

Wits: Age of Revolutions

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

THE FOUR CAMPS **American** **French** **Haitian** **Latin American**

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

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

Your turn do ONE of these four

1 Match the camp

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

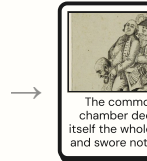


YOU SAY
"American."

Camp stays American
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.



YOU SAY
"French. Same issue – who revolts."

Camp flips to French
Now everyone plays French.

3 Bluff it

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



YOU SAY, STRAIGHT-FACED
"American."

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

4 Draw one



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

Anyone, any time including out of turn

"CHALLENGE!"

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

📄 Flip this sheet to settle it



They lied

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



They told the truth

You draw 2 instead.

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

ACTION

Wild Wit

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

ACTION

Witless

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

ACTION

Outwit

Next player must **Outwit** on the issue. 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.**

	American	French	Haitian	Latin American
 WHO REVOLTS	Wealthy colonists who already ran elected assemblies of their own Farmers who kept muskets at home and drilled on the village green	The commoners chamber declared itself the whole nation and swore not to part Market women walked miles to the palace over bread, and brought the king back	The people who cut the cane rose in the night against the people who owned them A ceremony in the woods bound the leaders together and opened the rising	Colonial-born elites of Spanish descent, barred from the highest posts A parish priest rang his church bell and raised an army out of the rural poor
 THE GRIEVANCE	Taxed by a parliament three thousand miles away in which they held not one seat Forbidden by royal decree to settle the land beyond the mountains	Half the budget went to service the debt while the nobility paid almost no tax Two orders of society paid almost nothing and held the best offices by birth	The richest colony on earth, where enslaved workers were worked to death and replaced Free men of property, refused equal rights because of their ancestry	Every top post reserved for men born across the ocean, not for those born here Trade permitted only through one licensed fleet sailing from Seville
 HOW IT TURNED	Won once a rival European monarchy came into the war on their side A siege ended when a foreign fleet closed the bay behind the trapped army	An emergency committee guillotined its enemies to save the republic Every unmarried man called up at once, and a citizen army held the frontier	Beat three separate European armies, one after another Yellow fever destroyed the army sent out to restore slavery	Rose only after a foreign army carried off the king they answered to An army crossed the Andes and surprised the royal force from behind
 WHO WAS LEFT OUT	The other side offered freedom to any enslaved man who would fight for it Allied peoples lost their land in a peace treaty they were never asked to sign	A playwright demanded the same rights for women, and went to the guillotine Rights proclaimed at home were withheld from the sugar colonies overseas	Recognized as a nation only after agreeing to pay the former owners 150 million francs Slaveholding neighbors refused to trade with it for decades	The ladder of racial rank outlived the independence that promised to end it Tribute paid by indigenous villages was abolished, then quietly brought back
 WHAT CAME AFTER	A written frame of government, with slavery left inside it Property qualifications decided who could vote, and most men could not	One law code for every man, and a wife's property placed under her husband A general took the crown, kept the reforms, and ended the republic	The first state in the world founded by people who had freed themselves The new government kept people on the estates to save the export crop	Strongmen on horseback filled the space the crown had left One enormous republic broke into several within a decade

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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The people who cut the cane
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Colonial-born elites of Spanish
descent, barred from the
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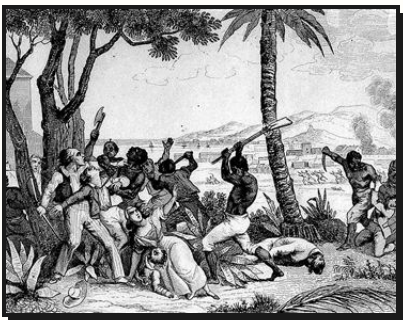
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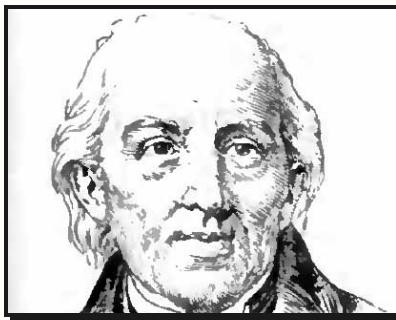
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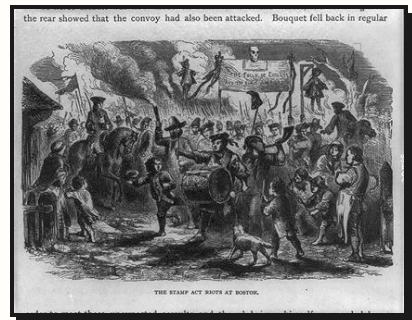
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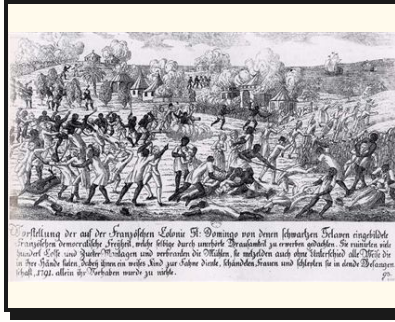
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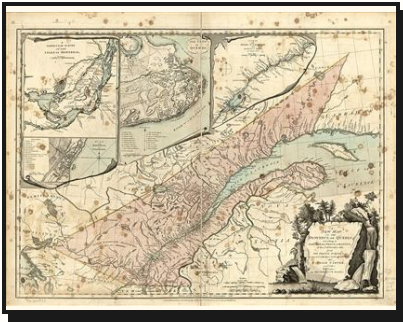
The richest colony on earth, where enslaved workers were worked to death and replaced

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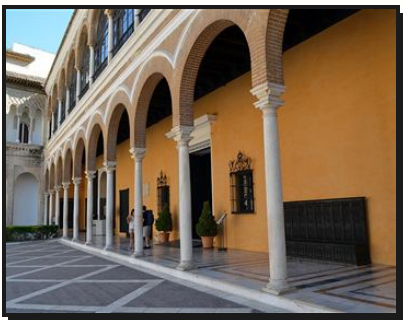
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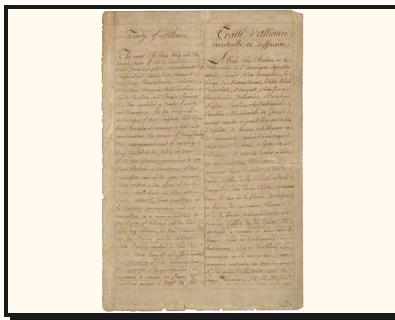
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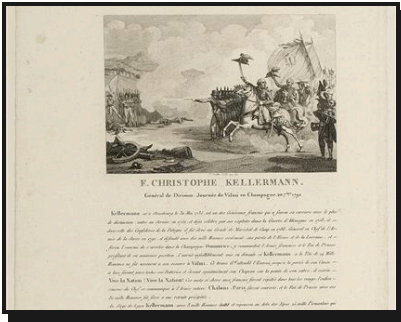
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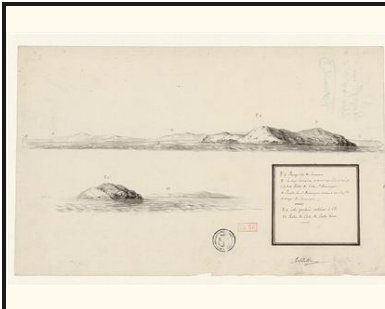
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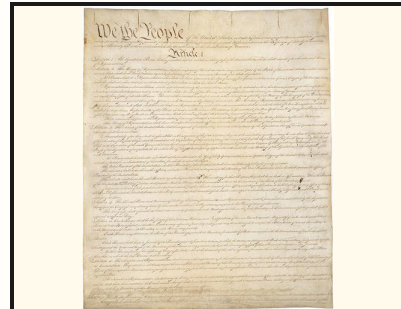
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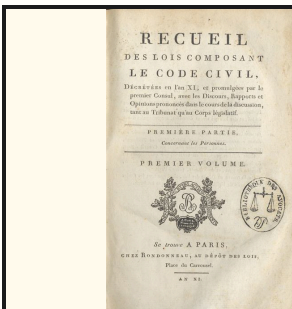
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WITS
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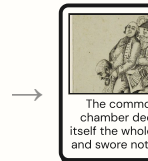


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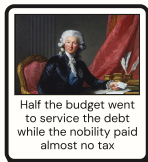


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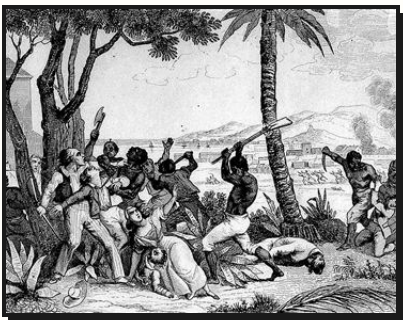
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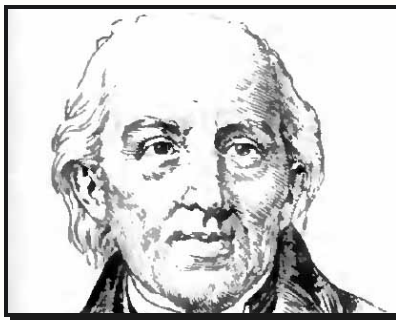
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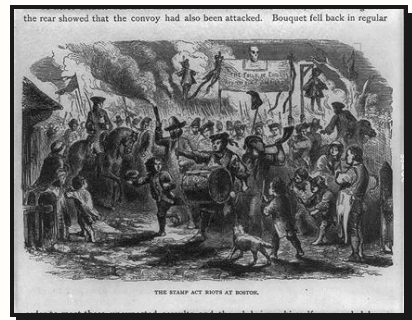
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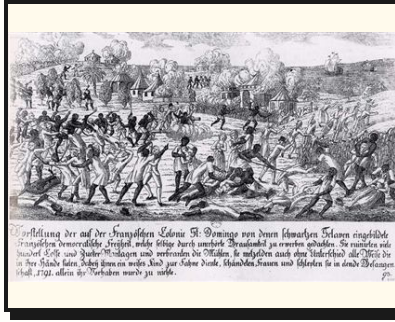
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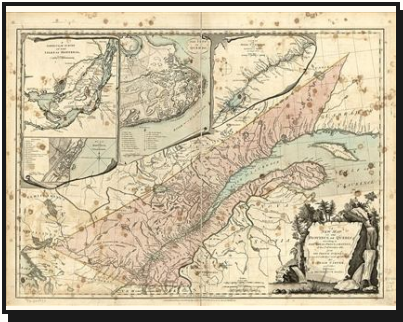
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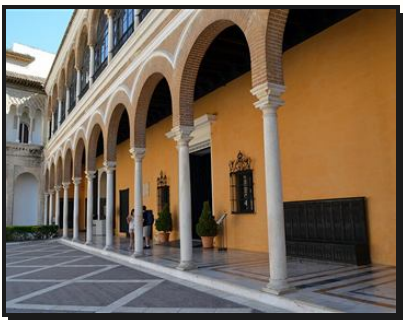
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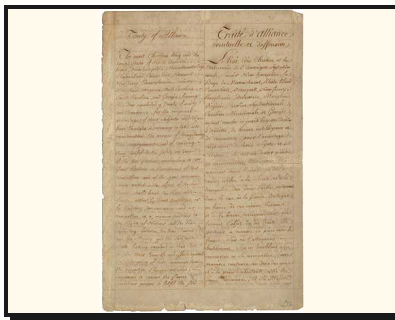
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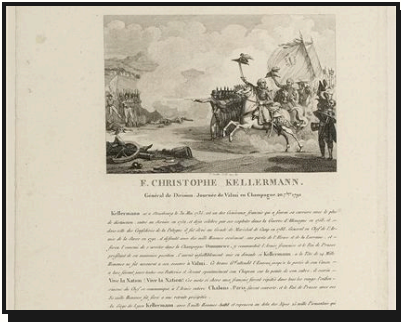
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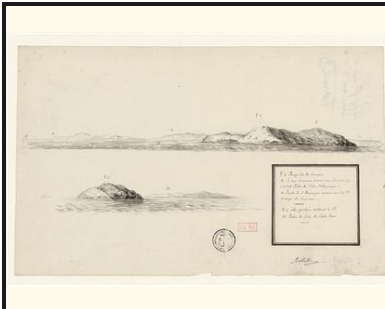
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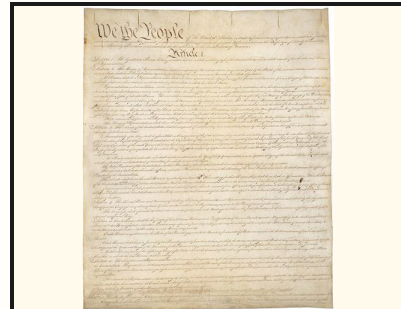
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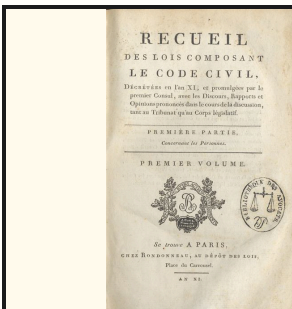
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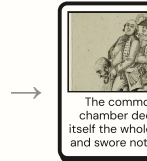


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📄 Flip this sheet to settle it



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.

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Witless

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

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



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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.**

	American	French	Haitian	Latin American
 WHO REVOLTS	Wealthy colonists who already ran elected assemblies of their own Farmers who kept muskets at home and drilled on the village green	The commoners chamber declared itself the whole nation and swore not to part Market women walked miles to the palace over bread, and brought the king back	The people who cut the cane rose in the night against the people who owned them A ceremony in the woods bound the leaders together and opened the rising	Colonial-born elites of Spanish descent, barred from the highest posts A parish priest rang his church bell and raised an army out of the rural poor
 THE GRIEVANCE	Taxed by a parliament three thousand miles away in which they held not one seat Forbidden by royal decree to settle the land beyond the mountains	Half the budget went to service the debt while the nobility paid almost no tax Two orders of society paid almost nothing and held the best offices by birth	The richest colony on earth, where enslaved workers were worked to death and replaced Free men of property, refused equal rights because of their ancestry	Every top post reserved for men born across the ocean, not for those born here Trade permitted only through one licensed fleet sailing from Seville
 HOW IT TURNED	Won once a rival European monarchy came into the war on their side A siege ended when a foreign fleet closed the bay behind the trapped army	An emergency committee guillotined its enemies to save the republic Every unmarried man called up at once, and a citizen army held the frontier	Beat three separate European armies, one after another Yellow fever destroyed the army sent out to restore slavery	Rose only after a foreign army carried off the king they answered to An army crossed the Andes and surprised the royal force from behind
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 WHAT CAME AFTER	A written frame of government, with slavery left inside it Property qualifications decided who could vote, and most men could not	One law code for every man, and a wife's property placed under her husband A general took the crown, kept the reforms, and ended the republic	The first state in the world founded by people who had freed themselves The new government kept people on the estates to save the export crop	Strongmen on horseback filled the space the crown had left One enormous republic broke into several within a decade

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ran elected assemblies of
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WITS



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Colonial-born elites of Spanish
descent, barred from the
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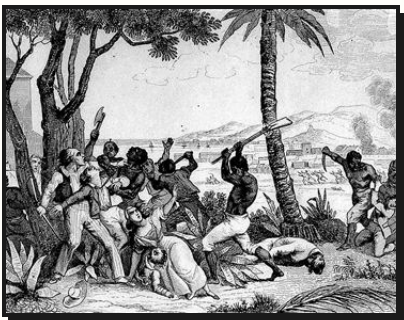
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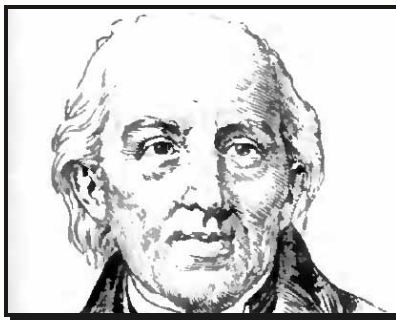
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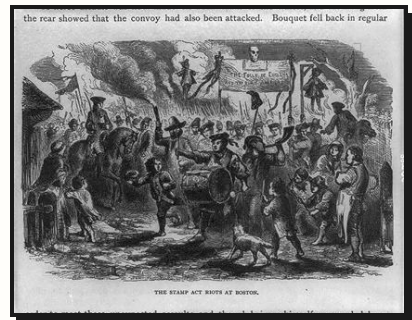
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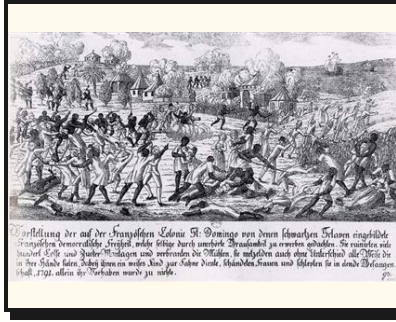
WITS

[The background of the entire page consists of a repeating pattern of the text "WITS AGE OF REVOLUTIONS 3" oriented diagonally from top-left to bottom-right.]



Half the budget went to service the debt while the nobility paid almost no tax

WITS



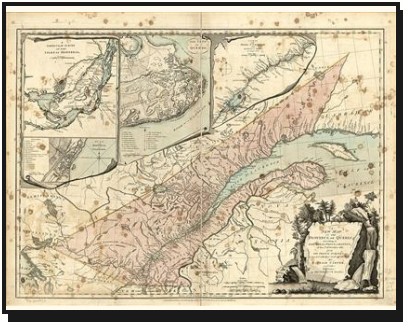
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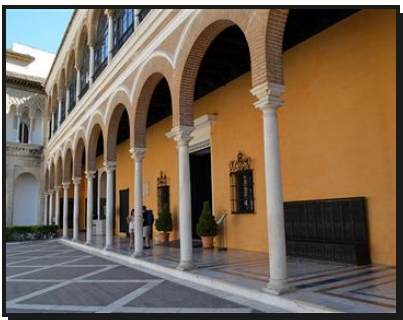
Two orders of society paid almost nothing and held the best offices by birth

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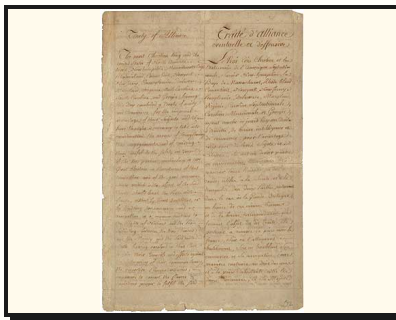
Free men of property, refused equal rights because of their ancestry

WITS



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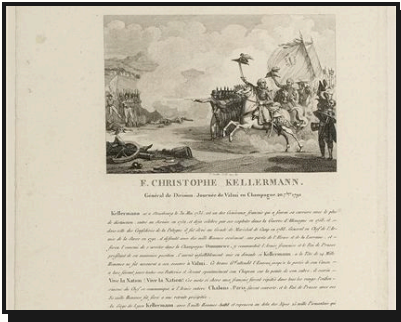
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The ladder of racial rank
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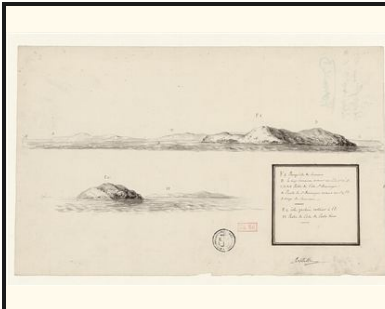
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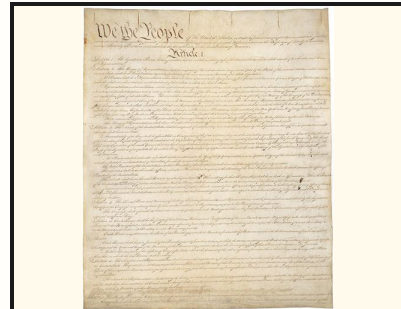
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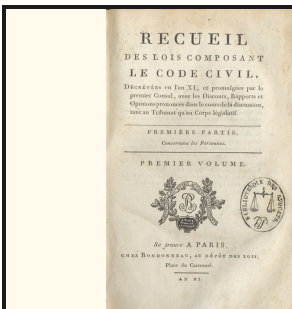
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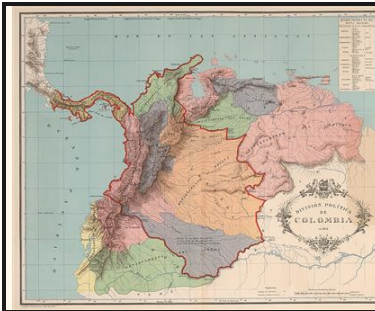
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Wits: Age of Revolutions

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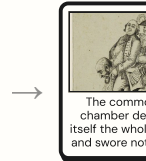


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Camp stays American
The next player has to match it too.

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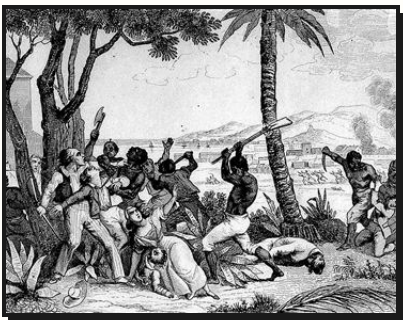
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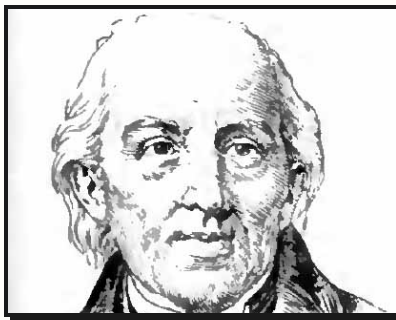
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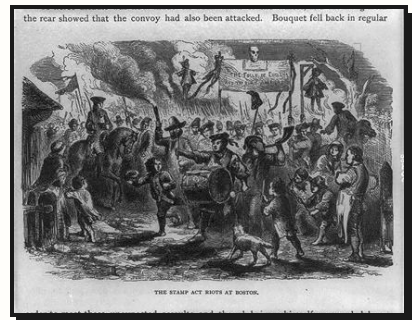
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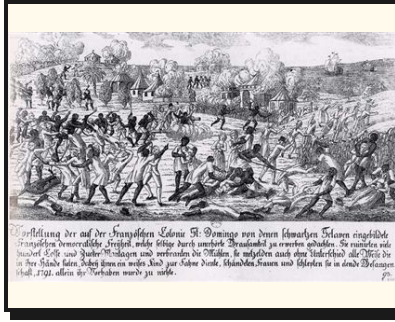
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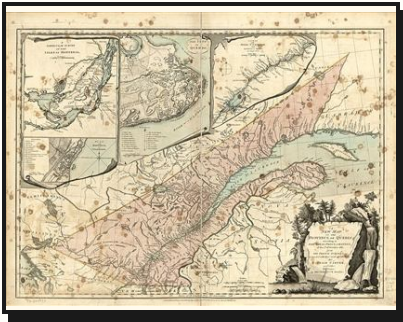
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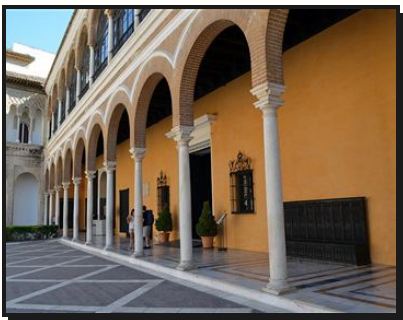
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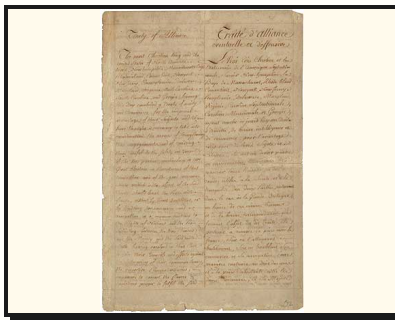
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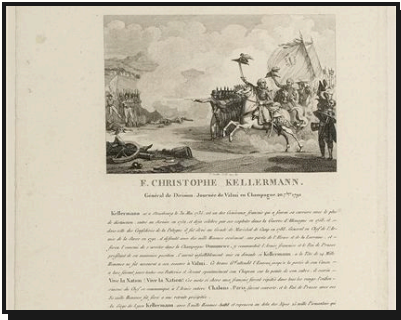
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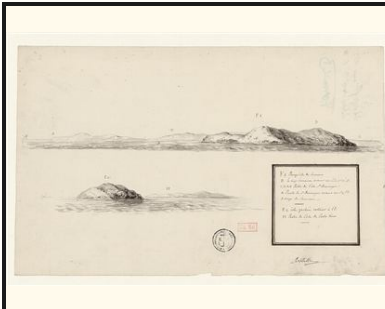
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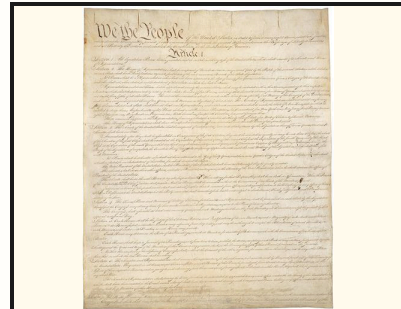
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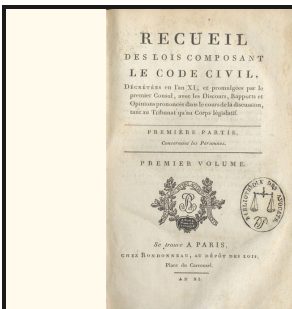
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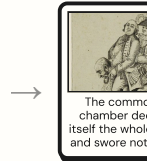


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 THE GRIEVANCE	Taxed by a parliament three thousand miles away in which they held not one seat Forbidden by royal decree to settle the land beyond the mountains	Half the budget went to service the debt while the nobility paid almost no tax Two orders of society paid almost nothing and held the best offices by birth	The richest colony on earth, where enslaved workers were worked to death and replaced Free men of property, refused equal rights because of their ancestry	Every top post reserved for men born across the ocean, not for those born here Trade permitted only through one licensed fleet sailing from Seville
 HOW IT TURNED	Won once a rival European monarchy came into the war on their side A siege ended when a foreign fleet closed the bay behind the trapped army	An emergency committee guillotined its enemies to save the republic Every unmarried man called up at once, and a citizen army held the frontier	Beat three separate European armies, one after another Yellow fever destroyed the army sent out to restore slavery	Rose only after a foreign army carried off the king they answered to An army crossed the Andes and surprised the royal force from behind
 WHO WAS LEFT OUT	The other side offered freedom to any enslaved man who would fight for it Allied peoples lost their land in a peace treaty they were never asked to sign	A playwright demanded the same rights for women, and went to the guillotine Rights proclaimed at home were withheld from the sugar colonies overseas	Recognized as a nation only after agreeing to pay the former owners 150 million francs Slaveholding neighbors refused to trade with it for decades	The ladder of racial rank outlived the independence that promised to end it Tribute paid by indigenous villages was abolished, then quietly brought back
 WHAT CAME AFTER	A written frame of government, with slavery left inside it Property qualifications decided who could vote, and most men could not	One law code for every man, and a wife's property placed under her husband A general took the crown, kept the reforms, and ended the republic	The first state in the world founded by people who had freed themselves The new government kept people on the estates to save the export crop	Strongmen on horseback filled the space the crown had left One enormous republic broke into several within a decade

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.



Wealthy colonists who already
ran elected assemblies of
their own

WITS



The commoners chamber
declared itself the whole
nation and swore not to part

WITS



The people who cut the cane
rose in the night against the
people who owned them

WITS



Colonial-born elites of Spanish
descent, barred from the
highest posts

WITS



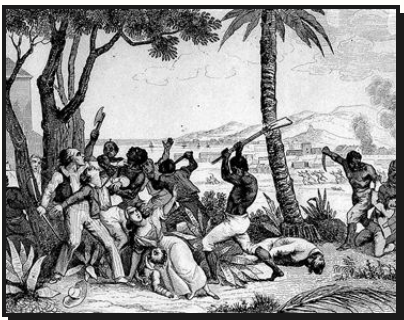
Farmers who kept muskets at
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WITS



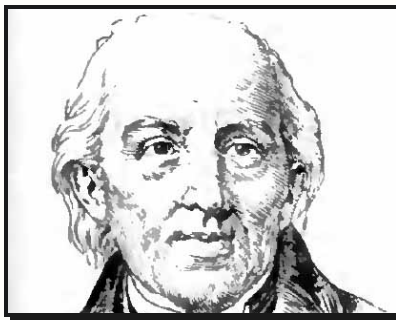
Market women walked miles to
the palace over bread, and
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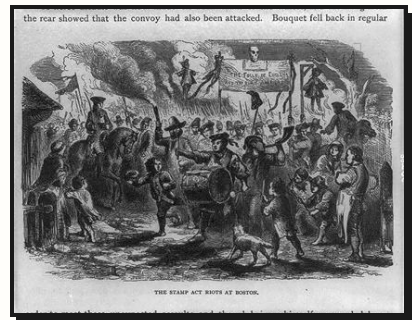
A ceremony in the woods
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WITS



A parish priest rang his church
bell and raised an army out of
the rural poor

WITS



Taxed by a parliament three
thousand miles away in which
they held not one seat

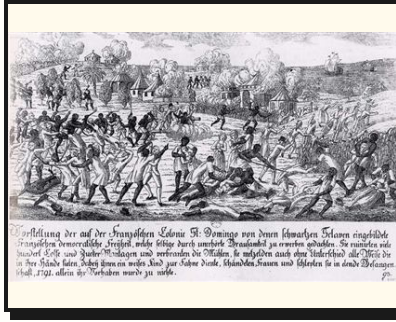
WITS

[illegible]



Half the budget went to service the debt while the nobility paid almost no tax

WITS



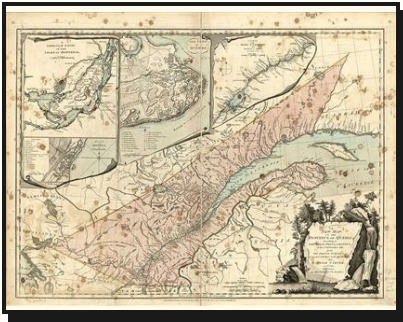
The richest colony on earth, where enslaved workers were worked to death and replaced

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Every top post reserved for men born across the ocean, not for those born here

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Forbidden by royal decree to settle the land beyond the mountains

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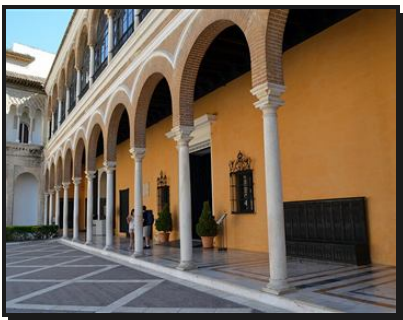
Two orders of society paid almost nothing and held the best offices by birth

WITS



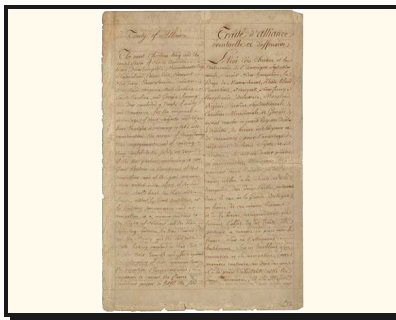
Free men of property, refused equal rights because of their ancestry

WITS



Trade permitted only through one licensed fleet sailing from Seville

WITS



Won once a rival European monarchy came into the war on their side

WITS



An emergency committee guillotined its enemies to save the republic

WITS

[The background features a repeating pattern of the phrase "WITS AGE OF REVOLUTIONS 5" diagonally across the page.]



Beat three separate European armies, one after another

WITS



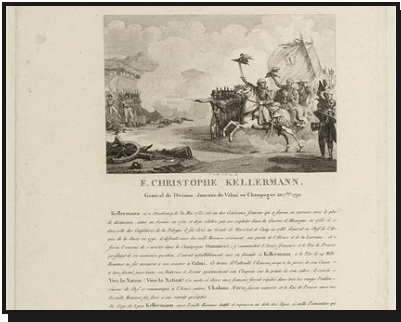
Rose only after a foreign army carried off the king they answered to

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A siege ended when a foreign fleet closed the bay behind the trapped army

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Every unmarried man called up at once, and a citizen army held the frontier

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Yellow fever destroyed the army sent out to restore slavery

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An army crossed the Andes and surprised the royal force from behind

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WITS



A playwright demanded the same rights for women, and went to the guillotine

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Recognized as a nation only after agreeing to pay the former owners 150 million francs

WITS

[illegible]



The ladder of racial rank
outlived the independence
that promised to end it

WITS



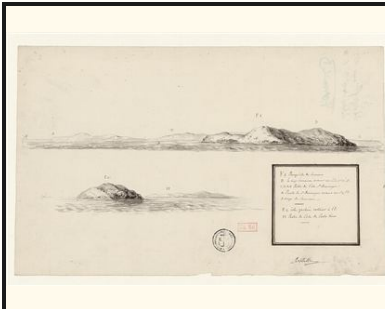
Allied peoples lost their land in
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Rights proclaimed at home
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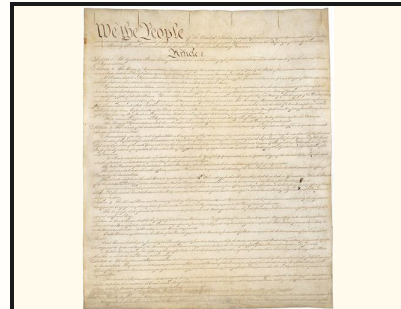
Slaveholding neighbors
refused to trade with it for
decades

WITS



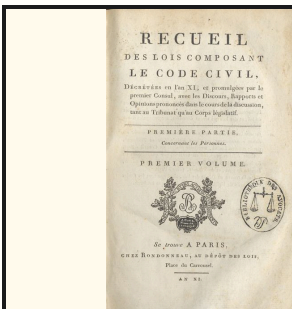
Tribute paid by indigenous
villages was abolished, then
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WITS



A written frame of
government, with slavery left
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WITS



One law code for every man,
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WITS



The first state in the world
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WITS



Strongmen on horseback filled
the space the crown had left

WITS

[The background consists of numerous diagonal lines of repeating text: "WITS AGE OF REVOLUTIONS 5".]



Property qualifications decided who could vote, and most men could not

WITS



A general took the crown, kept the reforms, and ended the republic

WITS



The new government kept people on the estates to save the export crop

WITS



One enormous republic broke into several within a decade

WITS

ACTION

Wild Wit

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

ACTION

Witless

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

ACTION

Outwit

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

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Wits: Age of Revolutions

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

THE FOUR CAMPS **American**

French

Haitian

Latin American

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

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

Your turn do ONE of these four

1 Match the camp

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

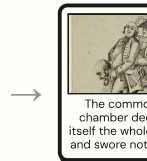


YOU SAY
"American."

Camp stays American
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.



YOU SAY
"French. Same issue – who revolts."

Camp flips to French
Now everyone plays French.

3 Bluff it

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



YOU SAY, STRAIGHT-FACED
"American."

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

4 Draw one



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

Anyone, any time including out of turn

"CHALLENGE!"

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

📄 Flip this sheet to settle it



They lied

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



They told the truth

You draw 2 instead.

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

ACTION

Wild Wit

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

ACTION

Witless

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

ACTION

Outwit

Next player must **Outwit** on the issue. 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.**

	American	French	Haitian	Latin American
 WHO REVOLTS	Wealthy colonists who already ran elected assemblies of their own Farmers who kept muskets at home and drilled on the village green	The commoners chamber declared itself the whole nation and swore not to part Market women walked miles to the palace over bread, and brought the king back	The people who cut the cane rose in the night against the people who owned them A ceremony in the woods bound the leaders together and opened the rising	Colonial-born elites of Spanish descent, barred from the highest posts A parish priest rang his church bell and raised an army out of the rural poor
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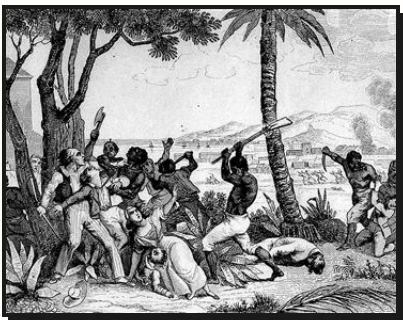
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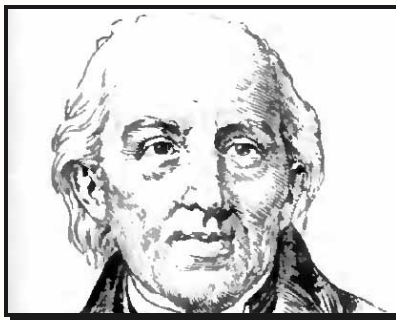
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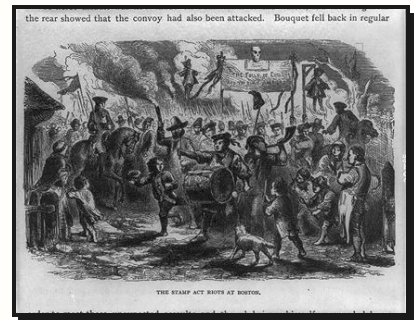
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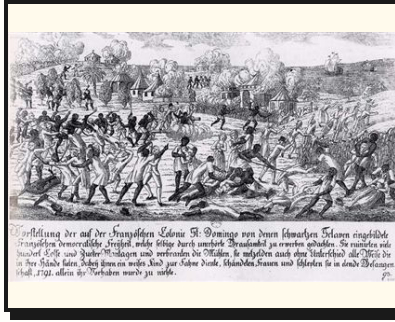
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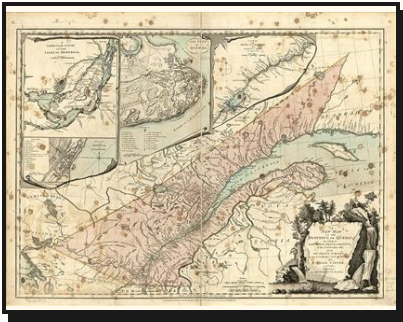
The richest colony on earth, where enslaved workers were worked to death and replaced

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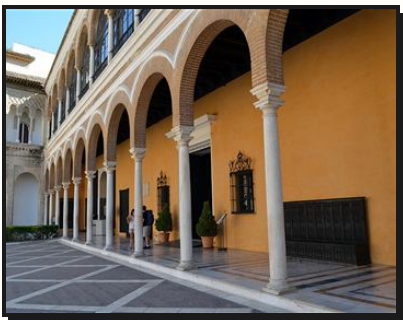
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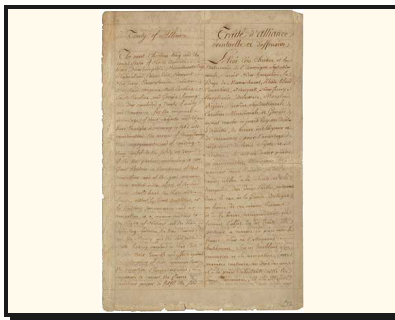
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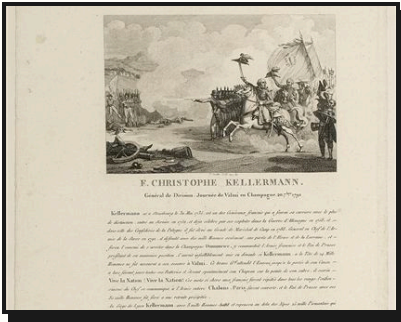
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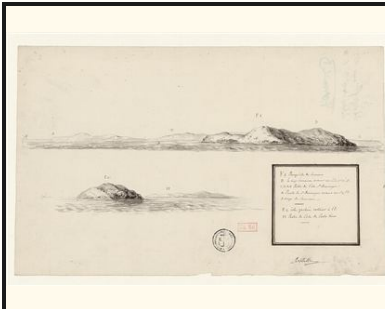
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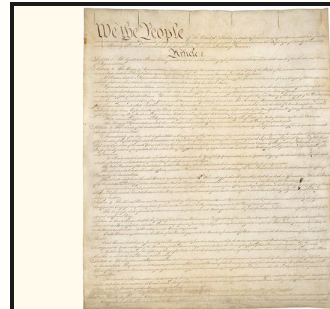
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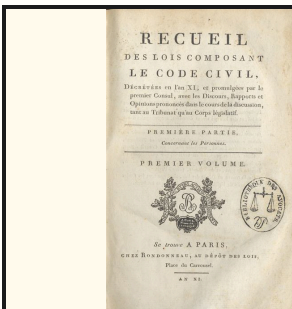
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Wits: Age of Revolutions

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

THE FOUR CAMPS **American**

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Haitian

Latin American

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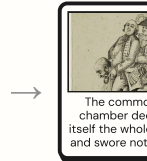


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 HOW IT TURNED	Won once a rival European monarchy came into the war on their side A siege ended when a foreign fleet closed the bay behind the trapped army	An emergency committee guillotined its enemies to save the republic Every unmarried man called up at once, and a citizen army held the frontier	Beat three separate European armies, one after another Yellow fever destroyed the army sent out to restore slavery	Rose only after a foreign army carried off the king they answered to An army crossed the Andes and surprised the royal force from behind
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 WHAT CAME AFTER	A written frame of government, with slavery left inside it Property qualifications decided who could vote, and most men could not	One law code for every man, and a wife's property placed under her husband A general took the crown, kept the reforms, and ended the republic	The first state in the world founded by people who had freed themselves The new government kept people on the estates to save the export crop	Strongmen on horseback filled the space the crown had left One enormous republic broke into several within a decade

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.



Wealthy colonists who already
ran elected assemblies of
their own

WITS



The commoners chamber
declared itself the whole
nation and swore not to part

WITS



The people who cut the cane
rose in the night against the
people who owned them

WITS



Colonial-born elites of Spanish
descent, barred from the
highest posts

WITS



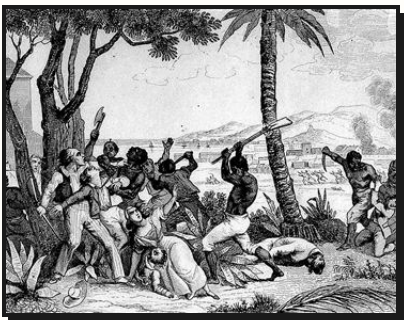
Farmers who kept muskets at
home and drilled on the village
green

WITS



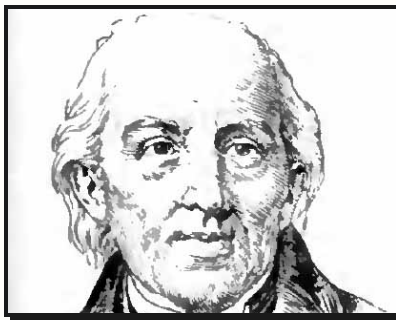
Market women walked miles to
the palace over bread, and
brought the king back

WITS



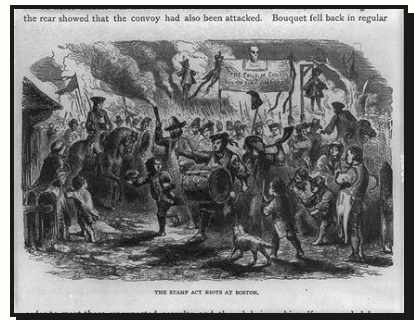
A ceremony in the woods
bound the leaders together
and opened the rising

WITS



A parish priest rang his church
bell and raised an army out of
the rural poor

WITS



Taxed by a parliament three
thousand miles away in which
they held not one seat

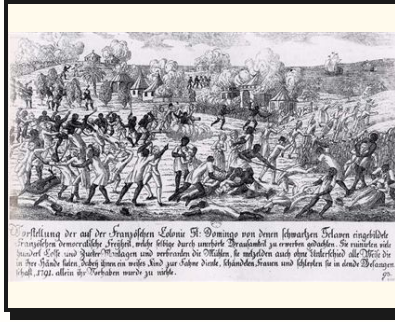
WITS

[illegible]



Half the budget went to service the debt while the nobility paid almost no tax

WITS



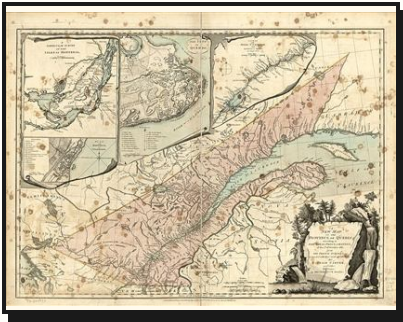
The richest colony on earth, where enslaved workers were worked to death and replaced

WITS



Every top post reserved for men born across the ocean, not for those born here

WITS



Forbidden by royal decree to settle the land beyond the mountains

WITS



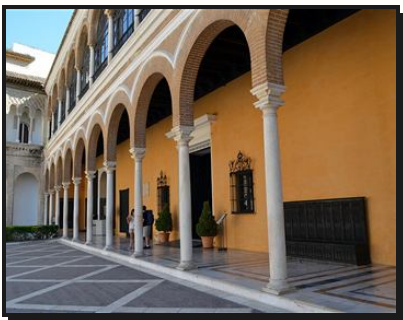
Two orders of society paid almost nothing and held the best offices by birth

WITS



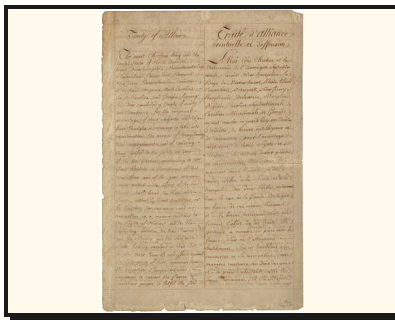
Free men of property, refused equal rights because of their ancestry

WITS



Trade permitted only through one licensed fleet sailing from Seville

WITS



Won once a rival European monarchy came into the war on their side

WITS



An emergency committee guillotined its enemies to save the republic

WITS

[illegible]



Beat three separate European armies, one after another

WITS



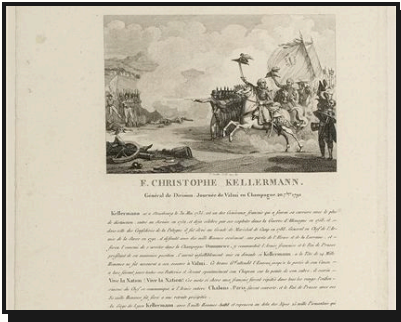
Rose only after a foreign army carried off the king they answered to

WITS



A siege ended when a foreign fleet closed the bay behind the trapped army

WITS



Every unmarried man called up at once, and a citizen army held the frontier

WITS



Yellow fever destroyed the army sent out to restore slavery

WITS



An army crossed the Andes and surprised the royal force from behind

WITS



The other side offered freedom to any enslaved man who would fight for it

WITS



A playwright demanded the same rights for women, and went to the guillotine

WITS



Recognized as a nation only after agreeing to pay the former owners 150 million francs

WITS

[The background of the entire page features a repeating pattern of the text "WITS AGE OF REVOLUTIONS 7 . WITS AGE OF REVOLUTIONS 7 ." in a light gray font, rotated diagonally.]



The ladder of racial rank
outlived the independence
that promised to end it

WITS



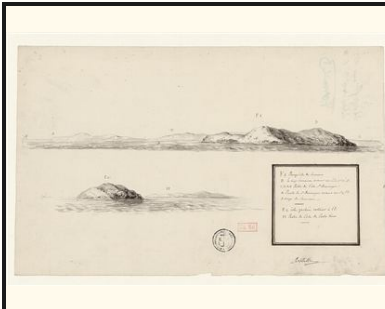
Allied peoples lost their land in
a peace treaty they were
never asked to sign

WITS



Rights proclaimed at home
were withheld from the sugar
colonies overseas

WITS



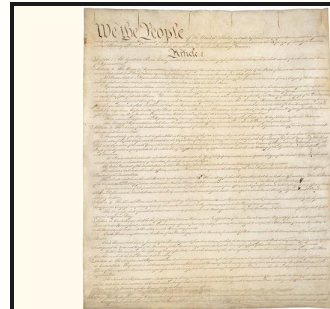
Slaveholding neighbors
refused to trade with it for
decades

WITS



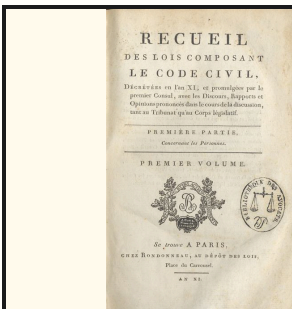
Tribute paid by indigenous
villages was abolished, then
quietly brought back

WITS



A written frame of
government, with slavery left
inside it

WITS



One law code for every man,
and a wife's property placed
under her husband

WITS



The first state in the world
founded by people who had
freed themselves

WITS



Strongmen on horseback filled
the space the crown had left

WITS

[illegible]



Property qualifications decided who could vote, and most men could not

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A general took the crown, kept the reforms, and ended the republic

WITS



The new government kept people on the estates to save the export crop

WITS



One enormous republic broke into several within a decade

WITS

ACTION

Wild Wit

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

ACTION

Witless

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

ACTION

Outwit

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

ACTION

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[The background of the entire page consists of a dense, repeating pattern of the text "WITS AGE OF REVOLUTIONS 7 . WITS AGE OF REVOLUTIONS 7 . WITS AGE OF REVOLUTIONS 7 ." in a light gray, sans-serif font, rotated diagonally.]

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