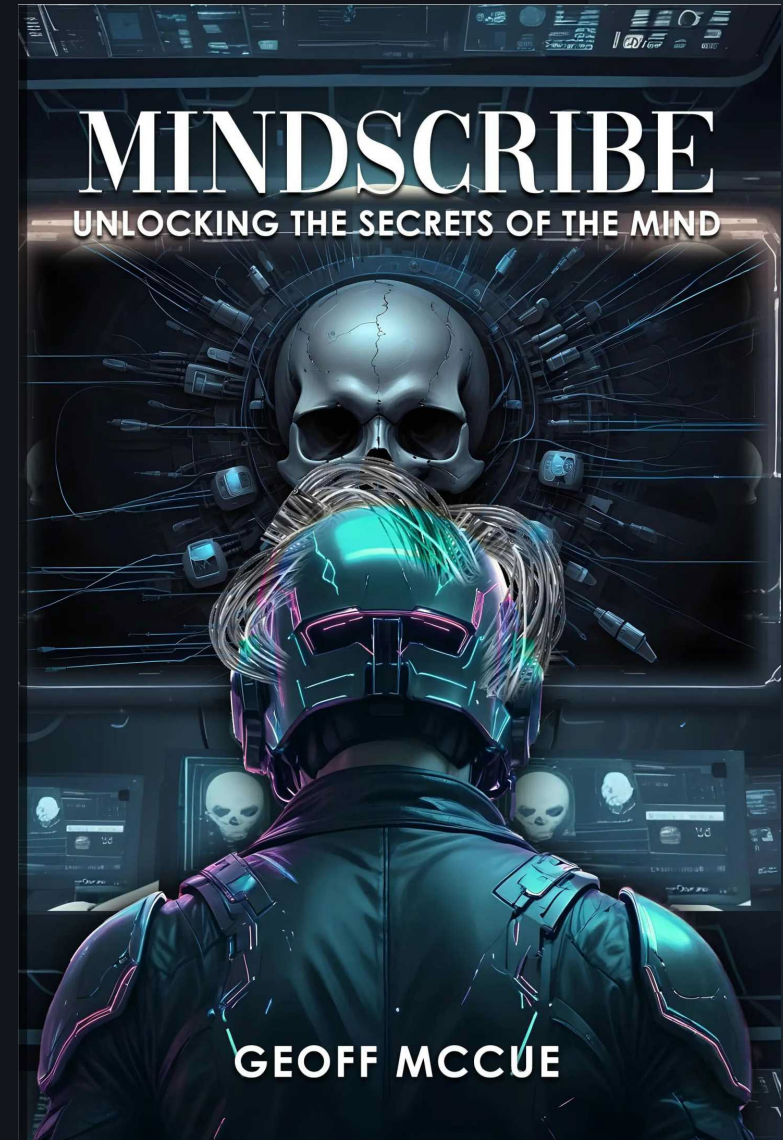


MINDSCRIBE

What happens when the last private place is no longer private?

Near-Future Science-Fiction / Techno-Thriller • Feature screenplay
Written by Geoff McCue



THE HOOK

When neuroscientist Dr. Benjamin Hayes perfects a device capable of translating human thoughts, memories, and emotions, he must turn against the powerful interests determined to weaponize his breakthrough for control before the last refuge of human privacy disappears.

What happens when the last private place is no longer private?

MINDSCRIBE



THE STORY

Dr. Benjamin Hayes, a neuroscientist carrying on the research legacy of his late father, is haunted by vivid recurring dreams connected to the work consuming his life. At the Hayes Neuroscience Research Facility, Benjamin and his team achieve what once seemed impossible: MindScribe can translate a subject's conscious thoughts into readable language in real time. The breakthrough is astonishing, but colleagues Brenda Nguyen and David soon discover that the technology reaches far beyond conscious thought. MindScribe can potentially capture dreams, subconscious material, suppressed memories, sensations, and emotions. The scientific possibilities are enormous. So are the implications for privacy, consent, law, and control. Those implications become dangerous when Maya Patel, a powerful corporate figure with the resources to move MindScribe far beyond the laboratory, pushes the project toward commercialization and expanded access. Benjamin realizes that a device created to understand the mind could become a tool for penetrating it—and eventually influencing it. Brenda urges caution while David remains torn between the historic significance of their achievement and the evidence that the technology is escaping its original purpose. Benjamin's concern deepens when he discovers that a covert organization called Blackbriar has ties to the project and to secrets involving his late father, Frank Hayes.

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KEY CHARACTERS

DR. BENJAMIN HAYES	Neuroscientist carrying forward his late father's research and forced to confront its hidden history.
BRENDA NGUYEN	Colleague and ally who recognizes the privacy danger early.
MAYA PATEL	Powerful corporate figure pushing MindScribe beyond discovery toward control.
FRANK HAYES	Benjamin's late father, whose secrets connect the invention to Blackbriar.



THEMES & EMOTIONAL ENGINE

Privacy • Consent • Scientific responsibility • Memory • Corporate power • The ownership of thought

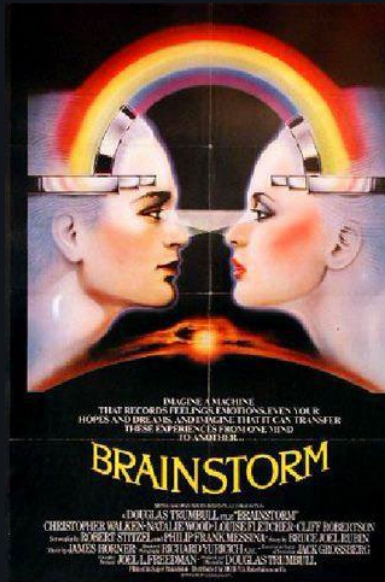
The concept creates the spectacle; the characters create the stakes. The film is designed to keep the speculative idea grounded in choices about family, trust, responsibility, identity, and the human consequences of extraordinary knowledge or technology.

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CINEMATIC POSITIONING

A grounded near-future techno-thriller in the tradition of **BRAIN STORM** and **TRANSCENDENCE**, built around a plausible breakthrough with immediate social consequences.



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 near-future science-fiction / techno-thriller.

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.



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.**

