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MELD YOUR WAY TO THE TOP!

**CONTINENTAL**

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**IF YOU ENJOYED  
PHASE 10, YOU'LL  
ENJOY  
CONTINENTAL!**

**Continental is a fast-paced, strategic card game where players race to form powerful melds.**

**Play solo or team up with friends in multiplayer mode, as you compete to create trios and runs.**

**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.**

**2-8 PLAYER  
STRATEGY CARD  
GAME**

# TARGET AUDIENCE

- Age: 10+ (due to complexity)
- Card game enthusiasts
- Strategy game lovers
- Fans of multiplayer, social games



# ARTISTIC DIRECTION

- 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
- The background for each round will feature calming, lively tones to ease the focus on the game.
- With interchangeable card designs, the player can customize their gameboard to their liking.

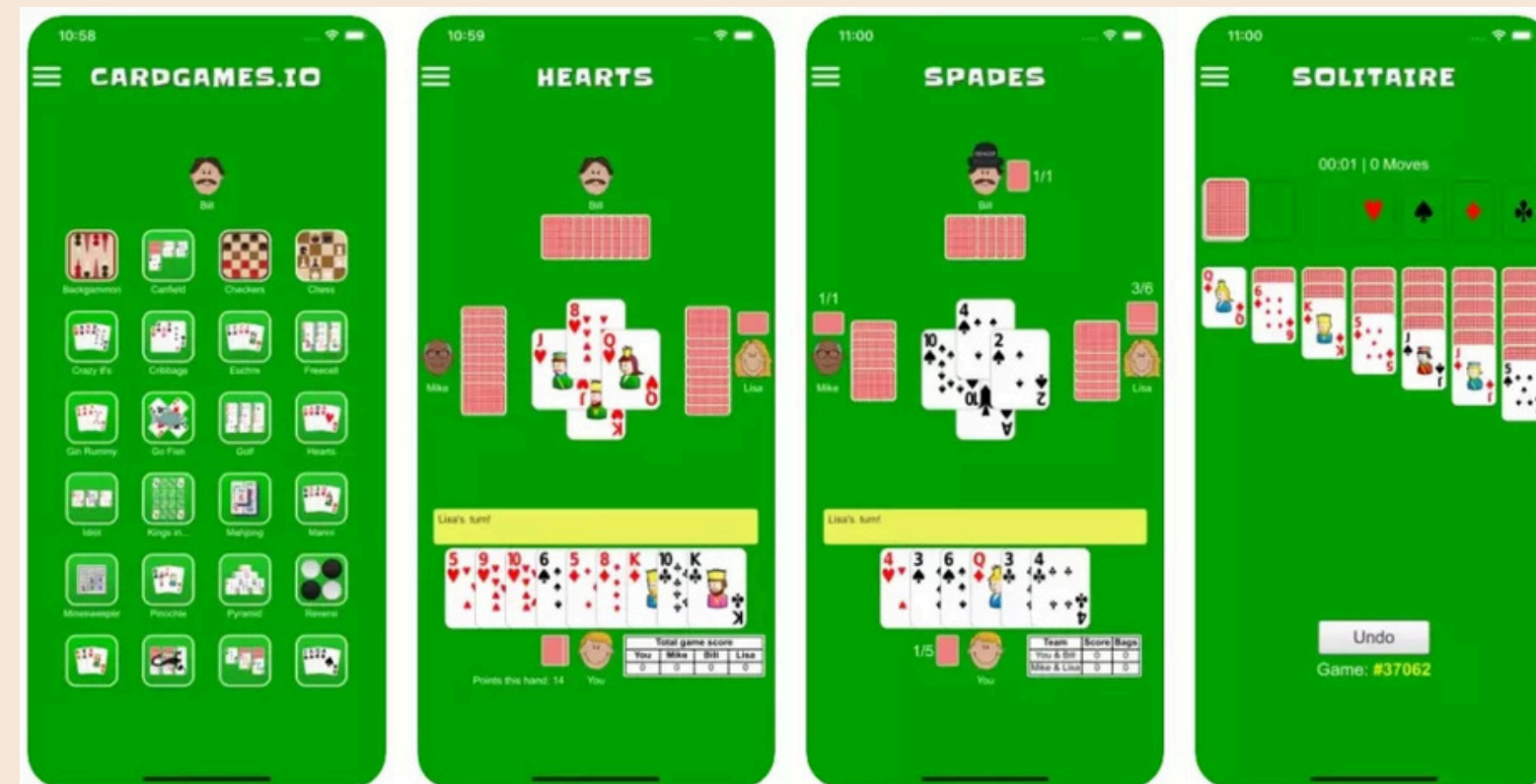
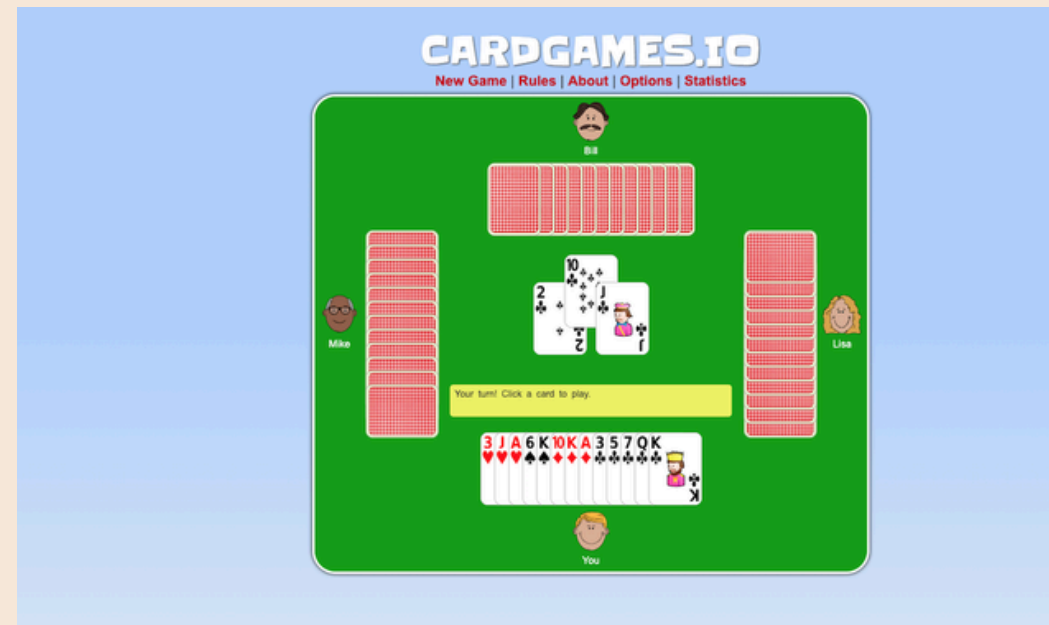
# HUD

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

# SOUND EFFECTS

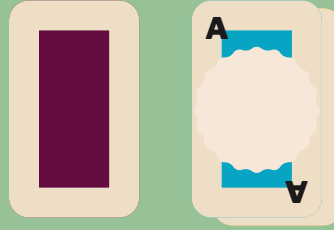
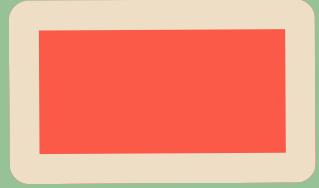
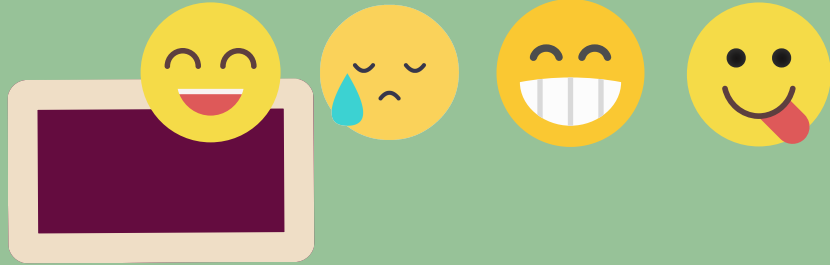
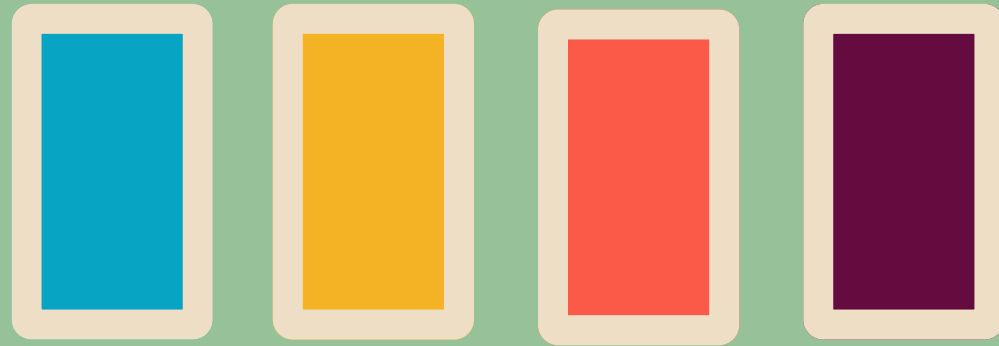
- Card Drawing: Soft shuffling sounds when drawing a card, accompanied by a satisfying "snap" as cards are placed on the table.
- Melding: A clear, crisp sound when a player completes a meld, giving a sense of accomplishment.
- Discarding: A soft "plop" sound as a card is discarded into the pile.
- Victory/Defeat: 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.

# MOOD BOARD

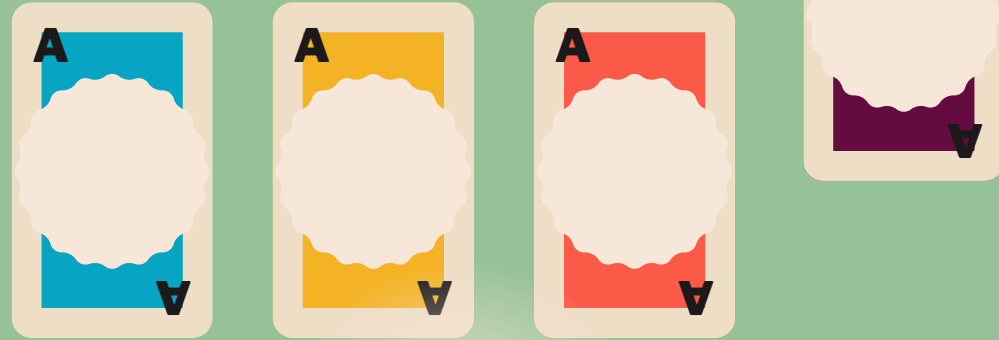
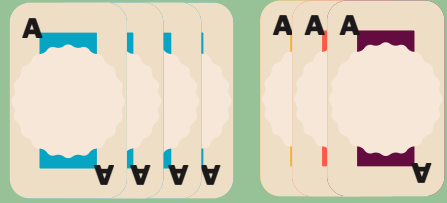


REACTIONS

30s



DRAW



ROUND 2



# KEY FEATURES

- Multiplayer Support
- Meld Suggestions
- Jokers
- Progressive Difficulty
- Emoji Quick Reactions
- House Rules



# HOUSE RULES

- Wild Card Limitations
- Timed Turns
- Melds by Suit
- Penalty for Not Discarding
- Reverse Play (Counterclockwise)
- No Empty Discard Pile:
- Card Exchange
- Suits in Trios



AVAILABLE MANY PLATFORMS ...

**Web, Android,  
IOS**

**BLEND OF  
CLASSIC CARD  
GAMEPLAY WITH  
STRATEGIC DEPTH**

# GAME PLAY

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 or runs.

During a player's turn, they must first draw a card, either from the stockpile or the discard pile. 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.

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



**GAME GOES ON  
FOR 8 ROUNDS**

# GAME PLAY

- Round One: 6 cards - 2 trios.
- Round Two: 7 cards - 1 trio and 1 run.
- Round Three: 8 cards - 2 runs.
- Round Four: 9 cards - 3 trios.
- Round Five: 10 cards - 2 trios and 1 run.
- Round Six: 11 cards - 1 trio and 2 runs.
- Round Seven: 12 cards - 4 trios.
- Round Eight: 12 cards - 3 runs.



**To win a Round: The player has  
laid down all the necessary  
melds for the round and has  
discarded all of the cards on  
their hands.**

## **HOW TO WIN**

**To win a game: The player  
with the lowest total score at  
the end of all rounds wins the  
game.**

**To loose a round: Once one of the players wins the round all of the other olayers loose automatically.**

## **HOW TO LOSE**

**To loose the game: 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.**

**DRAW AND DISCARD  
CARDS, FORM MELDS  
ACCORDING TO ROUND  
OBJECTIVE AND  
STRATEGIZE  
ACCORDINGLY.**

**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.**

# GAME ECONOMY

While the original Continental game does not use any sort of monetary reward...

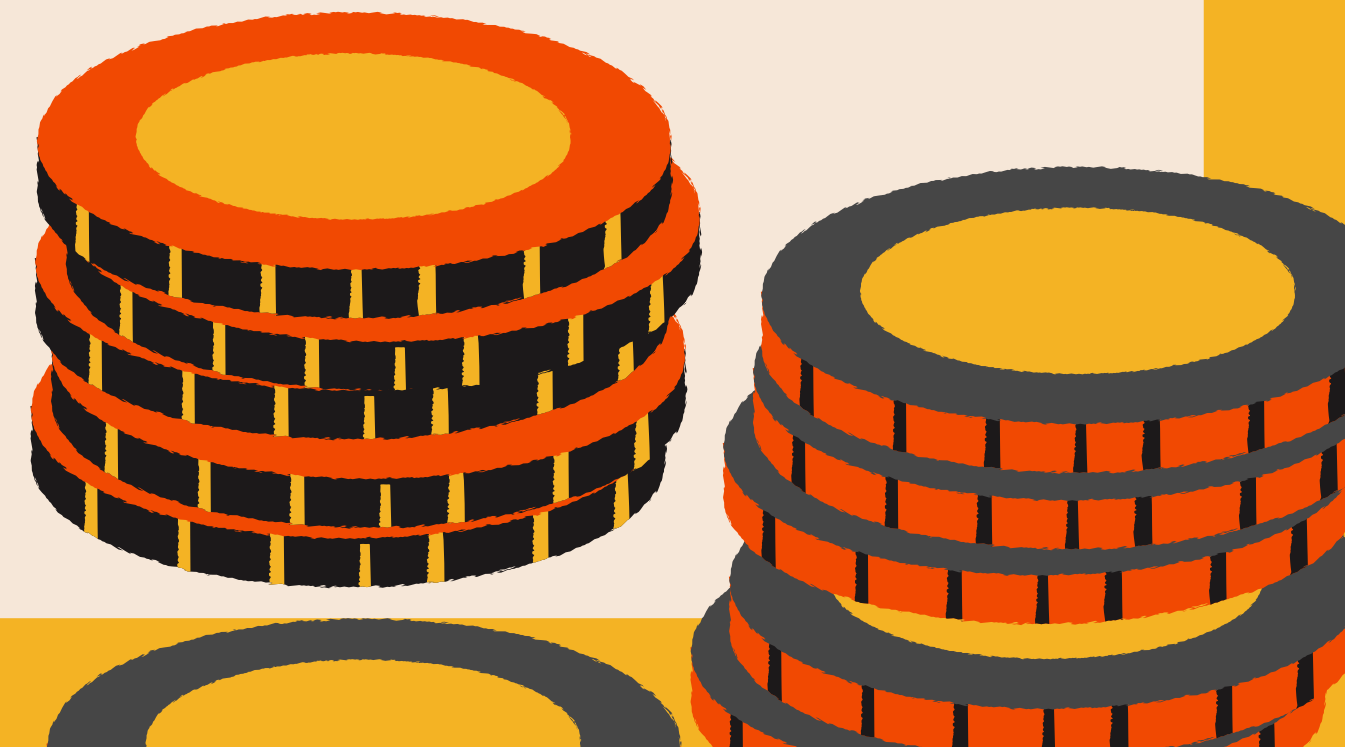
As the player wins games they get coin rewards:

1st place - 50 coins

2nd place - 20 coins

3rd place - 5 coins

Which they can then use to unlock new card deck themes and emoji reactions.



**CONTINENTAL IS A  
PERFECT MIX OF  
STRATEGY AND LUCK,  
OFFERING PLAYERS AN  
ENGAGING EXPERIENCE  
WHERE EVERY CARD AND  
MOVE COUNTS.**

**CONTINENTAL IS HIGHLY  
REPLAYABLE.**

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**THANK YOU  
LISTENING**

We hope you play!