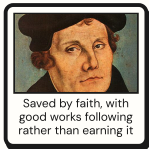
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YOU SAY
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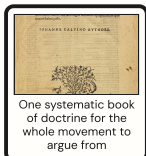
Camp flips to Calvinist
Now everyone plays Calvinist.

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
"Lutheran."

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.**

	Lutheran	Calvinist	Anabaptist	Catholic
● HOW YOU ARE SAVED	Saved by faith, with good works following rather than earning it Objected in writing to paying money to shorten punishment for sin	God has already chosen, and nothing you do will alter it Worldly diligence read as a sign of being among the chosen	Baptism only for someone old enough to choose it A church of the committed, not of everyone born in the parish	Faith and works together, as had been taught for centuries Kept the teaching that the prayers of the living help the dead
● WHO READS SCRIPTURE	Translated scripture into the language people already spoke at home Wrote a short catechism so parents could teach their own children	One systematic book of doctrine for the whole movement to argue from Elders examined households on their conduct and their belief	Weavers and farmers preaching with no university behind them Rejected the baptism of infants because no verse commanded it	Declared the old Latin translation the authoritative text Published a list of books the faithful were forbidden to read
● CHURCH AND STATE	Left the governing of the church to whichever prince held the land Condemned the peasants who turned his teaching against their lords	A city governed by its ministers as much as by its council Congregations governed by elected elders instead of bishops	Would not swear an oath nor serve as a magistrate Wanted no ruler of any confession set over the congregation	One head over the whole church, standing above any king An order that won people back through colleges and the confessional
● WORSHIP AND SACRAMENT	Christ truly present in the bread, though the bread remains bread Congregations singing together in their own language	Whitewashed walls, no images, no altars Christ present to the faithful in spirit and not in the bread	A shared meal among believers with no priestly power in it Washed one another's feet because the text described it	The bread becomes the body, its substance genuinely changed Kept all seven where the reformers kept two
● WHAT IT COST THEM	Refused to recant before the emperor and was declared an outlaw Won legal recognition in 1555, one princely territory at a time	A French minority, thousands of them killed in Paris in 1572 Fought eighty years against a foreign king to keep the faith	A city seized and held until it was starved out and its leaders caged Hunted by every established church and every magistrate	Twenty-five sessions to correct abuses and concede no doctrine Answered whitewashed walls with gold, motion and drama

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

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



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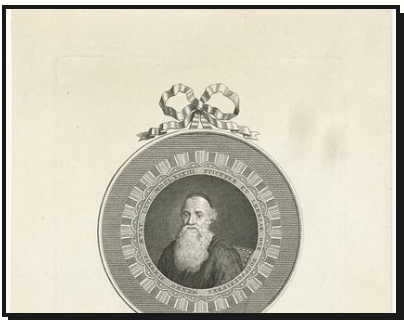
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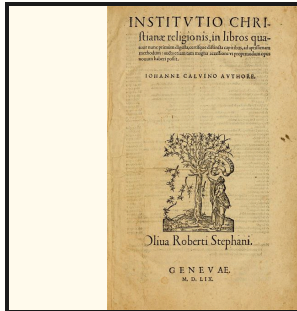
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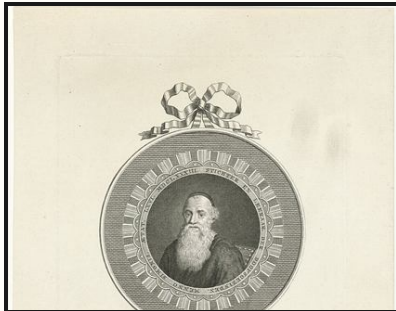
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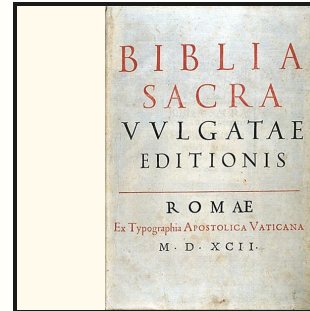
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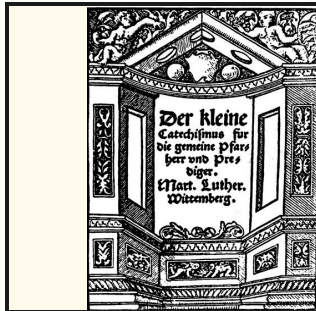
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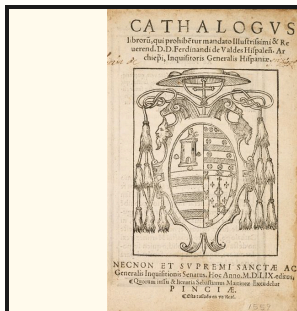
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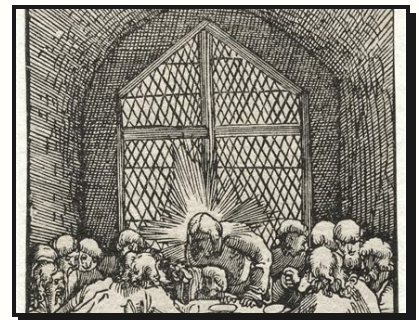
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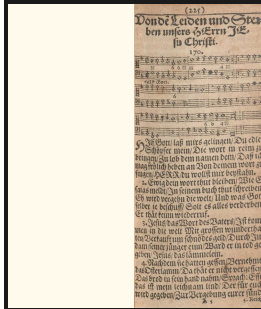
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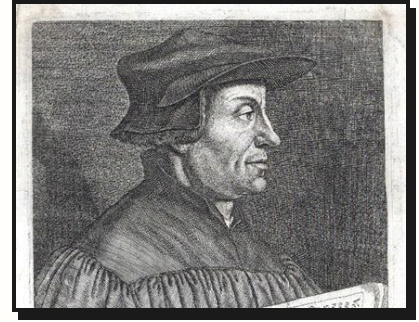
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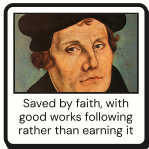
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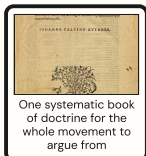
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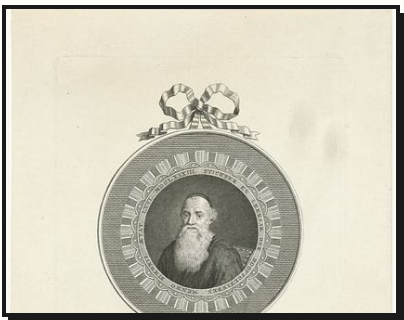
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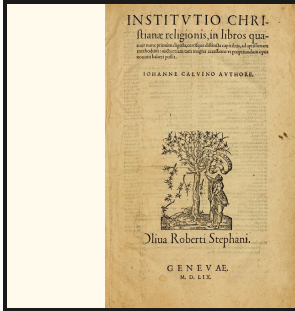
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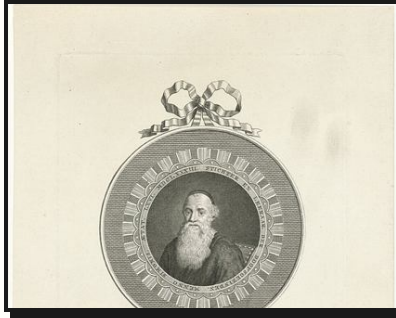
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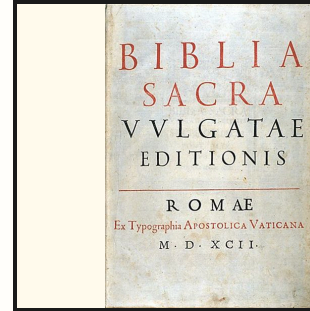
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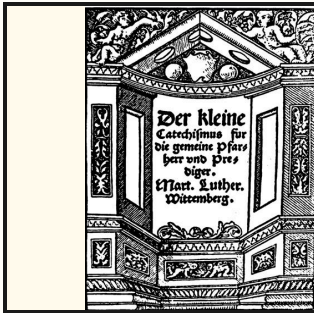
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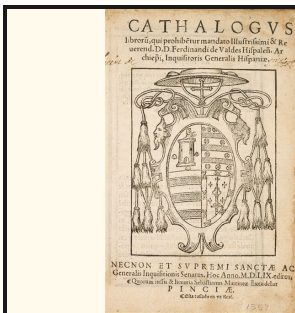
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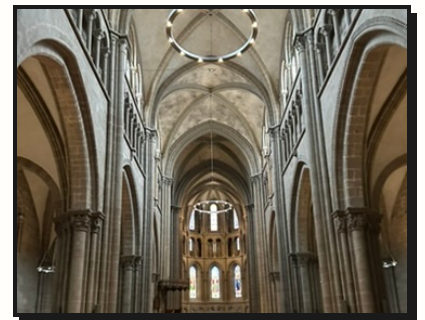
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WITS



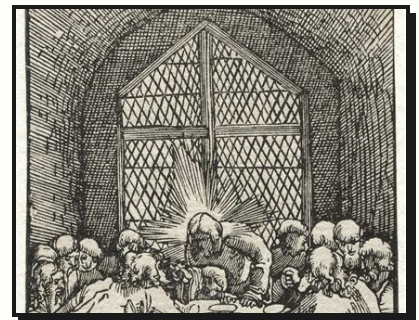
Christ truly present in the
bread, though the bread
remains bread

WITS



Whitewashed walls, no images,
no altars

WITS



A shared meal among
believers with no priestly
power in it

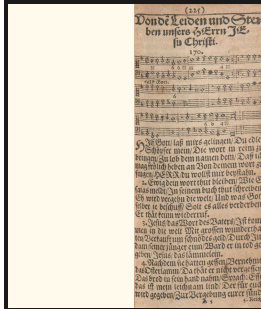
WITS

[illegible]



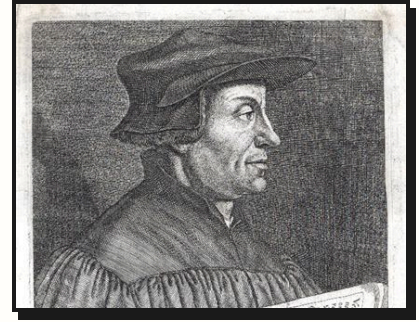
The bread becomes the body,
its substance genuinely
changed

WITS



Congregations singing
together in their own language

WITS



Christ present to the faithful in
spirit and not in the bread

WITS



Washed one another's feet
because the text described it

WITS



Kept all seven where the
reformers kept two

WITS



Refused to recant before the
emperor and was declared an
outlaw

WITS



A French minority, thousands
of them killed in Paris in 1572

WITS



A city seized and held until it
was starved out and its
leaders caged

WITS



Twenty-five sessions to
correct abuses and concede
no doctrine

WITS

[illegible]



Won legal recognition in 1555,
one princely territory at a time

WITS



Fought eighty years against a
foreign king to keep the faith

WITS



Hunted by every established
church and every magistrate

WITS



Answered whitewashed walls
with gold, motion and drama

WITS

ACTION

Wild Wit

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

ACTION

Witless

Play it on anything except a
Devil's Advocate. The next
player is witless — they lose
their turn.

ACTION

Devil's Advocate

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

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[illegible]