

# SPHERE OF INFLUENCE

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## EXECUTIVE STORYBOARD

A premium visual representation of the show format

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# 01 The World of Influence

## EXECUTIVE INSIGHT

Rooted in viral narratives, social media debates, and rapid opinion shifts.

## VISUAL DIRECTION

Dark cinematic void, floating headlines, comments, repost chains, debate fragments, a faint glow of a sphere forming.

*"Influence now moves faster than facts."*



THE BIG SHIFT  
Power moves in the shadows

@globalnoticex  
Who really benefits?  
19 148 621

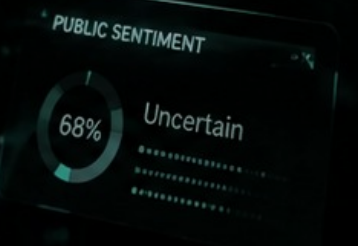
DEBATE HIGHLIGHT  
00:47

TRENDING NOW  
#NewOrder  
#GameChanger  
3.2M posts

Reposted by  
@signalhub

Reposted by  
@mindmap

Reposted by  
@echoverse



ANALYSIS  
The ripple effect  
By L. Morgan

## 02 The Sphere Awakens

### EXECUTIVE INSIGHT

The Sphere is the signature visual hook and main character of the format.

### VISUAL DIRECTION

Giant digital globe powering on, glowing signal lines, belief bubbles, narrative clusters, teal and emerald light spilling into the arena.

*"At the center of the show is  
The Sphere."*



## 03 Arena Reveal

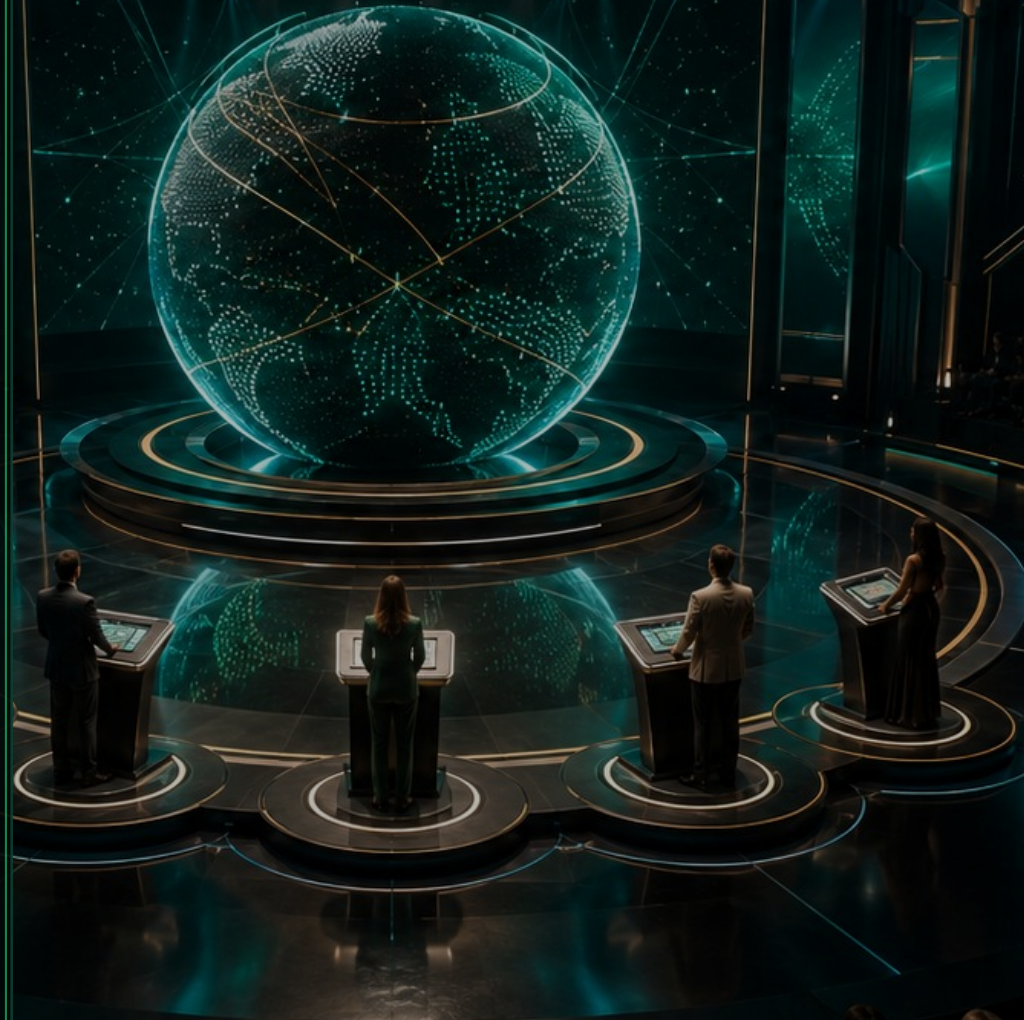
### EXECUTIVE INSIGHT

A premium entertainment property, not just an abstract concept.

### VISUAL DIRECTION

Wide hero shot of full set, five sleek podiums around the Sphere, live audience in sculpted darkness, broadcast-grade stage design.

*"A next-generation strategy game show."*



## 04 Host Entrance

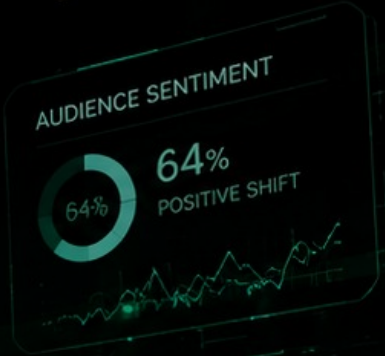
### EXECUTIVE INSIGHT

The show has authority, personality, and event-TV presence.

### VISUAL DIRECTION

Host entering through a sharp beam of light, Sphere rotating behind them, subtle holographic overlays suggesting influence and narrative control.

*"Welcome to Sphere of Influence."*



CONTROL THE NARRATIVE.  
SHAPE THE OUTCOME.

THE WORLD IS ALWAYS WATCHING

# 05 Meet the Contestants

## EXECUTIVE INSIGHT

Each episode has five contestants competing across structured rounds.

## VISUAL DIRECTION

Five contestants at illuminated podiums, minimal UI profile overlays, neutral influence meters, Sphere calm in background.

**"Five contestants. Five rounds. One Sphere."**



**DR. ELENA MOROZOVA**  
AGE 45  
POLICY STRATEGIST  
BRUSSELS

INFLUENCE  
0%

0 100

**JULIEN MOREAU**  
AGE 37  
AI RESEARCHER  
PARIS

INFLUENCE  
0%

0 100

**KAVYA IYER**  
AGE 31  
ENERGY INNOVATOR  
BENGALURU

INFLUENCE  
0%

0 100

# 06 Pulse Check

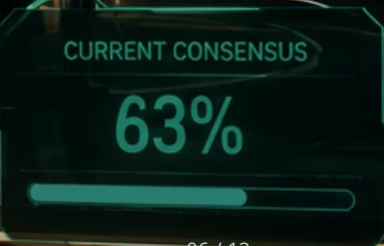
## EXECUTIVE INSIGHT

The first mechanic is prediction: contestants forecast public reactions.

## VISUAL DIRECTION

Scenario projected across the Sphere, heat zones, probability patterns, contestants locking in answers under tension.

*"Pulse Check - predict public reactions."*



# 07 Narrative Battle

## EXECUTIVE INSIGHT

The format includes persuasion and conflict, not just prediction.

## VISUAL DIRECTION

Two contestants face off, competing narrative paths visualized on the Sphere, audience alignment shifting in real time.

**"Narrative Battle - defend competing narratives."**



LIVE INFLUENCE STREAM

- Pathos of Progress
- Guardians of Balance



## 08 Bubble Pop

### EXECUTIVE INSIGHT

The show has a highly visual, viral-ready signature moment.

### VISUAL DIRECTION

Giant glowing belief bubble fractures and bursts into elegant shards of light and signal particles as a contestant challenges consensus.

*"Bubble Pop - challenge dominant beliefs."*

**BELIEF  
BUBBLE**

CONSENSUS: 92%

**CHALLENGED**

SPHERE OF INFLUENCE

AUDIENCE PULSE



56%

SHIFT DETECTED

# 09 Sphere Storm

## EXECUTIVE INSIGHT

The format escalates into chaos, pressure, and sudden reversals.

## VISUAL DIRECTION

The Sphere enters storm mode, signals race, narratives collide, score swings intensify, contestants react fast.

*"Sphere Storm - chaos and rapid shifts."*

STORM MODE ACTIVATED

NARRATIVE COLLISIONS DETECTED

SYSTEM STATUS

VOLATILE



SPHERE OF INFLUENCE

GLOBAL INFLUENCE SCORE

58 → 42



SWING RATE  
HIGH VOLATILITY  
+/- 27%  
(PAST 60 SECS)

ECONOMIC INEQUALITY  
↓ 9%

GLOBAL SECURITY  
↓ 17%

CULTURAL IDENTITY  
↑ 31%

31

17

09

# 10 Audience Participation

## EXECUTIVE INSIGHT

Viewers are part of the engine, not passive observers.

## VISUAL DIRECTION

Split-focus image: viewers on phones and in-studio audience feeding votes and predictions into the Sphere in real time.

*"Viewers don't just watch - they participate."*



REAL PEOPLE.  
REAL TIME.  
REAL IMPACT.

# 11 Final Control

## EXECUTIVE INSIGHT

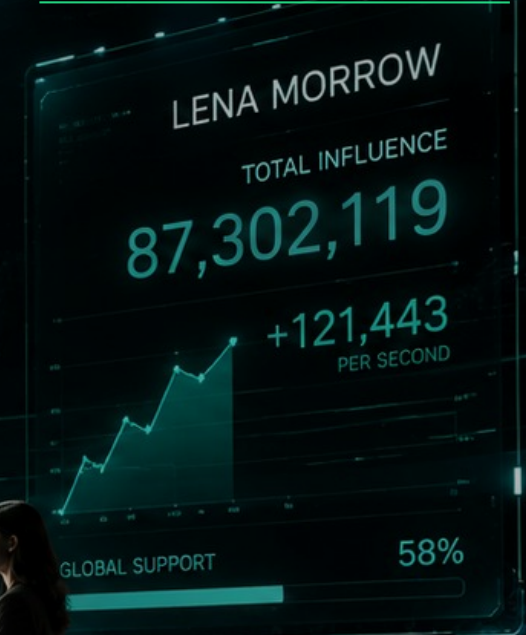
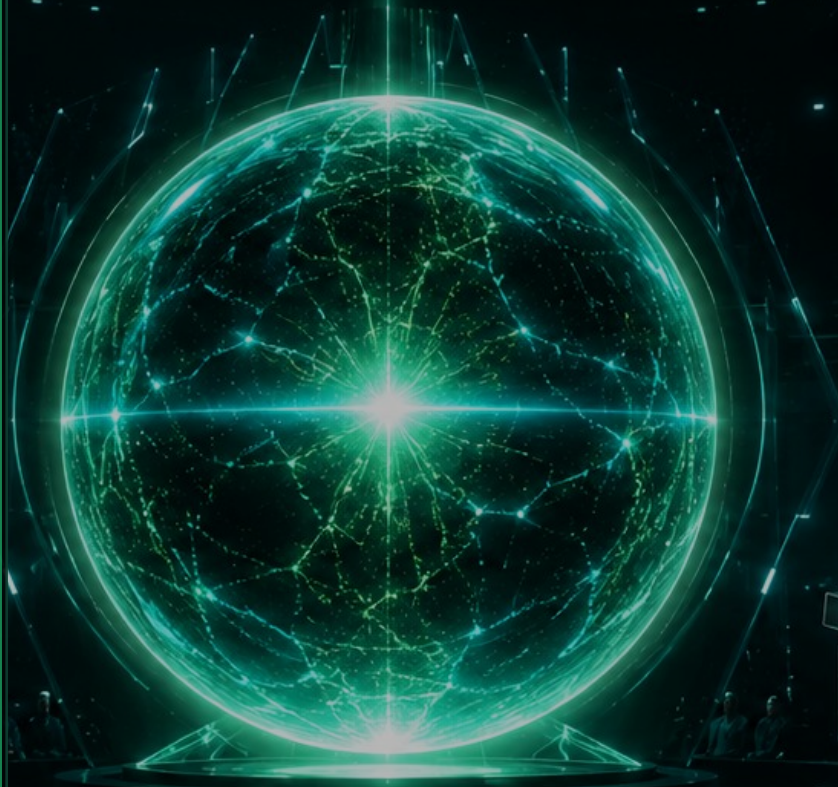
The climax is simple and powerful: total influence battle.

## VISUAL DIRECTION

Two finalists, mostly dark room, Sphere glowing intensely between them, live totals climbing, audience frozen in suspense.

*"Final Control - total influence battle."*

THE SPHERE DECIDES  
THE FINAL INFLUENCE



SPHERE  
OF INFLUENCE

12

# Winner / Franchise Future

## EXECUTIVE INSIGHT

This is not just one show but a scalable entertainment property with global and format upside.

## VISUAL DIRECTION

Winner crowned in white and emerald light, then subtle expansion hints: celebrity editions, global versions, arena events, tournaments.

*"This is not just a show - it's a format franchise."*



**WINNER**  
YOU SHAPED WHAT HAPPENS.  
THE INFLUENCE NEVER ENDS.