

# Wits: The Isms

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

THE FOUR CAMPS **Liberal**

**Conservative**

**Nationalist**

**Socialist**

## 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.

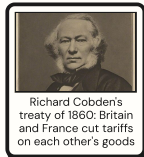
**Your turn** do ONE of these four

### 1 Match the camp

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



ON THE PILE



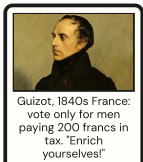
YOURS

YOU SAY  
"Liberal."

**Camp stays Liberal**  
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.



LIBERAL - WHO SHOULD VOTE



CONSERVATIVE - WHO SHOULD VOTE

YOU SAY  
"Conservative. Same issue – who should vote."

**Camp flips to Conservative**  
Now everyone plays Conservative.

### 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  
"Liberal."

**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.**

|                                                                                                                    | Liberal                                                                                                                                                                                       | Conservative                                                                                                                                                                             | Nationalist                                                                                                                                                                              | Socialist                                                                                                                                                                                     |
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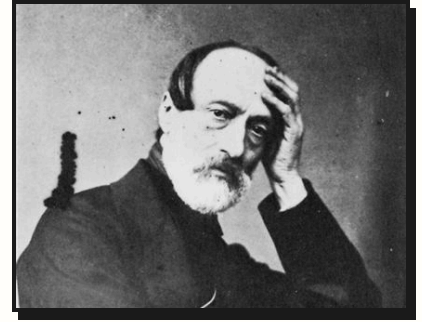
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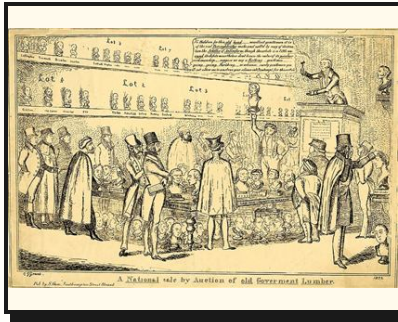
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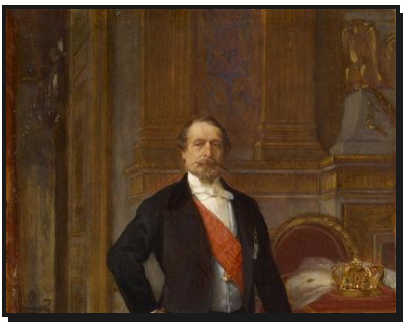
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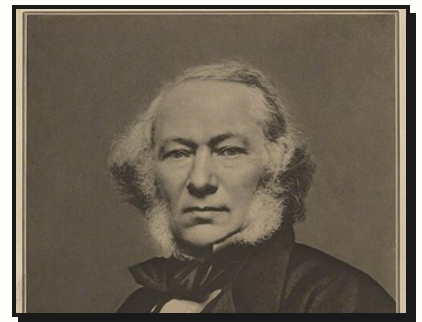
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Chartists: pay members of Parliament a salary, so a weaver could afford to sit

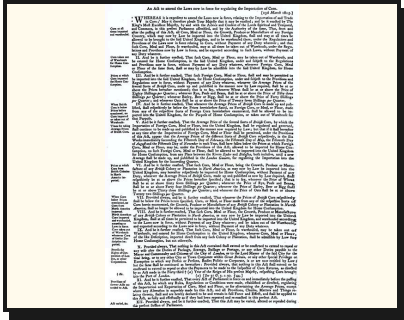
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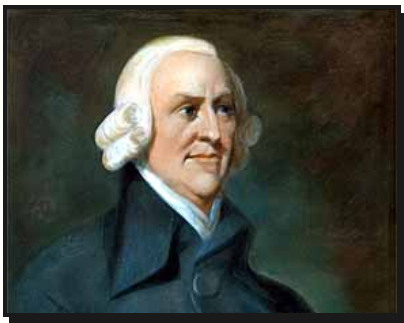
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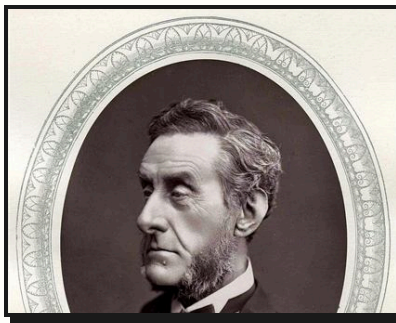
Robert Owen's New Harmony, Indiana, 1825: a village where all property was shared

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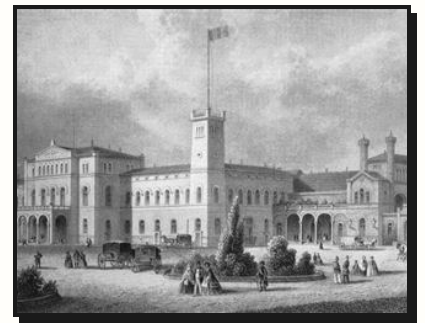
Adam Smith's "invisible hand": leave the market alone and it serves the public good

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Lord Ashley's Mines Act, 1842: no women, and no boys under ten, working underground

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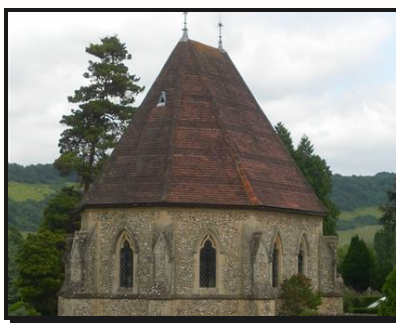
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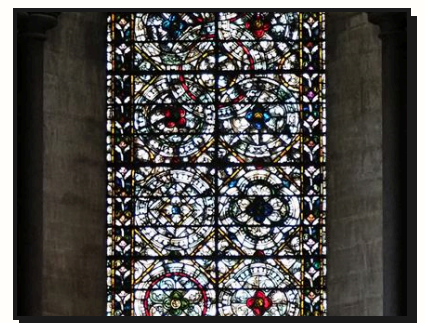
Engels on Manchester, 1845: the mill owners grew rich while workers lived in cellars

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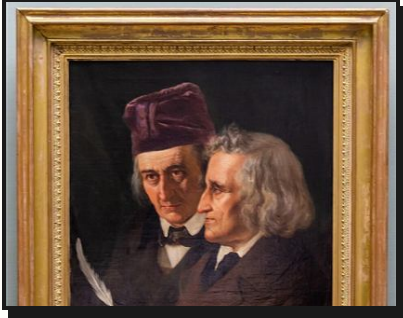
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Defended the Church of England's tithes and its bishops' seats in the House of Lords

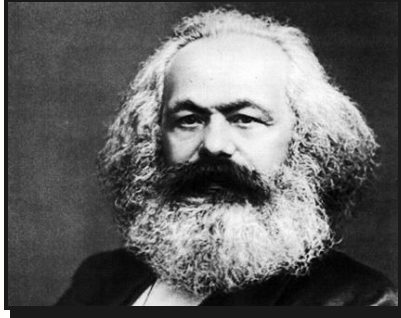
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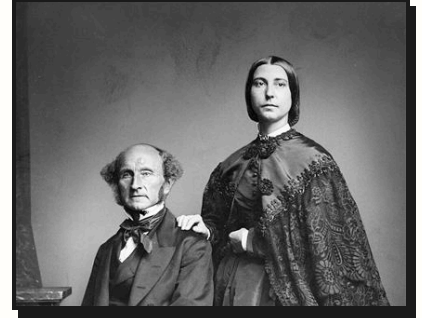
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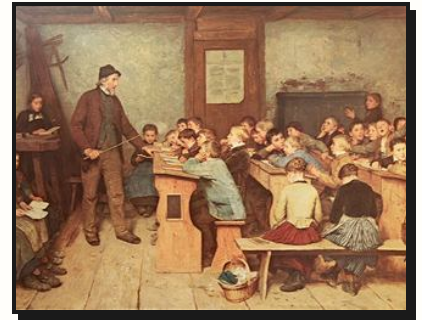
Charles X, crowned at Reims in  
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WITS



Herder: every people has a  
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WITS



Owen: character is made by  
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WITS



Belgium, 1831: the new king had  
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Congress of Vienna, 1815:  
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Thirty-nine German states in  
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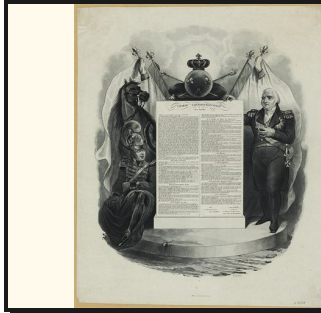
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Metternich's Carlsbad  
Decrees, 1819: crush the  
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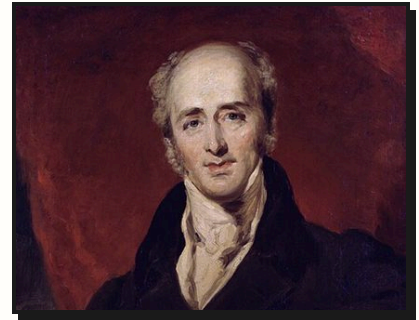
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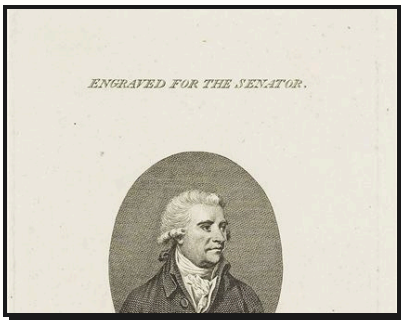
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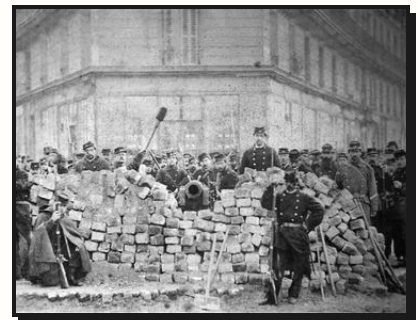
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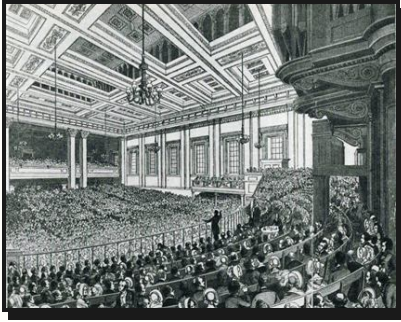
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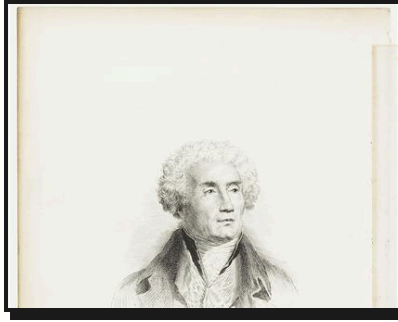
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*[The background features a repeating pattern of the text "THE ISMS 1 . WITS THE ISMS 1 ." diagonally across the page.]*



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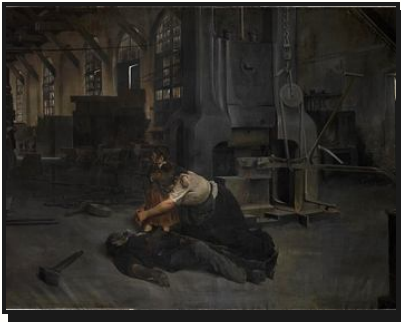
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Syndicalists: one general strike  
in every trade at once will  
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**ACTION**

## 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**

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The next player may not match  
the camp, and no action card  
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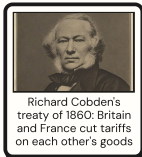
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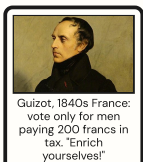
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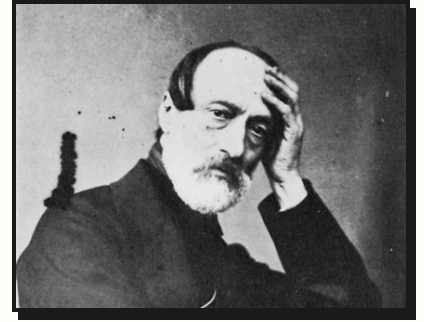
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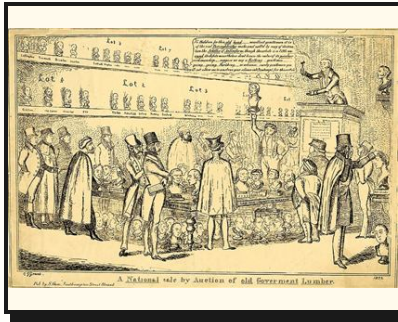
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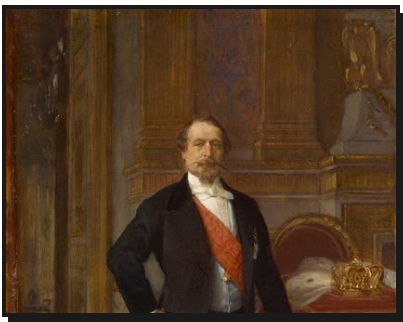
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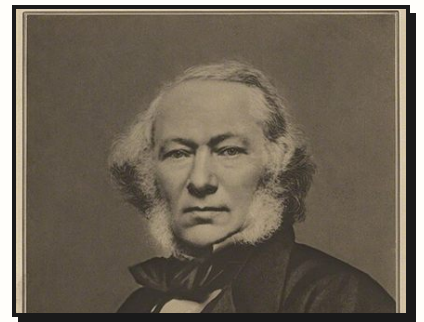
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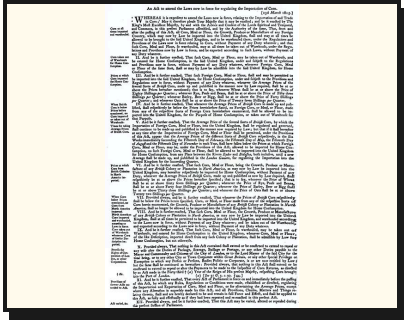
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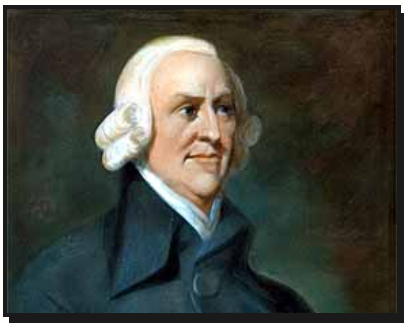
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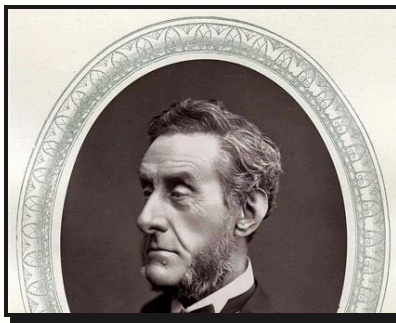
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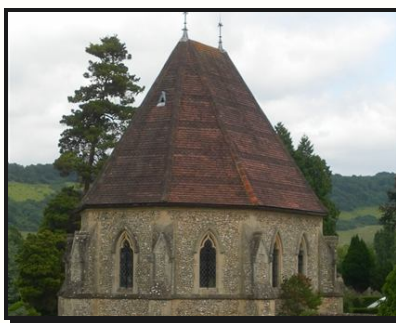
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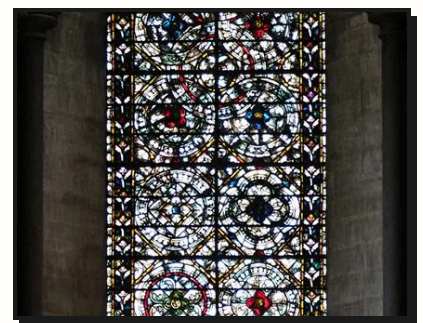
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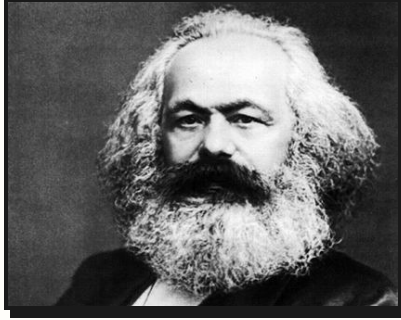
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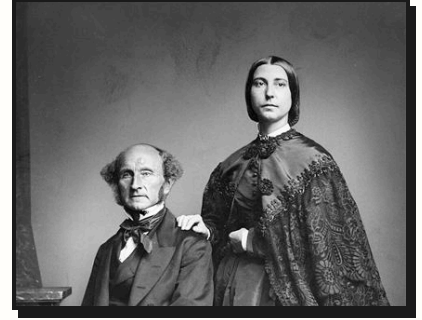
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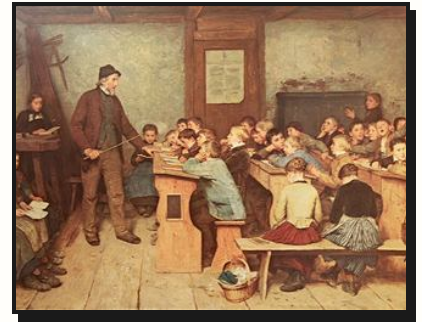
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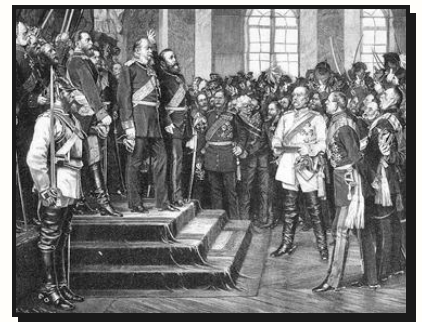
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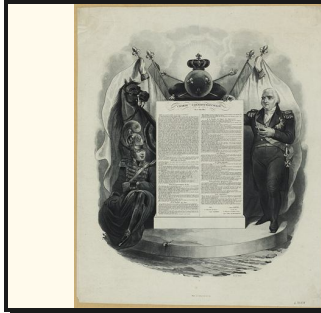
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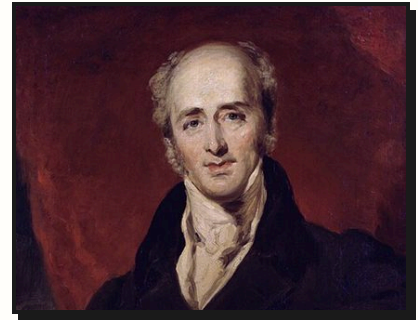
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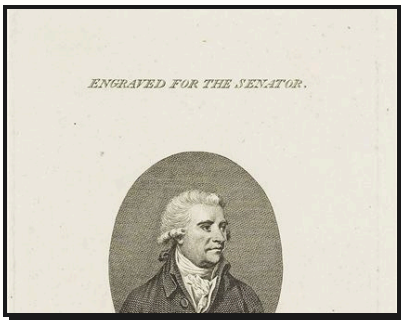
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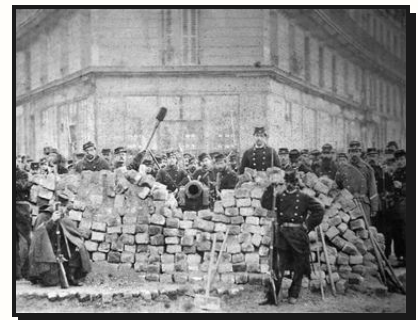
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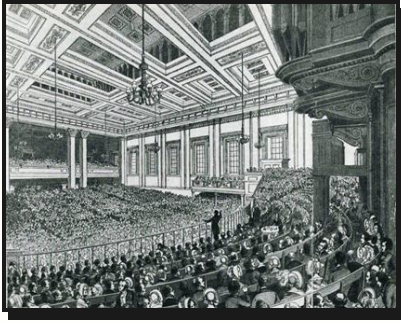
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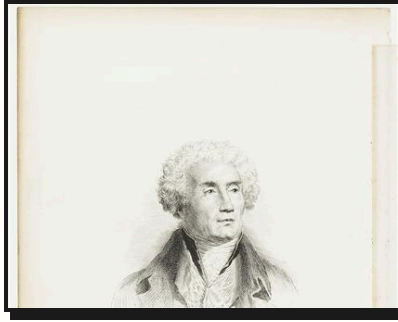
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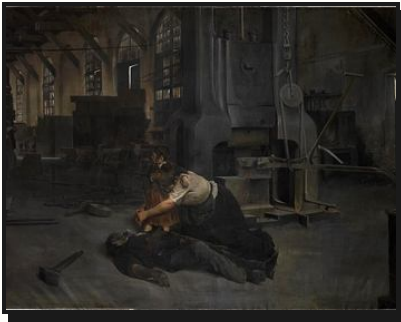
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**ACTION**

## Wild Wit

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

**ACTION**

## Witless

Play it on anything except an  
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**ACTION**

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The next player may not match  
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# Wits: The Isms

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

THE FOUR CAMPS **Liberal**

**Conservative**

**Nationalist**

**Socialist**

## 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.

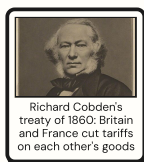
**Your turn** do ONE of these four

### 1 Match the camp

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



ON THE PILE



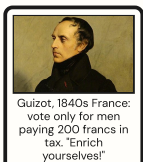
YOURS

YOU SAY  
"Liberal."

**Camp stays Liberal**  
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.



LIBERAL - WHO SHOULD VOTE



CONSERVATIVE - WHO SHOULD VOTE

YOU SAY  
"Conservative. Same issue – who should vote."

**Camp flips to Conservative**  
Now everyone plays Conservative.

### 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  
"Liberal."

**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.**

|                                                                                                                    | Liberal                                                                                                                                                                                       | Conservative                                                                                                                                                                             | Nationalist                                                                                                                                                                              | Socialist                                                                                                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
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**Challenged and right?** The card goes back to the player who lied, and they draw 2.

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



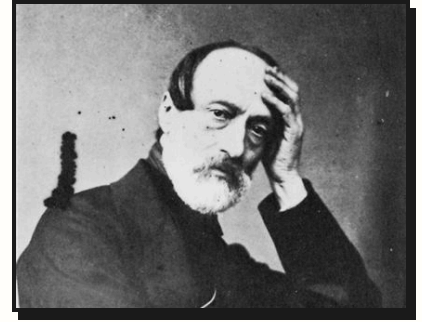
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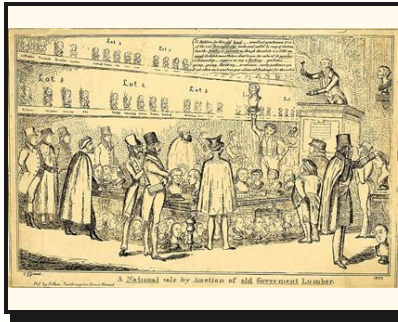
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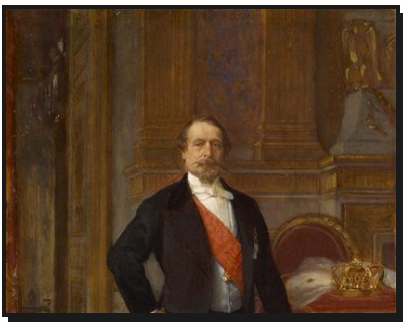
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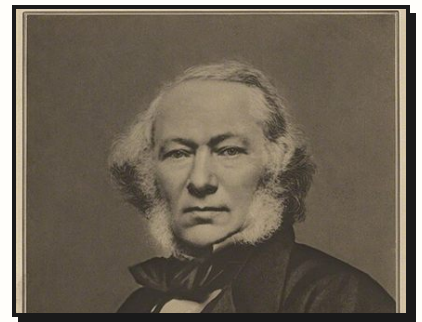
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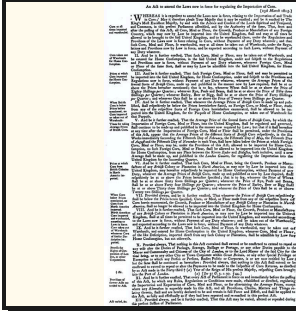
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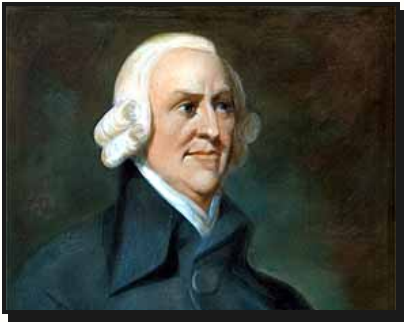
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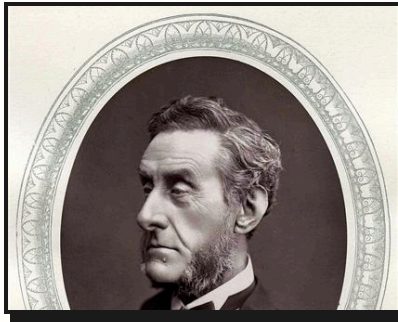
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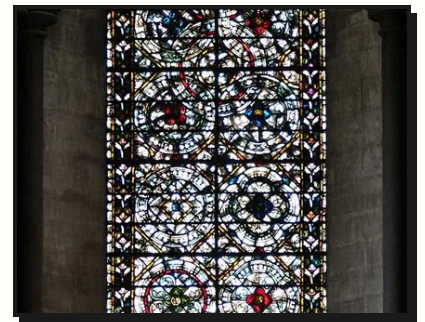
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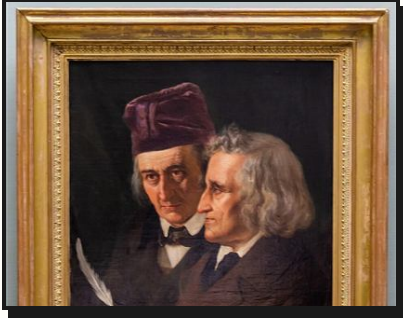
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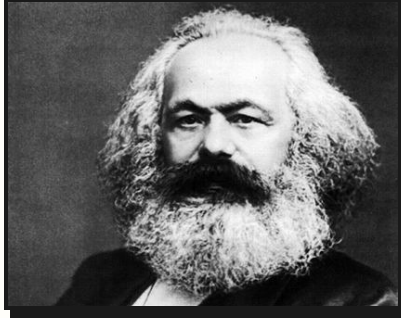
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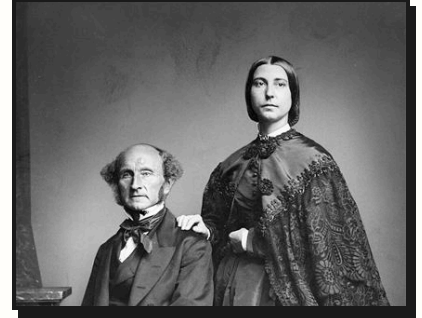
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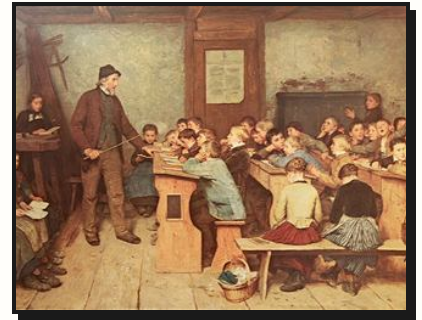
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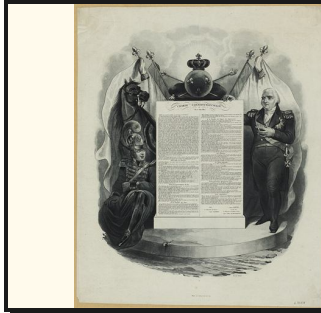
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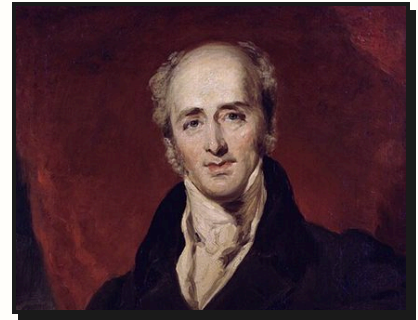
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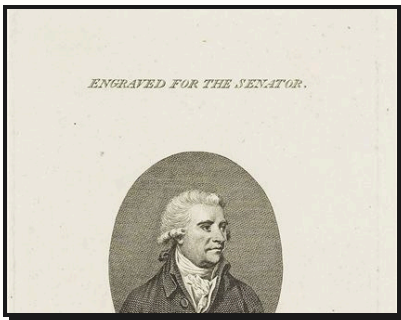
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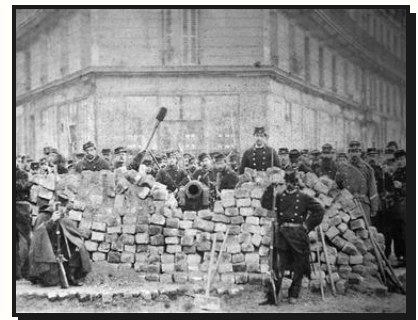
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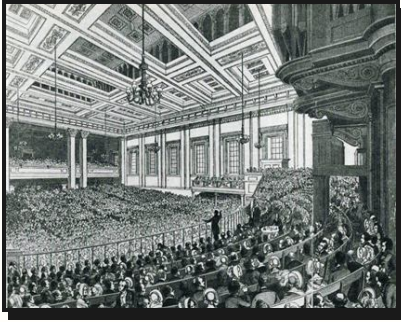
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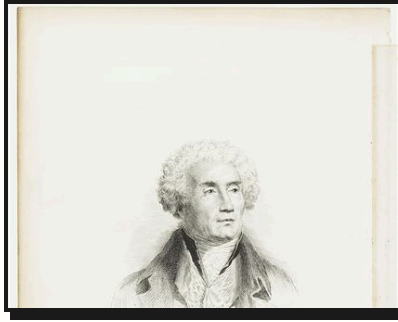
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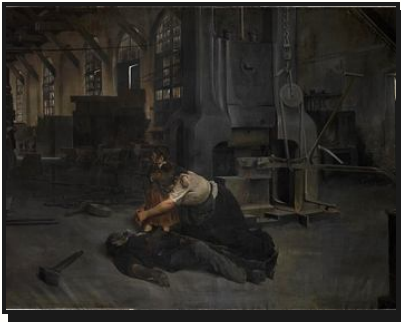
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WITS

**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  
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# Wits: The Isms

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

THE FOUR CAMPS **Liberal**

**Conservative**

**Nationalist**

**Socialist**

## 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.

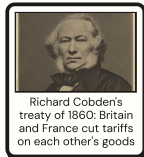
**Your turn** do ONE of these four

### 1 Match the camp

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



ON THE PILE



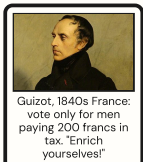
YOURS

YOU SAY  
"Liberal."

**Camp stays Liberal**  
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.



LIBERAL - WHO SHOULD VOTE



CONSERVATIVE - WHO SHOULD VOTE

YOU SAY  
"Conservative. Same issue – who should vote."

**Camp flips to Conservative**  
Now everyone plays Conservative.

### 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  
"Liberal."

**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.**

|                                                                                                                    | Liberal                                                                                                                                                                                       | Conservative                                                                                                                                                                             | Nationalist                                                                                                                                                                              | Socialist                                                                                                                                                                                     |
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| <br><b>THE ECONOMY</b>            | <p>Richard Cobden's treaty of 1860: Britain and France cut tariffs on each other's goods</p> <p>Adam Smith's "invisible hand": leave the market alone and it serves the public good</p>       | <p>Kept the Corn Law of 1815: no foreign wheat sold until British wheat hit 80 shillings</p> <p>Lord Ashley's Mines Act, 1842: no women, and no boys under ten, working underground</p>  | <p>The Zollverein, 1834: a Prussian-led customs union of German states, before unity</p> <p>Friedrich List: a German railway network to tie the scattered states into one market</p>     | <p>Robert Owen's New Harmony, Indiana, 1825: a village where all property was shared</p> <p>Engels on Manchester, 1845: the mill owners grew rich while workers lived in cellars</p>          |
| <br><b>RELIGION AND TRADITION</b> | <p>Stop making Methodists and Baptists pay rates to support the Church of England</p> <p>J. S. Mill, 1859: the "despotism of custom" has no right to dictate how anyone lives</p>             | <p>Defended the Church of England's tithes and its bishops' seats in the House of Lords</p> <p>Charles X, crowned at Reims in 1825 with medieval rites, restored the Church's power</p>  | <p>The Brothers Grimm, 1812: German folktales collected as proof a shared Volk exists</p> <p>Herder: every people has a Volksgeist, a spirit that lives in its own language</p>          | <p>Marx, 1844: religion is "the opium of the people," a drug that dulls their misery</p> <p>Owen: character is made by surroundings, not original sin, so school the mill children</p>        |
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**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.



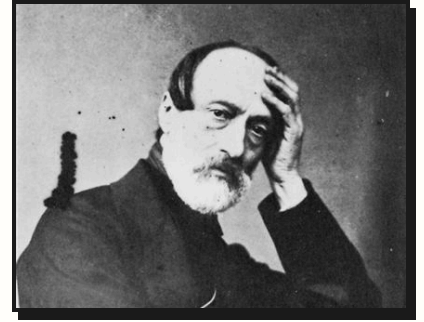
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WITS



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WITS



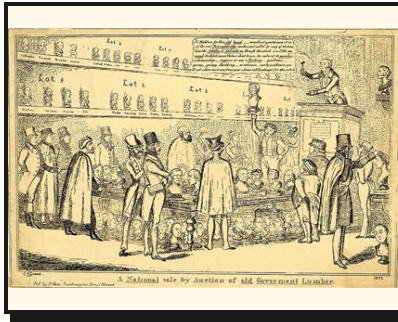
Mazzini's Young Italy, 1831: "God and the People," one Italian republic of citizens

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WITS



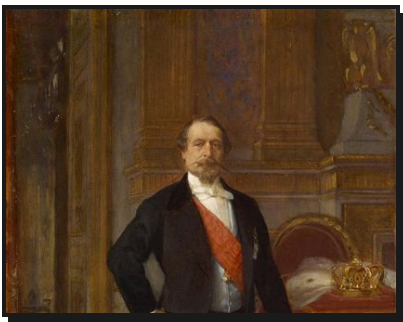
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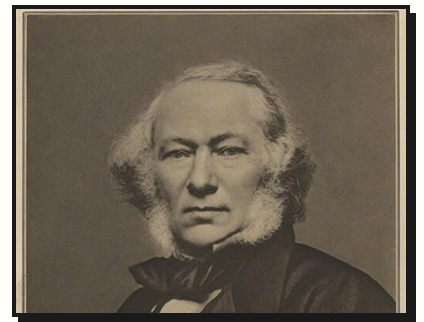
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WITS



Chartists: pay members of Parliament a salary, so a weaver could afford to sit

WITS

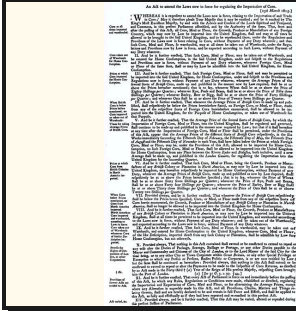


Richard Cobden's treaty of 1860: Britain and France cut tariffs on each other's goods

WITS

The image consists of a solid black background filled with a repeating pattern of white text. The text is arranged in diagonal lines across the entire frame. Each line contains the phrase "THE ISMS 4 . WITS THE ISMS 4 ." repeated multiple times.

THE ISMS 4 . WITS THE ISMS 4 .



Kept the Corn Law of 1815: no foreign wheat sold until British wheat hit 80 shillings

WITS



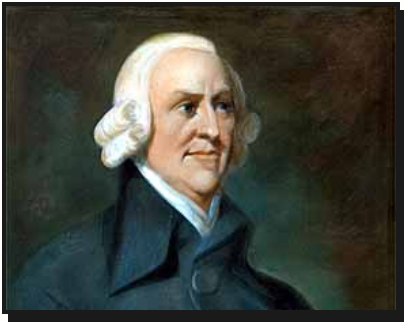
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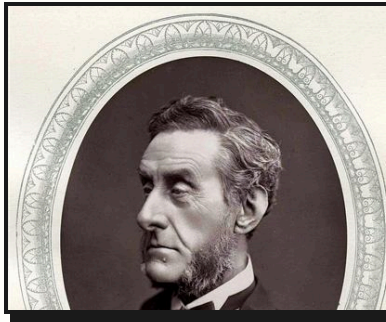
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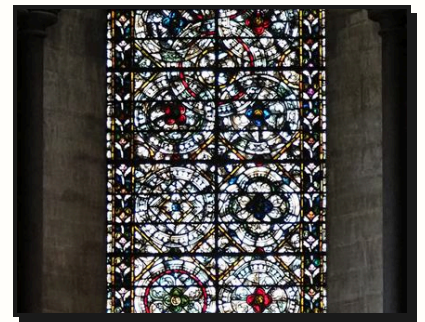
Engels on Manchester, 1845: the mill owners grew rich while workers lived in cellars

WITS



Stop making Methodists and Baptists pay rates to support the Church of England

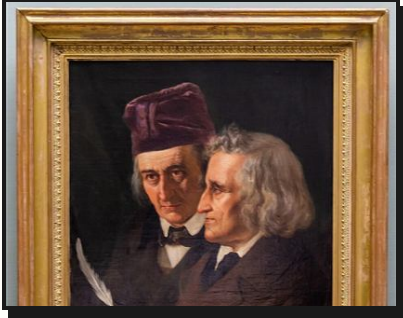
WITS



Defended the Church of England's tithes and its bishops' seats in the House of Lords

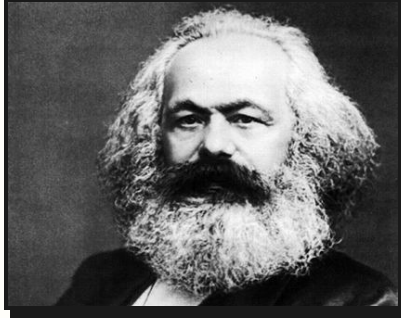
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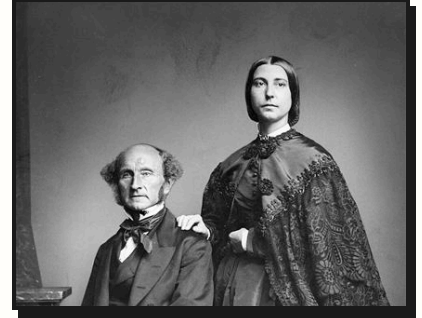
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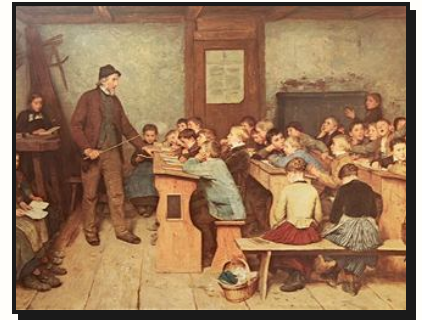
Charles X, crowned at Reims in  
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WITS



Herder: every people has a  
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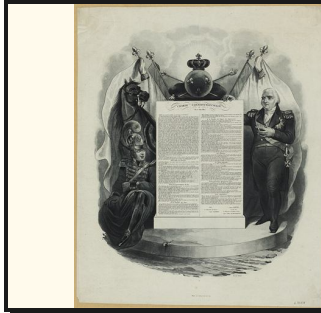
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Metternich's Carlsbad  
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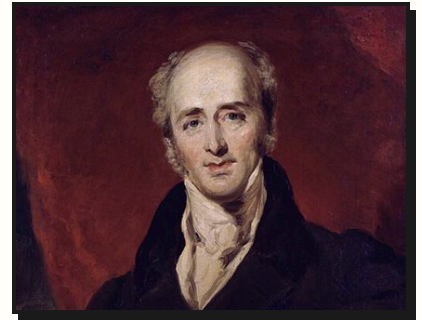
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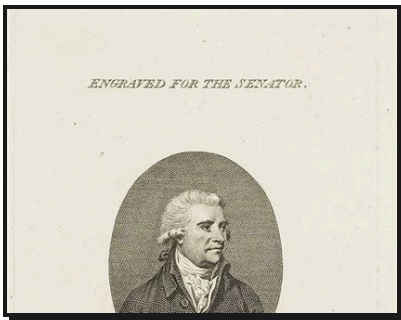
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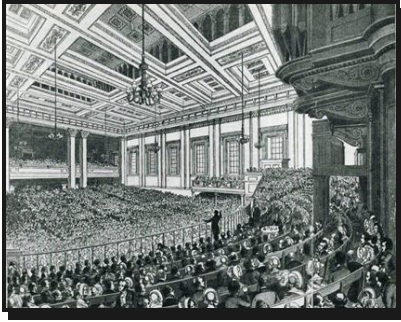
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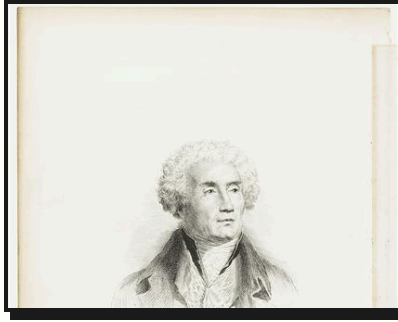
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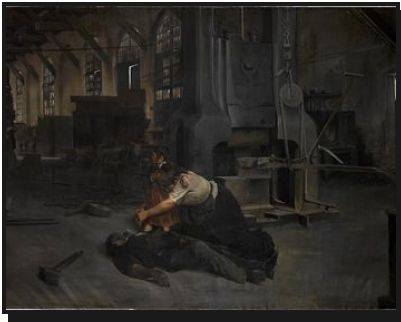
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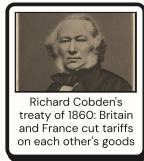
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Witssooth.com

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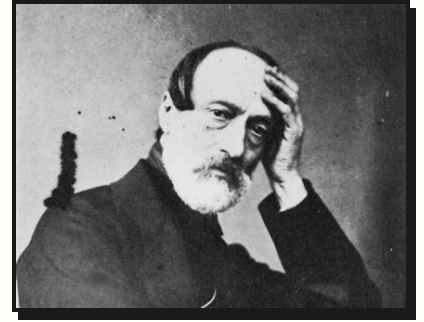
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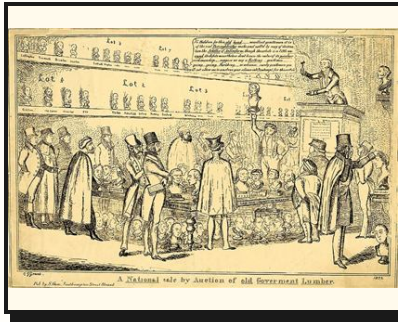
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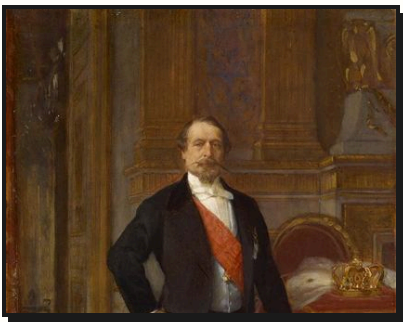
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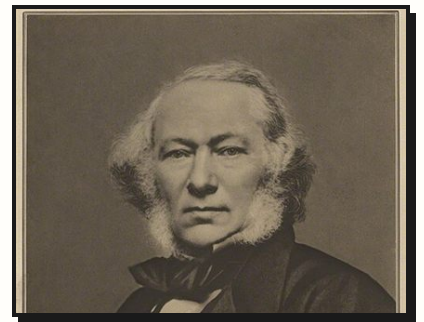
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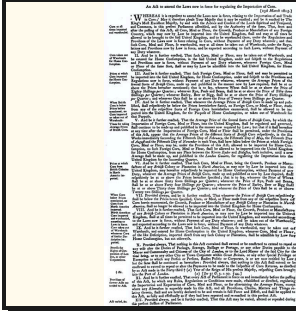
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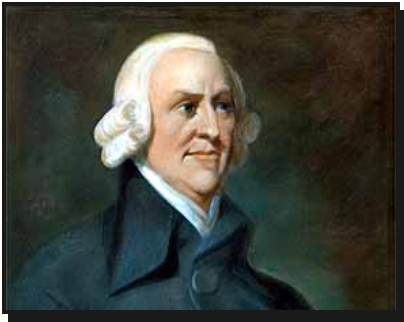
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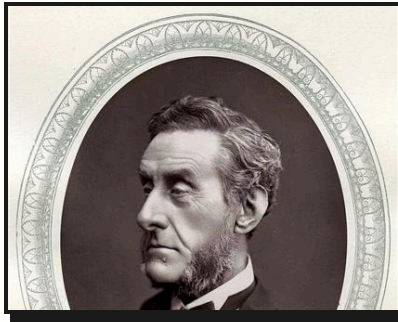
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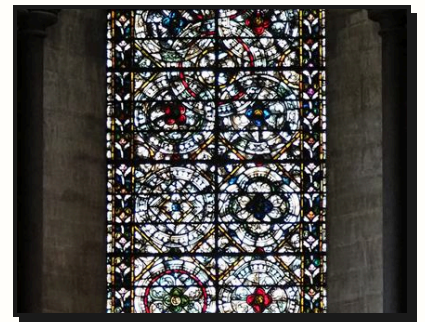
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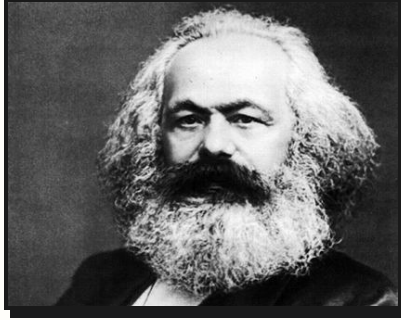
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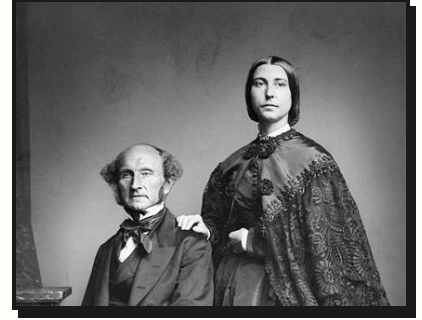
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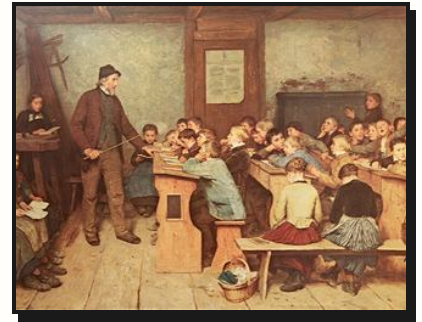
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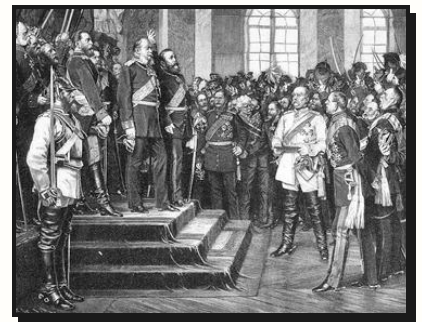
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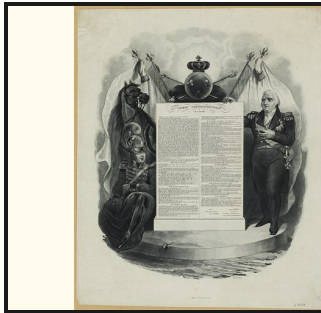
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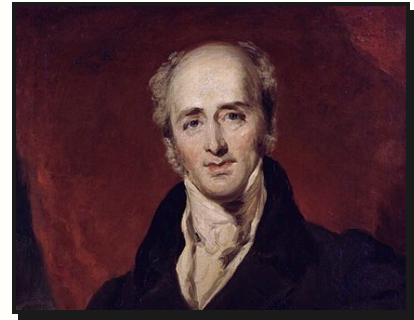
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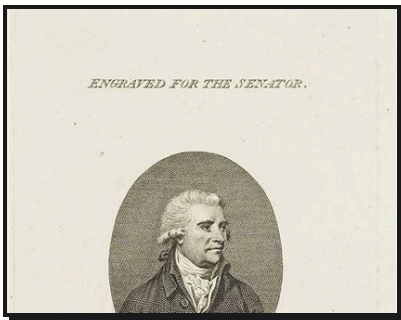
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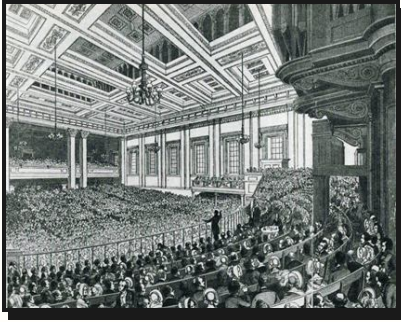
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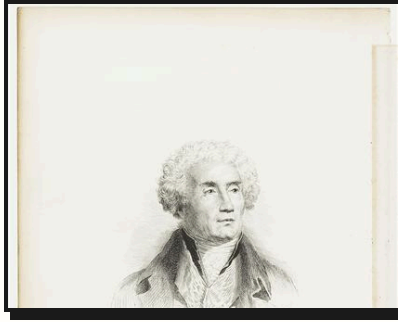
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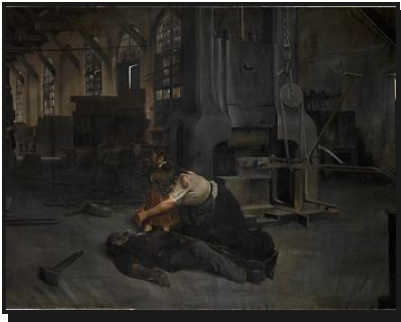
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**ACTION**

## Wild Wit

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

**ACTION**

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

**ACTION**

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# Wits: The Isms

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

THE FOUR CAMPS **Liberal**

**Conservative**

**Nationalist**

**Socialist**

## 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.

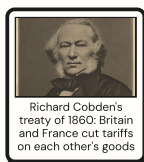
**Your turn** do ONE of these four

### 1 Match the camp

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



ON THE PILE



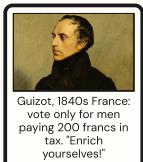
YOURS

YOU SAY  
"Liberal."

**Camp stays Liberal**  
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.



LIBERAL - WHO SHOULD VOTE



CONSERVATIVE - WHO SHOULD VOTE

YOU SAY  
"Conservative. Same issue – who should vote."

**Camp flips to Conservative**  
Now everyone plays Conservative.

### 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  
"Liberal."

**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.**

|                                                                                                                    | Liberal                                                                                                                                                                                       | Conservative                                                                                                                                                                             | Nationalist                                                                                                                                                                              | Socialist                                                                                                                                                                                     |
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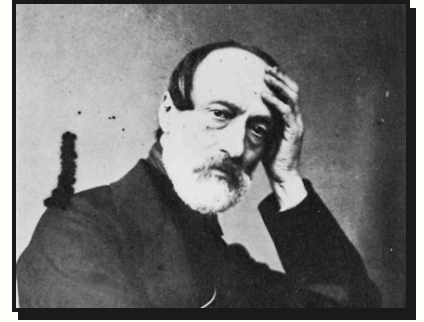
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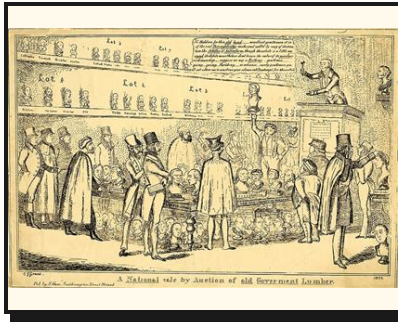
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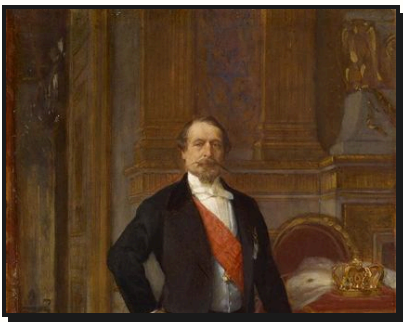
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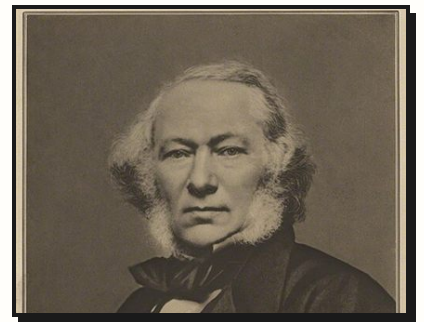
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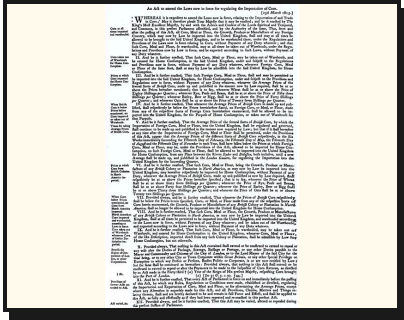
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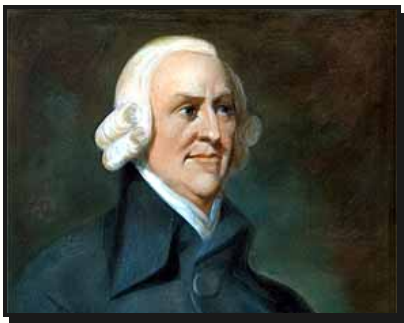
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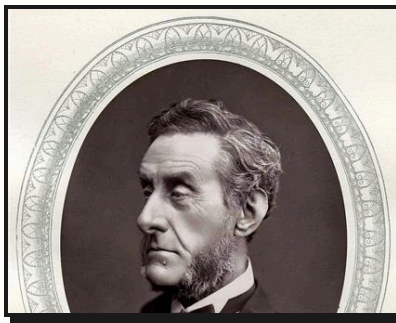
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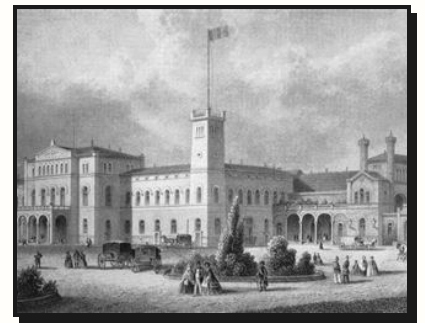
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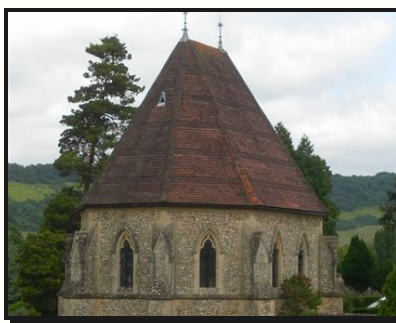
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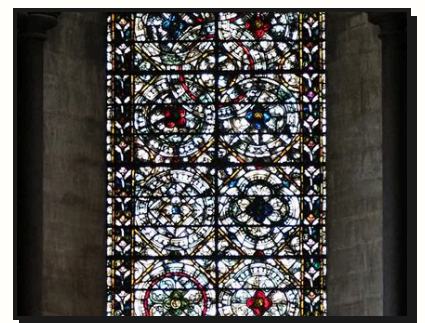
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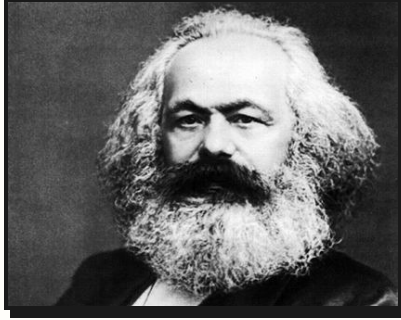
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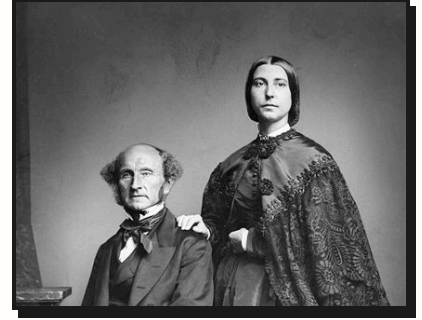
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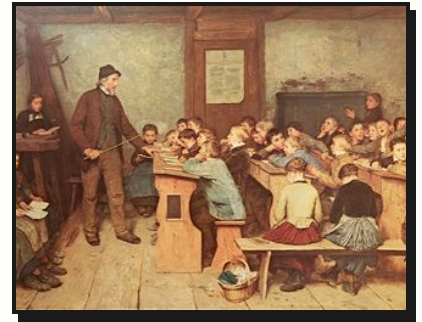
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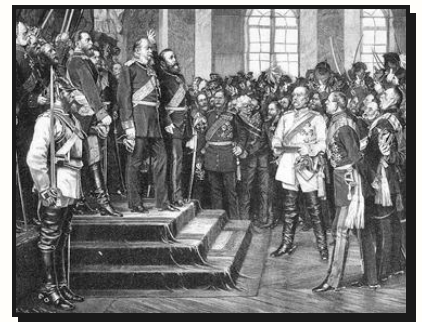
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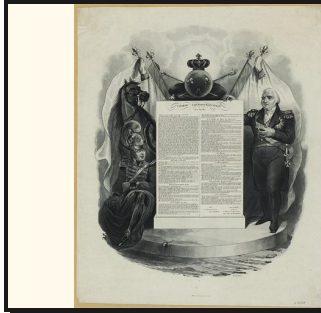
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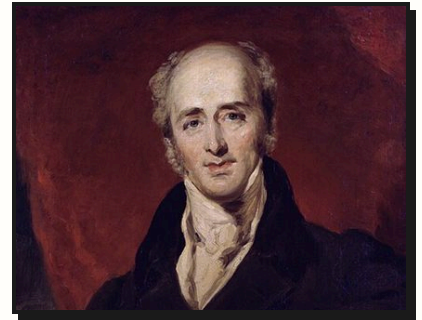
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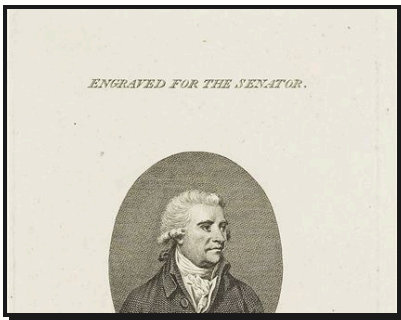
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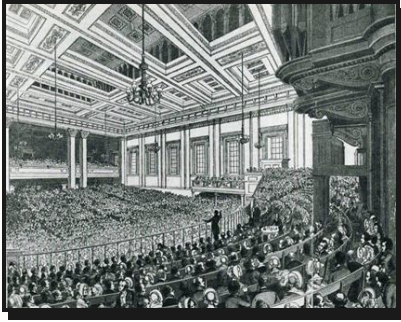
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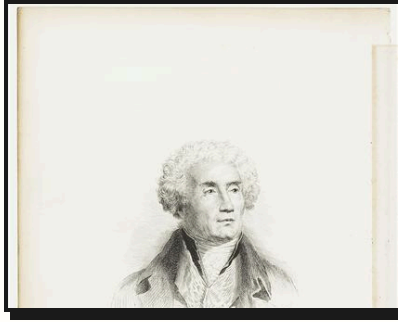
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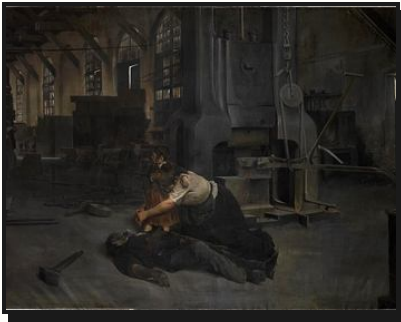
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# Wits: The Isms

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

THE FOUR CAMPS **Liberal**

**Conservative**

**Nationalist**

**Socialist**

## 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.

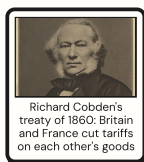
**Your turn** do ONE of these four

### 1 Match the camp

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



ON THE PILE



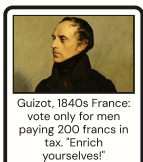
YOURS

YOU SAY  
"Liberal."

**Camp stays Liberal**  
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.



LIBERAL - WHO SHOULD VOTE



CONSERVATIVE - WHO SHOULD VOTE

YOU SAY  
"Conservative. Same issue – who should vote."

**Camp flips to Conservative**  
Now everyone plays Conservative.

### 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  
"Liberal."

**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.**

|                                                                                                                    | Liberal                                                                                                                                                                                       | Conservative                                                                                                                                                                             | Nationalist                                                                                                                                                                              | Socialist                                                                                                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <br><b>WHO SHOULD VOTE</b>        | <p>Guizot, 1840s France: vote only for men paying 200 francs in tax. "Enrich yourselves!"</p> <p>Reform Act of 1832: rotten boroughs abolished, their seats given to Manchester and Leeds</p> | <p>Wellington, 1830: Britain's old electoral system could not be improved, so no reform</p> <p>Kept Austria's Herrenhaus, an upper house of archdukes, bishops and hereditary nobles</p> | <p>Mazzini's Young Italy, 1831: "God and the People," one Italian republic of citizens</p> <p>Napoleon III's plebiscite, 1860: the people of Nice and Savoy voted to become French</p>   | <p>The People's Charter, 1838: a vote for every man, by secret ballot, property or not</p> <p>Chartists: pay members of Parliament a salary, so a weaver could afford to sit</p>              |
| <br><b>THE ECONOMY</b>            | <p>Richard Cobden's treaty of 1860: Britain and France cut tariffs on each other's goods</p> <p>Adam Smith's "invisible hand": leave the market alone and it serves the public good</p>       | <p>Kept the Corn Law of 1815: no foreign wheat sold until British wheat hit 80 shillings</p> <p>Lord Ashley's Mines Act, 1842: no women, and no boys under ten, working underground</p>  | <p>The Zollverein, 1834: a Prussian-led customs union of German states, before unity</p> <p>Friedrich List: a German railway network to tie the scattered states into one market</p>     | <p>Robert Owen's New Harmony, Indiana, 1825: a village where all property was shared</p> <p>Engels on Manchester, 1845: the mill owners grew rich while workers lived in cellars</p>          |
| <br><b>RELIGION AND TRADITION</b> | <p>Stop making Methodists and Baptists pay rates to support the Church of England</p> <p>J. S. Mill, 1859: the "despotism of custom" has no right to dictate how anyone lives</p>             | <p>Defended the Church of England's tithes and its bishops' seats in the House of Lords</p> <p>Charles X, crowned at Reims in 1825 with medieval rites, restored the Church's power</p>  | <p>The Brothers Grimm, 1812: German folktales collected as proof a shared Volk exists</p> <p>Herder: every people has a Volksgeist, a spirit that lives in its own language</p>          | <p>Marx, 1844: religion is "the opium of the people," a drug that dulls their misery</p> <p>Owen: character is made by surroundings, not original sin, so school the mill children</p>        |
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**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.



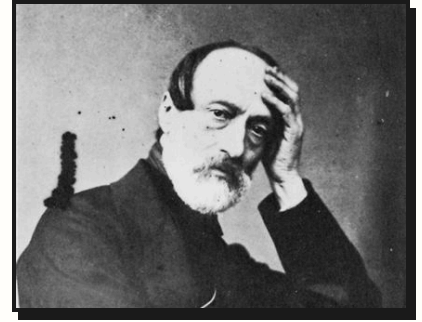
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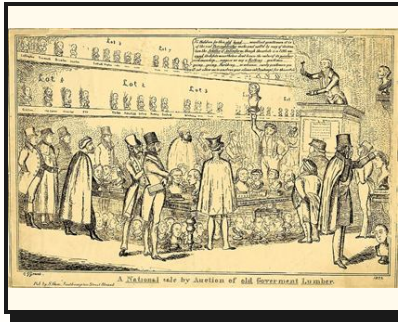
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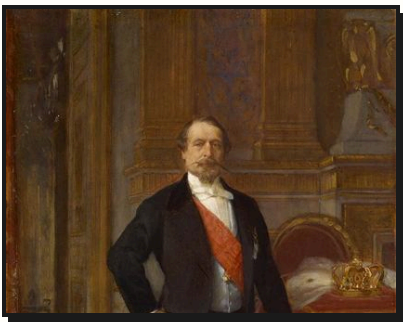
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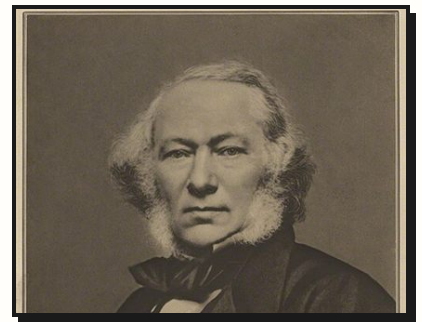
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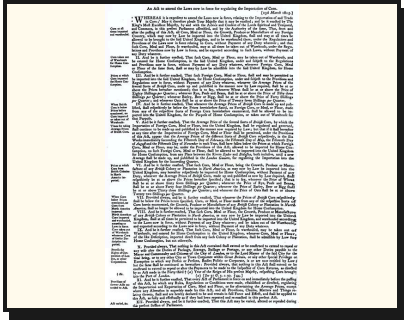
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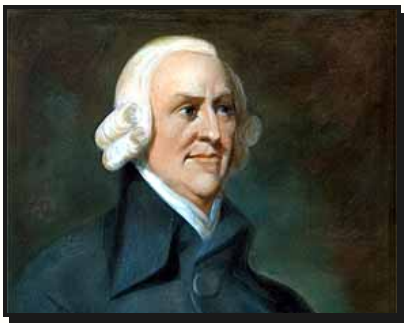
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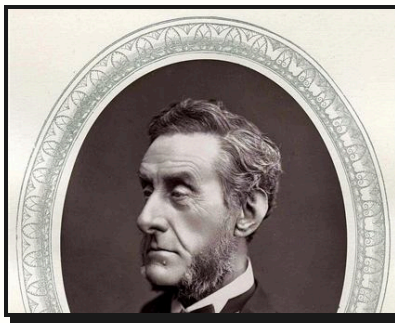
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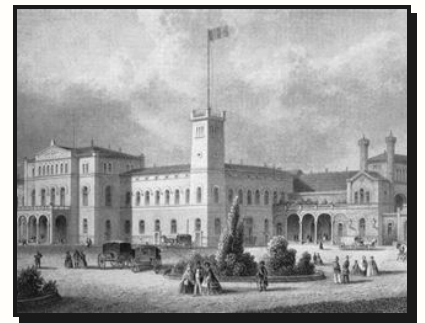
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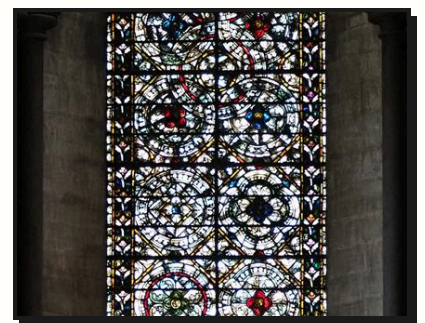
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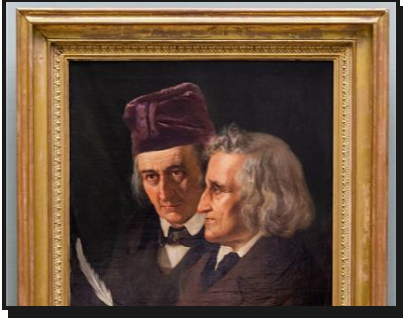
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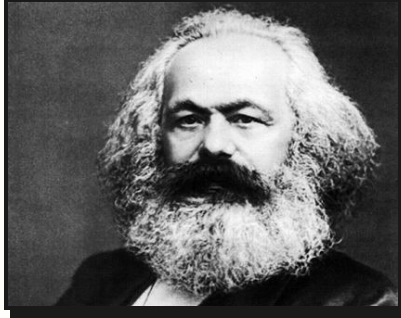
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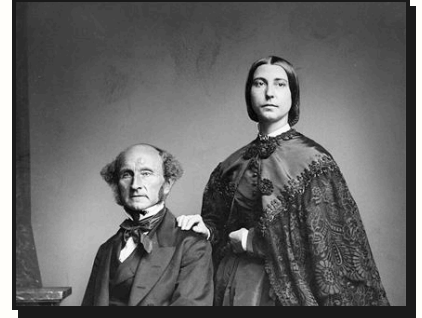
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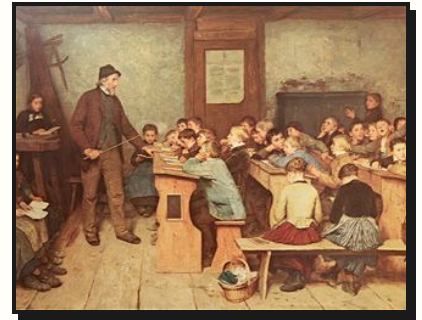
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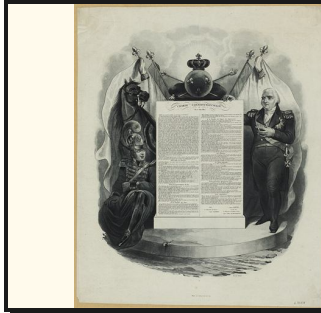
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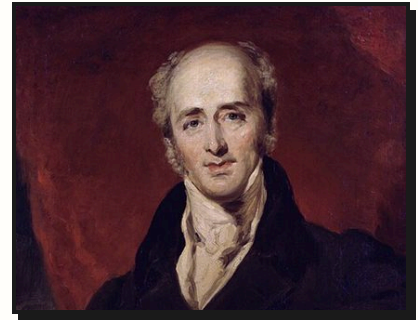
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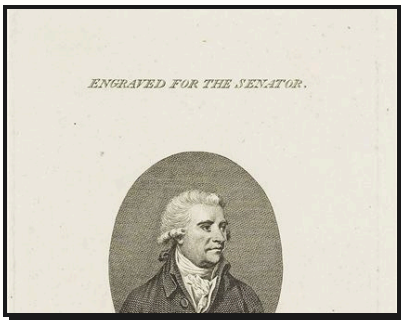
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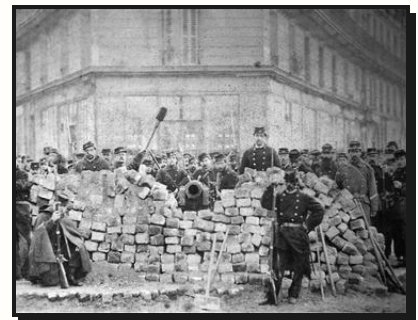
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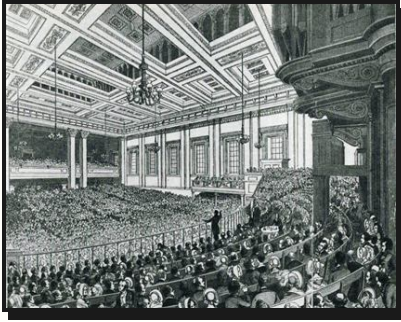
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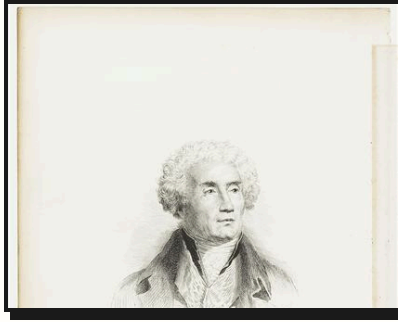
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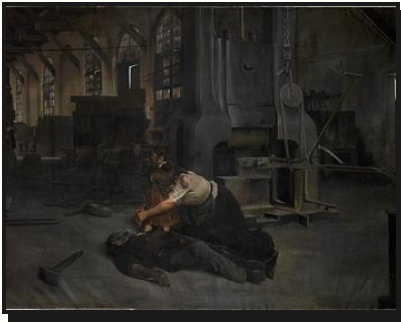
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**ACTION**

## **Outwit**

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

**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.

[illegible]