Intrusive Thoughts

The base game of Intrusive Thoughts is played with a deck of 50 Prompt cards (Black Cards) and a deck of 450 Comment cards (White Cards).

To setup play, shuffle the Comment deck and each player gets 5 cards. Then shuffle the Prompt deck and draw the top card and turn it over. This is starts the conversation. Players will go around the group in a clockwise manner, adding to the conversation. After you play a Comment you may draw a new Comment card to keep 5 cards in your hand.

If you don't have a Comment card that fits the current conversation then you are out of that conversation and nobody draws cards after playing one until the end of the conversation. The conversation continues until there is only one person left and that person wins the point. In the event more than one person uses up all their cards, they each draw 1 card at a time until there is only one person left.

Between conversations, all players may discard up to 2 of their Comment cards and redraw to get them back up to 5.

"Yes, And?" rule. If a player uses a Comment card that others think doesn't fit. The person playing the Comment card has one sentence to explain why their comment is relative to the conversation. Such as "It refers to a previous comment" or "I think is helps clarify a comment from earlier." If they can't do this, then they are out of the conversation.

Wild Cards. There are a few cards in the Comment deck that are Wild Cards with additional instructions, like getting to play a 2nd Comment, restart the conversation, or change the Prompt.

FAQ:

Who goes first?
If you can't pick who's going to start the game, then the last person to eat Italian food goes first (pizza doesn't count)

Can I draw a Comment card before playing one if I don't have any good cards?
No, you should never have more than 5 cards in your hand at one time. If you don't have a card to add to the conversation then you drop out of the conversation.

How many conversations do I need to win to win the game?
This is up to the group and how long they want to keep playing. A good rule of thumb is play to 5 points.