

Wits: Land-Based Empires

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

THE FOUR CAMPS Ottoman

Safavid

Mughal

Qing

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
"Ottoman."

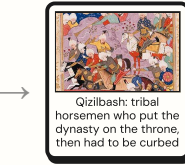
Camp stays Ottoman
The next player has to match it too.

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



OTTOMAN · WHO SERVES



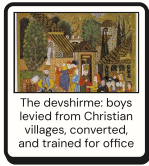
SAFAVID · WHO SERVES

YOU SAY
"Safavid. Same issue – who serves."

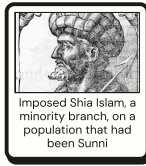
Camp flips to Safavid
Now everyone plays Safavid.

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
"Ottoman."

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**.

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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.

Witsooth.com

Answer Key

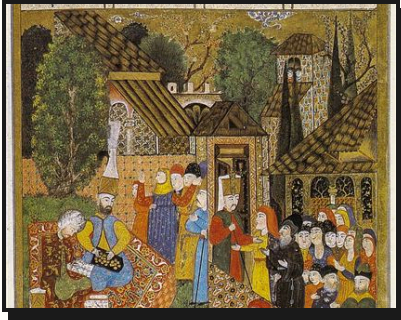
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	Ottoman	Safavid	Mughal	Qing
 WHO SERVES	The devshirme: boys levied from Christian villages, converted, and trained for office Janissaries: a standing infantry corps paid by the throne, whose sons could not inherit	Qizilbash: tribal horsemen who put the dynasty on the throne, then had to be curbed Ghulams: Caucasian slave-soldiers raised on purpose to replace the tribal cavalry	Mansabdars: officers ranked by the number of cavalry each was required to supply Rajput warrior princes married into the dynasty and given high command	The banner system: hereditary military households organized under colored flags Officials chosen by written examination on the Confucian classics
 FAITH AND RULE	The millet system: each religious community judged its own people under its own law The ruler took the title of caliph and the guardianship of Mecca and Medina	Imposed Shia Islam, a minority branch, on a population that had been Sunni Imported clerics from Lebanon to teach a faith the people did not yet hold	Akbar abolished the jizya, the tax on non-believers; Aurangzeb brought it back A ruler set Muslims, Hindus, Jains and Jesuits arguing theology in his own hall	Conquered men ordered to shave the forehead and wear the braid, or lose the head Patronized Tibetan Buddhism, and its lamas, to hold the western frontier
 MONEY AND TAX	Timars: cavalrymen paid with the tax revenue of a district instead of with coin Tax farming: the right to collect was auctioned to whoever paid the treasury first	A royal monopoly on raw silk, sold straight to European buyers at a price the shah set Moved an Armenian merchant community into a new quarter of the capital to run the trade	Zabt: the tax assessment set from a survey of what each field actually grew Zamindars: hereditary local landholders who kept a fixed share of what they collected	Taxes demanded in silver, a metal the empire itself barely mined All foreign trade confined to the single southern port of Canton
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 CAPITAL AND SPLENDOR	Topkapi, a palace of receding courtyards where the ruler was seldom seen Sinan, a court architect who spent a lifetime answering the dome of Hagia Sophia	Isfahan rebuilt around one enormous royal square, with mosque, palace and bazaar on it A bridge across the river that doubled as a dam and a teahouse	The Taj Mahal, a tomb of white marble raised for one wife Fatehpur Sikri, a capital cut from bare rock and then abandoned for want of water	The Forbidden City, a walled palace that common people never entered A summer retreat at Chengde, built in Tibetan and Mongol styles

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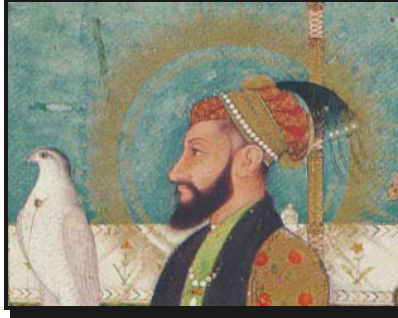
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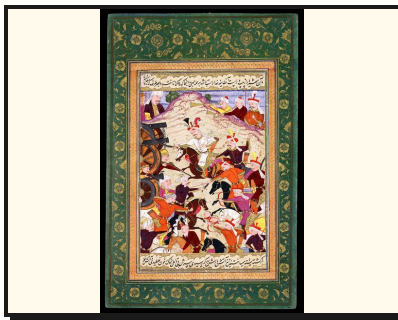
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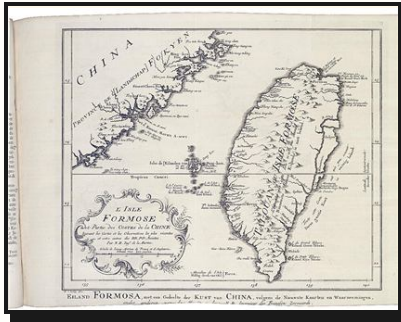
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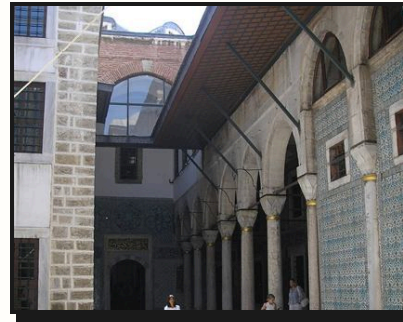
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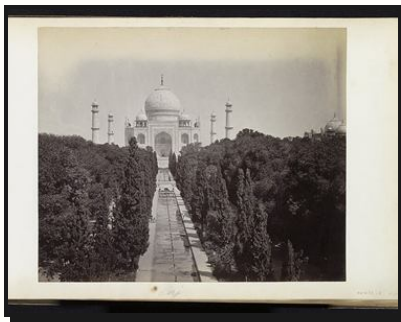
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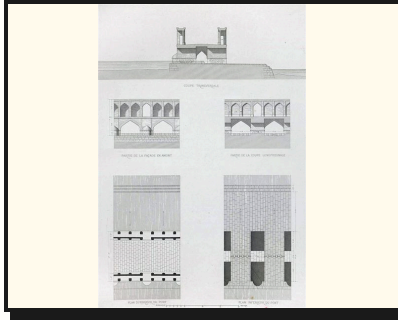
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Sinan, a court architect who spent a lifetime answering the dome of Hagia Sophia

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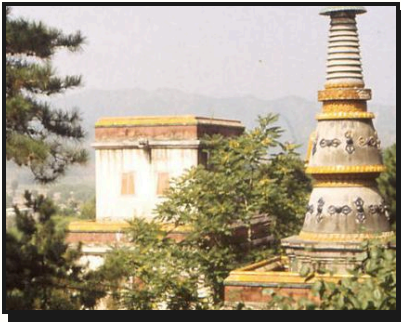
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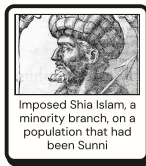
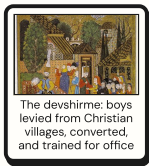


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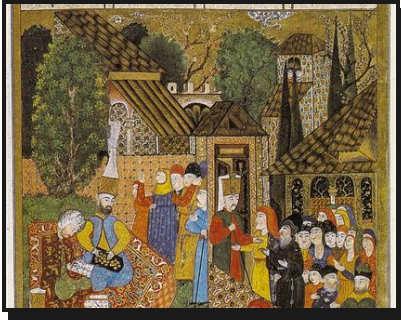
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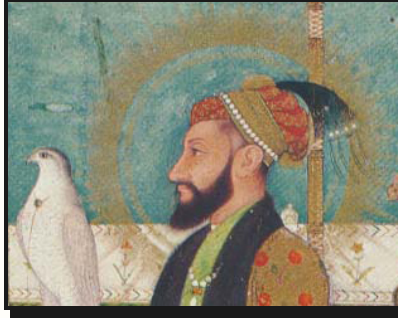
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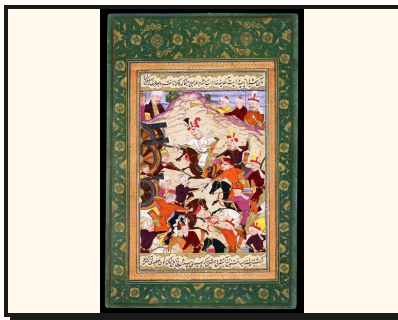
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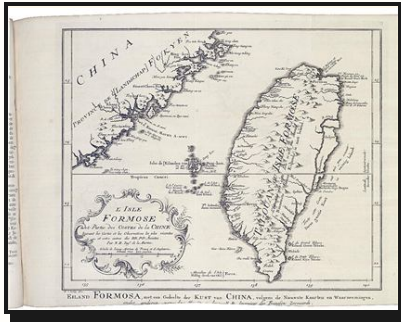
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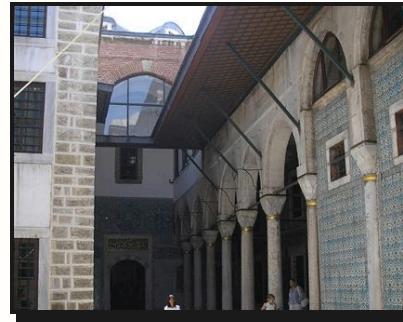
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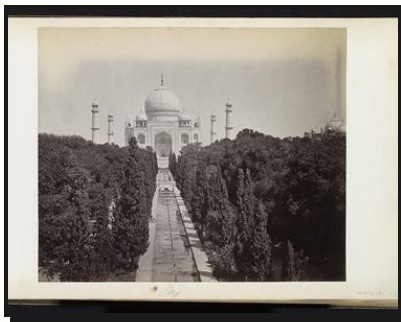
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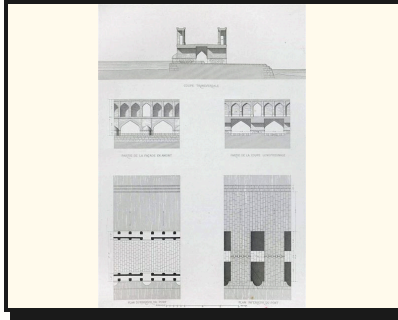
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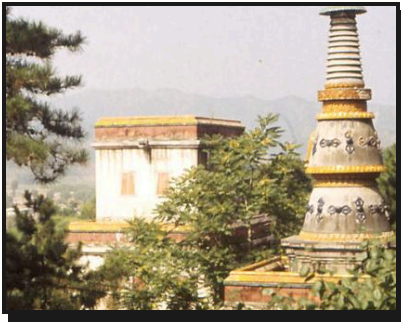
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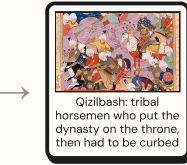
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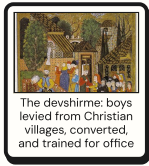
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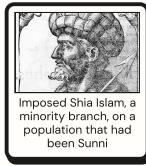
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Get away with it?
The card is played. Get caught and it comes back, plus 2.

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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

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Witsooth.com

Answer Key

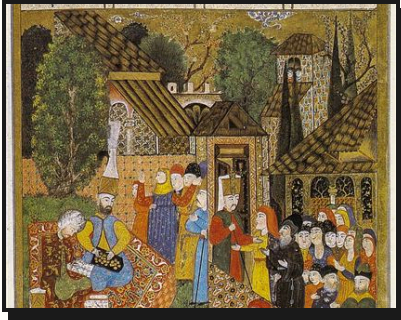
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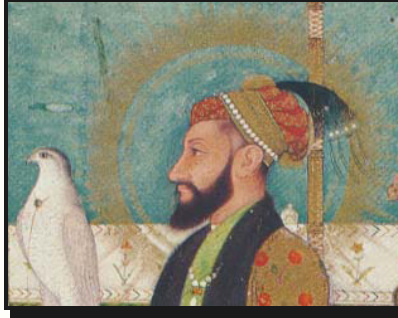
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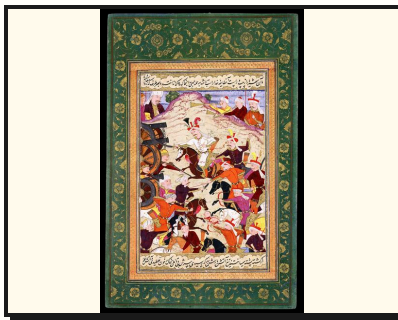
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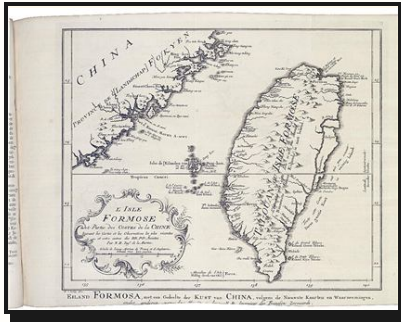
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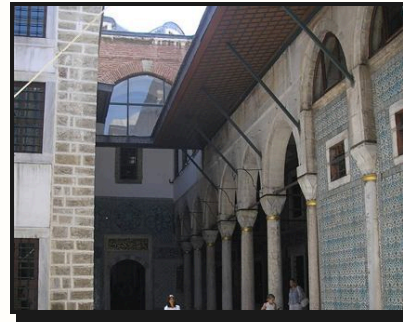
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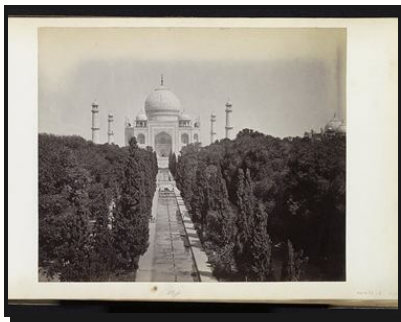
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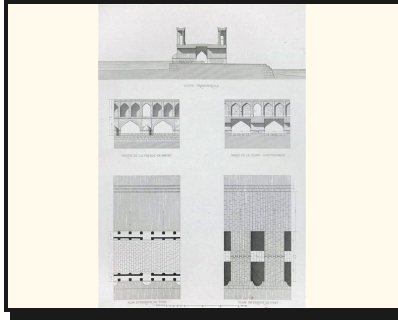
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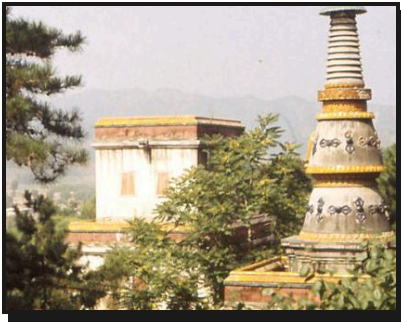
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Wits: Land-Based Empires

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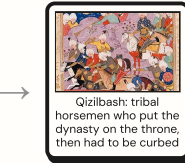
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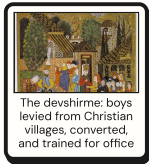
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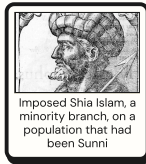
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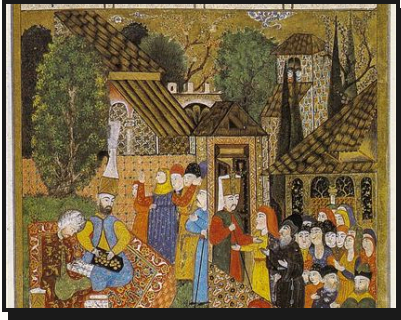
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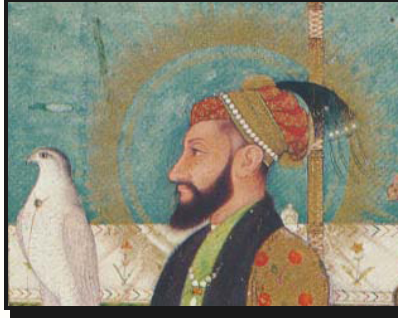
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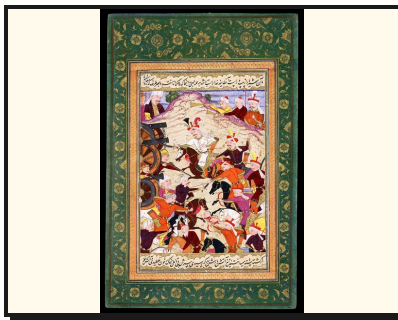
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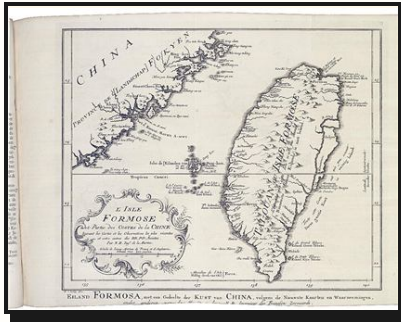
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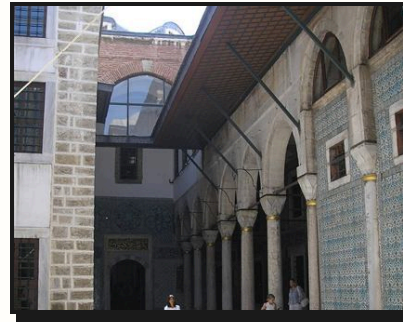
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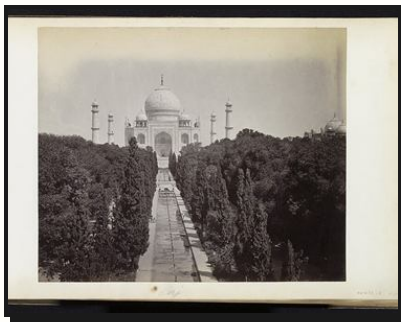
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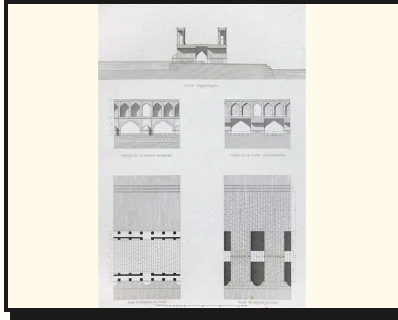
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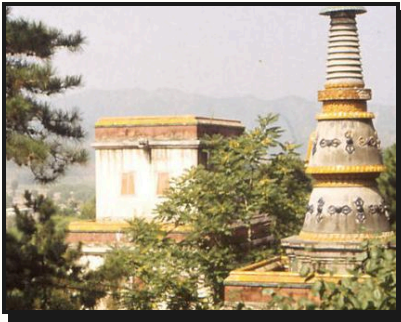
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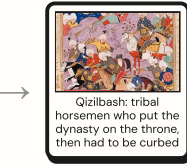
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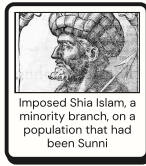
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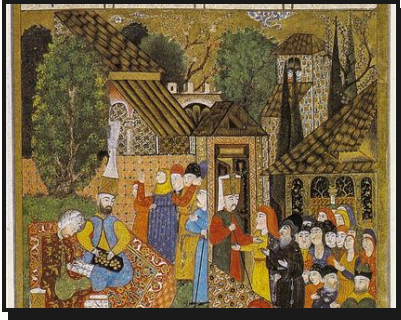
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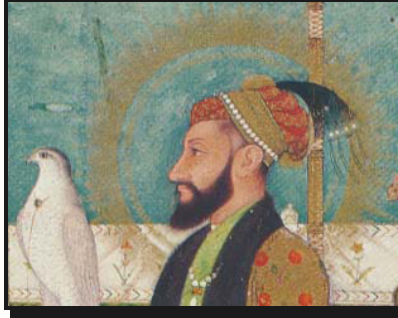
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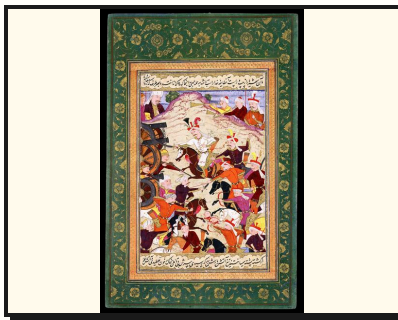
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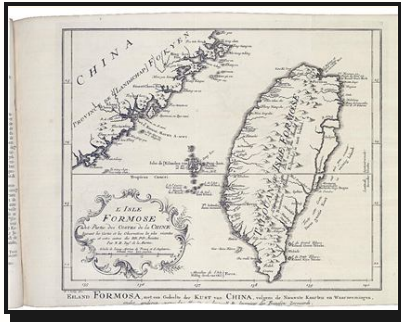
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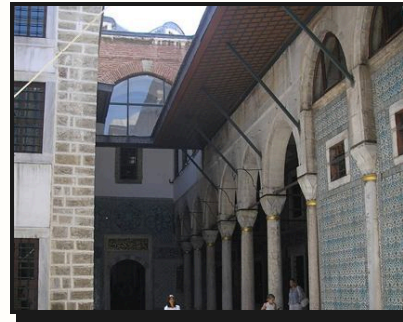
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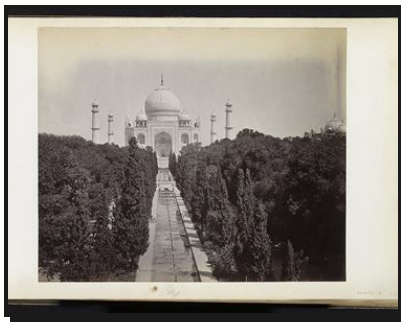
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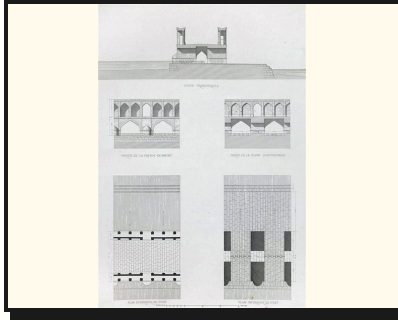
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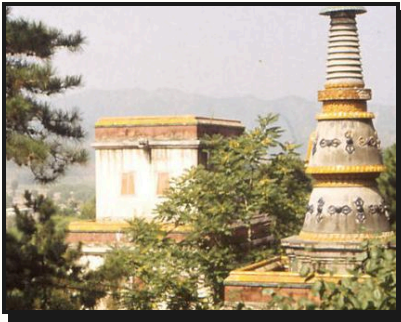
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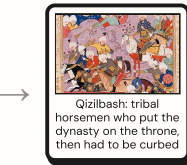
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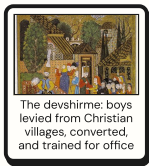
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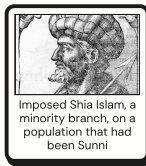
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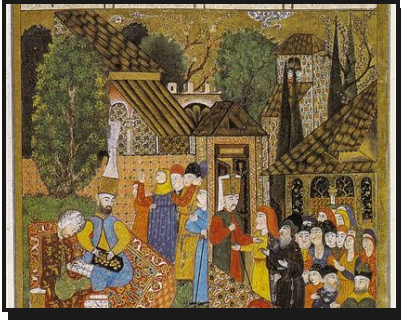
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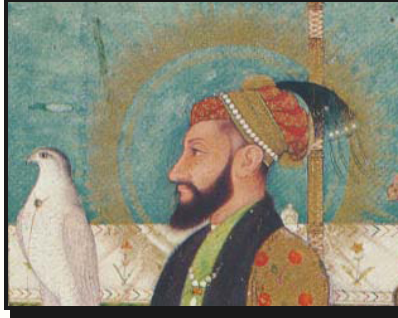
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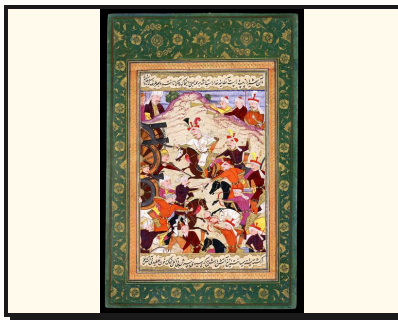
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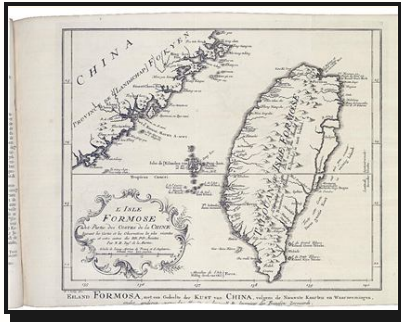
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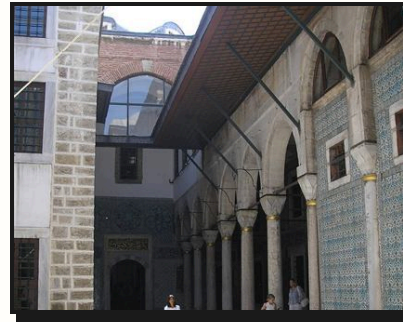
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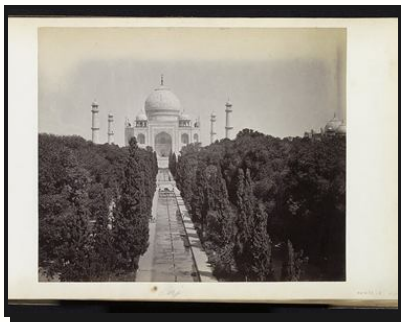
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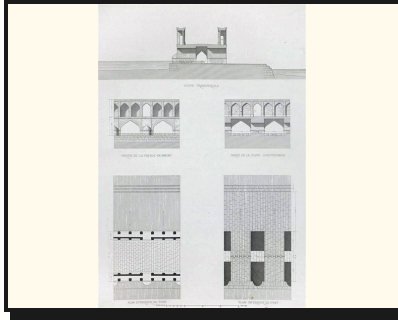
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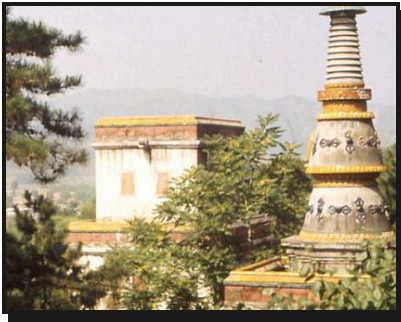
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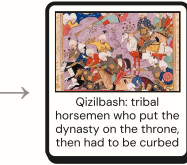
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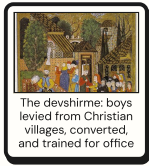
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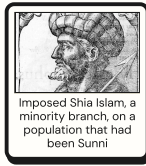
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Witsooth.com

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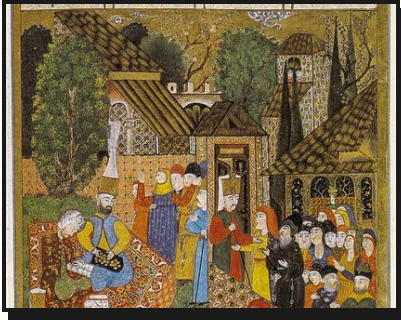
Camps across, issues down. **Flip this over to settle a challenge.**

	Ottoman	Safavid	Mughal	Qing
 WHO SERVES	The devshirme: boys levied from Christian villages, converted, and trained for office Janissaries: a standing infantry corps paid by the throne, whose sons could not inherit	Qizilbash: tribal horsemen who put the dynasty on the throne, then had to be curbed Ghulams: Caucasian slave-soldiers raised on purpose to replace the tribal cavalry	Mansabdars: officers ranked by the number of cavalry each was required to supply Rajput warrior princes married into the dynasty and given high command	The banner system: hereditary military households organized under colored flags Officials chosen by written examination on the Confucian classics
 FAITH AND RULE	The millet system: each religious community judged its own people under its own law The ruler took the title of caliph and the guardianship of Mecca and Medina	Imposed Shia Islam, a minority branch, on a population that had been Sunni Imported clerics from Lebanon to teach a faith the people did not yet hold	Akbar abolished the jizya, the tax on non-believers; Aurangzeb brought it back A ruler set Muslims, Hindus, Jains and Jesuits arguing theology in his own hall	Conquered men ordered to shave the forehead and wear the braid, or lose the head Patronized Tibetan Buddhism, and its lamas, to hold the western frontier
 MONEY AND TAX	Timars: cavalrymen paid with the tax revenue of a district instead of with coin Tax farming: the right to collect was auctioned to whoever paid the treasury first	A royal monopoly on raw silk, sold straight to European buyers at a price the shah set Moved an Armenian merchant community into a new quarter of the capital to run the trade	Zabt: the tax assessment set from a survey of what each field actually grew Zamindars: hereditary local landholders who kept a fixed share of what they collected	Taxes demanded in silver, a metal the empire itself barely mined All foreign trade confined to the single southern port of Canton
 WAR AND EXPANSION	Cannon breached the walls of Constantinople in 1453, after a thousand years Twice the army reached the walls of Vienna, in 1529 and 1683, and twice turned back	At Chaldiran in 1514 tribal cavalry charged massed artillery and were cut down Took the Gulf island of Hormuz back from the Portuguese with borrowed English ships	At Panipat in 1526 field artillery beat an army many times its size Decades of campaigning in the Deccan drained a treasury that never refilled	Destroyed the Dzungar Mongols and doubled the territory westward Took Taiwan in 1683 from a rival naval family that had held it
 CAPITAL AND SPLENDOR	Topkapi, a palace of receding courtyards where the ruler was seldom seen Sinan, a court architect who spent a lifetime answering the dome of Hagia Sophia	Isfahan rebuilt around one enormous royal square, with mosque, palace and bazaar on it A bridge across the river that doubled as a dam and a teahouse	The Taj Mahal, a tomb of white marble raised for one wife Fatehpur Sikri, a capital cut from bare rock and then abandoned for want of water	The Forbidden City, a walled palace that common people never entered A summer retreat at Chengde, built in Tibetan and Mongol styles

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

Challenged and wrong? The challenger draws 2 instead.

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



The devshirme: boys levied from Christian villages, converted, and trained for office

WITS



Qizilbash: tribal horsemen who put the dynasty on the throne, then had to be curbed

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Mansabdars: officers ranked by the number of cavalry each was required to supply

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The banner system: hereditary military households organized under colored flags

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Rajput warrior princes married into the dynasty and given high command

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The millet system: each religious community judged its own people under its own law

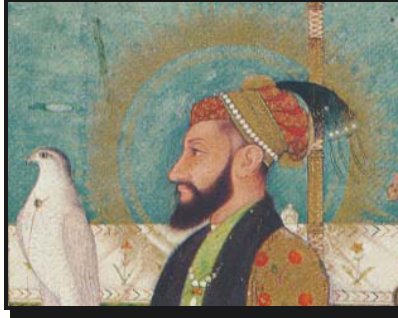
WITS

[illegible]



Imposed Shia Islam, a minority branch, on a population that had been Sunni

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Akbar abolished the jizya, the tax on non-believers; Aurangzeb brought it back

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A ruler set Muslims, Hindus, Jains and Jesuits arguing theology in his own hall

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Timars: cavalrymen paid with the tax revenue of a district instead of with coin

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A royal monopoly on raw silk, sold straight to European buyers at a price the shah set

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[illegible]



Zabt: the tax assessment set from a survey of what each field actually grew

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Taxes demanded in silver, a metal the empire itself barely mined

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Tax farming: the right to collect was auctioned to whoever paid the treasury first

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WITS



Zamindars: hereditary local landholders who kept a fixed share of what they collected

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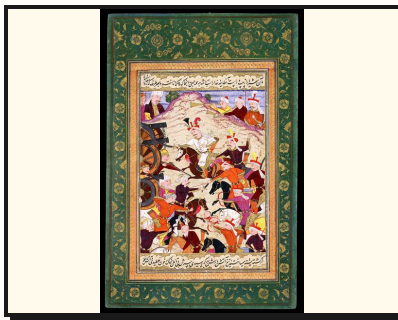
All foreign trade confined to the single southern port of Canton

WITS



Cannon breached the walls of Constantinople in 1453, after a thousand years

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At Chaldiran in 1514 tribal cavalry charged massed artillery and were cut down

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[illegible]



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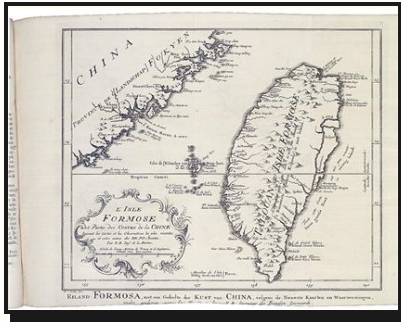
Took the Gulf island of Hormuz back from the Portuguese with borrowed English ships

WITS



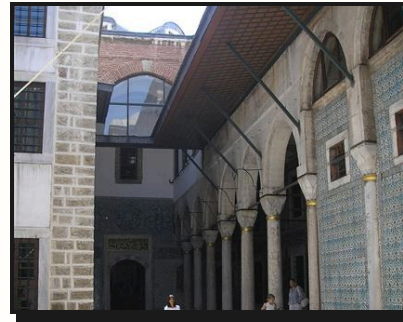
Decades of campaigning in the Deccan drained a treasury that never refilled

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Took Taiwan in 1683 from a rival naval family that had held it

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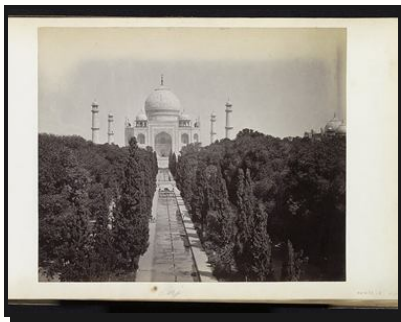
Topkapi, a palace of receding courtyards where the ruler was seldom seen

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Isfahan rebuilt around one enormous royal square, with mosque, palace and bazaar on it

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The Taj Mahal, a tomb of white marble raised for one wife

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The Forbidden City, a walled palace that common people never entered

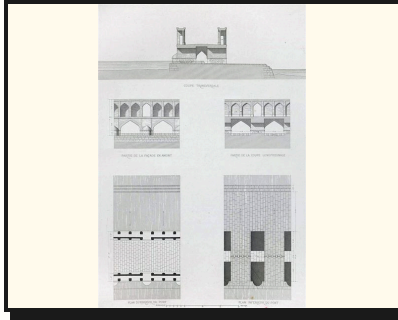
WITS

[illegible]



Sinan, a court architect who spent a lifetime answering the dome of Hagia Sophia

WITS



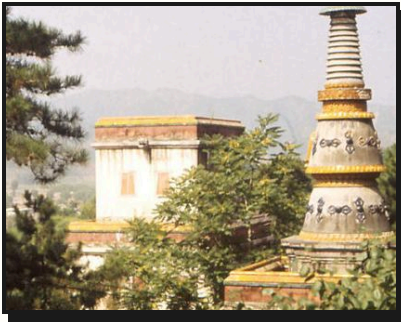
A bridge across the river that doubled as a dam and a teahouse

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Fatehpur Sikri, a capital cut from bare rock and then abandoned for want of water

WITS



A summer retreat at Chengde, built in Tibetan and Mongol styles

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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