

Wits

THE REVOLUTION

A social matching game for 3 to 6 players. 52 cards.

What is on a card

A picture and a fact. Nothing else. Every card belongs to one **camp** — Loyalist, Patriot, Federalist, Democratic-Republican. Every card is also about one **issue** — Who Leads, Beliefs, Economy, War and Diplomacy, Who Backs Them. The card tells you neither. Working out the camp is the game.

Setup

Deal 7 cards each for 3 or 4 players, 5 cards each for 5 or 6. 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.

“Federalist.”

That is the whole turn. You never have to name the issue. **If you cannot play, draw two cards and 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.

“Democratic-Republican. Same issue – economy.”

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.

Outwit

At any time, if you hold a card that is the same camp **and** the same issue as the top card, slap it down out of turn and say both. Play continues from you.

Winning

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

Action cards

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

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

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

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

Answer key

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

	LOYALIST	PATRIOT	FEDERALIST	DEM.-REPUBLICAN
WHO LEADS	Benedict Arnold, the Patriot general who changed sides Banastre Tarleton, who led the British Legion, a Loyalist cavalry unit	Benjamin Franklin Patrick Henry	President George Washington Alexander Hamilton	President Thomas Jefferson President James Madison
BELIEFS	Maintain allegiance to the King Resistance to the Crown, the lawful government, was morally wrong	Republicanism: no king, no hereditary rule No taxation without representation	Loose construction: the Constitution stretches to meet new problems The Alien and Sedition Acts	Strict construction: if the Constitution does not say it, the government cannot do it States may nullify laws they judge unconstitutional
ECONOMY	Merchants whose business ran on British trade and British credit Opposed the boycotts that cut off English goods	Boycott English goods Crowds enforced the boycotts against importers	A national bank, tariffs, and aid to business Internal improvements: public money spent on infrastructure	Favored agriculture and opposed the national bank Skilled workers and small farmers over bankers
WAR AND DIPLOMACY	Counted on the Royal Navy to hold the port cities British troops held New York City for nearly the whole war	A common soldier in the Continental Army British troops fired into a crowd of colonists in Boston	Pro-British in foreign policy A large peacetime army and navy	Pro-French in foreign policy A small peacetime army and navy
WHO BACKS THEM	Most royal officials and most Anglican clergy Threatened with tarring and feathering by their own neighbors	The Sons of Liberty Committees of Correspondence linked the colonies	Northern businessmen and large landholders Strongest in New England and the port cities	Farmers of the western frontier Many had opposed the Constitution as Anti-Federalists



Benedict Arnold, the Patriot general who changed sides

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Benjamin Franklin

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President George Washington

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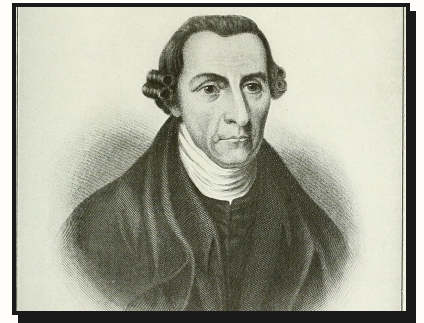
President Thomas Jefferson

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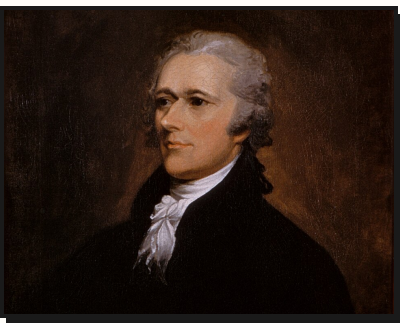
Banastre Tarleton, who led the British Legion, a Loyalist cavalry unit

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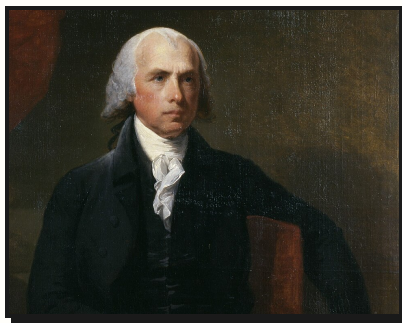
Patrick Henry

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Alexander Hamilton

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President James Madison

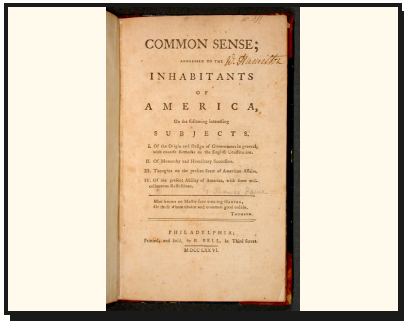
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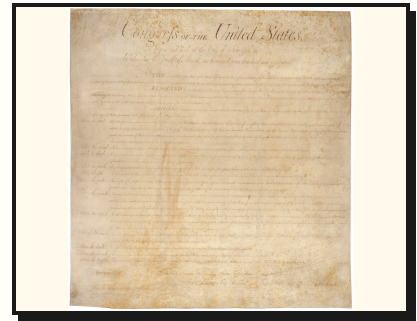
Republicanism: no king, no hereditary rule

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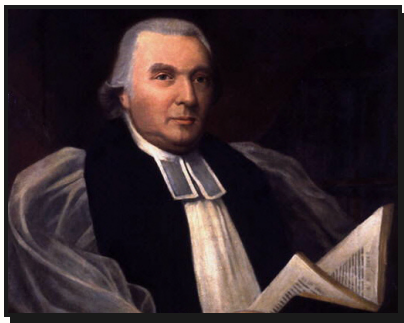
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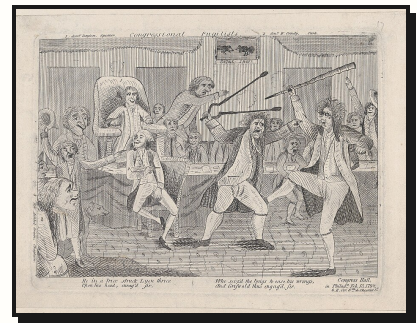
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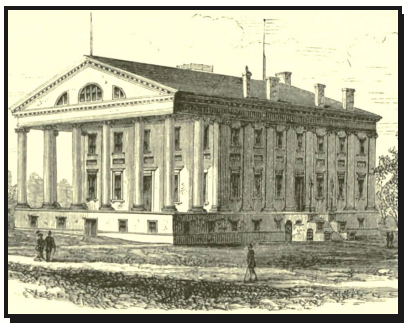
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The Alien and Sedition Acts

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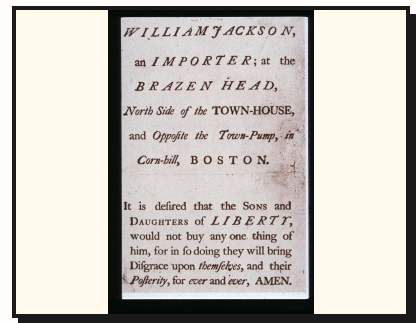
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Merchants whose business ran on British trade and British credit

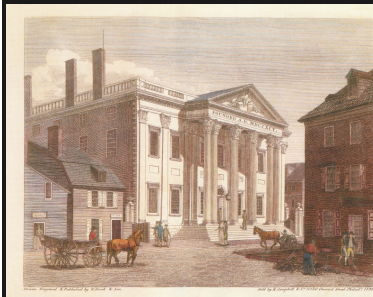
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Boycott English goods

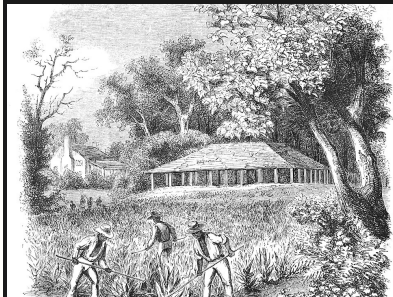
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Internal improvements: public money spent on infrastructure

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Skilled workers and small farmers over bankers

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Pro-British in foreign policy

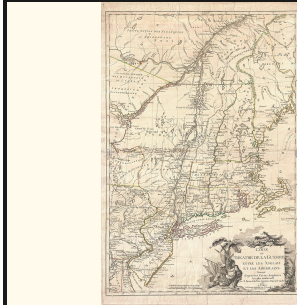
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Pro-French in foreign policy

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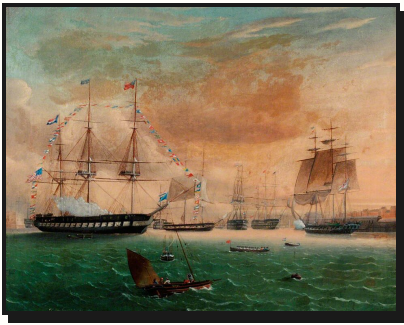
British troops held New York City for nearly the whole war

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British troops fired into a crowd of colonists in Boston

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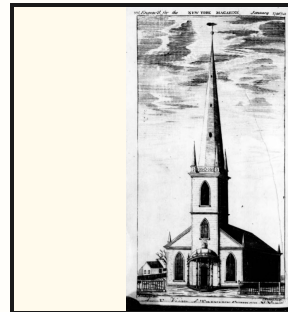
A large peacetime army and navy

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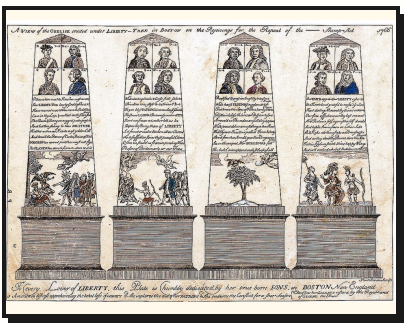
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Most royal officials and most Anglican clergy

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The Sons of Liberty

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Northern businessmen and large landholders

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Farmers of the western frontier

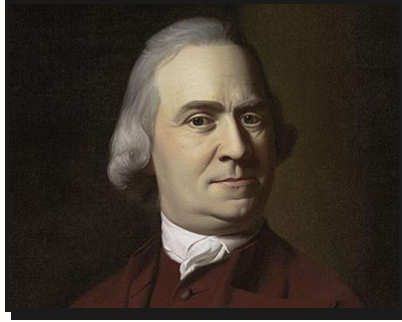
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WITS REVOLUTION 1



Threatened with tarring and feathering by their own neighbors

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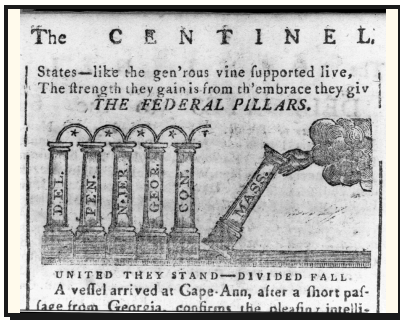
Committees of Correspondence linked the colonies

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Strongest in New England and the port cities

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Many had opposed the Constitution as Anti-Federalists

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Wild Wit

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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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Benedict Arnold, the Patriot general who changed sides

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President George Washington

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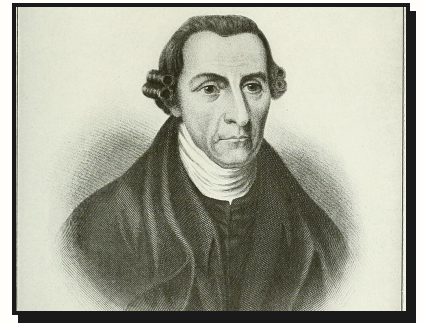
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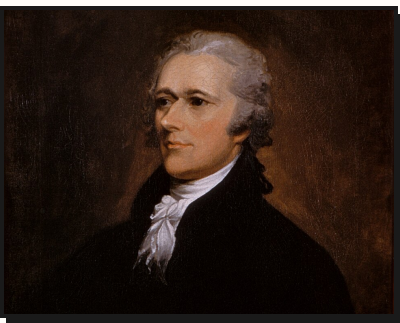
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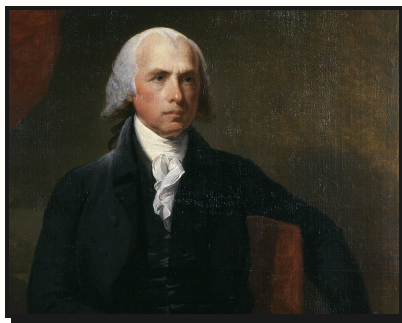
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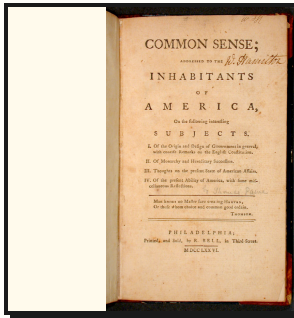
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Maintain allegiance to the King

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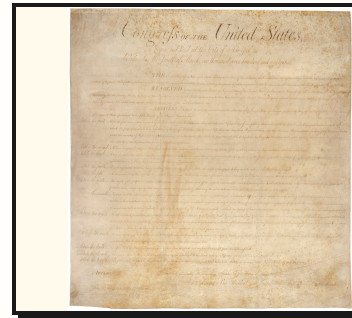
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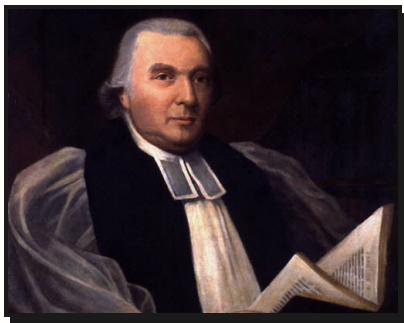
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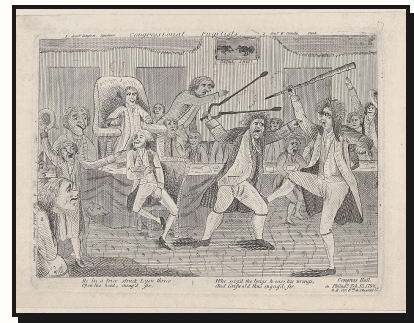
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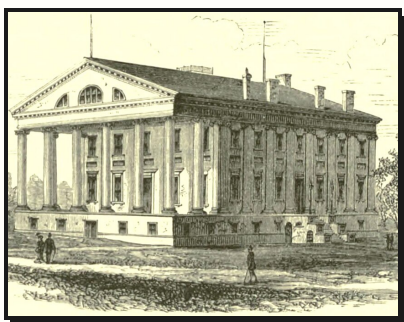
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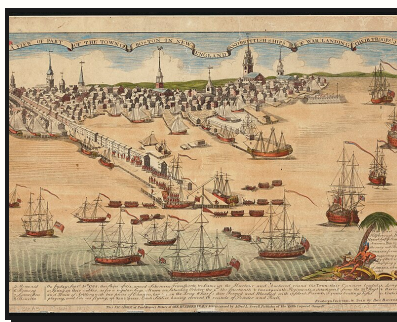
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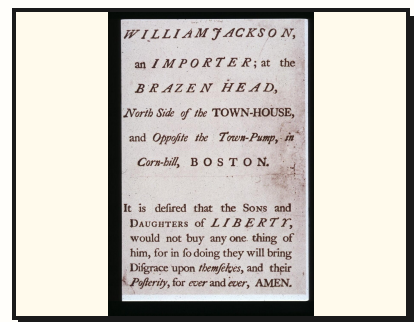
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Merchants whose business ran on British trade and British credit

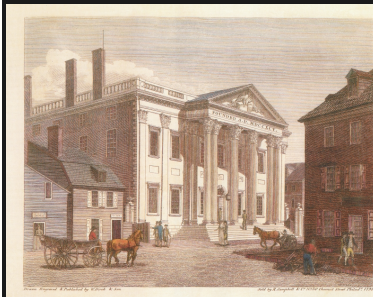
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Boycott English goods

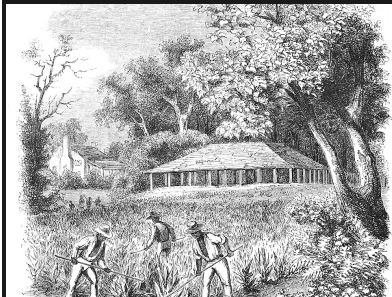
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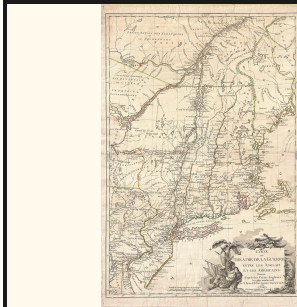
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Pro-French in foreign policy

WITS



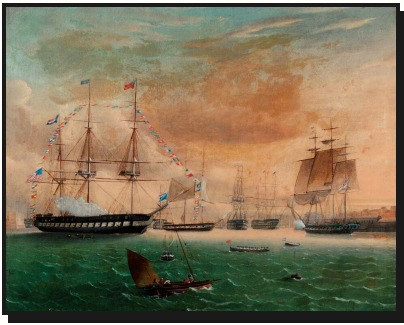
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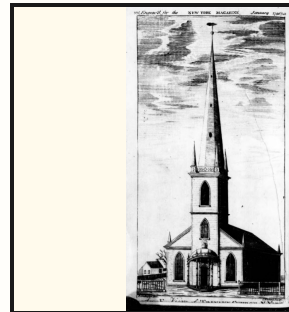
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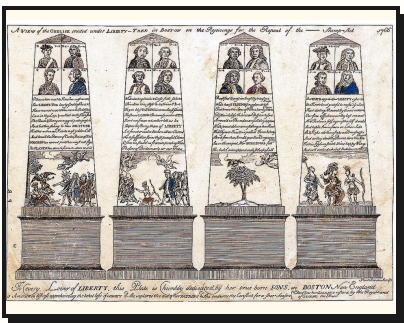
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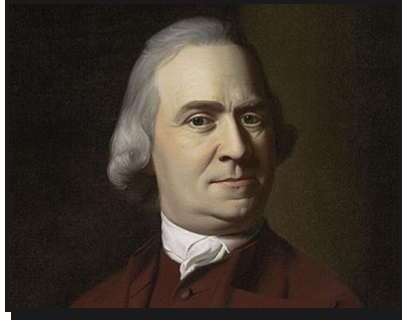
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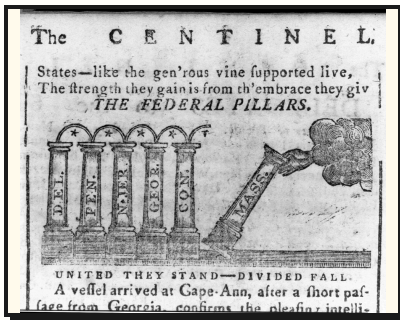
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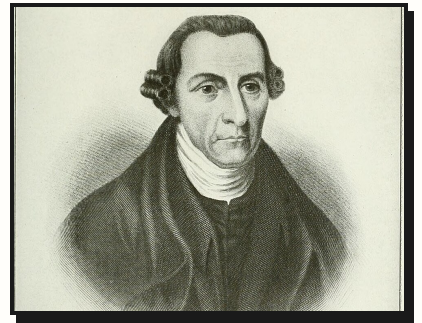
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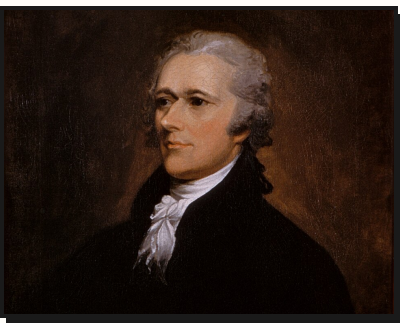
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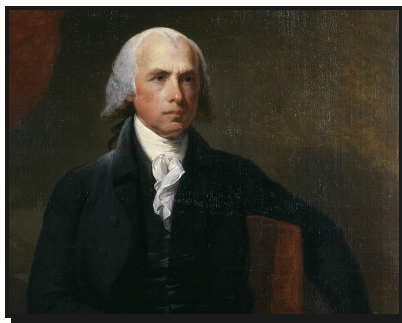
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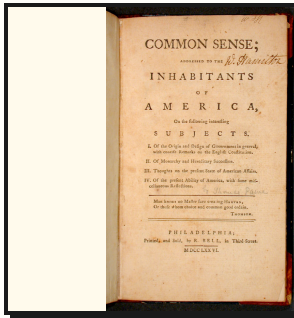
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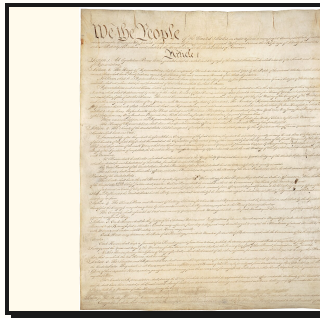
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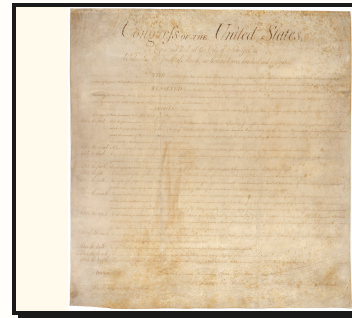
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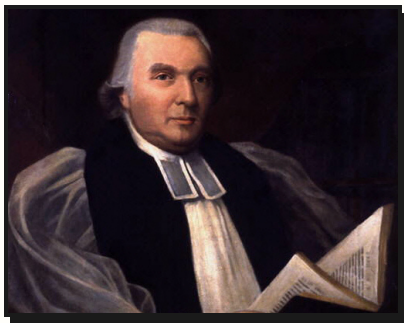
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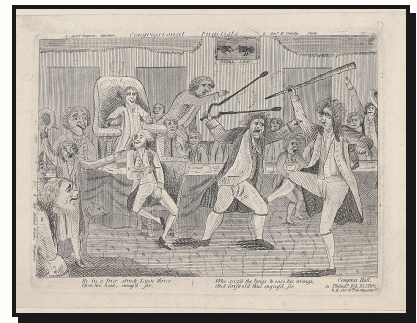
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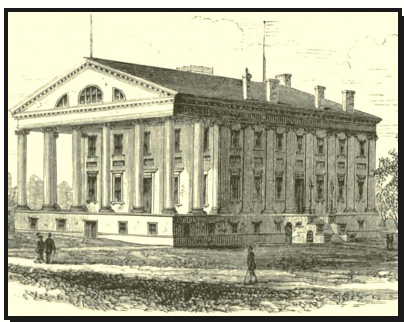
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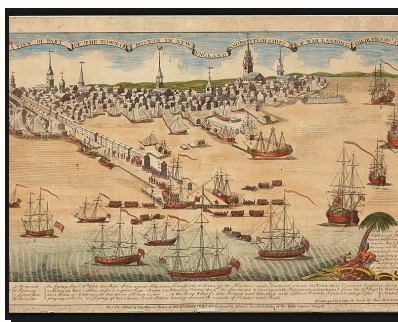
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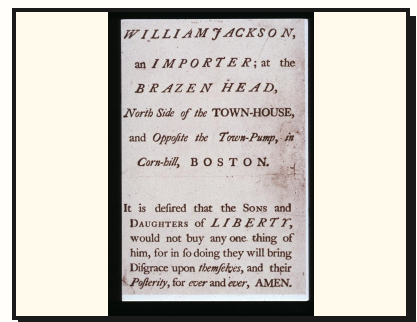
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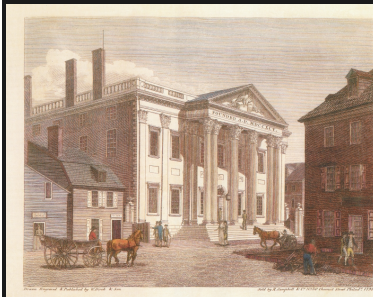
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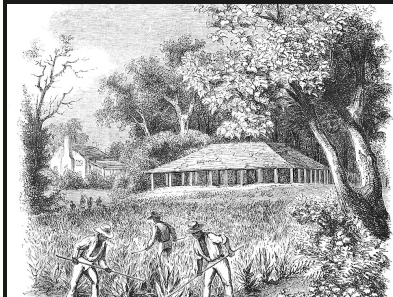
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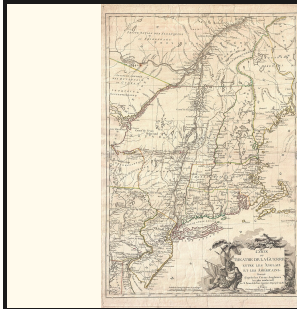
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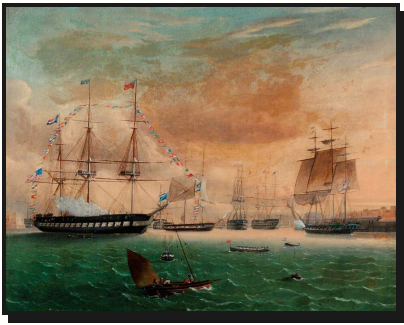
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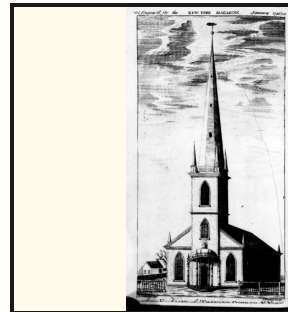
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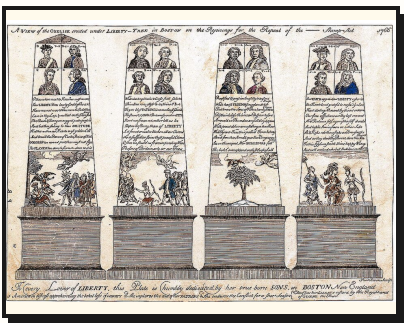
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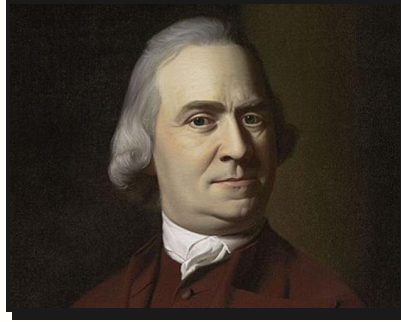
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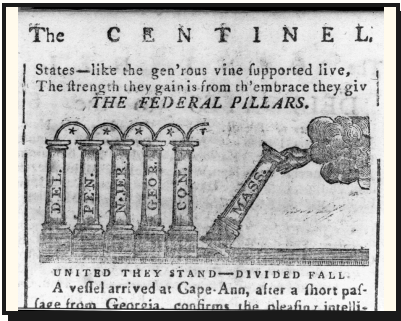
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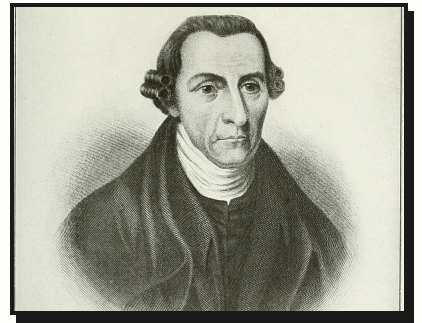
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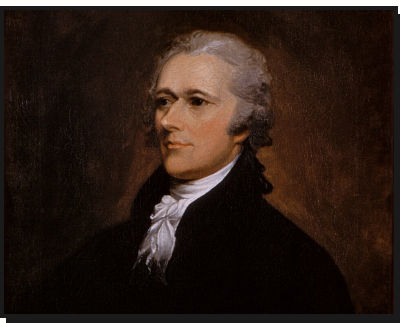
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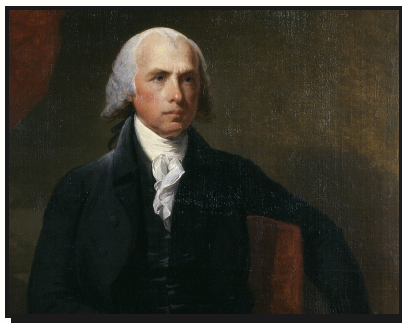
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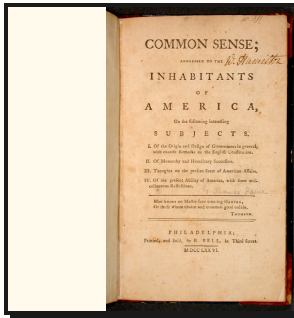
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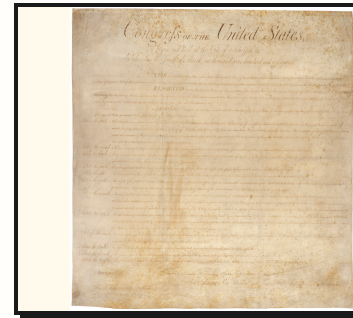
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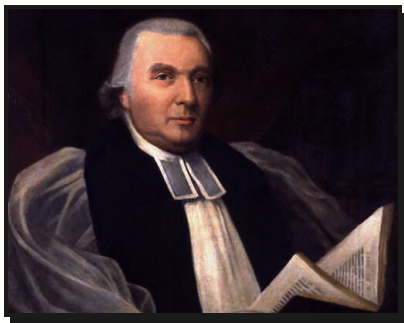
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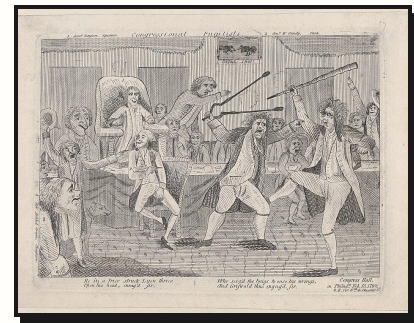
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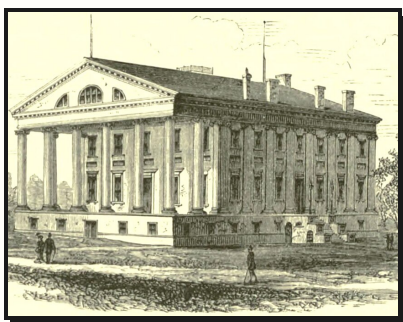
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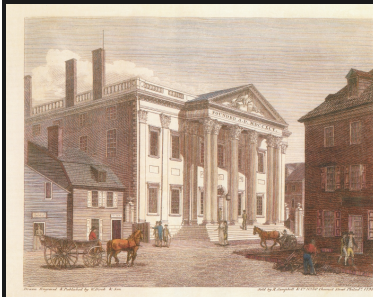
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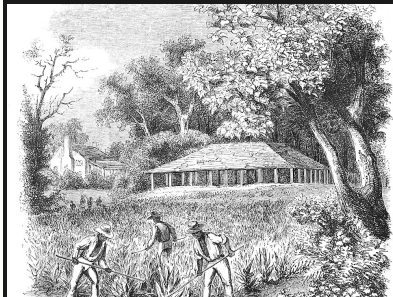
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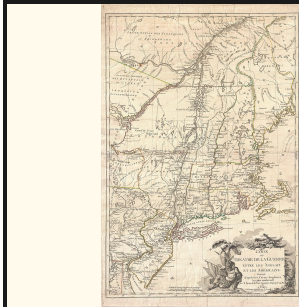
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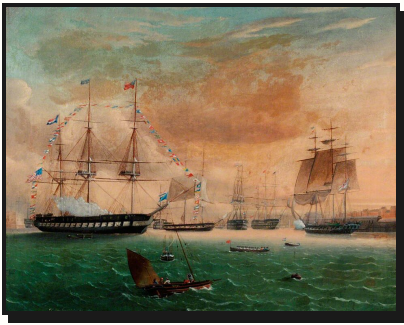
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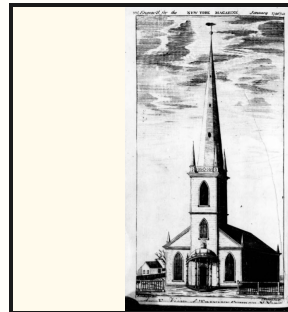
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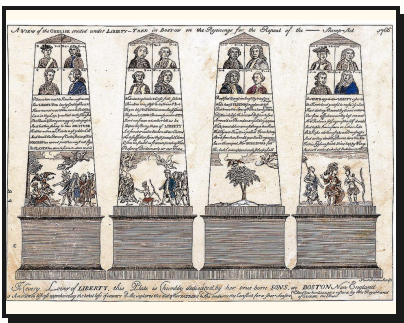
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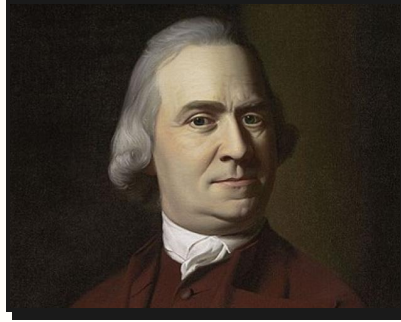
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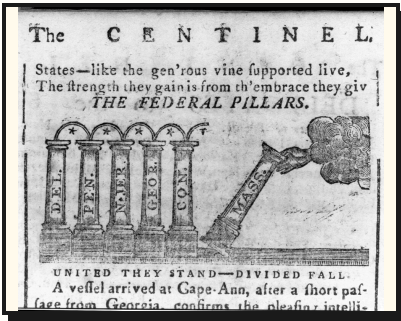
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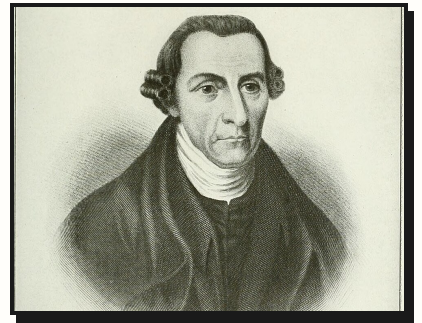
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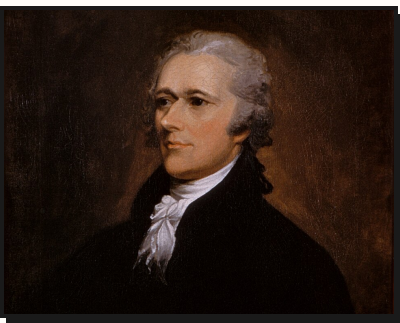
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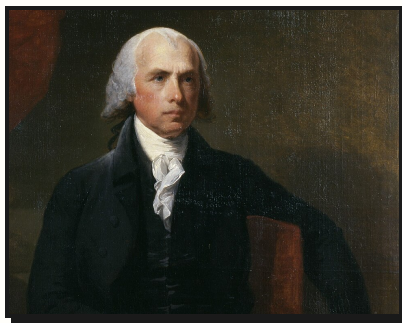
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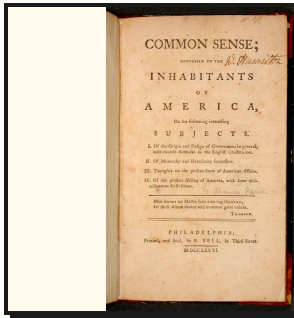
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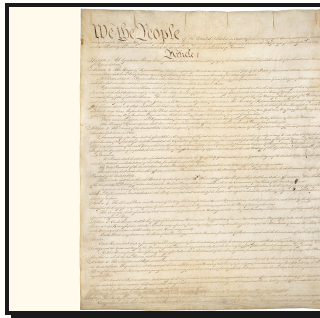
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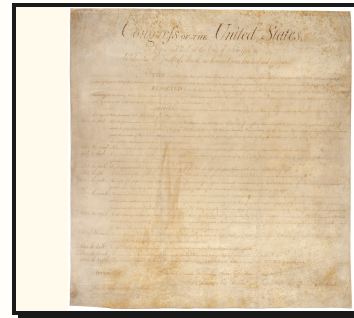
Republicanism: no king, no hereditary rule

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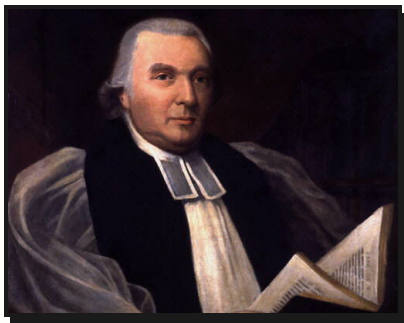
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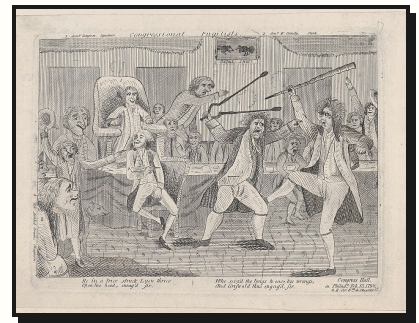
Resistance to the Crown, the lawful government, was morally wrong

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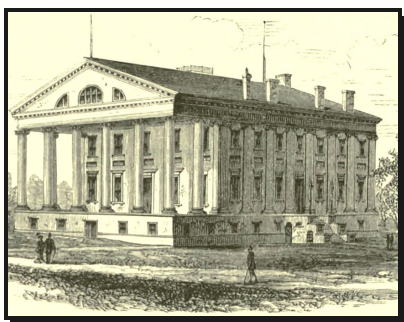
No taxation without representation

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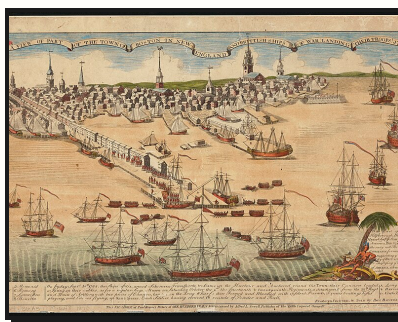
The Alien and Sedition Acts

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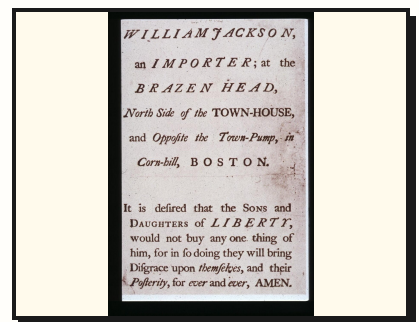
States may nullify laws they judge unconstitutional

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Merchants whose business ran on British trade and British credit

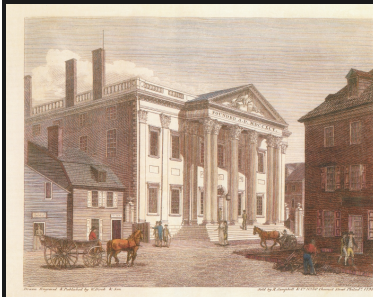
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Boycott English goods

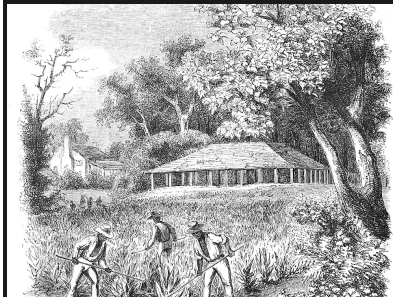
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A common soldier in the Continental Army

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Pro-British in foreign policy

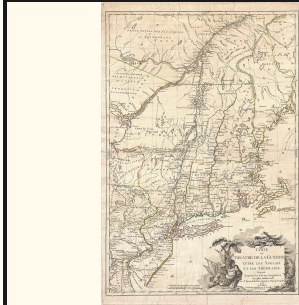
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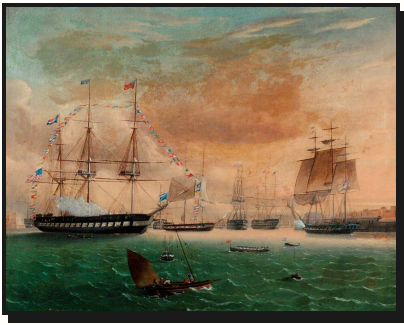
British troops held New York City for nearly the whole war

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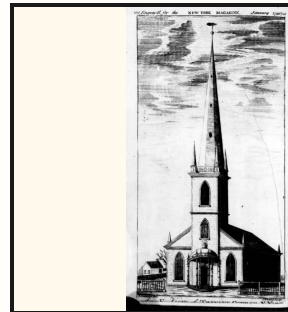
A large peacetime army and navy

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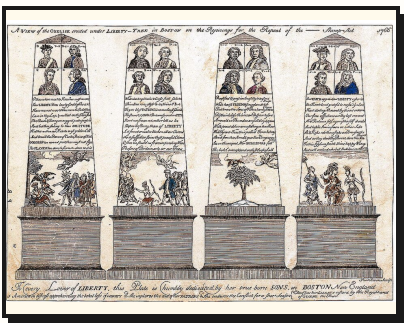
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Farmers of the western frontier

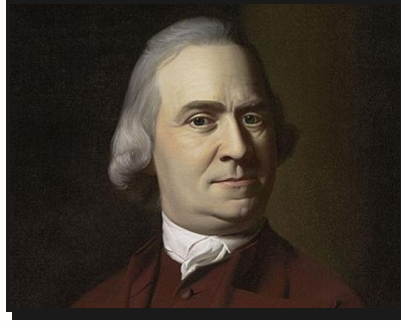
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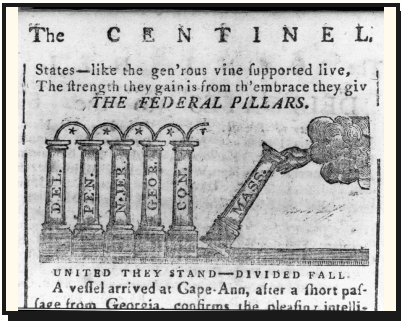
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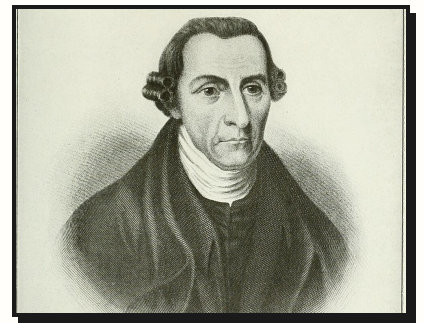
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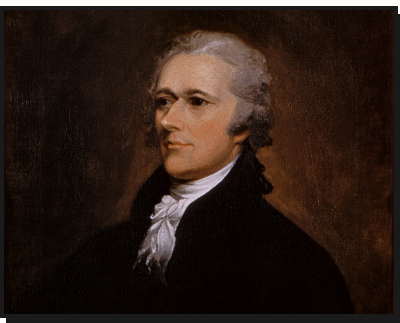
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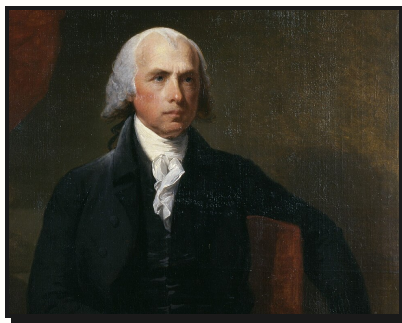
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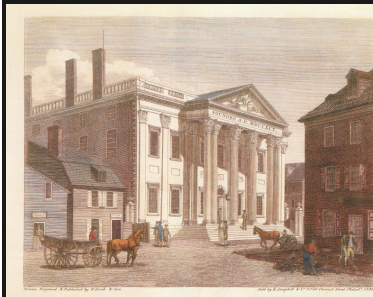
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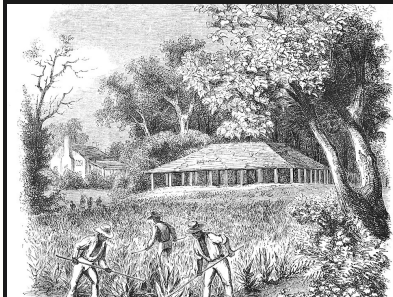
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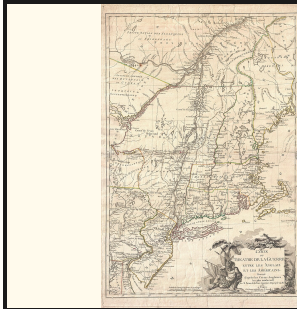
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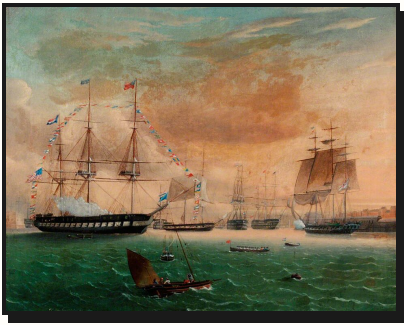
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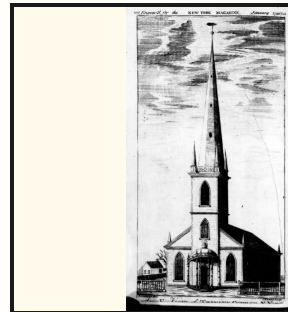
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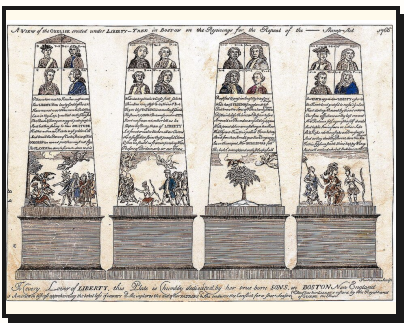
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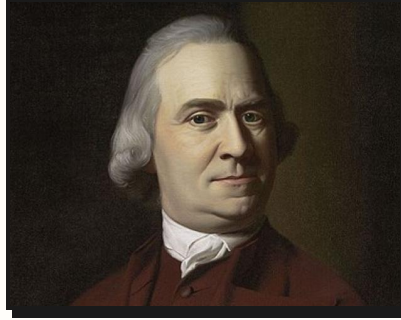
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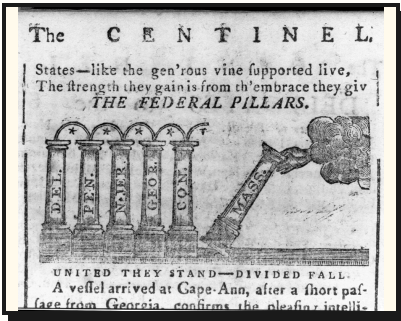
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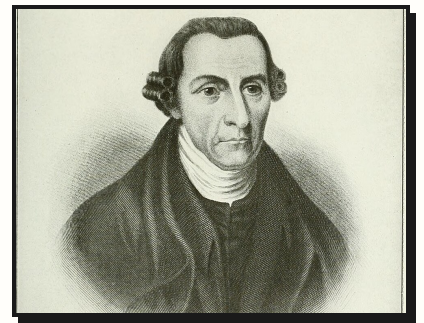
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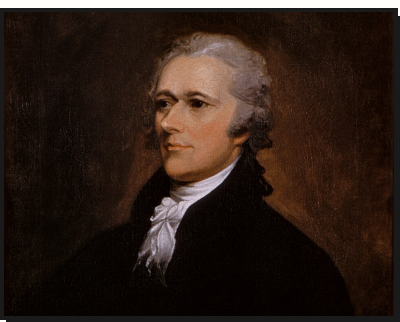
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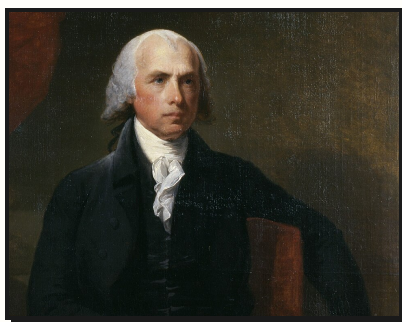
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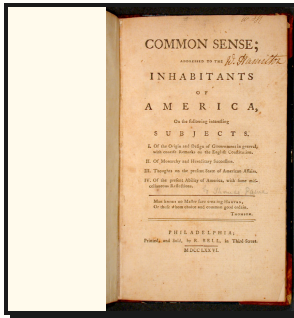
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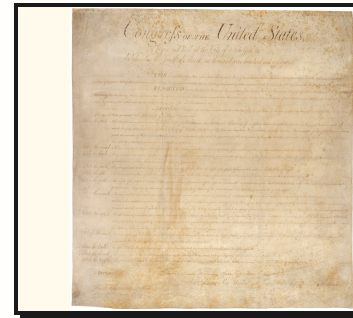
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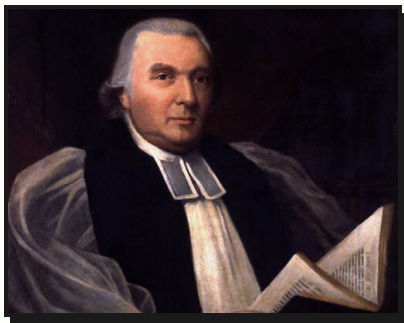
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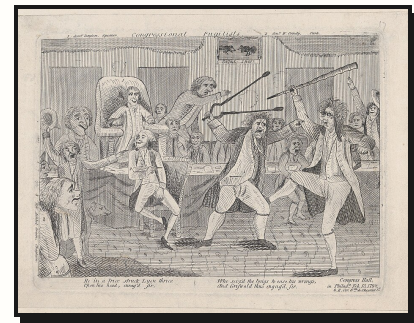
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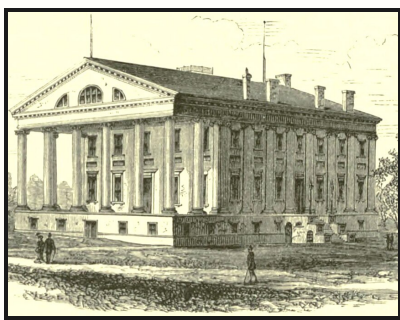
No taxation without representation

WITS



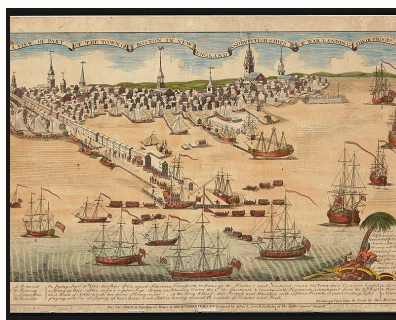
The Alien and Sedition Acts

WITS



States may nullify laws they judge unconstitutional

WITS



Merchants whose business ran on British trade and British credit

WITS



Boycott English goods

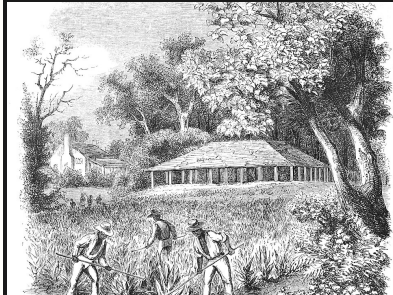
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A national bank, tariffs, and aid to business

WITS



Favored agriculture and opposed the national bank

WITS



Opposed the boycotts that cut off English goods

WITS



Crowds enforced the boycotts against importers

WITS



Internal improvements: public money spent on infrastructure

WITS



Skilled workers and small farmers over bankers

WITS



Counted on the Royal Navy to hold the port cities

WITS



A common soldier in the Continental Army

WITS



Pro-British in foreign policy

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Pro-French in foreign policy

WITS



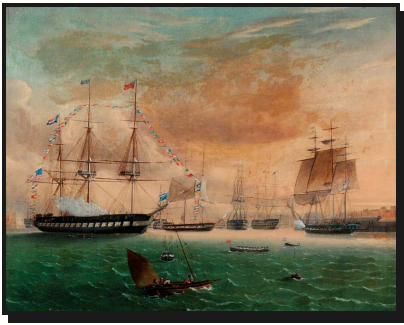
British troops held New York City for nearly the whole war

WITS



British troops fired into a crowd of colonists in Boston

WITS



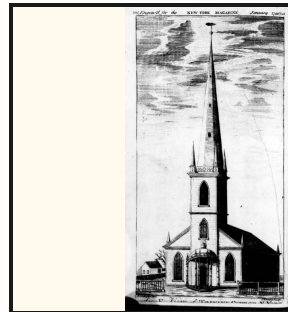
A large peacetime army and navy

WITS



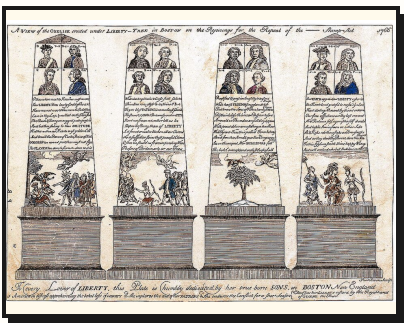
A small peacetime army and navy

WITS



Most royal officials and most Anglican clergy

WITS



The Sons of Liberty

WITS



Northern businessmen and large landholders

WITS



Farmers of the western frontier

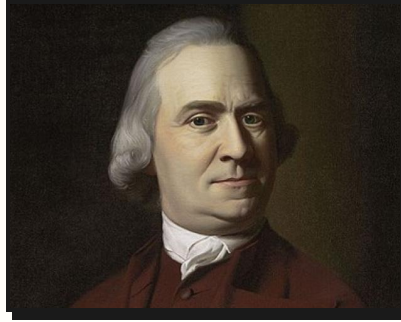
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Threatened with tarring and feathering by their own neighbors

WITS



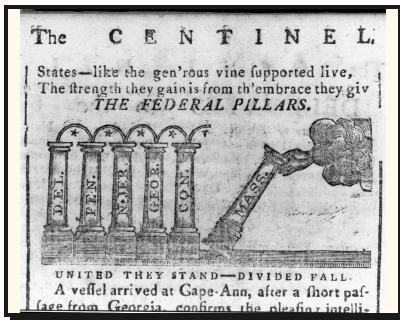
Committees of Correspondence linked the colonies

WITS



Strongest in New England and the port cities

WITS



Many had opposed the Constitution as Anti-Federalists

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.

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