

MINDSCRIBE

Television Series Bible

One-hour serialized science-fiction / techno-thriller

Created by Geoff McCue

Based on the novel and feature screenplay by Geoff McCue

Logline

After neuroscientist Dr. Benjamin Hayes creates a device capable of translating thoughts, dreams and memories into observable information, he discovers that the technology was seeded in his own mind as a child by his supposedly dead father and a covert organization that intends to take the next step: writing information back into the human brain.

The Series

MINDSCRIBE is a serialized near-future thriller about the final frontier of privacy: the human mind. The series begins as a story of scientific discovery and becomes a conspiracy drama about memory, identity, consent and control. Benjamin Hayes believes he is completing his late father Frank's neuroscience legacy. Instead, each breakthrough reveals that his life, his memories and perhaps even his ambitions were shaped by a program he cannot remember.

The central dramatic engine is simple: every advance that could heal the mind can also be used to penetrate or manipulate it. Benjamin and Brenda must decide not only what MindScribe can do, but who has the moral authority to decide what it should do. Blackbriar operates on the opposite premise: if a capability is possible, someone will use it, so control belongs to whoever gets there first.

Format & Tone

- One-hour serialized drama; approximately 55–60 Final Draft pages per episode.
- Near-future science fiction grounded in recognizable neuroscience, research culture and corporate power.
- A continuing conspiracy spine combined with episode-level scientific, legal and human consequences of neural technology.
- Tone: intelligent, suspenseful, emotional and cinematic rather than gadget-driven. The science creates the problem; character choices determine the cost.

The Core Question

**If another person can read, preserve, alter or implant what is inside your mind,
what remains truly yours?**

Hayes Neuroscience Research Facility

Founded by Frank Hayes and now led by Benjamin, the facility is where legitimate neuroscience collides with the hidden history of Blackbriar. It is both a workplace and a moral battleground: researchers want to cure disease and understand consciousness, while every success increases the value of the technology to people interested in surveillance and control.

MindScribe

MindScribe translates aspects of internal neural activity into information another person can observe. Its promise extends from thought and dream reconstruction to memory research, communication and treatment of neurological disease. Its danger is equally direct: private mental content can become data.

MindWriter

Blackbriar's desired second phase is bidirectional neural encoding—the possibility of reinforcing, altering or eventually implanting information and memories. Frank argues that the same capability could restore damaged memory, treat trauma or preserve identity. Benjamin sees the other hand immediately: false memories, manufactured loyalties and behavioral control.

Blackbriar

Blackbriar is not a single conventional corporation. It is a network of shell companies and interests spanning defense consulting, medical research, behavioral analytics, private security and venture capital. Its secrecy gives the series a durable conspiracy engine: exposing one layer never guarantees that the underlying program has been stopped.

Rules of the Story World

- The technology is powerful but not magical. Results are incomplete, interpretation matters, and neural information is not the same as objective truth.
- Memory is reconstructive. Recovering a memory can change it; suppressing one does not necessarily erase it.
- Consent is the moral fault line. A beneficial use without meaningful consent can still be a violation.
- No discovery is isolated. Once a capability is demonstrated, governments, corporations, researchers, patients, families and criminals all have reasons to want it.

CHARACTERS

DR. BENJAMIN HAYES | *Neuroscientist / protagonist*

Brilliant, controlled and more emotionally vulnerable than he wants anyone to know. Benjamin begins the series believing that MindScribe is his great independent breakthrough. The first three episodes dismantle that certainty. His recurring dreams are suppressed memories, his father is alive, and the architecture of his invention was planted in his mind when he was a child. His season-long struggle is therefore both public and intimate: he must defend humanity's right to mental autonomy while deciding whether his own thoughts and choices can be trusted.

DR. BRENDA NGUYEN | *Neuroscientist / moral partner*

Benjamin's closest scientific ally and emotional equal. Brenda sees the privacy and consent dangers earlier and more clearly than anyone around him. She is capable of deception when she believes it is necessary to protect Benjamin and the technology, but she refuses to let that necessity become an excuse. Her relationship with Benjamin evolves from professional trust into love, giving the series a human center that Blackbriar cannot reduce to data.

FRANK HAYES | *Founder / father / architect of the mystery*

Benjamin's supposedly deceased father is revealed to be alive and deeply connected to Blackbriar. Frank genuinely believes neural technology can save minds, but his belief in the mission allowed him to experiment on his own son and suppress Benjamin's memories. He is most dangerous when he is partly right. His conflict with Benjamin is not simply hero versus villain; it is a battle between two definitions of responsibility.

MAYA PATEL | *Blackbriar strategist*

Controlled, intelligent and unsentimental, Maya represents institutional power rather than mad-scientist ambition. She understands leverage, capital and fear. She views Benjamin as both an asset and an experiment, and she is willing to let people believe they have won when doing so advances Blackbriar's longer strategy.

DETECTIVE DIMITRI | *Investigator / outside conscience*

Dimitri brings criminal accountability into a world where scientists and corporations prefer to describe consequences as technical problems. He distrusts selective truth and repeatedly forces Benjamin to distinguish evidence from belief. As the conspiracy widens, Dimitri becomes a bridge between private scientific danger and public law.

DR. EVELYN MARSH | *Senior scientific authority*

Evelyn protects rigor when fear and ambition threaten to outrun evidence. She is willing to halt human testing and demand oversight even when doing so endangers the facility. She provides an institutional counterweight to both Benjamin and Blackbriar.

CORVUS FINCH | *Communications strategist*

Corvus understands that scientific truth and public truth are not automatically the same thing. He helps Benjamin communicate without turning tragedy into marketing and gives the series a practical window into media, reputation and public fear.

DAVID JOBSON | *Researcher / compromised insider*

David begins as part of Benjamin's trusted team but becomes Blackbriar's internal pressure point. He sabotages Daniel Mercer's test with epinephrine, expecting an adverse event rather than a death. His betrayal demonstrates a recurring series principle: Blackbriar rarely needs perfect villains; frightened people with access are enough.

DANIEL MERCER | *Volunteer / human cost*

Daniel volunteers because his mother has Alzheimer's disease and he believes preserving dreams and memories could someday help families like his. His death transforms the scientific debate into a moral reckoning and remains a reference point for Benjamin whenever technological promise threatens to become abstraction.

SEASON ONE

Season Arc

The first three episodes form the opening movement of Season One: invention, betrayal and revelation. By the end of Episode 3, Benjamin has exposed Blackbriar publicly, learned that Frank is alive, recovered evidence that his childhood memories were manipulated, and chosen Brenda and human autonomy over ownership of the invention. That apparent victory opens the larger season rather than ending it. Frank claims that Benjamin once agreed to the childhood procedure and that additional suppressed memories will explain why. Benjamin and Brenda decide to find out what MindScribe was really built to do.

The remainder of the season expands the conflict from one laboratory to society at large. Public hearings, patients seeking access, competing researchers, defense interests, privacy advocates and copycat technologies force Benjamin to confront a reality he cannot reverse: the idea is now loose in the world. Meanwhile, each recovered memory reveals more of Frank’s original program and moves Benjamin closer to the truth behind MindWriter.

Episode 1 — “THE DREAM”

Benjamin’s recurring dreams accompany a breakthrough at Hayes Neuroscience: his team develops MindScribe, capable of translating conscious thought and reaching toward dreams and memory. The triumph collapses when volunteer Daniel Mercer dies during testing. Benjamin shuts down human trials, while David secretly communicates with Maya and Blackbriar. The episode turns the invention from scientific miracle into contested property and establishes that Brenda is being pressured because Benjamin trusts her.

Episode 2 — “THE PRICE”

Evidence suggests Daniel’s death was deliberately induced. Brenda discovers that David injected him with epinephrine and that Blackbriar wants the MindScribe core. She substitutes a failed prototype and hides the real device. David abducts her with the core, leading to a cliff-road pursuit and a crash into the lake. Benjamin chooses Brenda over the floating technology. Blackbriar recovers only the decoy, and the shadowed architect behind the operation is revealed: Frank Hayes is alive, and Benjamin—not MindScribe—has always been the real test.

Episode 3 — “THE CHOICE”

Brenda awakens and reveals that Blackbriar’s real objective is not merely MindScribe but MindWriter: technology capable of writing information back into the brain. Benjamin confronts Frank and learns that MindScribe’s architecture was planted in his mind during childhood memory-transfer and suppression trials. Benjamin and Brenda recover the real core and release evidence of Blackbriar’s involvement. Benjamin publicly declares that no individual, company or government should own the human mind. Later, a recovered memory suggests that his younger self may have agreed to participate—and Frank promises there are more memories to come.

EPISODE ROADMAP

4 — AFTERIMAGE

The public disclosure triggers hearings, lawsuits and panic. A patient with progressive memory loss petitions Hayes for access to MindScribe, forcing Benjamin to defend a technology he has just warned the world about. Meanwhile, a recovered childhood memory points to another Blackbriar test subject.

5 — CONSENT

Benjamin locates a former subject whose life was altered by Frank's early experiments. The subject insists the procedure saved him, complicating Benjamin's belief that the program was purely abusive. Brenda discovers evidence that Blackbriar has begun recruiting outside labs to reproduce bidirectional encoding.

6 — THE COPY

A rival research group announces a crude MindScribe analogue. Its existence proves Benjamin can no longer contain the concept. When the copy produces a devastating false-memory accusation, Benjamin must explain publicly that neural reconstruction is evidence of mental activity—not an infallible recording of truth.

7 — GHOST MEMORY

Benjamin experiences a memory that contradicts his own childhood records. Dimitri suspects Blackbriar is feeding him information to destabilize him. Brenda develops a method to distinguish naturally recovered memories from externally reinforced ones, but using it requires Benjamin to enter the machine voluntarily.

8 — THE OTHER HAND

A controlled experiment demonstrates limited neural reinforcement: MindWriter is possible. Frank offers Benjamin access to the original research in exchange for cooperation on a therapeutic trial involving severe memory loss. Benjamin agrees only under independent oversight, putting father and son back in the same lab.

9 — THE PROMISE

The full childhood memory returns. Young Benjamin did agree to help Frank pursue the research—but only after extracting a promise that he would someday decide what the technology was for. Maya reveals that Blackbriar has no intention of honoring that promise and moves to seize the new work.

10 — PRIVATE THOUGHTS

Blackbriar attempts to activate a next-generation neural system using Benjamin's recovered architecture. Benjamin, Brenda, Dimitri and the Hayes team race to prevent the first large-scale deployment. The finale forces Benjamin to choose between destroying research that could preserve millions of memories and allowing a capability that could make mental autonomy obsolete. He stops the deployment, but the season ends with proof that a second Blackbriar cell has already reproduced part of MindWriter.

LONG-TERM ENGINE

Future Seasons

Season Two can widen the story from Blackbriar to the global race that follows proof of MindWriter. Governments pursue regulation and covert programs simultaneously. Patients demand access. Courts confront whether memories extracted by a machine can be evidence. Criminal defendants claim implanted recollections. Families seek preserved consciousness from dying relatives. Benjamin and Brenda must build safeguards while knowing every safeguard can itself become a blueprint.

Later seasons can explore memory restoration, neural identity, inherited or transferred experience, commercial exploitation of mental data, and the possibility that the distinction between remembering

something and having lived it may become legally and psychologically unstable. Frank remains valuable because he knows where the science began; Benjamin remains essential because he is the only person who carries part of the architecture in his own recovered memory.

Recurring Story Engine

- A scientific or medical use of neural technology creates an immediate human dilemma.
- Blackbriar or a successor organization pursues the same capability for control, intelligence or profit.
- Benjamin's recovered memories reveal another piece of the original program.
- Benjamin and Brenda disagree not about whether ethics matter, but about where the boundary should be drawn.
- Public institutions—law, media, medicine and government—must respond to a capability that evolves faster than policy.

Themes

- Mental privacy: the mind as the last private place.
- Consent: whether beneficial outcomes can justify involuntary access.
- Identity: if memory can be altered, what makes a person the same person?
- Inheritance: the difference between carrying a parent's legacy and being controlled by it.
- Power: scientific capability does not confer moral authority.
- Love and trust: intimacy requires uncertainty; knowing everything is not the same as understanding someone.

Why the Series Sustains

The premise is not exhausted when MindScribe works; that is when the story begins. Every improvement creates a new category of conflict. The serialized mystery—what Frank did to Benjamin and why—provides propulsion, while the technology supports continuing stories involving medicine, law, family, national security, commerce and personal relationships. The result is a series that can escalate without abandoning its central question: who has the right to enter another human mind?

Creator

Geoff McCue is an inventor and author whose fiction is built around technologies that feel close enough to reality to be plausible and powerful enough to create difficult human consequences. MINDSCRIBE is adapted from his novel and feature screenplay. His background developing and commercializing inventions informs the series' focus on the gap between creating a technology and controlling what happens after it leaves the laboratory.