



THE GAME CODE

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CÓDIGO DO JOGO

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General Concept

"Game Code" offers an immersive and dynamic experience where 16 participants are confined in a competitive environment for six months, facing a series of challenges that test their skills and endurance. Every decision can drastically change the course of the competition, and the pursuit of prizes and status is constant. The participants live together in a unique and innovative space designed to stimulate interaction and strategy. The competition is marked by a triple leadership that changes weekly, requiring the leaders to make crucial decisions that can both strengthen alliances and provoke betrayals.

Complementing the dynamics, a currency system known as Sigma adds an additional layer of strategy. Competitors must manage their resources intelligently and plan their moves carefully to stay in the game. The program's concept reflects the participants' need to decode and master the complex rules and dynamics of the competition. The "Code" is not fixed; it evolves with constant twists and challenges. The atmosphere of high tension and unpredictability makes the participants' psychology as crucial as their physical strength, with surprises and changes happening at any moment.

In the game, alliances can quickly fall apart, and the line between friends and enemies is often tested. The competition provides a test of mental and strategic endurance, where the ability to understand and manipulate the game's rules can be the key to victory.

2. Physical Structure of the Houses

2.1. Main House – Base

- **Design:** The Base is designed to be simple and functional, with minimal comfort. The idea is for participants to face daily challenges and work together to improve their conditions. The environment is more austere, reinforcing the need for unity and strategy.
- **Facilities:**
 - **Kitchen:** Basic equipment such as stove, refrigerator, and microwave, without many conveniences. The pantry is stocked with limited food, and participants need to ration usage or earn more resources through their achievements in the game.
 - **Living Room:** A common space where everyone gathers to socialize and discuss strategies. Without luxurious sofas or comfort items, the room encourages dialogue and socializing but can also be the setting for tensions and heated debates.
 - **Shared Bedrooms:** Participants sleep in rooms with basic beds, without any privacy or luxury. Conditions are simple, emphasizing the importance of coexistence and cooperation.
 - **Bathrooms:** Shared among all participants, with a limited amount of hot water. Managing this resource is essential to avoid conflicts and ensure a minimum level of comfort.
 - **Outdoor Area:** A modest garden, with a pool or leisure areas. This space serves as a refuge for reflection but lacks the luxury participants might expect. Any improvement to the outdoor area must be earned during the game.
 - **Maintenance:** The participants themselves are responsible for keeping the house clean and organized. Maintenance and improvement items can be acquired using the currency system, creating additional incentive for good performance in tasks and challenges.

2.2. Oasis

- **Design:** In contrast to the Base, the Oasis offers luxury and comfort. This space is designed to be a true refuge where the leaders can enjoy all the amenities the Base does not offer. The décor is sophisticated, and every detail is crafted to provide relaxation and exclusivity.
- **Facilities:**
 - **Luxury Bedroom(s):** Equipped with king-size beds, high-quality bedding, and décor that exudes comfort and elegance. The room is air-conditioned and offers a true retreat from the game's challenges.
 - **Private Living Room:** An exclusive space for the leaders to relax, with comfortable sofas, a state-of-the-art TV, and a variety of games. It is the ideal place to discuss strategies or simply rest after an intense day in the competition.
 - **Bathroom:** Equipped with showers providing unlimited hot water, high-quality hygiene products, and all the comforts necessary for complete relaxation.
 - **Equipped Kitchen:** Unlike the Base, the Oasis kitchen is modern and stocked with gourmet food and state-of-the-art utensils.

Leaders can enjoy high-quality meals prepared with ease and comfort.

- **Rules of Use:** The Oasis is exclusive to the weekly leaders, who may sleep and relax there during their leadership period. Other participants do not have access to the Oasis, reinforcing the division of status and power within the game.

3. Sigma System

3.1. Sigma Accumulation

- **Challenges:** Participants earn coins through endurance, skill, intelligence, and luck challenges. Challenges take place weekly and can be individual or group-based. The currency is called SIGMA.
- **Coin Distribution:**
 - Coins are awarded in fixed amounts: 20, 40, 70, and 100.
 - Each coin is represented by a symbol (e.g., airplanes), creating a visual reference that emphasizes the importance of accumulated values.

3.2. Use of Coins

- **House Maintenance:**
 - Weekly bills for water, electricity, gas, and other essential services.
 - Failure to pay results in penalties affecting comfort and living conditions.
- **Market Purchases:**
 - A weekly market allows the purchase of extra items such as special foods, hygiene products, and comfort objects.
 - The market offers high-value products, requiring planning and collaboration among participants.

3.3. Penalties

- **Lack of Coins:**
 - If participants fail to accumulate enough Sigmas, they face consequences such as:
 - Power outage: 7 days without electricity.
 - Water outage: 7 days without running water.
 - No hot water: 4 days of cold showers.
 - No gas: 6 days without cooking on the stove; alternative cooking methods must be found.
- **Behavioral Infractions:**
 - Sigma deductions for violations such as:
 - Improper use of the microphone.
 - Whispering or murmuring to hide conversations.
 - Changing clothes in the bathroom instead of the bedroom (violating transparency rules).
 - Challenging production orders.
 - Damaging doors, chairs, utensils.

4. Leadership

4.1. Triple Leadership Dynamics

- **Leader Selection:**
 - A weekly challenge determines three leaders who share power.
 - Challenges require varied skills, ensuring different types of players can achieve leadership.
- **Leaders' Responsibilities:**
 - **Immunity:** Only one leader is immune, chosen by consensus among the three. The other two can vote and be voted against.
 - **Oasis:** Leaders have exclusive access to this space and must sleep there during their leadership term.
 - **Privileges:** Access to special foods, rest in comfortable environments, and high-level entertainment.
 - **Challenges:** Leaders must deal with uncertainty about what others in the Base (Main House) are discussing—whether they are forming strategies or alliances among leaders or other situations that can occur in the reality game.

4.2. Decision-Making Among Leaders

- **Consensus for Immunity:**
 - The three leaders must jointly decide which one will be immune during the week. The decision should be strategic, weighing alliances and potential risks.
- **Voting Power:**
 - Leaders' votes may carry greater weight (double or triple, or this format can be flexible—each production or broadcaster can create a strategy that makes the game dynamic and ensures audience success).
 - The leader's strategic vote can change the game but may also put them at risk of betrayal.

5. Voting System

5.1. Face-to-Face Voting

- **Dynamics:**
 - Participants vote face-to-face, creating a direct confrontation environment.
 - The host calls Participant 1, who declares their vote for Participant 2. They briefly discuss the vote before the next participant is called.
 - The process continues until all have voted.
 - This public exposure adds tension and transparency, giving the audience a clear view of alliances and rivalries.

5.2. Tie and Tiebreaker

- **Tie:**
 - In case of a tie, the leader does not decide; the public votes to decide which of the nominees stays in the game.
 - If three participants are tied (with one being the leader's nominee), the public chooses one of the three to leave the nomination.
- **Result:**
 - After the public decision, the remaining two are put to a new vote, and the public decides who will be definitively eliminated by Tuesday.

5.3. Fake Elimination

- **Mechanic:**
 - In a specific week, a participant is falsely eliminated and taken to a secret location where they can observe the other players.
 - The "fake eliminated" returns to the game, entering the Oasis or the Base (main house) as a surprise—especially if there are conflicts with the leaders or at a specific moment the production deems important for the show.
 - This re-entry creates a dramatic twist, especially if it occurs during an important challenge or strategic discussion.

6. General Rules

6.1. Code of Conduct

- **Respect and Coexistence:**
 - Verbal fights are allowed, but physical aggression results in immediate expulsion.
 - Damage to property, such as breaking cameras or doors, leads to severe penalties.
- **Prohibitions and Sanctions:**
 - Physical threats, especially with objects like knives, are forbidden and lead to immediate expulsion.

6.2. Confession Room

- **Function:**
 - A place where participants can vent, confess, express concerns, and request medical assistance.
 - The confession room is also used to communicate important decisions or answer questions from production. Here, production and direction decide what may happen to keep the show running and maintain audience interest.

6.3. Punishment System

- **Collective Punishments:**
 - If one participant violates a rule, the entire house may be punished, creating intense social pressure.
 - Examples: Lack of food, restrictions on appliance use, etc.

7. Game Strategy

7.1. Resource Management

- **Necessary Cooperation:**
 - Participants need to cooperate to accumulate enough coins to keep the house functional.
 - Individual strategies can negatively impact the group, causing conflicts.

7.2. Challenges and Tests

- **Endurance Challenges:**
 - Test the physical and psychological limits of participants, with rewards in coins and privileges.
- **Strategic Challenges:**
 - Require cooperation, logic, and group decision-making, and can reshape alliances and hierarchies within the house.

7.3. Oasis Exclusivity

- **Security and Comfort:**
 - Leaders enjoy the privileges of the Oasis but bear the responsibility of maintaining their leadership. Participants cannot invite others to the Oasis; only leaders may circulate there. They can move freely around the Base (main house) and interact with others but must sleep in the Oasis. At the end of the leadership period, they must leave the Oasis.
 - The audience watches closely to see if the leaders share information or advantages obtained with the other participants.

7.4. Challenges and Access to the Oasis

- **Chance to Enter:**
 - Throughout the season, all participants will have multiple opportunities to compete for the coveted access to the Oasis, one of the biggest privileges in the game. These challenges, designed to test physical strength, mental acuity, and social skills, have the power to drastically change the course of the competition. Winning one of these challenges can completely transform a participant's trajectory, guaranteeing not only comfort and luxury but also a significant strategic advantage.
 - The Oasis is not just a refuge of comfort but also a symbol of status and power within the confinement. The competition for access is fierce since the luxurious and exclusive environment can provide winners not only the necessary rest but also the chance to plan and strategize away from the eyes and ears of others. Additionally, securing a spot in the Oasis can influence alliances, consolidate partnerships, or even escalate rivalries, making each challenge a crucial event in the game's progression.
 - For participants, winning challenges that grant access to the Oasis represents more than momentary pleasure; it is an opportunity to gain precious time to recharge and consider next steps. Thus, the Oasis becomes a central objective, a goal to be reached by everyone who wants not just to stay in the competition but to dominate it. Each challenge is, therefore, a battle that can mean the difference between survival and elimination, success and failure.

8. Additional Ideas

To further enrich the format and add layers of complexity and interest, we consider several additional ideas:

- **Rewards and Penalties System:** Create a system of rewards and penalties for strategic decisions and challenge performance. This can include special benefits such as temporary advantages or penalties that affect a participant's ability to compete effectively.
- **Weekly Themed Challenges:** Introduce weekly themed challenges, bringing new elements to the game and forcing participants to constantly adapt. These challenges may be based on specific skills, general knowledge, or even creative tasks.
- **Special Powers:** Include elements like the "Power of Reversal," which allows participants to overturn a decision or change the outcome of a challenge, and the "Power of Sabotage," which allows negatively influencing another participant's competition.
- **Production Surprises:** Introduce unexpected surprises from production, such as the temporary entry of a new participant or a surprise competition that can alter the game balance.
- **Audience Interactions:** Implement interactive elements where the audience can influence the game in unexpected ways, such as live votes affecting participants' dynamics or the introduction of new elements based on audience feedback.

9. Conclusion

The reality show we are creating is much more than a competition for prizes and status; it is a comprehensive test of human capabilities, where each participant is challenged to explore their physical, mental, and emotional limits. Over six months of confinement, competitors will be put to the test in an environment that demands constant adaptation and resilience. The game, divided between the simplicity of the Base House and the luxury of the Oasis, offers a unique dynamic blending deprivation and reward, strategy and luck, alliances and betrayals. In the Base House, participants will face a reality devoid of comfort, where cooperation is essential for survival. Basic facilities, scarce resources, and the constant need for maintenance create a setting of tension and challenge. Here, they will need to learn how to deal with adversities, find creative solutions, and above all, work together to improve their living conditions. However, what initially seems like a disadvantage can become an asset for those who know how to use the Base House experience as fuel for their evolution in the game.

On the other hand, the Oasis represents the pinnacle of privilege and exclusivity, but it also brings its own complexities. Access to this luxurious house is reserved for the few who manage to stand out in the challenges, becoming leaders and earning the right to enjoy the best the confinement has to offer. Staying in the Oasis not only provides comfort and well-being but also the opportunity to strategize, forge alliances away from the constant pressure of the Base House, and even manipulate the game according to one's interests. However, being at the top also means being a target, and the power conferred by the Oasis can easily turn into vulnerability. The triple leadership adds an extra layer of complexity to the game, requiring leaders not only to think about their own strategies but also to negotiate and collaborate with one another. The need to make joint decisions, such as choosing who will be immune, will create moments of tension and distrust, where the ability to influence and persuade may be as valuable as physical strength. Each decision made by the leaders will have a profound impact, not only on the game's dynamics but also on the personal relationships formed throughout the show.

Throughout the season, the audience will play a decisive role, intervening in critical moments and helping shape the participants' destinies. This constant interaction between the confined players and the viewers adds an element of unpredictability that keeps the game always exciting and uncertain. The surprises reserved along the way ensure that no participant can feel completely safe, and that the game remains dynamic and full of possibilities. This reality show aims to be a complete and immersive experience, both for the participants and the audience. With a format that balances emotional wear with the adrenaline of competitions, and that values both strategy and resilience, the program has the potential to create memorable stories, forge heroes and villains, and capture the imagination of millions of viewers. Whether in the simplicity of the Base House or the luxury of the Oasis, every moment will be an opportunity for participants to show what they are made of, while the audience watches, cheers, and actively takes part in this unforgettable journey.