

Logline

“When a young woman secretly augmented as a child discovers a government plot to use a solar eclipse to enslave humanity through a global mind-control program, she assembles a rogue team of enhanced misfits to infiltrate the system and stop the activation before every citizen on Earth becomes a controlled puppet.”

Synopsis

Masha was rebuilt before she could remember. Augmented by a classified military program after a childhood bombing, she learned to hide her bionic reflexes, embedded code, and the aching absence where family should be. When she stumbles onto classified files about the Eclipse Project, a covert initiative designed to upload a mind-control AI during the next solar eclipse, her quiet survival becomes a global emergency. The transfer requires more time than totality allows, meaning the only way to stop it is to interrupt or corrupt the upload.

With the clock ticking, Masha assembles a ragtag team: Dolores, the hacker who brought her online and knows the code inside her bones; Prometheus, an alien refugee whose life-force bends nature; Raw, his volatile sister with explosive abilities; and two burnt-out ex-operatives who still remember how to breach a fortress. Working off-grid, they build a virus to detect any activation and map the heavily fortified facility where Eclipse is housed.

As the eclipse approaches, loyalties fracture, buried memories resurface, and Masha finally discovers why she was chosen. When the sky goes dark, the team launches a desperate infiltration measured in minutes. Through sabotage, sacrifice, and sheer will, they race to stop a program that would replace free will with control, because if they fail, humanity won't even know it lost the war.