

THE KISS

"DATING FROM A WOMAN'S POV!"

"After ages of verbal or physical harassment and assault, women finally have a bullet proof method to manage personal safety."

"Times have changed. It takes more than a glass slipper to earn a date with an accomplished woman!"

"We're empowering women to know it should take a lot of effort to get to a first date."

SOFIA VERGARA

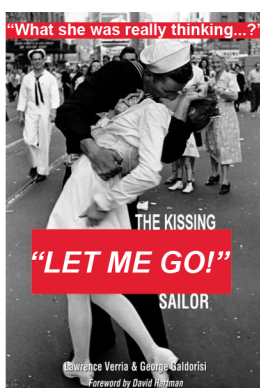


Postwar sailor stealing a kiss from a stranger in Times Square. Franchise includes LGBTQ+ / lesbian variations.

"Unconditional Surrender," sculpture by Seward Johnson, based on Life Magazine photo by Alfred Eisenstaedt, taken on August 14, 1945.

THREE COUPLES GET A CHANCE TO PROVE THEY ARE MEANT FOR EACH OTHER, USING AN ELIMINATION FORMAT THAT WEEDS OUT BIAS IN FAVOR OF NATURAL CURIOSITY AND PLAY.

THE KISS players present iconic moments in American history (the one above captured on the day the Japanese surrendered). There's a lot viewers can learn about how images in popular culture shape our identity -- with forward motion describing what we can do to make new images that represent the shared lives we value, and want to embrace, on screen and in real life. Being kissed by a complete stranger, on the street, in today's world would be an act of assault. Even the meaning of the sculpture asks a gendered question the series attempts to answer.



Women want emancipation from male-driven fantasy and identity projection.

THE FUTURE OF TELEVISION, ONLY ON KALEIDOSCOPE NETWORK.

Fifty players, half women and half men, each selected during gamified matching, speed mating, and a new dating protocol known as "Date Proof," must cross four levels of sensory and cognitive courtship rituals to be invited onto the fifth, a formal date known as "The Kiss."

Across game levels, players are reduced from 50 female and male players to 30, to 20, to 10, to 5 (two apex females and three highly compatible males) using advanced dating protocols, where each level articulates both the exterior and interior components of attraction. Also, The Kiss supports women to achieve a newly manufactured screen image, one where equal gender roles rely on gamified experiences that define the new rules of attraction.

The icebreaker ball, color-coded character cards, sonic-only profile reveal, and speed dating masquerade, as well as the multiplayer final date, offer a new social ritual that foregrounds safe and consensual dating protocols by installing creative formats for determining the suitability of a partner before saying yes to a date, thereby creating a protective social and cognitive layer before things get personal and emotional.

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WITH DATE PROOF PROTOCOL

The rules of attraction reinvented.

SYNOPSIS

Attraction is a state of mind. First dates provide a way to collect evidence that the other person is who they appear (or are imagined) to be. But when the rules of attraction are short circuited, and sight, sound and mental image are allowed to form independent of each other, true attraction is cultivated, forcing players to discover evidence of what really draws them to another person. The proof of a more profound kind of attraction depends on the players ability to engage in five rounds of investigative matching, mating and dating.

LEVEL 1 [SILENT MIXER aka Ballroom Freeze Tag] *icebreaker social (soiree)*

Fifty women and men gathered at a semi-formal engagement, dressed in a showcase of top designer looks, will tag and be tagged by potential mates using typically biased visual cues (look, style, gesture, movement). During music ensembles, in a ballroom setting, players will complete round one selections, withholding conversation as superficial evidence of first impressions are gathered, then recorded (with costume NFC rings provided to players). But since looks can be deceiving, all players must move on from the mixer round to the speed mating courtship in search of further, and deeper, evidence of attraction. The fifteen most tagged players, per gender, fuel game play in the next round.

LEVEL 2 [MAKE YOUR MIND aka Profile Scrabble] *(late night snacks) room service party*

It's important to stay open minded if you are going to circumvent visual bias, which normally governs the rules of attraction in our culture. And in order to find the people you think are truly remarkable and interesting, people you want to speed mate, and potentially pair off with on a longer date, that can only happen not by reading the room's superficial cues but by engaging with unmarked profiles, where vital demographic data (age, income, ethnicity, etc.), and standard profile photos have been blocked out.

Presented as a deck of cards that have been coordinated into seven distinct colors, each player begins to learn about the unique traits they find compelling, taken from the total set of (previously tagged) player profiles, and then compiled into a sequence of traits deemed as preferred. Players who were not previously tagged, who possess profile traits that index within either the group's priority color codes (a bell curved rainbow of traits), could replace players who were previously tagged during Freeze Tag. Engaging therefore in Profile Scrabble creates a lexicon of qualities which allows for a richer distribution of players, those who are tagged and/or those who are tripped.

The total match-making pool (now 30 players) will represent a bias of visual cues (image, body) and conceptual traits (natural ability, skill, habits, and personal story) triggering a more intellectual type of attraction not possible in the ballroom setting. Players may begin to be surprised at what they find intriguing, once they've had a chance to subvert their own natural biases -- allowing attraction to be guided both by the unknown, as well as any deeper instinct for natural variance. After all opposites do attract for a reason, and it just may be that unique biographical touchstones act as virtual enzymes, able to spark diverse attraction within the now more broadly entwined mating pool.

LEVEL 3 [VOICE LIKE A PICTURE aka Sonic Selfie] *sound booth session (brunch)*

Chance and permutations would suggest that there is only a one in 10 billion likelihood of each player tagging the same five women, or men, twice, and then three times -- and then those same players also tagging each other. However randomly, during Profile Scrabble, players begin to see where physical and intellectual attractions diverge and/or converge, allowing players to form new kinds of impressions, from diverse stimuli, about a potential suitor and his or her superficial and/or hidden traits.

Which leads to the next seduction tactic, the Sonic Selfie, a matching strategy that occurs at another staged event where three groups of five will listen to voice-only profile information, created by each player using their natural speaking voice, in order to disclose a weakness, character flaw, or vice they possess. This aural reveal provides another layer of identity that enables players a way to personify the many sense impressions (assembled thus far) harbored in the imagination of each game player, without knowing yet who the voice belongs to.

Players will tag five voices, relying on this sonic level of attraction to escalate any intangible quality carried by the human voice, into a force of attraction that might present a person's true inner self from a portrait made of sound, told through each person's unique timbre of voice. The added vulnerability of a confession humanizes each player in a way that could attract or repel a potential suitor, once faces, traits and voices begin to add up in the next sequential round. But get ready for another twist where each player's true personality is hidden behind a masquerade of known stereotypes, with each player hosting a conversation while dressing against their own natural type.

LEVEL 4 [SPEED MATING ON STEREOTYPES aka Masked Mixer] *drinks (happy hour) and scripted conversation*

By now we can see where The Kiss game levels are beginning to hot-wire a "truer kind of attraction," by giving players a way to get over their personal and potentially deeply ingrained cultural biases. By way of the cross-sensory sequence of social events -- where looking, learning and listening are foregrounded -- players begin to cultivate the true potential of each of their tags or trips, leading from the trifecta of matching, mating and dating rituals where the dating pool is whittled down to two female and four male finalist selections.

During the dual process of elimination and validation, triggered by game events where reason and emotion both have equal play, the strategic posturing of new dating protocols foregrounds how human nature and attraction might work, when players are able to gather a symphony of imprints that might lead to a more successful pairing of individuals. Because the speed mating partners are masquerading in stereotypes and using conversation prompts (designed to expose key biographical elements while addressing socially relevant topics), each player will essentially still be strangers tasked with the art of assembling a gestalt of the person they sense may be behind the mask.

To accomplish this players will have to rely on a sixth sense, where the intangible becomes evident in the form of an undeniable attraction, something pulling on the heart strings. Through speed mating rounds each player must now reach beyond the masquerade of stereotypes to see the player's true persona, and reduce the ten speed mates into three finalist players they would like to date. Because the date must be consensual each player will choose first, second and third options from the group of ten. But that doesn't mean that any first choice is necessarily the best choice, especially if it's not mutually elected. And with sequential game levels able to build attraction, players will have to trust in the process to see if investigative dating leads them to the finale namesake round aka The Kiss. Only one pair will survive this next game level, perhaps the couple with the greatest compatibility of traits, as one might expect, or perhaps instead the best chemistry.

LEVEL 5 [ARRANGED DATE aka The Kiss] *dream multi dinner date (leading to a possible kiss)*

The proof is in the pudding, as they say. Up to this point we have gamified the laws of attraction to allow unlikely pairings to have a chance at testing their propensities during the previous speed mating rounds. Of course, players will have merged faces to voices, and then gradually added the missing layers of identity and personality. But how that plays out, ultimately validating or refuting each player's assumptions, as well as any innate sense of attraction, will reach a climax with six possible pivots allowed during the final date, three per apex female and one per male.

Using an etiquette of dinner table signals each player has the potential to switch their date if the chemistry is not working out, allowing the second or third pairing options a chance to take the place of the first. This gives each player a way to see how well their innate and cultivated attractions pair off in real life during the five course dinner date. A napkin on the table or a knife at the head of the course plate signals either party is ready for change.

But since the male contenders will be moving between two dates, ready to jump in between courses while the tandem dream date progresses, any such change of partner will be guided under the spell of a romantic kind of musical chairs, where ultimately any of the players might make it to the last course position, a course that could mean more than dessert if a mutual sense of attraction leads to a consensual kiss. Drinks, appetizer, salad, entree and dessert mean there are potentially four changes that can happen during the climactic dinner, allowing the player to spend time with each of the four top choices, should they doubt their first choice at any time, before reaching consumption of the dream date, aka "the kiss."

The arc of the game design seeks to put players under mixed matching (induction), mating (deduction) and dating (abduction) protocols, each offering unique kinds of pairing stages where players make proverbial winks, cordial handshakes, and social kisses, all the while being thrown into new kinds of personal challenges never before ritualized into an improved dating ritual -- one that focuses on each player's emotional, physical and psychological well-being. Finally, if "the kiss" is not consensual, the player can elect to go back into the dating pool and begin the process over again with the next group of players, with a total of three chances per player to make it into "the kiss" round before, being eliminated from the season.

NOTE: If the double date format yields two mutual matches, the female with the least course pivots will be awarded the destination vacation for two. In the destination vacation finale, showcasing each of the episode matched players engaged in partnered and group activities, each player can further pivot three times or possibly be eliminated before reaching the "Big Kiss," the highest game level where compatibility has been tried and tested to be true.

FINALE: Players who make it to the finale "Big Kiss" (PDA now allowed), can either affirm or refute their compatibility during the end game courtship rituals. During the course of the game season we will see many psychological, sociological, and physiological types and traits, each influencing the stages of matching, mating and dating, with emphasis on protocols for safe and consensual pairings (featured in gameplay and interstitials), with finale tell tale adventures pushing partners to explore long term expectations, goals and opportunities, with one couple winning relationship prizes and money.

CAN YOU HOTWIRE THE LAWS OF ATTRACTION?

CAN YOU PICK YOUR MATCH IN A CROWDED ROOM?

CAN YOU PROVE YOU'RE WORTHY OF A FIRST DATE?

CAN YOU FORGET EVERYTHING YOU LEARNED ABOUT FALLING IN LOVE?

LOGLINE

From a room of fifty players, across five game levels, using investigative dating tactics, the odds of meeting your match depends on sharing who you really are.



She smiled. We danced. She tagged me.

"The Kiss is proof that there are hidden layers of attraction pulling on our heart strings."

Level 1 player selection based on genetic test for HLA Allele, a tested DNA "love gene" marker, describing biological compatibility at the immunological receptor sites.

Level 2 player interaction and dating pool reduction based on a gamified personality assessment, that excludes discrete demographic data in favor of a color array of sociological schemes and psychological traits.

Level 3 personalizes individually tagged players using voice and storytelling reveals, without associating potential visual or physiological bias.

Level 4 accelerates accrued tags (attraction imprints) with a series of speed mating events that can either confirm or deny validity of tags. However, players only engage via roleplay, in masquerade, allowing for both representational and experiential responses to be correlative.

Level 5 is the ultimate test where each player can finally be their real self, and peel away any remaining layers of uncertainty to discover if there is any raw chemistry that might lead to a mutual kiss -- the trump card of successful matching and mating -- regardless of scientific DNA results, or player preference that may lean towards more psychological, sociological, or physiological compatibility factors.

THE NEW SEXY GENETICS

LEVEL 1 DNA TESTING BY INSTANTCHEMISTRY.COM