



SPHERE OF INFLUENCE

"Narratives rise. Bubbles grow. But only one player controls the Sphere."

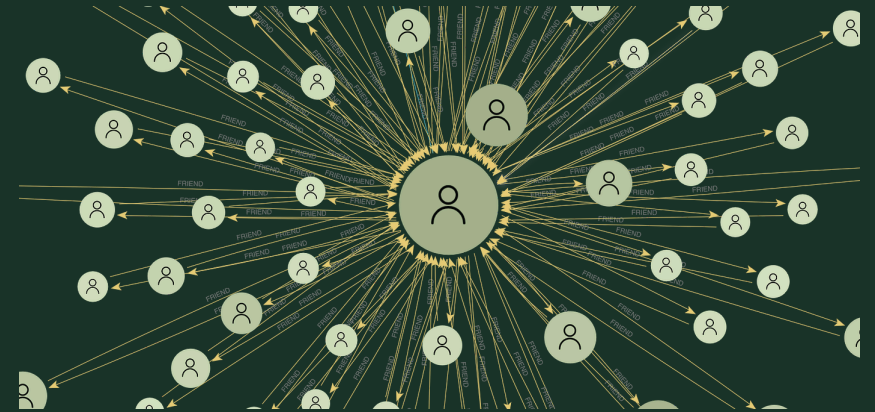
A next-generation strategy game show about influence, prediction, and narrative control

Presented by **SSE Signal Sprint**

THE BIG IDEA

What if influence could be seen... and competed for?

- Predict public reactions
- Defend narratives
- Challenge consensus
- Burst "narrative bubbles"



*All inside a live simulation called **The Sphere***

WHY THIS SHOW, WHY NOW



We live in a world
driven by:



Viral narratives



Social media debates



Rapid opinion shifts

Sphere of Influence turns this
reality into entertainment.

*This is the **first game show** built around
how influence actually works today.*

THE EXPERIENCE

At the center of the show is a massive digital globe

- Narrative clusters
- Growing "bubbles" of belief
- Audience influence
- Real-time shifts in opinion

*The Sphere is not just a screen—
it's the **main character**.*



THE SPHERE

HOW THE GAME WORKS

Each episode features **5 contestants** competing across rounds

01



Pulse Check

Predict public
reactions

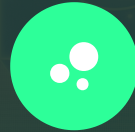
02



Narrative Battle

Defend competing
narratives

03



Bubble Pop

Challenge dominant
beliefs

04



Sphere Storm

Chaos and rapid
shifts

05



Final Control

Total influence
battle



Winner becomes: **Master of the Sphere**

WHAT MAKES IT UNIQUE

Unlike traditional game shows, this isn't about:

✗ What It's NOT

 Trivia

 Luck

 Strategy

 Persuasion

 Timing

 Understanding people

*It's a game of **influence** and **narrative intelligence**.*

BUILT FOR VIRAL CONTENT

Every episode generates:



Dramatic bubble pops



Last-second betrayals



Shocking twists (Black Swan events)



Rapid influence swings

Perfect for:



TikTok



YouTube Shorts



Instagram Reels

*The format is designed to **go viral by default.***

AUDIENCE PARTICIPATION

Viewers don't just watch—
they **participate**



Through **second-screen interaction**

They can:



Vote on narratives



Influence outcomes



Predict results

Their input appears **live on the Sphere**

This creates a fully interactive viewing experience

MONETIZATION MODEL

Primary revenue drivers:



Sponsorship

- Title sponsor
- Segment sponsors

▶ Bubble Pop • Sphere Storm



Distribution

- Streaming platforms
- Broadcast licensing

▶ Streaming ▶ Broadcast



Format Licensing

- International versions
- Regional adaptations

🌐 Global expansion

Prize pools are **sponsor-funded**, increasing scale over time

PRIZE & STAKES



Episode Winners

Per Episode

Cash Prizes



Season Champion

Grand Prize

\$50K – \$250K+

"Win big by mastering influence."



Money drives attention



Prestige drives retention

SCALABLE FRANCHISE

Sphere of Influence can expand into:



Global Versions

- UK
- USA
- Africa
- Asia



Celebrity Editions

High-profile contestants



Live Arena Events

Interactive audience experience



Championship Tournaments

Global competition series



*This is not just a show—
it's a **format franchise***

THE VISION

Sphere of Influence is the **first step** toward:



A New Category of Game Shows

Pioneering influence-based entertainment



Influence-Based Competition

Strategic narrative control gameplay



Interactive Entertainment Ecosystems

Seamless audience integration



*We're not just creating a show.
We're creating a **new way** to compete and
entertain.*

CALL TO ACTION

We are seeking:



Production Partners

Creative collaboration



**Distribution
Platforms**

Broadcast & streaming



Brand Sponsors

Strategic partnerships

To bring **Sphere of Influence** to life



SPHERE OF INFLUENCE

Control the narrative.

Control the Sphere.

Presented by SSE Signal Sprint