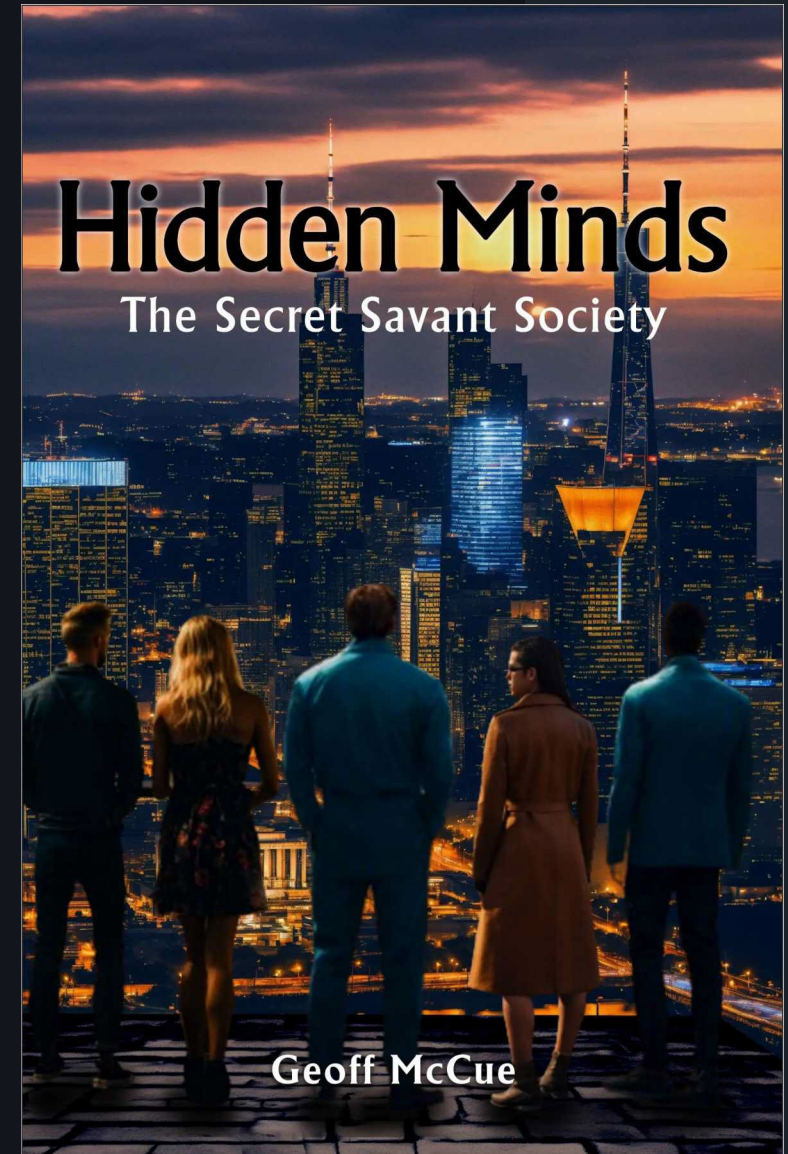


HIDDEN MINDS: THE SECRET SAVANT SOCIETY

The smartest people in the world can solve almost any problem—except whom to trust.

Science-Fiction Conspiracy Thriller / Adventure • Feature screenplay
Written by Geoff McCue



THE HOOK

On his eighteenth birthday, a brilliant young man discovers that his parents secretly operate an underground society of extraordinary minds and is chosen to lead its newest team—only to discover that the greatest threat to the organization may be the father who created it.

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THE STORY

Eighteen-year-old Jacob Hastings has grown up believing his parents, Dr. Samuel and Dr. Arlene Hastings, run a successful pharmaceutical company best known for the cognitive enhancer Lucidium. On Jacob's birthday they reveal the truth: Hastings Inc. also conceals the Secret Savant Society, a clandestine organization that brings together people with extraordinary mental abilities to confront problems conventional institutions cannot solve. Samuel believes Jacob's greatest gift is not simply intelligence, but his ability to recognize how different minds fit together. He wants his son to lead the Society's next generation. Jacob helps recruit four remarkable young people: Matthew Dillon, an autistic artist with extraordinary visual-pattern recognition; Nikolai Lobachevsky, a brilliant Russian mathematician; Theodora Langdon, a gifted linguist; and Jietang Liu, a disciplined former Chinese military strategist. Living and training together at the hidden Vermillion Spire, the five clash, test one another, and gradually become a team. Their missions quickly become real. In Houston they confront a trafficking organization called the Serpents and rescue children while the elusive criminal Viper escapes. Other assignments expose corruption and force the recruits to apply their gifts under pressure, teaching Jacob that leadership is less about having the answer than creating the conditions for others to contribute theirs. The team becomes a chosen family.

KEY CHARACTERS

JACOB HASTINGS

Eighteen-year-old prodigy learning that leadership is more than intelligence.

DR. SAMUEL HASTINGS

Jacob's father and founder whose compromises threaten the Society's independence.



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THEMES & EMOTIONAL ENGINE

**Leadership • Chosen family • Intelligence vs. wisdom • Moral independence
• Loyalty • Power and responsibility**

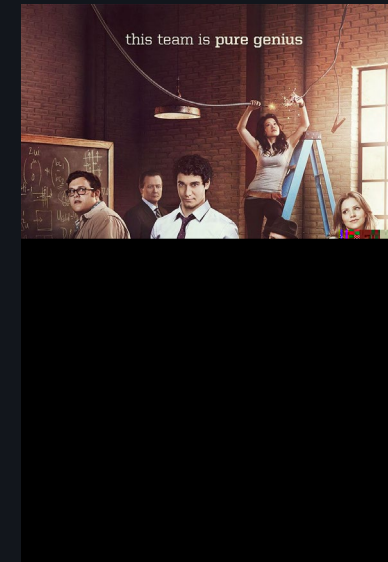
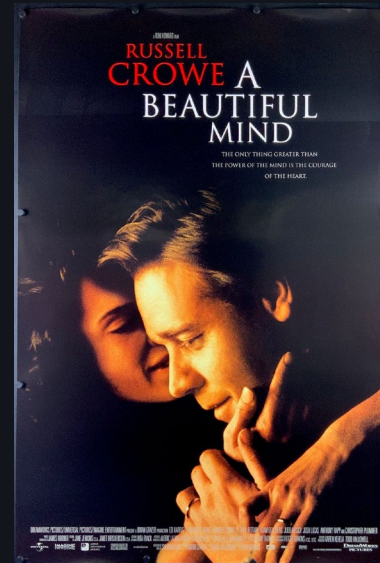
The concept creates the spectacle; the characters create the stakes. The film is designed to keep the speculative idea grounded in choices about family, trust, responsibility, identity, and the human consequences of extraordinary knowledge or technology.



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CINEMATIC POSITIONING

An ensemble conspiracy adventure built around gifted outsiders, secret organizations, intellectual problem-solving, and a morally complicated father-son conflict.



Designed as a feature with a clear high-concept marketing hook, contained character relationships, escalating cinematic stakes, and underlying intellectual property in Geoff McCue's published fiction.

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AUDIENCE & WHY NOW

Primary audience: adult thriller and science-fiction viewers, with crossover appeal driven by science-fiction conspiracy thriller / adventure.

The story turns a provocative “what if?” into a human problem audiences can immediately understand. Its central question is timely because technology, privacy, artificial intelligence, human performance, and the limits of control are increasingly part of everyday life.



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WRITER / UNDERLYING IP

GEOFF McCUE is an author, screenwriter, inventor, and retired technical sales professional whose career has combined product development, patents, commercialization, and creative problem-solving. His fiction frequently explores extraordinary abilities or technologies and the human consequences that follow.

**Feature screenplay adapted from Geoff McCue's novel.
Screenplay and additional materials available for consideration.**

