

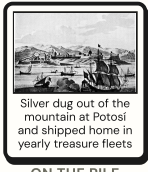
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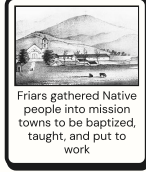
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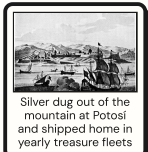
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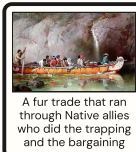
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SPANISH · ECONOMY



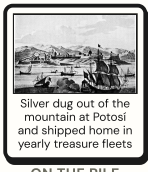
FRENCH · ECONOMY

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"French. Same issue – economy."

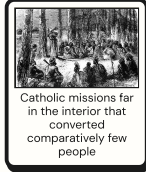
Camp flips to French
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ANY CARD AT ALL

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

"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.

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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.**

	Spanish	French	Dutch	British
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 RELIGION	Friars gathered Native people into mission towns to be baptized, taught, and put to work A friar wrote to the king that the conquest itself was a crime	Catholic missions far in the interior that converted comparatively few people Priests lived in Native villages and learned the language instead of resettling anyone	Tolerance for the sake of trade drew Jews, Lutherans, and Catholics to the port One official Reformed church, and no questions asked about what you believed at home	Puritans crossed to New England to build a church of their own, and allowed no other Quakers made Pennsylvania a haven for anyone who would not swear an oath
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 SETTLEMENT	St. Augustine in Florida, founded 1565, the oldest European town in North America Soldiers and priests crossed the ocean; very few families and almost no farmers	Small scattered forts along the rivers and the Great Lakes, hundreds of miles apart Quebec on the St. Lawrence, founded 1608 and still a small town a century later	New Amsterdam, a port of 1,500 people where eighteen languages were spoken A diverse population, but never enough settlers to hold the land they claimed	Whole families crossed together and put up farms and town meetings across New England Indentured servants signed away four to seven years of work to pay for the passage
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Silver dug out of the mountain at Potosí and shipped home in yearly treasure fleets

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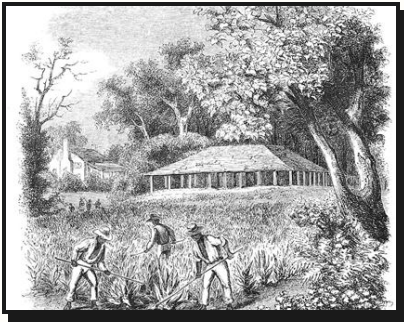
A fur trade that ran through Native allies who did the trapping and the bargaining

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Tobacco plantations along the rivers of Virginia, growing one crop to sell in Europe

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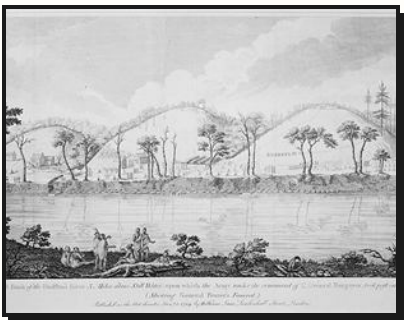
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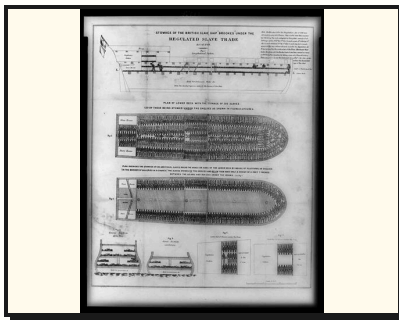
Beaver pelts, made into hats in Europe, drove the whole colonial economy

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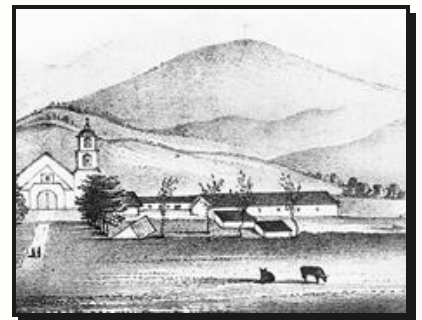
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Catholic missions far in the interior that converted comparatively few people

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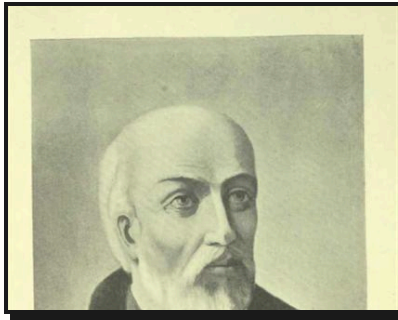
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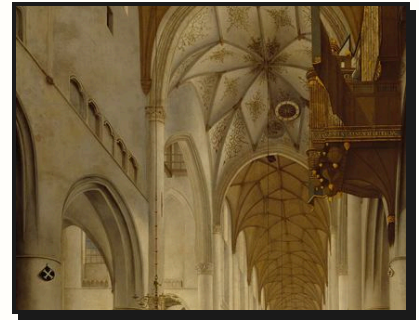
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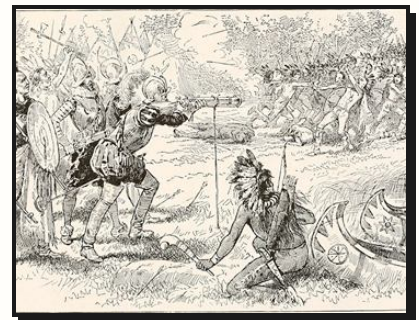
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A legal caste ladder ranked colonists by descent, with European-born parents at the top

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Manhattan bought from the Lenape in 1626 for a shipment of trade goods

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Fences and farms pushed Native peoples off the land, and the wars followed

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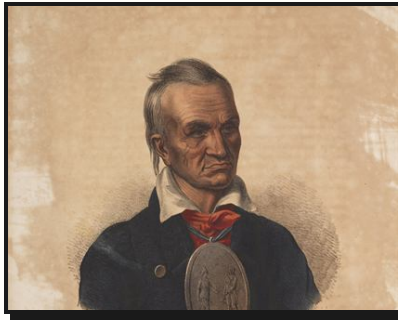
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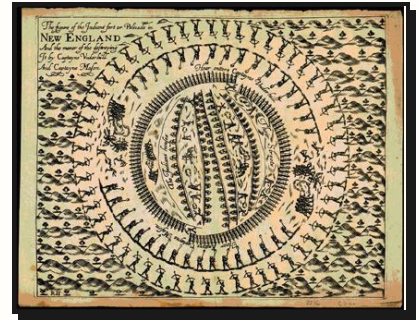
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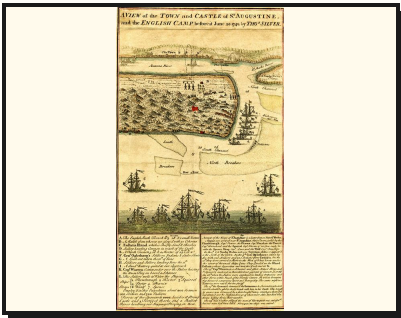
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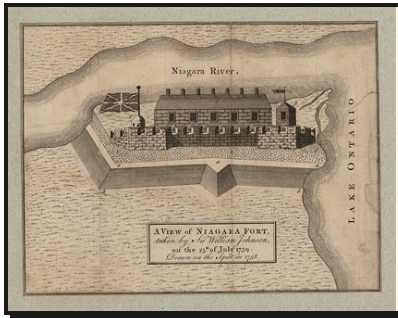
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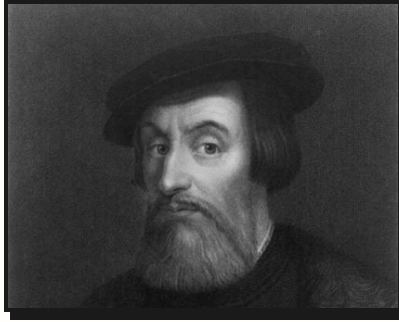
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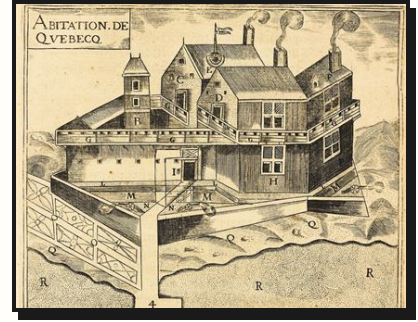
Whole families crossed together and put up farms and town meetings across New England

WITS



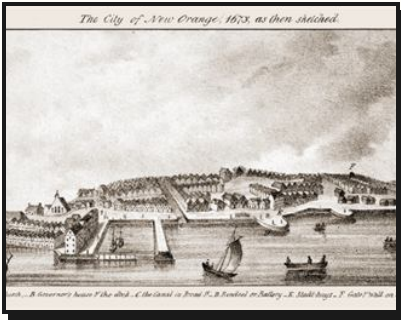
Soldiers and priests crossed the ocean; very few families and almost no farmers

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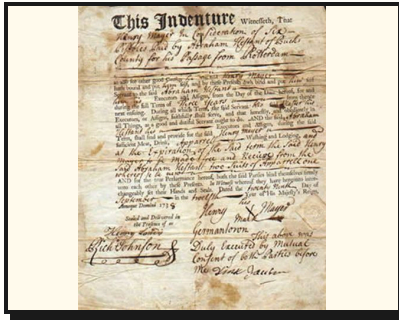
Quebec on the St. Lawrence, founded 1608 and still a small town a century later

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Viceroy ruled provinces the size of kingdoms, answering only to the king in Europe

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Run for profit by a chartered company that traded furs, sugar, and enslaved people

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Self-government from the start: the Mayflower Compact, then an assembly in each colony

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The Council of the Indies, sitting in Europe, wrote the laws for every colony at once

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Run straight from the palace as a royal province, with no colonial assembly at all

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Four warships sailed into the harbor in 1664 and the colony became New York

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The Navigation Acts, from 1651: colonial cargo could travel only in the empire's ships

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

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WITS EMPIRE 1

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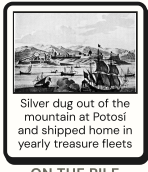
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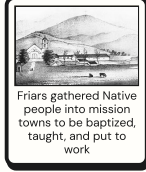
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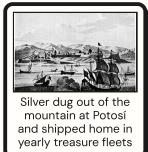
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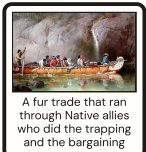
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SPANISH · ECONOMY



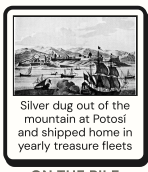
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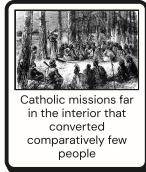
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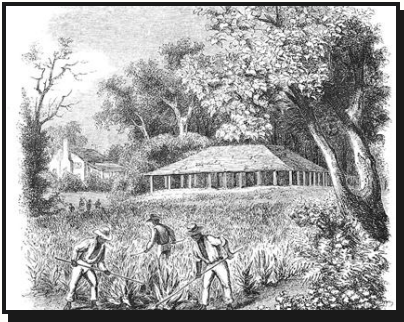
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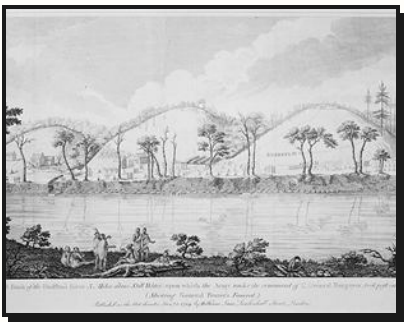
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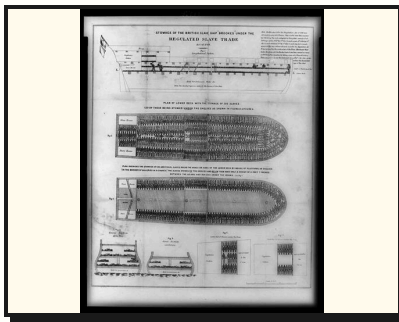
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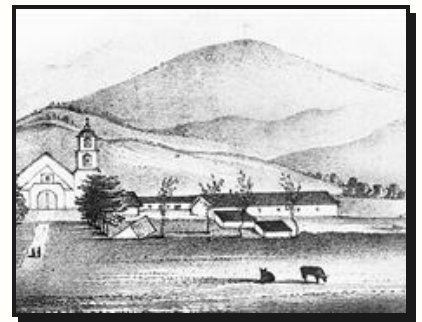
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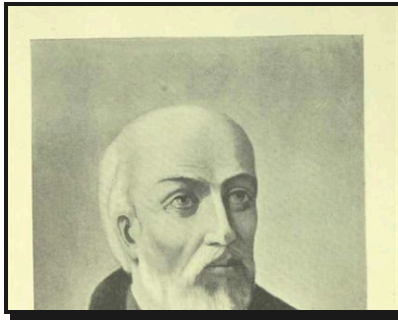
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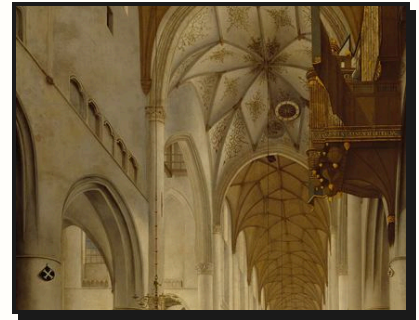
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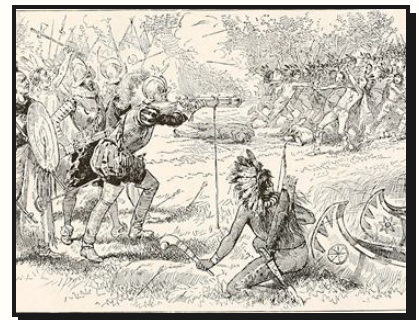
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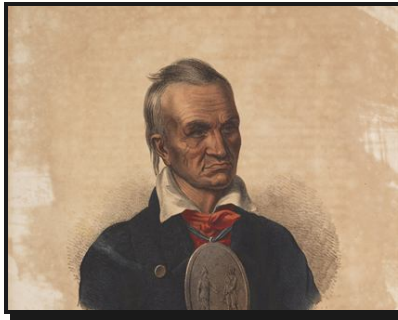
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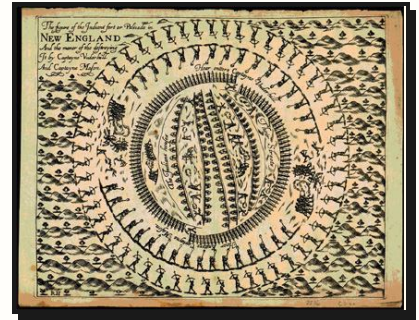
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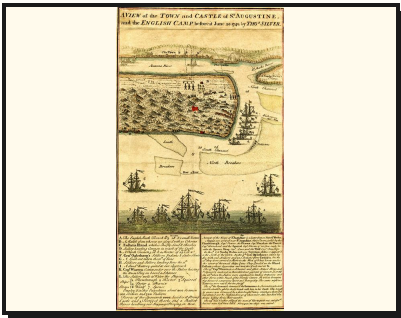
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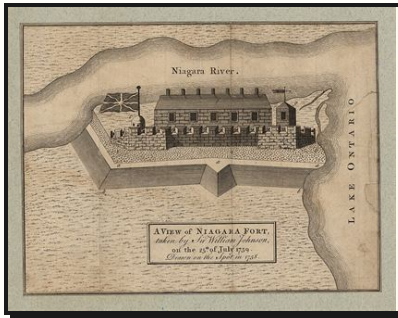
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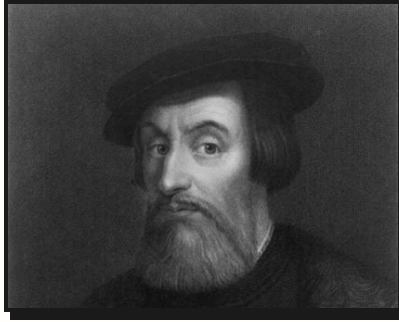
WITS

[illegible]



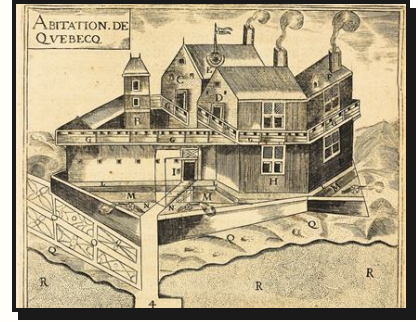
Whole families crossed together and put up farms and town meetings across New England

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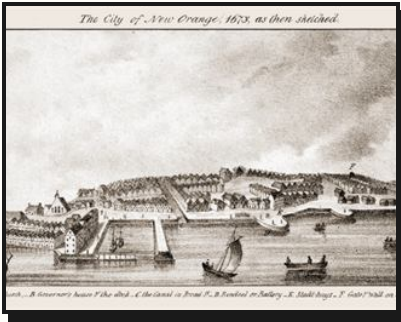
Soldiers and priests crossed the ocean; very few families and almost no farmers

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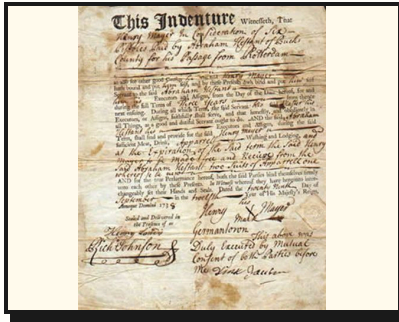
Quebec on the St. Lawrence, founded 1608 and still a small town a century later

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A diverse population, but never enough settlers to hold the land they claimed

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Self-government from the start: the Mayflower Compact, then an assembly in each colony

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The Navigation Acts, from 1651: colonial cargo could travel only in the empire's ships

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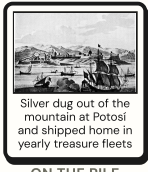
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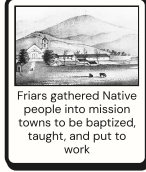
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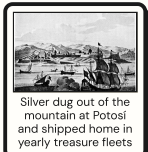
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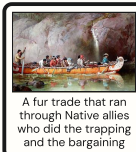
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SPANISH · ECONOMY



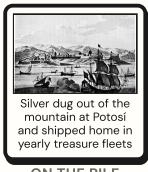
FRENCH · ECONOMY

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"French. Same issue – economy."

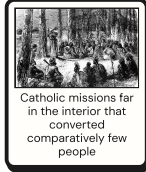
Camp flips to French
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Get away with it?
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Anyone, any time including out of turn

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

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

	Spanish	French	Dutch	British
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 RELIGION	Friars gathered Native people into mission towns to be baptized, taught, and put to work A friar wrote to the king that the conquest itself was a crime	Catholic missions far in the interior that converted comparatively few people Priests lived in Native villages and learned the language instead of resettling anyone	Tolerance for the sake of trade drew Jews, Lutherans, and Catholics to the port One official Reformed church, and no questions asked about what you believed at home	Puritans crossed to New England to build a church of their own, and allowed no other Quakers made Pennsylvania a haven for anyone who would not swear an oath
 NATIVE RELATIONS	A legal caste ladder ranked colonists by descent, with European-born parents at the top The Pueblo Revolt of 1680 burned the missions and drove the colonists out for years	Alliances with the Algonquin and the Huron, sealed by fighting their enemies beside them Traders married into Native families and raised children who belonged to both worlds	Manhattan bought from the Lenape in 1626 for a shipment of trade goods Fur trade alliances with the Iroquois, who traded pelts for guns	Fences and farms pushed Native peoples off the land, and the wars followed Wars fought to take land, rather than alliances built on trade
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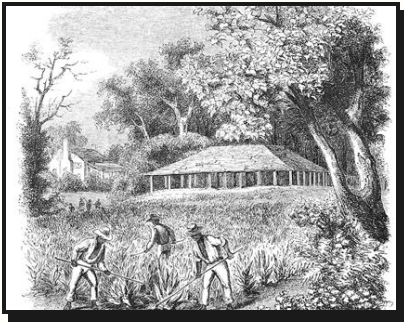
A fur trade that ran through Native allies who did the trapping and the bargaining

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Tobacco plantations along the rivers of Virginia, growing one crop to sell in Europe

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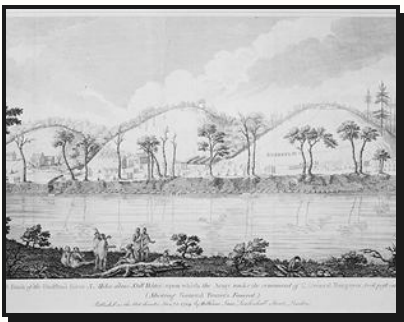
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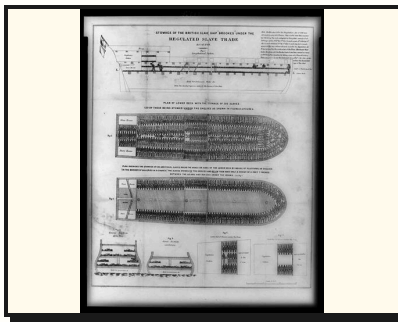
Beaver pelts, made into hats in Europe, drove the whole colonial economy

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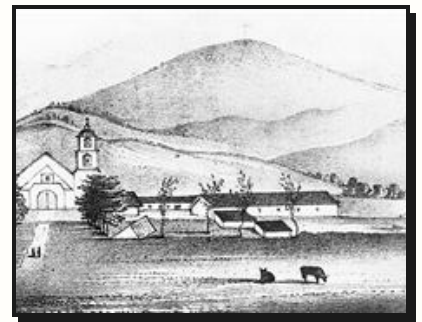
The fur trade pushed up the Hudson River to Fort Orange, where Albany stands now

WITS



Rice and indigo in the Carolinas, worked by enslaved Africans carried across the ocean

WITS



Friars gathered Native people into mission towns to be baptized, taught, and put to work

WITS

[illegible]



Catholic missions far in the interior that converted comparatively few people

WITS



Tolerance for the sake of trade drew Jews, Lutherans, and Catholics to the port

WITS



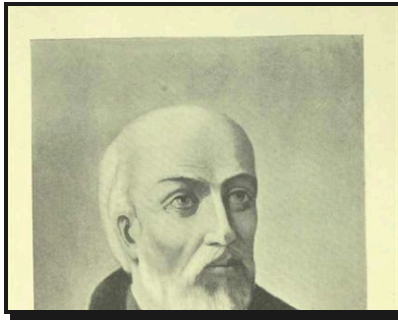
Puritans crossed to New England to build a church of their own, and allowed no other

WITS



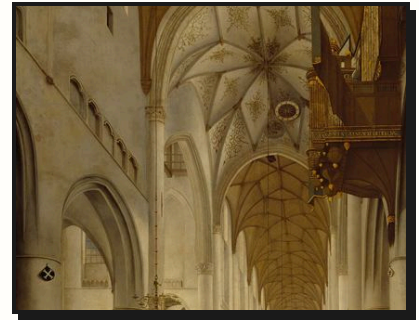
A friar wrote to the king that the conquest itself was a crime

WITS



Priests lived in Native villages and learned the language instead of resettling anyone

WITS



One official Reformed church, and no questions asked about what you believed at home

WITS



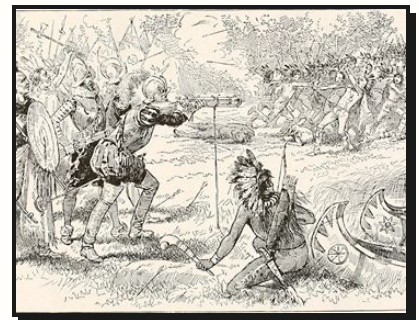
Quakers made Pennsylvania a haven for anyone who would not swear an oath

WITS



A legal caste ladder ranked colonists by descent, with European-born parents at the top

WITS



Alliances with the Algonquin and the Huron, sealed by fighting their enemies beside them

WITS

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Manhattan bought from the Lenape in 1626 for a shipment of trade goods

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Fences and farms pushed Native peoples off the land, and the wars followed

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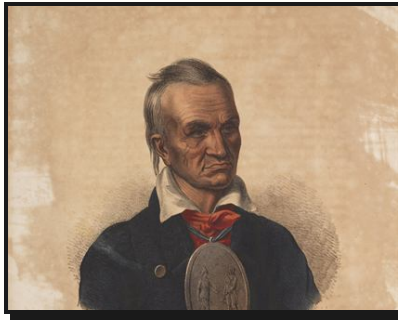
The Pueblo Revolt of 1680 burned the missions and drove the colonists out for years

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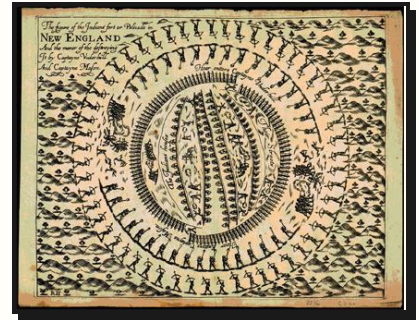
Traders married into Native families and raised children who belonged to both worlds

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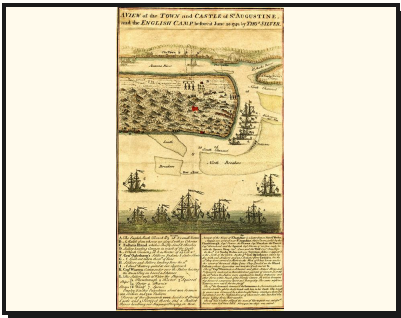
Fur trade alliances with the Iroquois, who traded pelts for guns

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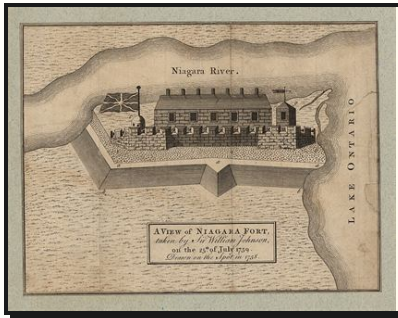
Wars fought to take land, rather than alliances built on trade

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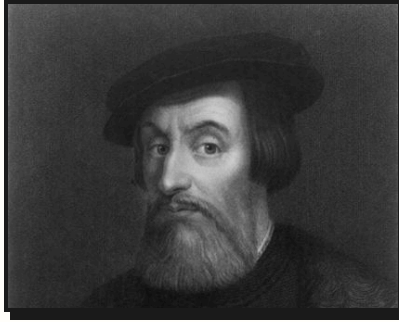
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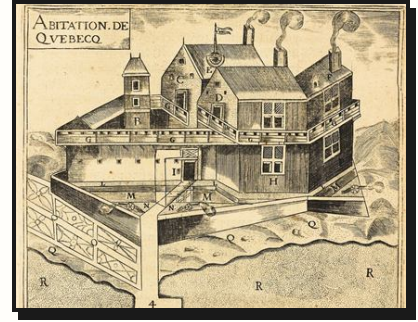
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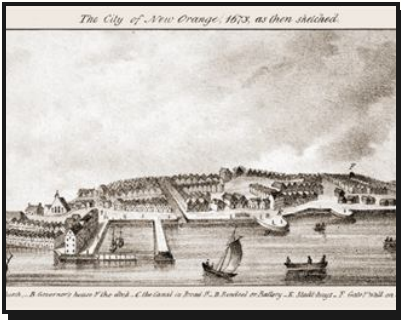
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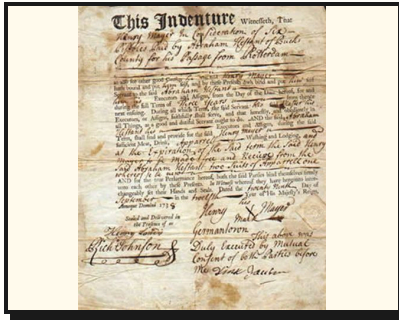
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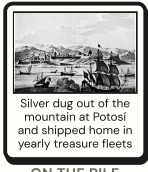
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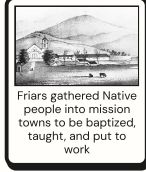
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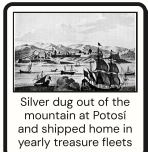
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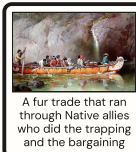
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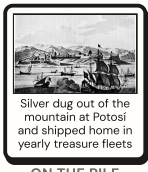
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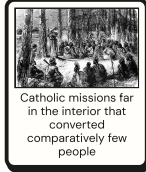
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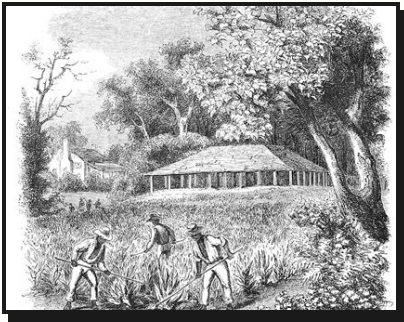
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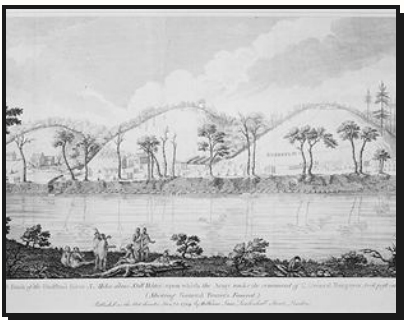
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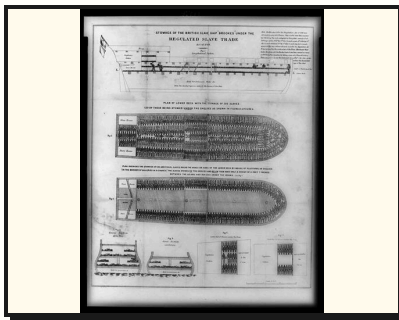
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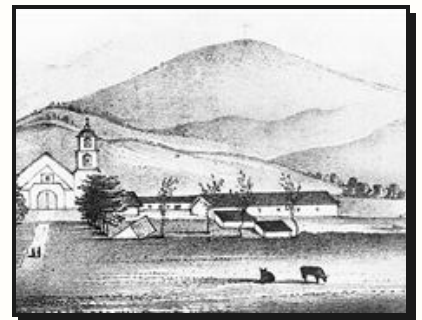
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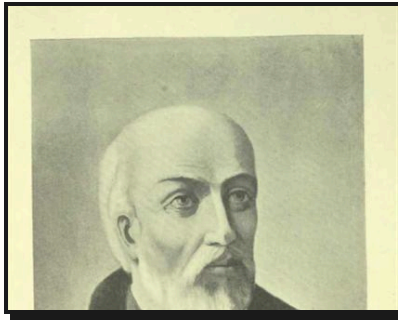
Puritans crossed to New England to build a church of their own, and allowed no other

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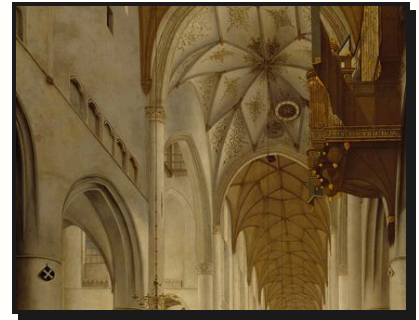
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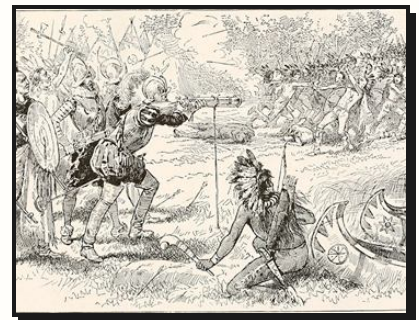
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A legal caste ladder ranked colonists by descent, with European-born parents at the top

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Alliances with the Algonquin and the Huron, sealed by fighting their enemies beside them

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Manhattan bought from the Lenape in 1626 for a shipment of trade goods

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Fences and farms pushed Native peoples off the land, and the wars followed

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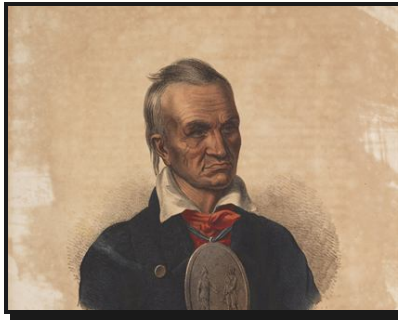
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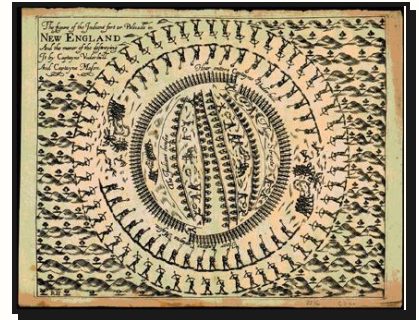
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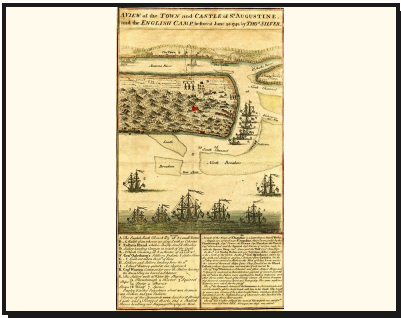
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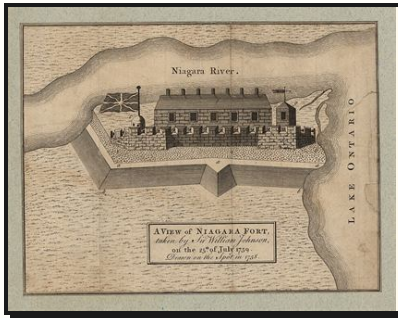
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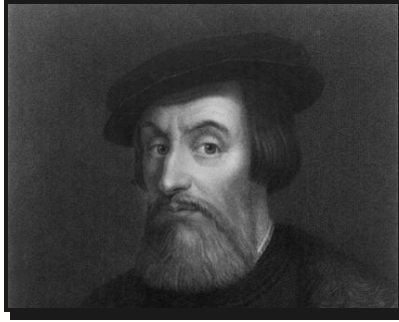
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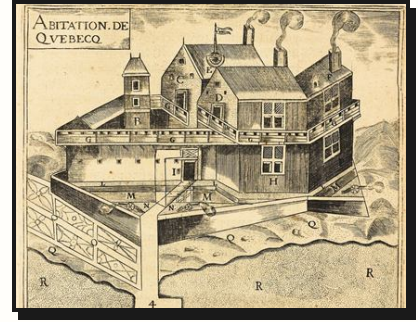
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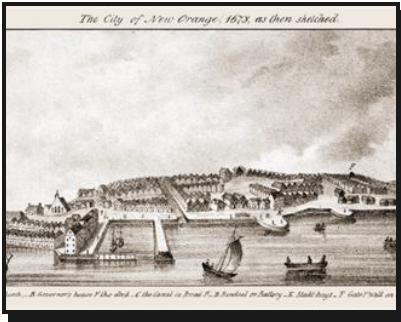
Soldiers and priests crossed the ocean; very few families and almost no farmers

WITS



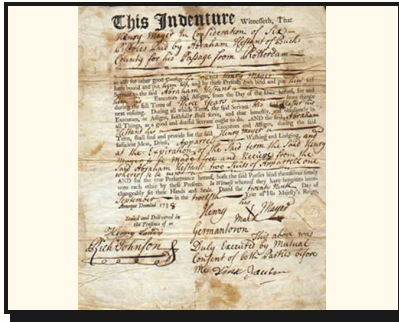
Quebec on the St. Lawrence, founded 1608 and still a small town a century later

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A diverse population, but never enough settlers to hold the land they claimed

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Viceroy ruled provinces the size of kingdoms, answering only to the king in Europe

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The Navigation Acts, from 1651: colonial cargo could travel only in the empire's ships

WITS

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Wild Wit

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

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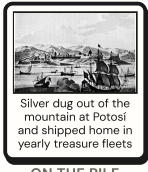
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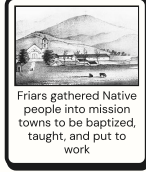
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ON THE PILE



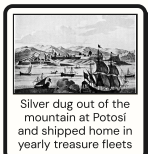
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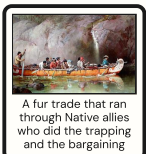
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SPANISH · ECONOMY



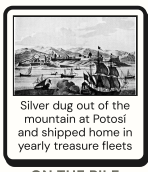
FRENCH · ECONOMY

YOU SAY
"French. Same issue – economy."

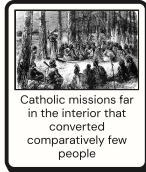
Camp flips to French
Now everyone plays French.

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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
"Spanish."

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

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.**

	Spanish	French	Dutch	British
 ECONOMY	Silver dug out of the mountain at Potosí and shipped home in yearly treasure fleets Encomienda: a grant of Native labor handed to a colonist as a reward from the crown	A fur trade that ran through Native allies who did the trapping and the bargaining Beaver pelts, made into hats in Europe, drove the whole colonial economy	Trade, shipping, and banking, with Europe's first stock exchange behind it The fur trade pushed up the Hudson River to Fort Orange, where Albany stands now	Tobacco plantations along the rivers of Virginia, growing one crop to sell in Europe Rice and indigo in the Carolinas, worked by enslaved Africans carried across the ocean
 RELIGION	Friars gathered Native people into mission towns to be baptized, taught, and put to work A friar wrote to the king that the conquest itself was a crime	Catholic missions far in the interior that converted comparatively few people Priests lived in Native villages and learned the language instead of resettling anyone	Tolerance for the sake of trade drew Jews, Lutherans, and Catholics to the port One official Reformed church, and no questions asked about what you believed at home	Puritans crossed to New England to build a church of their own, and allowed no other Quakers made Pennsylvania a haven for anyone who would not swear an oath
 NATIVE RELATIONS	A legal caste ladder ranked colonists by descent, with European-born parents at the top The Pueblo Revolt of 1680 burned the missions and drove the colonists out for years	Alliances with the Algonquin and the Huron, sealed by fighting their enemies beside them Traders married into Native families and raised children who belonged to both worlds	Manhattan bought from the Lenape in 1626 for a shipment of trade goods Fur trade alliances with the Iroquois, who traded pelts for guns	Fences and farms pushed Native peoples off the land, and the wars followed Wars fought to take land, rather than alliances built on trade
 SETTLEMENT	St. Augustine in Florida, founded 1565, the oldest European town in North America Soldiers and priests crossed the ocean; very few families and almost no farmers	Small scattered forts along the rivers and the Great Lakes, hundreds of miles apart Quebec on the St. Lawrence, founded 1608 and still a small town a century later	New Amsterdam, a port of 1,500 people where eighteen languages were spoken A diverse population, but never enough settlers to hold the land they claimed	Whole families crossed together and put up farms and town meetings across New England Indentured servants signed away four to seven years of work to pay for the passage
 RULE AND LAW	Viceroy ruled provinces the size of kingdoms, answering only to the king in Europe The Council of the Indies, sitting in Europe, wrote the laws for every colony at once	The Code Noir, issued 1685, set out in law who could be held as property Run straight from the palace as a royal province, with no colonial assembly at all	Run for profit by a chartered company that traded furs, sugar, and enslaved people Four warships sailed into the harbor in 1664 and the colony became New York	Self-government from the start: the Mayflower Compact, then an assembly in each colony The Navigation Acts, from 1651: colonial cargo could travel only in the empire's ships

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.



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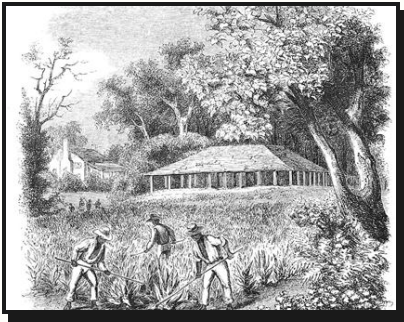
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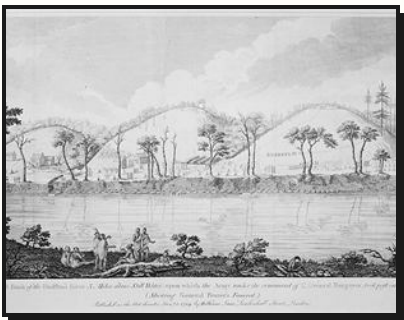
Encomienda: a grant of Native labor handed to a colonist as a reward from the crown

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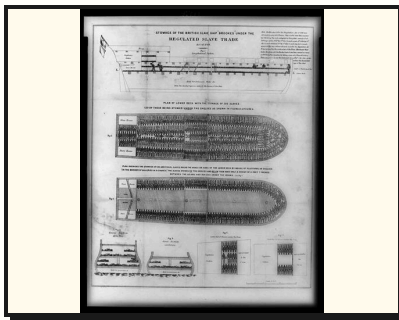
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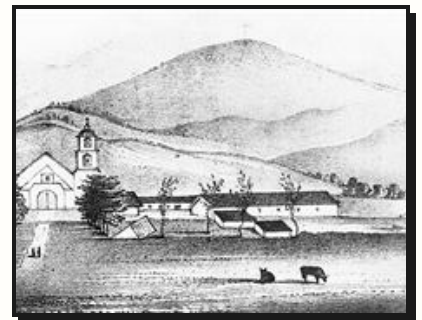
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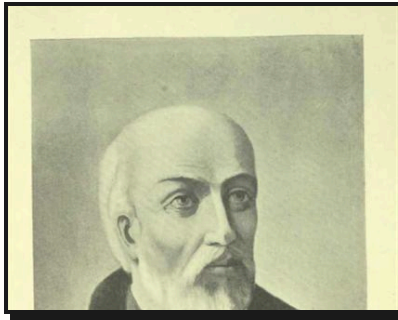
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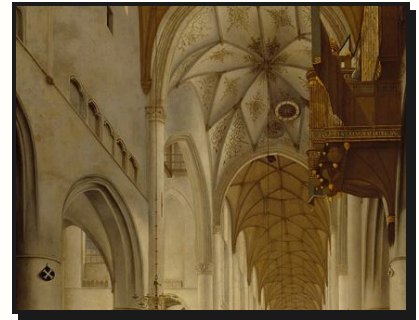
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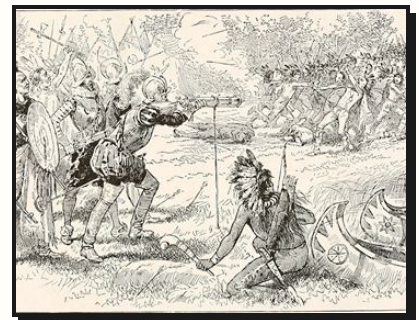
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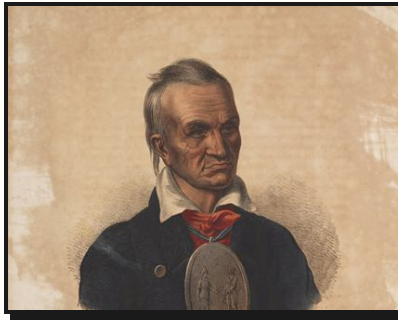
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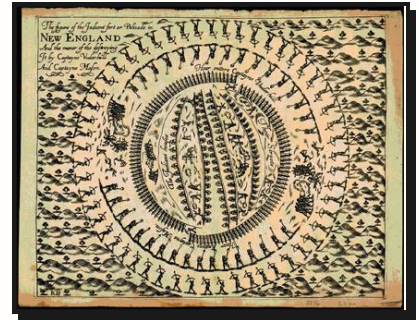
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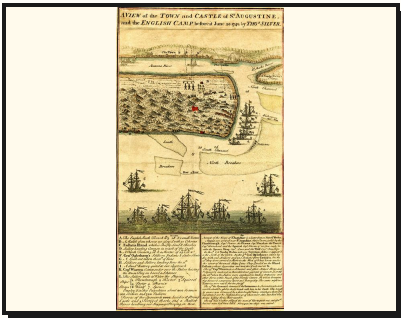
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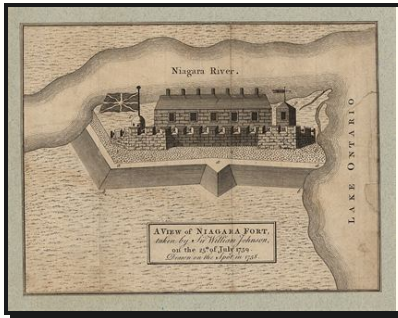
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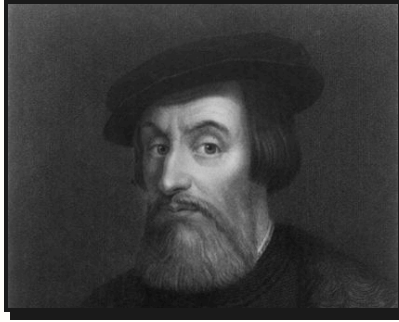
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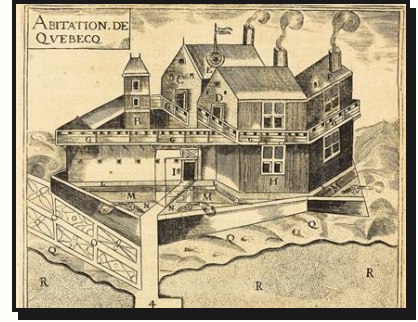
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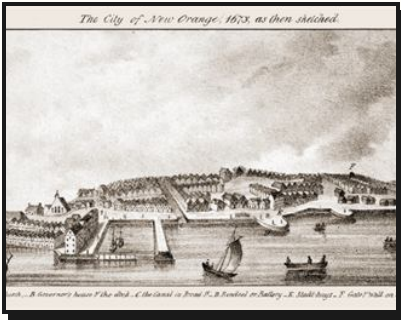
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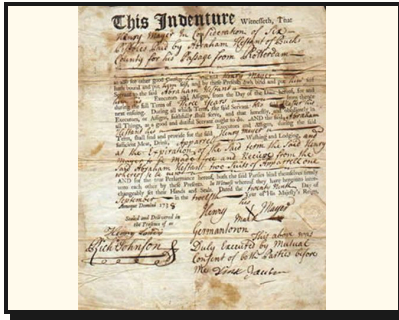
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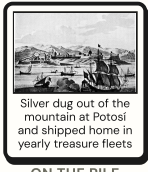
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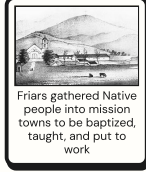
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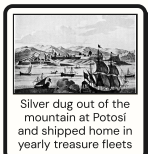
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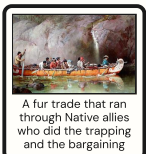
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SPANISH · ECONOMY



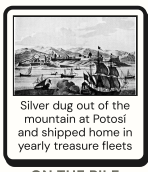
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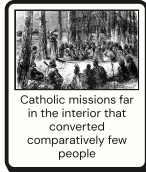
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Get away with it?
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4 Draw one



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

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.**

	Spanish	French	Dutch	British
 ECONOMY	Silver dug out of the mountain at Potosí and shipped home in yearly treasure fleets Encomienda: a grant of Native labor handed to a colonist as a reward from the crown	A fur trade that ran through Native allies who did the trapping and the bargaining Beaver pelts, made into hats in Europe, drove the whole colonial economy	Trade, shipping, and banking, with Europe's first stock exchange behind it The fur trade pushed up the Hudson River to Fort Orange, where Albany stands now	Tobacco plantations along the rivers of Virginia, growing one crop to sell in Europe Rice and indigo in the Carolinas, worked by enslaved Africans carried across the ocean
 RELIGION	Friars gathered Native people into mission towns to be baptized, taught, and put to work A friar wrote to the king that the conquest itself was a crime	Catholic missions far in the interior that converted comparatively few people Priests lived in Native villages and learned the language instead of resettling anyone	Tolerance for the sake of trade drew Jews, Lutherans, and Catholics to the port One official Reformed church, and no questions asked about what you believed at home	Puritans crossed to New England to build a church of their own, and allowed no other Quakers made Pennsylvania a haven for anyone who would not swear an oath
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Silver dug out of the mountain at Potosí and shipped home in yearly treasure fleets

WITS



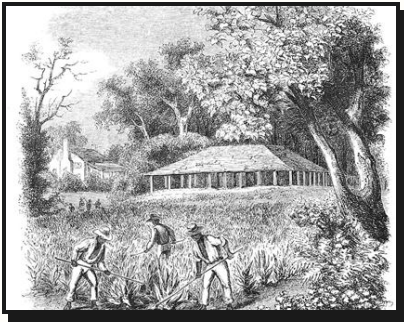
A fur trade that ran through Native allies who did the trapping and the bargaining

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Tobacco plantations along the rivers of Virginia, growing one crop to sell in Europe

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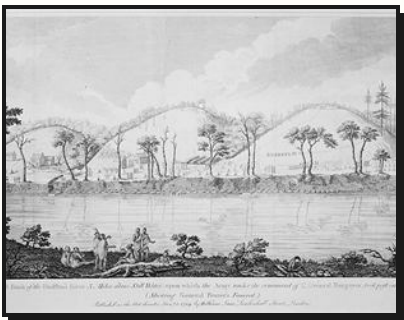
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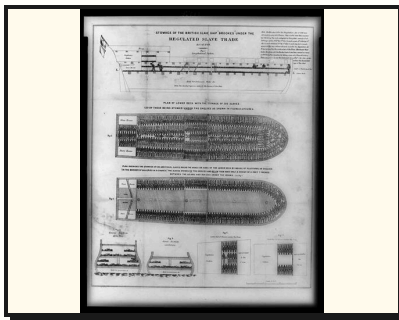
Beaver pelts, made into hats in Europe, drove the whole colonial economy

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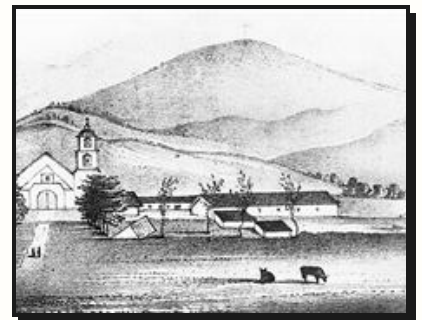
The fur trade pushed up the Hudson River to Fort Orange, where Albany stands now

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Friars gathered Native people into mission towns to be baptized, taught, and put to work

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[illegible]



Catholic missions far in the interior that converted comparatively few people

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Tolerance for the sake of trade drew Jews, Lutherans, and Catholics to the port

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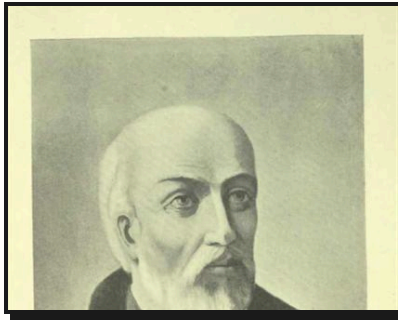
Puritans crossed to New England to build a church of their own, and allowed no other

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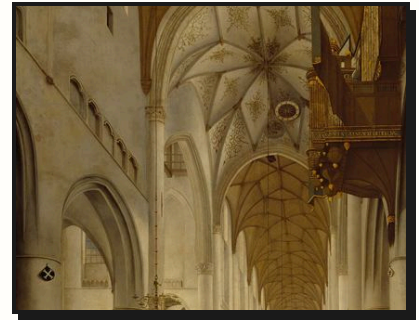
A friar wrote to the king that the conquest itself was a crime

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One official Reformed church, and no questions asked about what you believed at home

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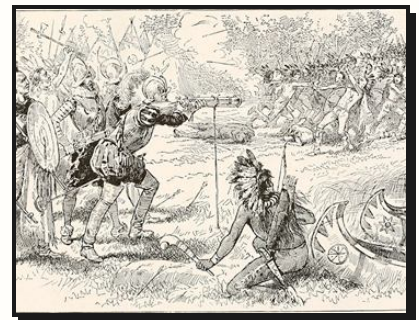
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A legal caste ladder ranked colonists by descent, with European-born parents at the top

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Alliances with the Algonquin and the Huron, sealed by fighting their enemies beside them

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Manhattan bought from the Lenape in 1626 for a shipment of trade goods

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Fences and farms pushed Native peoples off the land, and the wars followed

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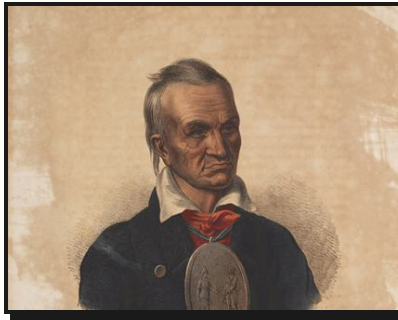
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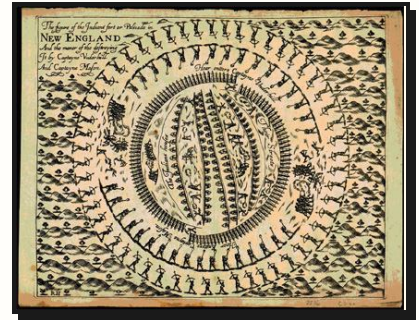
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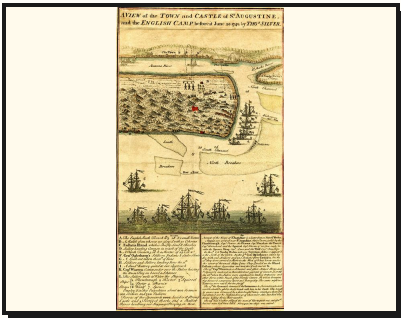
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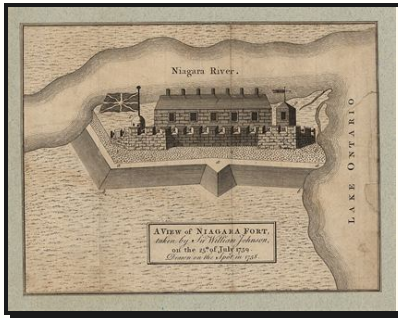
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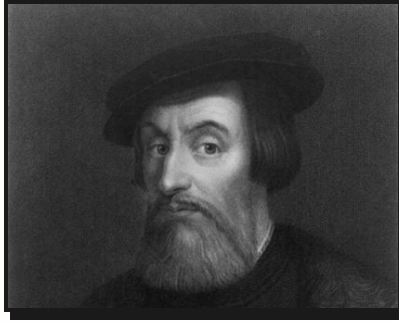
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WITS EMPIRE 6 . WITS EMPIRE 6 .



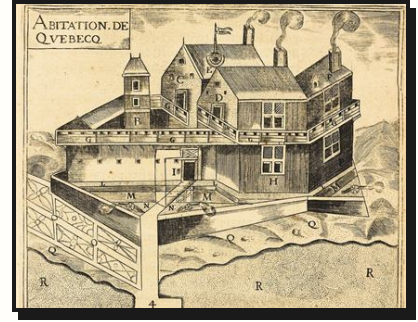
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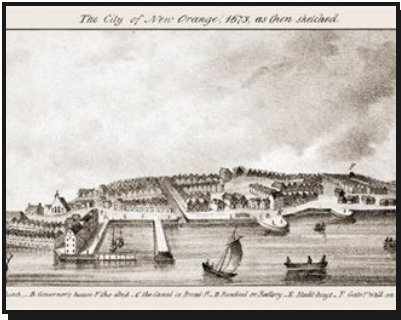
Soldiers and priests crossed the ocean; very few families and almost no farmers

WITS



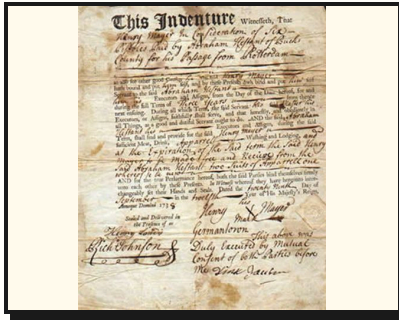
Quebec on the St. Lawrence, founded 1608 and still a small town a century later

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A diverse population, but never enough settlers to hold the land they claimed

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Viceroy ruled provinces the size of kingdoms, answering only to the king in Europe

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The Code Noir, issued 1685, set out in law who could be held as property

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Run for profit by a chartered company that traded furs, sugar, and enslaved people

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Self-government from the start: the Mayflower Compact, then an assembly in each colony

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[illegible]



The Council of the Indies, sitting in Europe, wrote the laws for every colony at once

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Run straight from the palace as a royal province, with no colonial assembly at all

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Four warships sailed into the harbor in 1664 and the colony became New York

WITS



The Navigation Acts, from 1651: colonial cargo could travel only in the empire's ships

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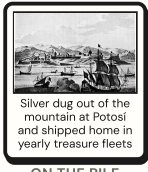
ONE QUESTION Is it the **CAMP?** Or the **ISSUE?**

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

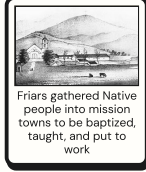
Your turn do ONE of these four

1 Match the camp

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



ON THE PILE



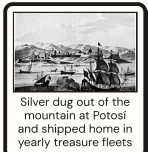
YOURS

YOU SAY
"Spanish."

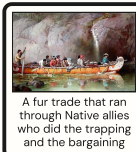
Camp stays Spanish
The next player has to match it too.

2 Outwit – the move worth making

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



SPANISH · ECONOMY



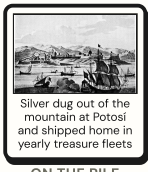
FRENCH · ECONOMY

YOU SAY
"French. Same issue – economy."

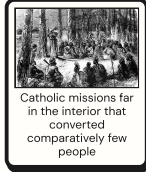
Camp flips to French
Now everyone plays French.

3 Bluff it

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



ON THE PILE



ANY CARD AT ALL

YOU SAY, STRAIGHT-FACED
"Spanish."

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

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They told the truth

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"Wit!"

Down to **one card**? Say it out loud before the next player moves. Caught silent, **draw 2**.

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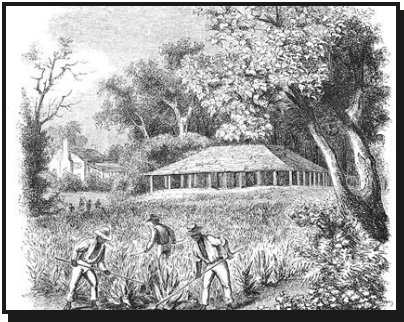
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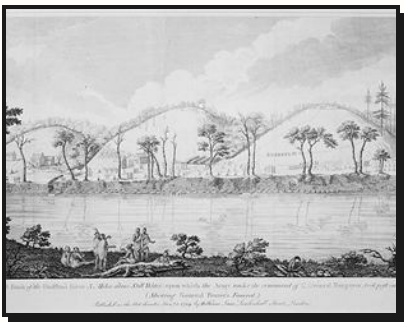
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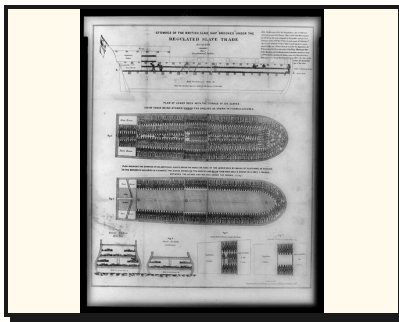
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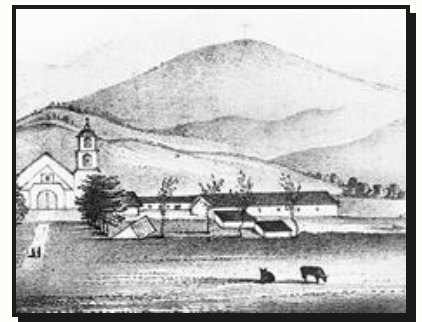
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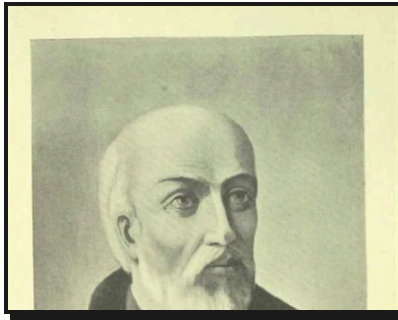
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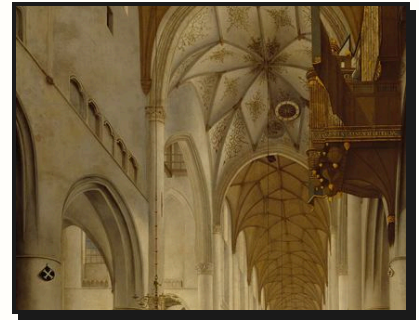
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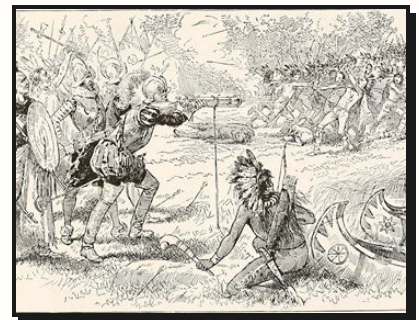
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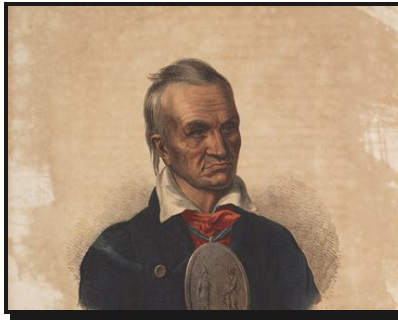
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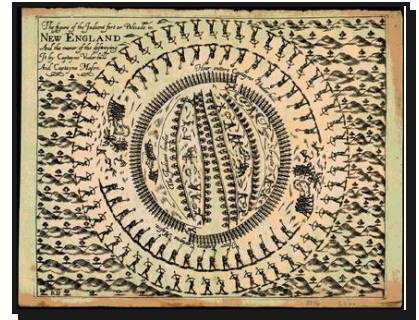
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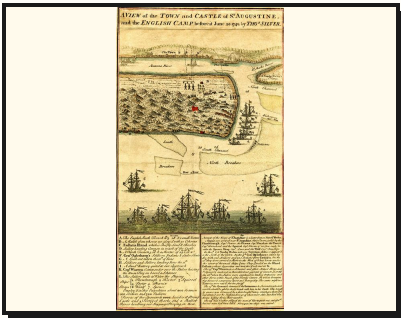
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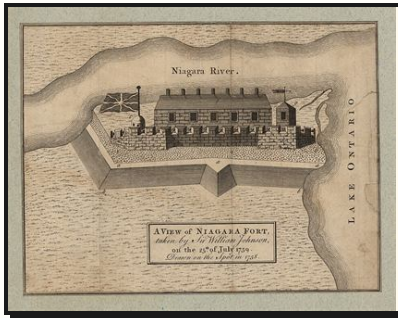
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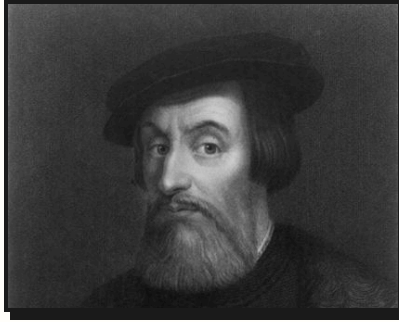
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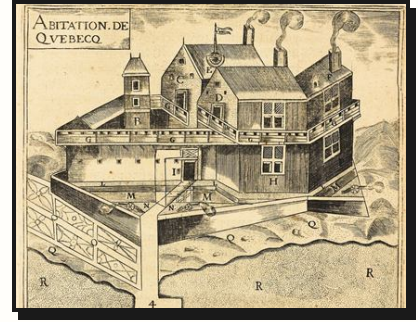
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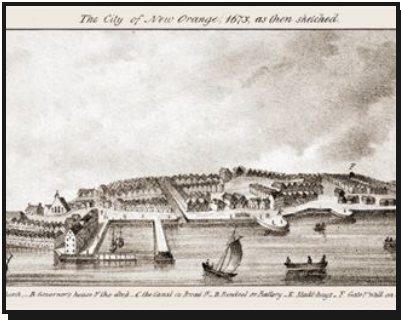
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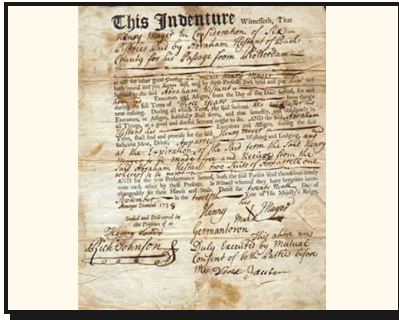
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Wild Wit

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.

[illegible]

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