

Pitch Deck Document

Title of your game

Continental

Tagline

Meld your way to the top

List an existing game that is similar to it in the format of

“If you enjoy “Phase 10”, you will enjoy this game.”

Genre

Card Game / Strategy Game

Platform

Online multiplayer (Web, PC, Mobile)

Target audience

Card game enthusiasts

Strategy game lovers

Fans of multiplayer, social games

Age: 10+ (due to complexity)

Number of players (minimum and maximum)

Minimum: 2 players

Maximum: 8 players

A brief description of the artistic direction of the game. (100 words minimum)

The artistic direction of the videogame Continental focuses on clean, minimalist visuals with a modern twist. The card deck will have classic designs (multiple, available upon purchase with game coins), but with subtle, contemporary elements to make the cards visually appealing without overwhelming the player. The background for each round will feature calming, lively tones to ease the focus on the game. The overall aesthetic is elegant yet functional, ensuring that the game doesn't distract from gameplay but rather enhances the experience. The design is accessible, making it ideal for a wide range of ages while offering a polished, premium feel. With interchangeable card designs, the player can customize their gameboard to their liking.

Key features

- Multiplayer Support – Play with friends or global opponents in real-time.
- Turn-Based Gameplay – Draw, discard, and complete melds in your turn.
- Meld Suggestions – Automatic suggestions for potential valid melds.
- Jokers – Use wild cards to complete trios and runs.
- Progressive Difficulty – Rounds become harder with more complex melds.
- Game Timer – Keeps the action moving with a time limit per turn.
- Achievements and Leaderboards – Track your stats and compete with others.
- Penalty Handling – Get a penalty extra card when drawing from the discard pile out of turn.
- House Rules—Customize your game by turning house rules on and off at the beginning of the game

House Rules (This would be a checklist that players can customize at the beginning of the game)

- Wild Card Limitations:
 - Limit the number of wild cards allowed in a meld (only one wild card per run or trio).
- Melds by Suit:
 - Players must complete their runs in a specific suit (only spades or hearts, etc.), making it harder to complete a run and requiring more careful card management.
- Penalty for Not Discarding:
 - If a player forgets to discard a card at the end of their turn, they must draw an extra card as a penalty, slowing their progress.
- Reverse Play (Counterclockwise):
 - Switch the direction of play after every round. After a round is complete, the next round is played counterclockwise rather than clockwise.
- No Empty Discard Pile:
 - If there is only one card left on the discard pile, no one is allowed to grab it.
- Card Exchange:
 - At the beginning of each round, players may choose to exchange one card from their hand with another player's card, potentially making the round more dynamic and strategic.
- Suits in Trios:
 - Players are not allowed to make trios with repeating suits. Even after a trio is laid down, the player cannot add to it if there is already a card of that suit in the trio.

What makes the game unique? What makes players want to play?

What sets Continental apart is its blend of classic card gameplay with strategic depth. The need to manage wild cards, form complex melds, and navigate through the increasingly difficult rounds offers an engaging experience for both casual and

competitive players. Its online multiplayer feature allows friends to connect and compete, allowing users to create their own communities. The game's easy-to-understand mechanics, combined with progressive difficulty, make it appealing for both newcomers and experienced card players.

Players will be drawn to Continental for its blend of strategy and luck. Each hand offers a chance to plan, adapt, and compete, with the added fun of wild cards to change the game dynamics. Whether playing solo or with friends, players will enjoy the mix of skill and unpredictability and the satisfaction of completing melds while competing to keep their points low.

A description of the actions the player will be taking (200 words minimum)

While Continental is a non-narrative card game, its core gameplay is deeply rooted in strategy and careful planning. The central mechanic revolves around forming melds—specifically trios (three cards of the same rank) and runs (sequences of at least four consecutive cards from the same suit)—while managing the powerful wild cards (also known as Jokers) that can dramatically alter the course of the game. Each player begins with a hand of cards, and on their turn, they must draw a card either from the deck or the discard pile (both available in the center of the screen). They analyze their game and form a strategy based on the new incoming cards and the game they have in their hands. They must pay close attention not only to their game but also to other player's games in order to form the best strategy in regard to getting rid of high-value cards before the round ends. Afterward, they discard one card to the discard pile, always balancing which cards to keep and which to let go. As the round progresses, players can take the decision to “steal” a card another player discarded out of their turn if it benefits their game at hand; this would earn them an extra “penalty” card, which may be of no use or an advantage for the game.

A description of the gameplay mechanics. (250 words minimum)

In Continental, players begin by being dealt a set number of cards, depending on the round. Each player's goal is to form melds, which are specific combinations of cards of trios (three cards of the same rank) or runs (a sequence of four or more consecutive cards of the same suit).

Round One: The player is dealt 6 cards and is expected to complete a meld of 2 trios.

Round Two: The player is dealt 7 cards and is expected to complete a meld of 1 trio and 1 run.

Round Three: The player is dealt 8 cards and is expected to complete a meld of 2 runs.

Round Four: The player is dealt 9 cards and is expected to complete a meld of 3 trios.

Round Five: The player is dealt 10 cards and is expected to complete a meld of 2 trios and 1 run.

Round Six: The player is dealt 11 cards and is expected to complete a meld of 1 trio and 2 runs.

Round Seven: The player is dealt 12 cards and is expected to complete a meld of 4 trios.

Round Eight: The player is dealt 12 cards and is expected to complete a meld of 3 runs.

During a player's turn, they must first draw a card, either from the stockpile or the discard pile. After drawing players then attempt to form melds from the cards they have, and when a valid meld is completed, it can be placed face-up on the table. At the end of the turn, they must discard one card from their hand.

A key aspect of Continental is the Joker card, which can substitute for any card to complete a meld. Players must use their Jokers strategically, as these can change the outcome of a round if the round ends and if they are still up in their "hands," as they are worth 50 points.

The round ends when a player completes all the required melds for the round. At the end of the round, the game automatically counts up their remaining cards and sums up the points according to their value.

A: 20 Points

2-7: 5 Points

8-K: 10 Points

Joker: 50 Points

A description of a typical game loop (How the player starts the game, how they progress, and how they might win/lose). (250 words minimum)

The game begins with players being dealt a set number of cards, depending on the round. Each round has specific meld requirements: in the first round, players must form two trios (three of the same rank). Following rounds increase in difficulty; some require melds of more than one runs and trios. On their turn, players draw one card, either from the original deck displayed at the center of the screen or the discard pile, which is just to the side. The player then analyzes their game forms a strategy to make their own moves to form the melds. If a valid meld is created (both of the ones required for the round), it is placed face-up on the table. At the end of their turn, they discard one card from their hand. Players continue to draw and discard cards, working towards completing their melds. The game progresses through rounds, with increasingly complex melds required for victory. The aim of the game is to accumulate the least amount of points possible. At the end of each round, the points (calculated by the cards still left in the players hands) from each of the loser players get added up and the leaderboard adjusts to new scores. At the end of the game, the player with the fewest

points wins the entire game even if they didn't win the last round or even the most rounds overall. It is all about strategizing which cards to discard when one fears another player is about to win.

A description of how the game begins (150 words minimum)

The first time a player initiates a game, they get a small tutorial to operate the HUD. Buttons for shuffling, discarding, and suggesting melds are displayed and accessible for the player to get familiar with them. As the game begins, a short tutorial explaining the basics of gameplay is displayed with the option to skip it (this is the player already has background knowledge of the game). The tutorial would explain what a meld is and how to make trios and runs. After finishing or skipping this tutorial, the player is free to start playing. At the beginning of each round, the objective of the round is displayed at the center of the screen to ensure all players are aware of the mission for the round. During the first round, each player is dealt 6 cards and is instructed to form a meld of 2 trios. The first player in turn is chosen at random, and the order continues in clockwise order.

The winning or losing conditions of your game

Winning Condition of Round: The player has laid down all the necessary melds for the round and has discarded all of the cards in their hand.

Losing condition of Round: Once one of the players wins the round, all of the other players lose automatically.

Overall Winning Condition: The player with the lowest total score at the end of all rounds wins the game.

Overall Losing Condition: Players accumulate points throughout the rounds based on the cards left in their hands. The player with the most points at the end of the game loses.

The game's ending(s)

The game concludes when all rounds are completed, and the player with the fewest points is declared the winner. There is no narrative ending, as the focus is on the competitive aspect of the card game.

A description of how the game ends (100 words minimum)

The last game of the round is round 8. The last round is the hardest one of all, as the layers must accomplish a meld of 3 runs. The game ends after the final round ends. The points from the previous rounds have been added up and displayed as a leaderboard. Players with the lowest points overall from all rounds are declared the

winners. The rest place from 2nd to however many players are in the game. The winners take a 50-coin reward and second and third place get a 20- and 5-coin reward allowing them to make fun purchases for game aesthetics. There are no narrative cutscenes; the focus is on the score and overall victory. Players may choose to restart the game with a different set of rules or invite others to join another match.

Player Actions

Draw and discard cards, form melds according to the round objective and strategize accordingly.

User interface (UI)

The UI will feature a clean layout with the players cards displayed face-up in the bottom center of the screen. The rest of the players are represented by face-down cards and their profile pictures around the screen. The board will display a stack of cards to draw from, the discard pile, and space to showcase the laid-down melds from the other players. The HUD will display buttons for drawing, discarding, and creating melds clearly visible and accessible when the player's turn arrives. A timer for each turn will be shown on the top right corner of the screen to ensure gameplay flow. At the top of the screen, a button will display an array of quick emoji reactions to communicate with players during the game. The number of rounds and the round objective are at the bottom of the screen below the player's cards. When a player is in turn, their profile picture shows a glow around it.

Why should we play the game? (100 words minimum)

Continental is a perfect mix of strategy and luck, offering players an engaging experience where every card and move counts. Whether you're a casual player looking for a fun game with friends or a strategist looking to outsmart your opponents, Continental offers dynamic gameplay that keeps players coming back for more. The online multiplayer aspect allows you to challenge others and form a community. The progression of rounds ensures that no two games are alike. With its easy-to-learn mechanics and progressively difficult rounds with endless strategies, it's a game that's both accessible and challenging for players of all skill levels.

Is the game fun? If not, what is it? (50 words minimum)

Continental is fun because it blends strategic thinking with elements of chance, keeping players engaged with every decision. The need to form trios and runs, combined with the strategic use of wild cards and the ever-evolving round requirements, makes each game dynamic and rewarding. The multiplayer aspect adds excitement, as players compete against friends or others globally. The pressure of managing your hand while trying to minimize points creates a satisfying mix of tension and triumph.

Is the game replayable? Why or why not?

Continental is highly replayable. The game's core mechanics are easy to grasp, but the increasing complexity of rounds and the strategic use of wild cards keep the gameplay fresh. Each session presents new challenges based on the hands dealt and the choices made, ensuring no two games are exactly alike. The multiplayer format also allows players to face different opponents, further enhancing replayability by offering varied strategies and playstyles to engage with. The competitive nature of the game and the progression of rounds make it an enjoyable experience every time.

A brief description/pitch of your video game concept. (100 words minimum)

Continental is a fast-paced, strategic card game where players race to form powerful melds while managing a handful of possibilities and wild cards. Play solo or team up with friends in multiplayer mode as you compete to create trios and runs, securing the least amount of points possible by laying down your melds. Each round becomes progressively more challenging, requiring higher-level strategies to win. Use wild cards wisely, outsmart your opponents, and minimize the points left in your hand to secure victory. With easy-to-learn mechanics, real-time scoring, and dynamic rounds, Continental offers a thrilling blend of strategy, skill, and fun for players of all ages.

Description of the game's internal economy

As the player wins games, they get coin rewards, which they can then use to unlock new card deck themes and emoji reactions.

HUD

List the elements that will be included in the HUD and create a mock-up of how the HUD will include the following:

- Number of round
- Objective of round
- Player in turn
- Draw button for discard pile
- Emoji quick reactions

Sound Effects

Card Drawing: Soft shuffling sounds when drawing a card, accompanied by a satisfying "snap" as cards are placed on the table.

Melding: A clear, crisp sound when a player completes a meld, giving a sense of accomplishment.

Discarding: A soft "plop" sound as a card is discarded into the pile.

Victory/Defeat: A celebratory jingle with a slight crescendo when a player wins the round, and a subtle, polite tone when a player loses, signifying the end of a round.