

Higher Thought: The Cannabis Game



Sample
Higher Thought: The Cannabis Game
Free Download

Get started!

1. **Print out this packet.** This packet contains 24 sample cards, only three of which come with the actual game.

The game itself contains 100 Higher Thought discussion questions, 97 of which you will not see in this sample packet, and 25 “buzzkill” trivia questions, none of which you will see in this sample packet. However, this sample packet will give you a nice little taste of the game, including a few sample buzzkills.

2. **Try not to read the questions on the cards!** (We explain why in the Instructions.) The bold lines that divide the cards are there so that you can see them from the back of the page, without looking at the printed side. Then you can cut the cards out with pages face-down, so you won’t be tempted to read the questions before the game begins!
3. **Cut out the individual cards,** six per ordinary 8.5” x 11” sheet, four pages in all.
4. **Fold each card into halves, fourths or eighths** and put them all into a receptacle (box, hat, basket, etc.) from which they can be randomly drawn during play. Before play, mix or “shuffle” the cards thoroughly.
5. **Read the instructions for play, set the stage, and let The Game begin!**

Game Instructions

Higher Thought: The Cannabis Game invites you to have a new experience with marijuana and with each other. In free flowing discussion, you may access a wellspring of inspiration, and witness everyone else's moments of genius too.

Although most games have a structured path and a way to win, this experience calls on players to temporarily leave behind everyday consciousness and allow the plant to reveal who we are to each other.

We believe cannabis is a beautiful human ally, a magnificent substance. The game's purpose is to amplify the plant's potential to generate playful communion among loved ones and friends.

Get ready to have some of the greatest conversations of your life.

Setting the Scene

1) Put together a safe and cozy party space where 2 to 10 players will be comfortable. Have some (cannabis-free) snacks and refreshments on hand. The game is best limited to ten or fewer players, so that everyone can answer questions at whatever length they like.

2) For optimum results, keep technology (phones, computers, television) turned off or sequestered during the game.

3) The game host may elect themselves or another player to act as the Budtender. The Budtender takes responsibility for keeping the game moving. They might gently steer way-off-topic conversation back to the game questions; they might decide to call a bathroom break or pause for snacks; or they might call "Last Toke" (final question) if the game appears to be winding down.

The Budtender should be observant and empathic. Naturally, off-topic conversation will happen as thoughts and associations arise, so the Budtender should not be overly strict. Ideally, the Budtender should stay aware of the game's pace, and try to sustain the thread in such a way that everyone remains engaged and connected.

4) In the interest of keeping all players' experiences unique and unrehearsed, it is best to limit contact with the questions until a game is in play. If someone grabs the box and starts reading out questions haphazardly, the surprise is spoiled and the novelty of the game may be diminished. Better to preserve the mystery!

5) The spirit of Higher Thought: The Cannabis Game is one of allowing. No one is required to answer any question, although everyone should have an opportunity.

Getting Started

The game begins when one player draws a card and reads aloud its question. The event host or Budtender may choose who should draw the first card, or simply ask the group if someone is moved to draw first. After this, the players can take turns.

How to Play

There are multiple ways to play, including:

- 1. The Natural.** Simply take turns drawing questions, reading them aloud, letting everyone answer, and allowing conversation to flow.
- 2. The Chosen.** The person who draws the card directs the question to a particular individual, who is put on the spot to answer it first.
- 3. Blazer Round.** The person who draws the card directs the question to one and only one person. After that person answers, she or he must draw the next card and choose the next answerer. This creates an exciting rapid pace. However, players who want to answer a particular question may not get a chance. So be flexible; trust what feels right; listen to the plant.
- 4. The Pioneer.** After answers to a particular question are exhausted, players pose follow-up questions to each other.

We invite you to create your own ways to play, and to share them with us at: www.higherthoughtcannabisgame.com/feedback.

To see other people's ideas, visit www.higherthoughtcannabisgame.com/variations.

Buzzkill Cards

Most Higher Thought cards contain open-ended questions, with no right or wrong answers. However, multiple-choice trivia questions are scattered throughout the deck, and these do have factually correct answers.

These questions are called the “buzzkills” because they’re competitive (everyone wants to be right!) and they temporarily bring down the conversation from more fanciful heights.

Buzzkill cards are not marked with a special background color; they’re meant to be a surprise.

Game Over

Games will vary in length, and time tends to fly by quickly. We suggest you set aside about two hours for your first game.

Since this is a non-competitive game, it does not have the natural game-ending element of winning. Rather, there simply comes a time when players are sated. You’ll know. “Game Over” may be called by the Budtender or by consensus of the players.

Less Is More

We recommend beginning the game with a low dose of cannabis – whatever a small hit is for you. Even a little bit of marijuana stimulates creativity and higher thought. We like a balance that allows us to dive deep within, yet still engage clearly with others. After all, you can always have more later.

Play Smart, Play Safe, Play Kind

As adults, we have a right to alter our consciousness and see where it takes us. It's a natural thing humans have been doing for millennia.

Still, sometimes people use cannabis in ways that are apparently not in their best interests. Also, cannabis affects different people differently; it's not for everyone.

The creators of the game deeply intend that this game should bring all players experiences that are for the greatest good of all. But this ultimately depends on you. One point of the game is to witness and encourage everyone's wisdom and world of feeling, not to compete for the genius prize – and certainly never to denigrate another player's thoughts or words.

Also, of course, please make sure your weed is out of reach of children and animals.

Most of All ...

Have fun! And if you feel like it, you can try playing the game unstoned. But then you should at least have some chocolate.

What sorts of things do you notice about strangers when you are in public spaces?



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Tell everyone something true about yourself that will likely surprise them.



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What do you complain about more than anything else?



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Does Nature have goals, intentions, or a will?



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Does marijuana have anything in common with meditation?



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Do you think mean people probably don't sleep as well as nice people?



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Does
advertising
diminish the
quality of
our lives?



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Can sex
be healing?
If so, what
can it heal?



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Is daydreaming
necessary?
Necessary
for what?



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Complete this
sentence with a
word or phrase:
“The human
heart is like
_____.”



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What illusions
do most
humans share?



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Name one
or two ways
in which you
are clearly
a product
of your culture.



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Can the people in your life whom you know best still surprise you? How so?



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Name three things that help you feel more deeply.



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Does marijuana have “karma”? That is, is your experience of it partially determined by where you got it, who you got it from, and where it’s been before it got to you?



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In what ways has pot been medicine for you?



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Does the term “getting stoned” feel like an accurate metaphor for your experience of cannabis? If not, what would be a more accurate metaphor?



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Can love be earned or is it always a gift?



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What do oceans dream about?



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What is the strangest thing—or one of the strangest things—you've ever believed?



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Which of the following is an actual quote by former U.S. president George W. Bush?

a) "Legalizing marijuana would be an atrocity against America. Who needs weapons of mass destruction if they can spread inner destruction right here at home?"

b) "I wouldn't answer the marijuana questions. You know why? Because I don't want some little kid doing what I tried."

c) "I care about America's youth. That's why marijuana legalization isn't my favorite subject."

d) "The most powerful pot a person can smoke is actually in a brownie."



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In 1901, the New York Times wrote what about marijuana?

a) It "induces a dreamlike state that rapidly turns nightmarish."

b) It "sends its victims running amok."

c) It "creates terrifying hallucinations that can cause permanent psychic breakdown."

d) It "reduces its users to helpless, frightened, irrational babbling infants."



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Fiorello LaGuardia, Republican mayor of New York City from 1934 to 1945, the man for whom LaGuardia Airport was named, played a notable role in U.S. cannabis history. What was it?

a) He spoke out against criminalization and commissioned a scientific study to disprove claims that marijuana causes violence and mental derangement.

b) His administration made more per capita marijuana arrests than any major U.S. city before, during, or after his time.

c) In 1955, he famously called marijuana "the greatest threat to this country since Hitler."

d) He allegedly smoked pot with the musicians Lead Belly and T-Bone Walker during his tenure as mayor.



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Which of these things has not been used as a bong/pipe (as far as we know)?

1) An apple

2) A pile of snow

3) A smartphone plug in jack

4) Squished up chewy candies



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