

Action Card

President Block Card:

The President has exercised a 'Pocket Veto'* and is keeping the Bill pending without giving assent or returning it.

Play this card against any other player and move to the next stage . (This card can be cancelled out by a President Power Card.)

***POCKET VETO: AS THERE IS NO PRESCRIBED TIME LIMIT FOR THE PRESIDENT TO GIVE THEIR ASSENT, IN INDIA, PRESIDENTS CAN/HAVE EXERCISED, ON OCCASION, WHAT IS CALLED A 'POCKET VETO' WHEREBY THEY TAKE NO ACTION ON A BILL AND KEEP IT PENDING INDEFINITELY.**

Action Card

NGO Protest Card:

A coalition of NGOs, with ties to a party whose support was up for grabs, have publicly come out to protest your Bill. You lose 30 votes and move to the next stage.

Action Card

NGO Support Card:

A coalition of NGOs, with ties to a party whose support is up for grabs, has publicly come out to support your Bill.

Collect 30 votes and move to the next stage.

Action Card

Rajya Sabha Block Card:

A player's party does not have majority support in the Rajya Sabha. The Bill will not be passed in that House. Use this card against any player at any stage before they reach the Rajya Sabha, and move to the next stage or exchange this card with another player for 60 votes (the other player chooses either option), and move to the next stage.

Action Card

Rajya Sabha Power Card:
Your party has convinced several Independent candidates* in the Rajya Sabha to support the Bill. Now you have a majority to get it passed in the Rajya Sabha. You can cancel out a Rajya Sabha Block Card with this, and move to the next stage or exchange this card with another player for 60 votes, and move to the next stage .

INDEPENDENT CANDIDATES*: AN MP WHO HAS CONTESTED AND WON WITHOUT ANY AFFILIATION TO A POLITICAL PARTY.

Action Card

High Court Card:

The High Court has passed a judgement which adversely affects your bill. A coalition party revokes support. Lose 50 votes and skip a turn, while you prepare for appeal.

Action Card

Emergency Card:

An emergency* has been declared due to a war with a neighbouring country. List out each of the rescue efforts your party has conducted to the Speaker. The Speaker is the player whose birthday comes right after yours. Collect 10 votes for each effort that the Speaker decides is successful and move to the next stage.

***EMERGENCY: A NATIONAL EMERGENCY CAN BE DECLARED BY THE PRESIDENT ON THE BASIS OF WAR, EXTERNAL AGGRESSION OR ARMED REBELLION.**

Action Card

Budget Session Card:

The Finance Minister has tabled the budget documents and the House is in recess*. You have to scrutinise them and prepare for the session. Skip a turn.

*BUDGET SESSION AND RECESS: BUDGET SESSION IS BROKEN INTO TWO PARTS. THE FIRST PART USUALLY COMMENCES AT THE END OF JANUARY UP TO THE FIRST WEEK OF FEBRUARY. DURING THIS THE UNION BUDGET AND OTHER BUDGET DOCUMENTS ARE TABLED. AFTER THIS PARLIAMENT TAKES A RECESS FOR AROUND FOUR WEEKS. MPS SCRUTINISE BUDGET DOCUMENTS. THE SECOND PART COMMENCES IN THE BEGINNING OF MARCH. DURING THIS TIME, THE BUDGET IS DISCUSSED AND VOTED ON.

Action Card

Joint Sitting Card:

The President has called a Joint Sitting* in case of a deadlock (when your Bill is rejected by the Rajya Sabha). Use this card to bypass the Rajya Sabha stage, and move to the next stage.

Note: This card can only be used when you reach the relevant stage.

***JOINT SITTING: THE PRESIDENT IS EMPOWERED TO CALL A JOINT SITTING OF BOTH HOUSES WHEN A) SECOND HOUSE HOUSE PASSES THE BILL WITH AMENDMENTS AND RETURNS IT TO THE FIRST HOUSE FOR RECONSIDERATION; IN SUCH A CASE, IF THE HOUSE WHERE THE BILL ORIGINATED REJECTS THE AMENDMENTS MADE, THEN THERE IS A DEADLOCK B) SECOND HOUSE REJECTS THE BILL C) SECOND HOUSE DOES NOT TAKE ANY ACTION AND KEEPS THE BILL PENDING.**

Action Card

Question Hour Card:

You asked the government a question* to receive information relating to a matter of importance that several independent candidates were also seeking.

Collect 30 votes and move to the next stage.

***QUESTION HOUR: QUESTIONS ARE POSED TO THE GOVERNMENT DURING QUESTION HOUR. IT ENABLES PARLIAMENTARIANS TO BRING FORTH MATTERS WHICH HAVE GLARING GAPS OF INFORMATION, TO GET VIEWS OF THE GOVERNMENT ON AN ISSUE, ETC.**

Action Card

Zero Hour Card:

The Speaker of the House has announced that there will be no zero hour*. Opposition parties stage a walkout. Skip a turn.

*ZERO HOUR: OFFICIALLY, THERE IS NO SUCH TERM AS 'ZERO HOUR' BUT IT IS USED IN COMMON PARLANCE TO REFER TO AN HOUR SET ASIDE FOR MPS TO RAISE ISSUES, MOSTLY IN THEIR INDIVIDUAL CAPACITY.

Action Card

Short Duration Discussion Card:
Your Bill covers a matter of grave public importance. You request a Short Duration Discussion* in the House. The Chairman has accepted your notice. Collect 40 votes in recognition of your efforts to raise this important matter in the House and move to the next stage.

***SDD: FOR SUBSTANTIAL AND FOCUSED DEBATES ON URGENT PUBLIC AND NATIONALLY IMPORTANT THEMES, THIS IS A CRUCIAL TOOL. THE PROPOSING MP FIRST SPEAKS ON THE ISSUE, FOLLOWED BY OTHER MPS. FINALLY, THE RELEVANT MINISTER WILL RESPOND.**

Action Card

Calling Attention Card:

As a result of an impending financial crisis, the financing of your bill is under threat. You propose a contingency plan to the Minister in charge through a Calling Attention Motion* and receive support. Collect 40 votes and move to the next stage.

***CALLING ATTENTION MOTION: USED TO CALL THE ATTENTION OF A SPECIFIC MINISTER TO AN URGENT MATTER FALLING BROADLY WITHIN THEIR AMBIT.**

Action Card

Prime Minister Card:

You are now the Prime Minister. Collect as many votes as you need to reach the 272 majority mark and move to the next stage. (i.e. If you have 150, collect 130).

Action Card

Leader of Opposition Card:

The LoP* has approached you offering support for your Bill.

Collect 100 votes and move to the next stage.

*LOP: THE LEADER OF THE OPPOSITION (LOP) IS THE CHOSEN REPRESENTATIVE OF THE NUMERICALLY BIGGEST PARTY IN OPPOSITION TO THE GOVERNMENT.

Action Card

Constitution Amendment Card:
Your Bill has been designated as a
Constitution Amendment Bill*.
You need a special majority i.e.
50% votes of total members (272)
and 2/3rd of members present and
voting. Assuming all are present
and voting, you need 362 votes to
pass your bill. (This card can be
played against any other player).
Move to the next stage.

CONSTITUTION AMENDMENT BILL*: BILLS THAT
AMEND THE CONSTITUTION.

Action Card

Rajya Sabha Elections Card:

Rajya Sabha elections are taking place, and it is likely that your party will win and establish a majority. Move ahead to the next stage and play an extra turn.

*

Action Card

Prorogation Card:

Parliament has been prorogued*.

Play this card against any player to make them go back to start or collect 60 votes from any player in exchange for this card (the other player chooses either option), and move to the next stage.

***PROROGUE: TO TERMINATE A SESSION OF A HOUSE. USUALLY PROROGATION FOLLOWS A SINE DIE ADJOURNMENT OF A SITTING. THIS POWER IS EXERCISED BY THE PRESIDENT.**

Action Card

Disruption Card:

Several MPs of your party disrupted* proceedings of the House; the Speaker has suspended them. You lose 30 votes and move to the next stage.

*DISRUPTION: ALTHOUGH NOT A PERMITTED ACT, DISRUPTING PARLIAMENTARY PROCEEDINGS IS AN INTEGRAL PART OF PARLIAMENTARY FUNCTIONING. FOR OPPOSITION PARTIES, DISRUPTIONS ARE DONE TO PROTEST AGAINST SPECIFIC ACTS, STATEMENTS ETC. OF THE GOVERNMENT.

Action Card

Dissolution Card:

Your Lok Sabha has been dissolved*. Play this against any player to make them go back to Start OR they can forfeit 50 votes (the other player chooses either option). Move to the next stage.

***DISSOLUTION: TO END THE LIFE OF THE LOK SABHA. (EITHER AUTOMATICALLY AT THE END OF ITS 5-YEAR TERM OR BY THE PRESIDENT.)**

Action Card

President Power Card:

The Council of Ministers* has convinced the President to give assent to the Bill. When you are at Presidential Assent, move to Publication in the Gazette directly. This card can also be used against a President Block Card.

Note: This card can only be used when you reach the relevant stage.

***COUNCIL OF MINISTERS: HEADED BY THE PRIME MINISTER, IT IS THE HIGHEST EXECUTIVE BODY OF THE GOVERNMENT. IT IS RESPONSIBLE FOR ADVISING THE PRESIDENT.**

Action Card

Coalition Card:

One party has left your coalition*. You lose 50 votes and move to the next stage.

*COALITION: A TEMPORARY ALLIANCE OF POLITICAL PARTIES FOR A COMMON PURPOSE SUCH AS FORMING A GOVERNMENT OR OPPOSITION.

Action Card

Speaker Card:

You can declare your Bill a Money Bill* and skip the Rajya Sabha stage, and move to the next stage or collect 100 votes in exchange for this card, and move to the next stage.

Note: This card can only be used when you reach the relevant stage.

***MONEY BILL: BILLS CONCERNED WITH FINANCIAL MATTERS LIKE TAXES AND EXPENDITURE. THERE IS A DIFFERENT PROCEDURE FOR PASSING MONEY BILLS WHICH GIVES LESS POWERS TO THE RAJYA SABHA.**

Action Card

Adjournment Card:

The House has been adjourned sine die*. Use this card against any player to make them go back to start, and move to the next stage or exchange it for 60 votes (the other player chooses either option), and move to the next stage.

***ADJOURNED SINE DIE: TO END THE PROCEEDING OF A HOUSE INDEFINITELY I.E. WITHOUT SPECIFYING TIME AND DATE OF REASSEMBLY. THIS POWER IS EXERCISED BY THE PRESIDING OFFICER (SPEAKER IN LOK SABHA AND CHAIRMAN IN RAJYA SABHA).**

Action Card

Defection Card:

2/3rd members of your party have defected* and set up a new party. You lose 60 votes and can move to the next stage.

*DEFECTION: DEFECTION OCCURS WHEN AN MP OR GROUP OF MPS MOVE FROM ONE PARTY TO ANOTHER. IN MOST CASES, DEFECTION IS GROUNDS FOR PENALTY. ACCORDING TO CURRENT LAWS, ONLY IN CASE OF AT LEAST 2/3RD MEMBERS JOINING OR FORMING ANOTHER PARTY IS IT CONSIDERED LEGAL.

Action Card

Confidence Motion Card:

A Confidence Motion* is in play in support of your party. A majority of your fellow players must vote for it. For example, if there are 5 players, 3 must vote for it. You have to speak for 1 minute to convince other players how your Bill will help their Bills. Move ahead to the next stage if you are successful.

***CONFIDENCE MOTION: POPULARLY KNOWN AS A TRUST VOTE, THIS IS WHEN THE GOVERNMENT FACING QUESTIONS FROM THE PUBLIC/ OPPOSITION ABOUT ITS SUPPORT, WILL MOVE A MOTION TO PROVE ITS MAJORITY.**

Action Card

Censure Motion Card:

There is a censure motion* against you for not allowing parliament to function. Skip a turn.

*CENSURE MOTION: USED TO EXPRESS CRITICISM OR CENSURE TOWARDS EITHER ONE MINISTER, A GROUP OF MINISTERS OR THE ENTIRE COUNCIL.

Action Card

Breach of Privilege Card:

Use this card against a fellow player for abusing their privilege* as an MP. They must move one position behind wherever they are on the board and you can move to the next stage.

***BREACH OF PRIVILEGE: MPS, ARE ACCORDED CERTAIN PRIVILEGES (FOR E.G. FREEDOM OF SPEECH IN PARLIAMENT). IF AN MP OR GROUP OF MPS MISUSE THESE PRIVILEGES, IT IS CALLED A BREACH OF PRIVILEGE.**

Action Card

Whip Card:

The Party Whip* has commanded your presence at today's session to vote for an important Bill. You do not attend. Lose 40 votes and skip one turn.

*WHIP: EVERY POLITICAL PARTY HAS ITS OWN WHIP IN EACH HOUSE. S/HE HAS RESPONSIBILITIES LIKE ENSURING THE ATTENDANCE OF PARTY MEMBERS AND SECURING THEIR SUPPORT IN FAVOUR OF OR AGAINST A PARTICULAR ISSUE.

Action Card

Whip Card:

The Party Whip* has commanded your presence at today's session to vote for an important Bill. You attend and vote in favour. Get 40 votes and move to the next stage.

*WHIP: EVERY POLITICAL PARTY HAS ITS OWN WHIP IN EACH HOUSE. S/HE HAS RESPONSIBILITIES LIKE ENSURING THE ATTENDANCE OF PARTY MEMBERS AND SECURING THEIR SUPPORT IN FAVOUR OF OR AGAINST A PARTICULAR ISSUE.

Action Card

Whip Card:

The Party Whip* has commanded your presence at today's session to vote for an important Bill. You attend and vote in favour. Get 40 votes and move to the next stage.

*WHIP: EVERY POLITICAL PARTY HAS ITS OWN WHIP IN EACH HOUSE. S/HE HAS RESPONSIBILITIES LIKE ENSURING THE ATTENDANCE OF PARTY MEMBERS AND SECURING THEIR SUPPORT IN FAVOUR OF OR AGAINST A PARTICULAR ISSUE.

Action Card

State Election Card:

Your party lost a coalition* partner during elections at the state level. This party leaves your coalition in Parliament. Lose 60 votes and move to the next stage.

***COALITION: A TEMPORARY ALLIANCE OF POLITICAL PARTIES FOR A COMMON PURPOSE SUCH AS FORMING A GOVERNMENT OR OPPOSITION.**

Action Card

Rajya Sabha Power Card:

Your party has convinced several Independent candidates* in the Rajya Sabha to support the Bill. Now you have a majority to get it passed in the Rajya Sabha. When you are at the Third Reading, move to Presidential Assent directly. You can also cancel out a Rajya Sabha Block Card with this, and move to the next stage or exchange this card with another player for 60 votes (the other player chooses either option), and move to the next stage.

Note: This card can only be used when you reach the relevant stage.

INDEPENDENT CANDIDATES*: AN MP WHO HAS CONTESTED AND WON WITHOUT ANY AFFILIATION TO A POLITICAL PARTY.

Action Card

Horse Trading Card:

MPs from your party are holed up in a hotel with your rival party. Lose 60 votes and move to the next stage.

Action Card

Emergency Card:

An emergency* has been declared due to a war with a neighbouring country.

List out each of the rescue efforts your party has conducted to the Speaker for 1 minute. The Speaker is the player whose birthday comes right after yours. Collect 10 votes for each effort that the Speaker decides is successful and move to the next stage.

***EMERGENCY: A NATIONAL EMERGENCY CAN BE DECLARED BY THE PRESIDENT ON THE BASIS OF WAR, EXTERNAL AGGRESSION OR ARMED REBELLION.**

Action Card

Collaboration Card:

Collaborate with another player. You can propose to merge your Bill with the Bill of another player, and play as one team. To do this take 1 minute to come up with a slogan to show your union. If you are successful, you can then merge votes and land on the stage where either of the 2 players is the farthest.

Action Card

Stakeholder Card:

Select any one player. Take 1 minute to list out each of the benefits of your bill for every stakeholder in their constituency. The Speaker is the player whose birthday comes right after yours. Collect 10 votes for each benefit that the Speaker decides is achievable and move to the next stage.

Action Card

Quorum Card:

**MPs have staged a walkout.
The House has lost Quorum*
as there are less than 55 MPs
in the House. Skip a turn.**

*QUORUM: MINIMUM NUMBER OF MPS
THAT MUST BE IN ATTENDANCE FOR
PROCEEDINGS TO BEGIN/CONTINUE.
IT IS ONE TENTH OF THE TOTAL
MEMBERSHIP I.E. 55 MPS IN LOK
SABHA AND 25 IN RAJYA SABHA.

Action Card

Coalition Card:

A new party has joined your coalition*. Collect 50 votes and move to the next stage.

*COALITION: A TEMPORARY ALLIANCE OF POLITICAL PARTIES FOR A COMMON PURPOSE SUCH AS FORMING A GOVERNMENT OR OPPOSITION.

Action Card

Adjournment Card:

The Speaker has adjourned* the sitting of the House for the day. Skip a turn.

***ADJOURNMENT: TO END THE PROCEEDINGS OF A SITTING OF A HOUSE, WHILE ALSO SPECIFYING THE TIME AND DATE FOR REASSEMBLY.**

Committee Card

Your Committee is of fair MPs, who irrespective of party position, want the best possible Bill as the outcome. Ask the player to draw an object (you will provide the word; it can be related to Parliament; look to the boards for inspiration).

The other players will guess. If they do this in 30 seconds, ask them to proceed to c), in 45 seconds to a), over 45 seconds to b).

Committee Card

Your Committee, while fair, is extremely ill equipped about the issue that the Bill is addressing. Request for more time to consult experts and ask the player to move to a).

Committee Card

**Your Committee is completely
against the contents of the Bill.
Ask them to proceed to b).**

Committee Card

**Your Committee wishes to see
the Bill passed in its current
form. Ask the player to proceed
to c).**

Presidential Assent Card

You act on the advice of the Council of Ministers that the Bill should get assent. Ask the player to move to a).

Presidential Assent Card

There has been a change in the Council of Minister's stance on the Bill. You will not give it assent. Ask the player to move to b).

Presidential Assent Card

You have suggested a few tweaks to the Bill. Ask the player to move to c).

Presidential Assent Card

You do not wish to see the Bill passed for the moment. You exercise your Pocket Veto and ask the player to move to d).

Presidential Assent Card

You are a fair President. Ask the player to draw an object (you will provide the word; it can be related to Parliament; look to the boards for inspiration). The other players will guess. If they do this in 30 seconds, ask them to proceed to a), in 45 seconds to c), in 1 minute to d) and over 1 minute to b).

Rajya Sabha Card

The Rajya Sabha supports the Bill. Ask the player to move to a).

Rajya Sabha Card

The Rajya Sabha has rejected the Bill. Ask the player to move to b).

Rajya Sabha Card

**The Rajya Sabha has passed
the Bill with amendments.
Ask the player to move to c).**

Rajya Sabha Card

You are a fair Rajya Sabha. Ask the player to draw an object (you will provide the word; it can be related to Parliament; look to the boards for inspiration). The other players will guess. If they do this in 30 seconds, ask them to proceed to a), in 45 seconds to c), over 45 seconds minute to b).

Scenario Cards for Bills

**Fictional scenarios in which you
as an MP must formulate and
propose a Bill to resolve the issue.**

THERE IS AN ACUTE WATER SHORTAGE IN THE COUNTRY. 90% OF HOUSEHOLDS DO NOT HAVE REGULAR SUPPLY OF POTABLE WATER. THE WATER SCARCITY CRISIS HAS RESULTED FROM MOST OF THE WATER BEING DIVERTED TOWARDS INDUSTRIAL AND AGRICULTURAL SECTORS. PROPOSE A BILL TO ADDRESS THE WATER CRISIS.

Scenario Cards for Bills

**Fictional scenarios in which you
as an MP must formulate and
propose a Bill to resolve the issue.**

JOURNALISTS IN THE COUNTRY FEEL
EXTREMELY UNSAFE. OVER 25% MEMBERS
OF THE MEDIA REPORTED FEELING UNSAFE
AND FACING THREATS TO THEIR LIVES FOR
RISKY JOURNALISTIC ENDEAVORS THE
PREVIOUS YEAR. PROPOSE A BILL TO
ADDRESS THE INSECURITY ASSOCIATED WITH
THE PROFESSION.

Scenario Cards for Bills

**Fictional scenarios in which you
as an MP must formulate and
propose a Bill to resolve the issue.**

THERE IS A SEVERE TEACHER SHORTAGE IN GOVERNMENT PRIMARY SCHOOLS IN THE COUNTRY, WITH VACANCIES AS HIGH AS 60% IN SOME RURAL AREAS. AS A RESULT, LAKHS OF STUDENTS ARE MISSING OUT ON CRUCIAL LEARNING. PROPOSE A BILL TO ADDRESS THE TEACHER SHORTAGES.

Scenario Cards for Bills

Fictional scenarios in which you as an MP must formulate and propose a Bill to resolve the issue.

ELECTION DATA IS SHOWING THAT NOT ENOUGH NEW AND YOUNG VOTERS OVER 18 YEARS ARE COMING OUT TO VOTE IN ELECTIONS. THEY REPORT THE FOLLOWING REASONS FOR NOT VOTING: SHIFTING AWAY FROM WHERE THEY ARE REGISTERED AS VOTERS, NEED TO TRAVEL LONG DISTANCES TO VOTE, NEED TO WAIT IN LONG LINES FOR SEVERAL HOURS, AND GENERAL LACK OF CONNECTION WITH CANDIDATES. PROPOSE A BILL TO ADDRESS THE LOW VOTER TURNOUT AMONGST YOUNG PEOPLE.

Scenario Cards for Bills

**Fictional scenarios in which you
as an MP must formulate and
propose a Bill to resolve the issue.**

A HIGHLY COMMUNICABLE DISEASE HAS ENTERED THE COUNTRY AND IS SPREADING RAPIDLY AMONGST THE PEOPLE. THERE IS FEAR AND CONCERN FROM EXPERTS THAT IT MAY BREAK OUT INTO A PANDEMIC AND THE HOSPITALS, DOCTORS, NURSES, MEDICINES AND MEDICAL EQUIPMENT IN THE COUNTRY MAY NOT BE SUFFICIENT TO TREAT EVERYONE EFFECTIVELY. PROPOSE A BILL IN ANTICIPATION OF A POSSIBLE HEALTH CRISIS.

Scenario Cards for Bills

Make Your Own Bill!

DO YOU WANT TO SUBMIT A SCENARIO?

WE ARE LOOKING FOR GAME USERS TO
SUBMIT NEW SCENARIOS FOR THE GAME.
WRITE TO US AT

THEJUSTICEADDA@GMAIL.COM,
AND WE WOULD BE HAPPY TO CONSIDER YOUR
SCENARIO FOR PUBLICATION ON OUR WEBSITE
FOR OTHER USERS.

THIS IS SUBJECT TO SUBMISSIONS MEETING
THE SPIRIT AND PURPOSE OF THE GAME.