

Theme: Mental Health - Social Media - AI **Duration:** 90 minutes **Format:** Feature Film **Genre:** Thriller with Dark Comedy Undertones

BBAD NIGHT

AN ORIGINAL IDEA BY
LUCIANO CIAGLIA AND DANI BALLESTEROS

TITLE BAD NIGHT
GENRE PSYCHOLOGICAL THRILLER / DARK COMEDY
DURATION 90 MINUTES
FORMAT FEATURE FILM
ORIGINAL LANGUAGE SPANISH
SHOOTING LOCATION CANARY ISLANDS, TENERIFE
PRODUCTION STATUS IN DEVELOPMENT
EXECUTIVE PRODUCERS YADIRA ÁVALOS AND LUCIANO CIAGLIA
DIRECTION ELENA TARA
ORIGINAL SCREENPLAY LUCIANO CIAGLIA AND DANI BALLESTEROS
PRODUCTION COMPANIES LINDA FILMS (TENERIFE) AND NAIF FILMS (GRAN
CANARIA)
VIDEO GAME DEVELOPMENT POWERED BY
SCHEDULED SHOOT THE PUZZLE BROTHERS
BETWEEN MARCH AND APRIL 2026

IN THE GLAMOROUS YET RUTHLESS WORLD OF CINEMA, THE DEATH OF A RISING STAR UNLEASHES A WEB OF SECRETS, LIES AND BETRAYALS AMONG A GROUP OF FRIENDS. TRAPPED IN A SPIRAL OF VIRTUAL BLACKMAIL, PARANOIA AND DESPERATION, THEY STRUGGLE TO STAY TOGETHER AS SOCIAL MEDIA JUDGES THEM MERCILESSLY.



WILL THEY
ESCAPE THE
SHADOWS OF THEIR
OWN PAST
BEFORE THE
TRUTH
DESTROYS THEM
COMPLETELY?

LOGLINE

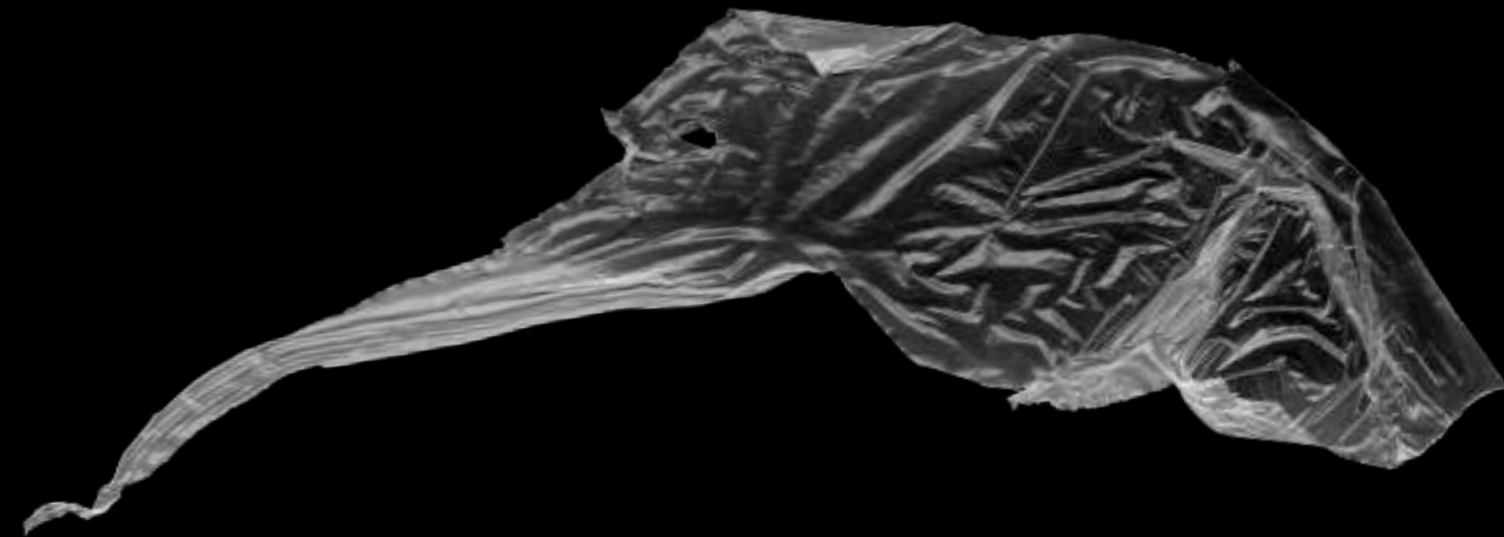
After the inexplicable death of an actress at a premiere party, a group of young stars follow the instructions of an AI that promises to save their careers, trusting and surrendering their lives to technology... unaware that they are about to cross a point of no return.

BAD
NIGHT



01.
SYNOPSIS

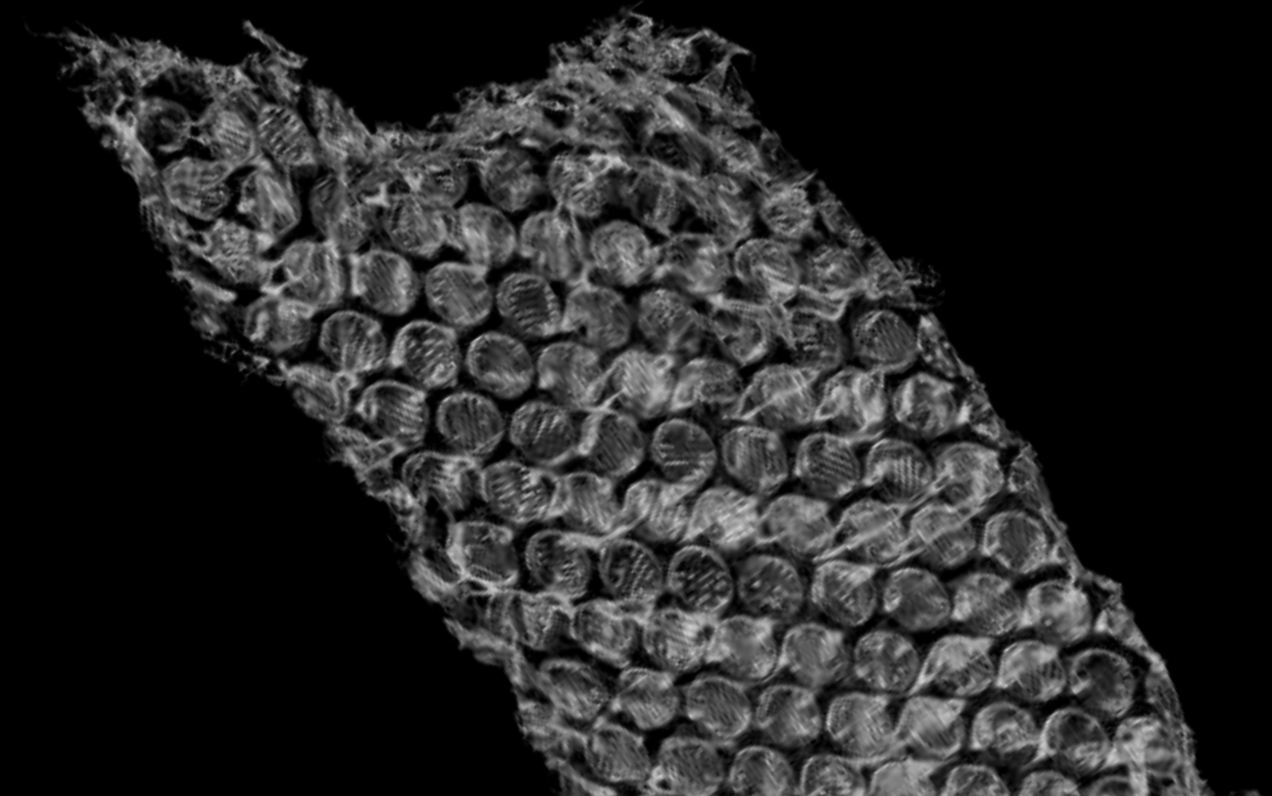
On the night of their first film's premiere, a group of young actors gets caught up in a spiral of chaos that will test their morals, their sanity and those of the world that idolizes them. **What begins as a celebration in a luxury hotel becomes a dizzying descent into lies, manipulation and violence.**



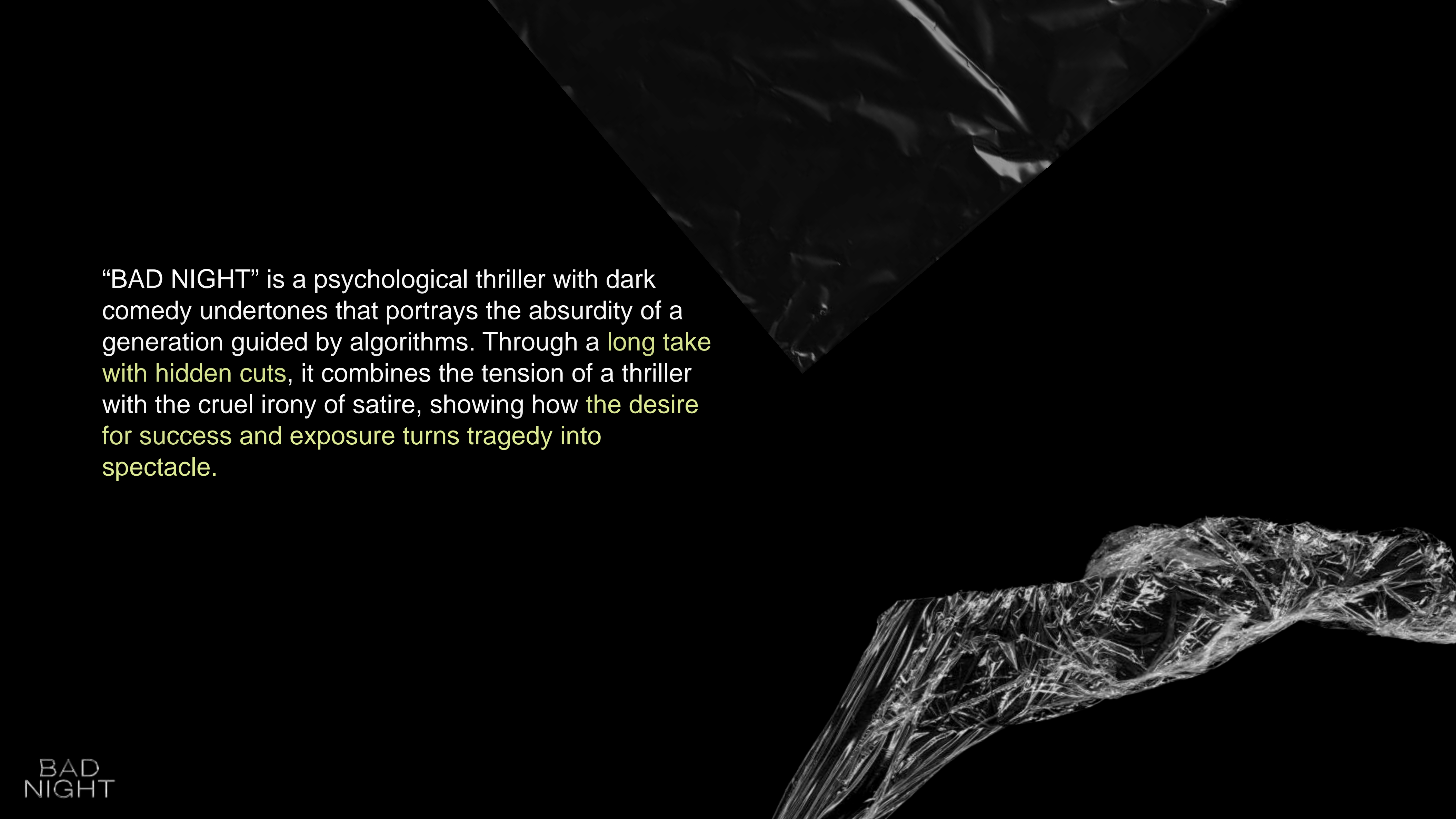
When one of the actresses, **Abril, dies** under confusing circumstances, the group desperately turns to artificial intelligence, their supposed digital lifeline. **The AI becomes their guide**, their commanding voice and their only source of calm, pushing them to make increasingly extreme decisions to protect their image and the “brand” they represent.

Unable to take responsibility or act without instructions, the youngsters sink into a spiral of **technological dependence** where truth and fiction blur, and the fear of losing followers weighs more than guilt.

The night goes on and the group, devoured by their own **ego** and by the logic of the **algorithm**, ends up **turning the tragedy into a spectacle.**



02.TONE



“BAD NIGHT” is a psychological thriller with dark comedy undertones that portrays the absurdity of a generation guided by algorithms. Through a **long take with hidden cuts**, it combines the tension of a thriller with the cruel irony of satire, showing how **the desire for success and exposure turns tragedy into spectacle.**

BAD
NIGHT



VICTOR

Jaime Lorente

The perfect actor and heir to power. Raised to shine, he lives as a slave to the image that sustains him. His craving for paternal approval destroys him, and when scandal exposes him, he realizes that his perfection was an empty mask. He takes his own life, unable to bear his own reflection.

Known for Money Heist (Denver), Elite (Nano), Everybody Knows, Tin & Tina, El Cid.

<https://www.imdb.com/name/nm7931969/>

ABRIL

Daniela Washington

The young influencer who dreamed of being an actress. When a deepfake of her goes viral, she turns from victim into media phenomenon. Applauded for her humiliation, she realizes success is devouring her. IT IS ALL AN ACCIDENT: she dies not from a scandal, but from applause.



Actress, model and influencer. Trained in theater and on-camera acting.

<https://www.instagram.com/daniwashington/>

SILVIA

China Suárez

Trans icon and symbol of empowerment, yet prisoner of her own body and of a producer who controls her. She lives between pride and shame, between the freedom she preaches and the enslavement she hides. Her story reveals the modern paradox of identity turned into merchandise.



Known for Abzurdah (2015), The Red Thread (2016) and Casi ángeles (2007).

https://www.imdb.com/es/name/nm1421927/?ref_ext_shr_lnk

BAD NIGHT





RAFA

Eudald Font

A brilliant tech with the soul of a frustrated actor. His need for recognition leads him to use the artificial intelligence he himself created to fabricate fake images of the woman he loves. In his downfall, he goes from invisible victim to accomplice of the system he despised, embodying the corruption of innocence and the price of validation.

Known for *The Hunter's Prayer* (2017), *Space Men* (2014) and *Welcome to Eden* (2022).

https://www.imdb.com/es/name/nm6176475/?ref=ext_shr_lnk



EMMA

Xina Mora

Acclaimed actress and survivor of abuse. She has spent years silent out of fear and guilt, until the tragedy forces her to face her past. She wants justice, but her rage turns her into part of the cycle she was trying to break. She is the moral conscience of the group, defeated by the very system she tried to change.

Multidisciplinary artist known for her musical work in the techno scene. In 2026 she appears in *Punto de Quiebre*.

MARIO

Luciano Ciaglia

The self-made actor, a symbol of hard work and suppressed rage. His creed is to depend on no one, but that faith condemns him. When everything collapses, violence replaces pride, and his tragic ending reveals the dark side of absolute individualism.



Known for his role in *Hablar* (2015) with Antonio de la Torre and Raúl Arévalo, *Moira* (2019) with Malena Alterio and *A Twelve-Year Night* (2018) with Chino Darín and Antonio de la Torre.

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THEO

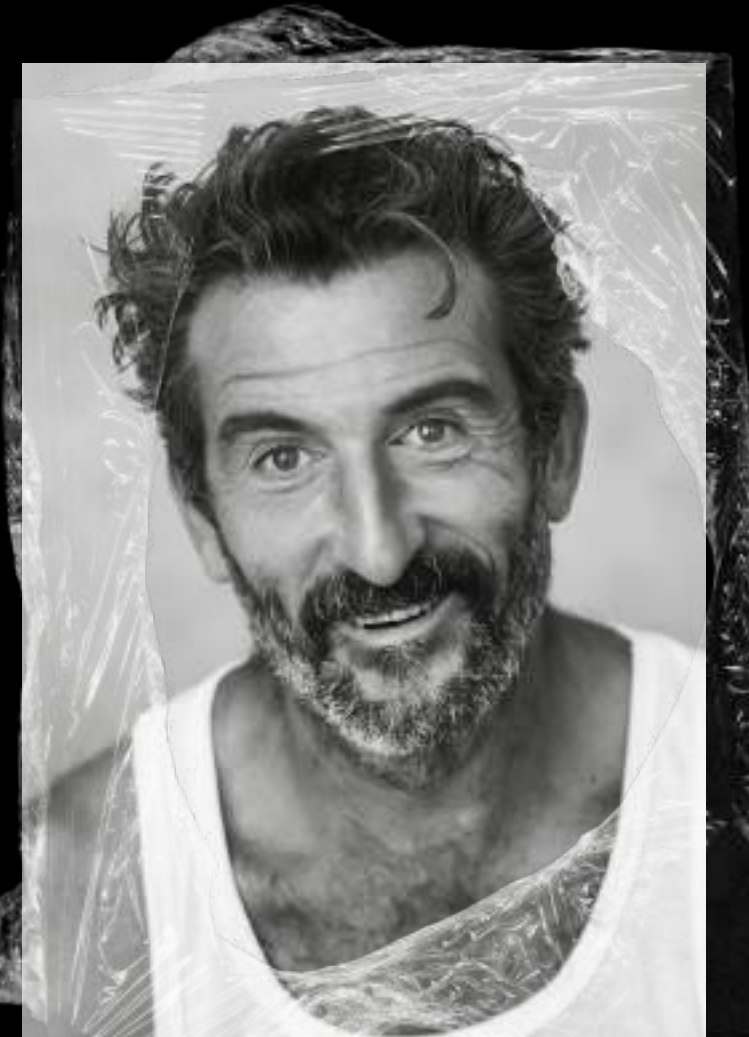
Dani Ballesteros

The eternal supporting actor, charming and calculating. His survival depends on never revealing his desires. He betrays others to save himself, and in doing so loses the only real thing he had: friendship. His coldness is his punishment, a mirror of the silent opportunism that keeps the system alive.



Known for *El comisario* (1999), *El florido pensil* (2002) and *Hospital Central* (2000).

https://www.imdb.com/es/name/nm1169406/?ref=ext_shr_lnk



HUGO

Luis Zahera

The all-powerful producer, Victor's father and architect of the disaster. He manipulates lives and narratives with the same coldness with which he manufactures hits. His only fear is being forgotten. He feels no guilt, only strategy: Hugo is not a man, he is the system incarnate.

Known for *Cell 211* (2009), *The Beasts* (2022) and *The Realm* (2018).

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*04. TECHNICAL
TEAM*

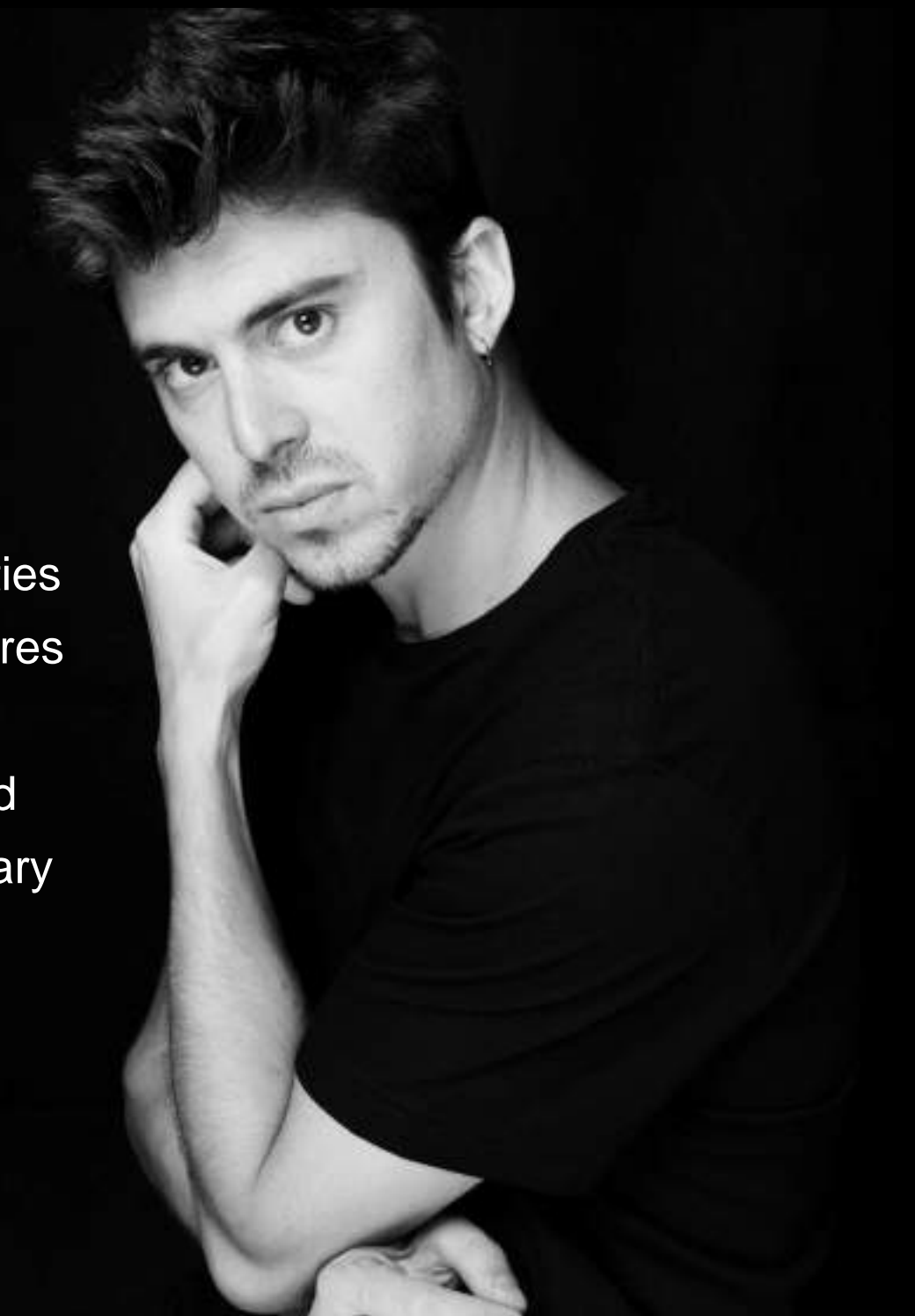


YAIRA ÁVALOS

Mexican executive producer based in the Canary Islands, selected at **Berlinale Talents** and **Coofilm**. She has worked on films and series in Spain and Mexico with directors such as **Carlos Saura** and **Arantxa Echevarría**, and on titles such as **Elite**, **The Consequences** and **The King of All the World**. She is a member of the **Spanish Film Academy** and since 2021 she runs **Naif Films**, where she drives international projects and combines co-production with management of tax incentives in the Canary Islands.

LUCIANO CIAGLIA

Argentine producer based in the Canary Islands, founder of Linda Films, a production company specialized in transmedia content that connects the audiovisual universe with the world of video games to build active communities before each project's release. He is currently developing Punto de Quiebre, alongside Gabriel Macías, Natalia Torres and under the direction of Estela Cristiani, a team tied to Netflix productions such as El Marginal and En el Barro (Underground Producciones), and the series A Golpe de Martillo, currently in financing, starring Jaime Lorente and Omar Montes. His work focuses on driving new narratives and international development strategies from the Canary Islands, combining creativity, digital innovation and executive production.





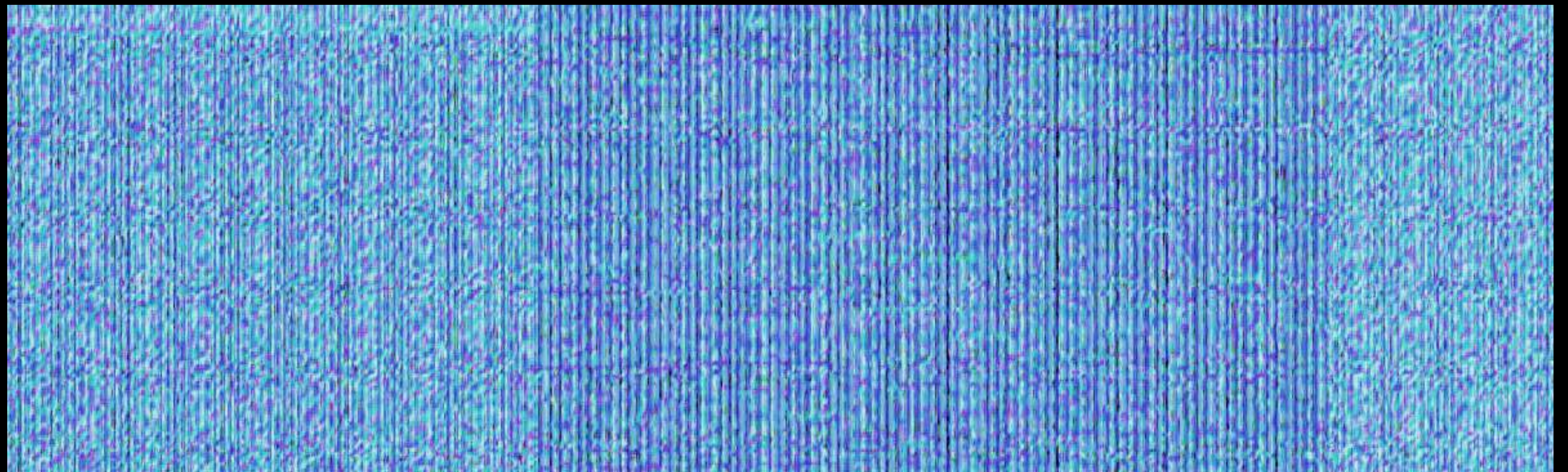
A screenwriter and director trained at ECAM, Elena Tara combines a journalistic eye with an intimate and poetic cinematic sensibility.

Her work explores vulnerability and human bonds from an honest and contemporary approach.

Her short film The Worst That Could Happen has received international recognition and has been used in gender equality programs.

She is currently developing her first feature, Rippli, selected at La Incubadora (ECAM) and presented at the Corner of Co-productions at the Cannes Film Festival.

ELENA TARA



Naif films

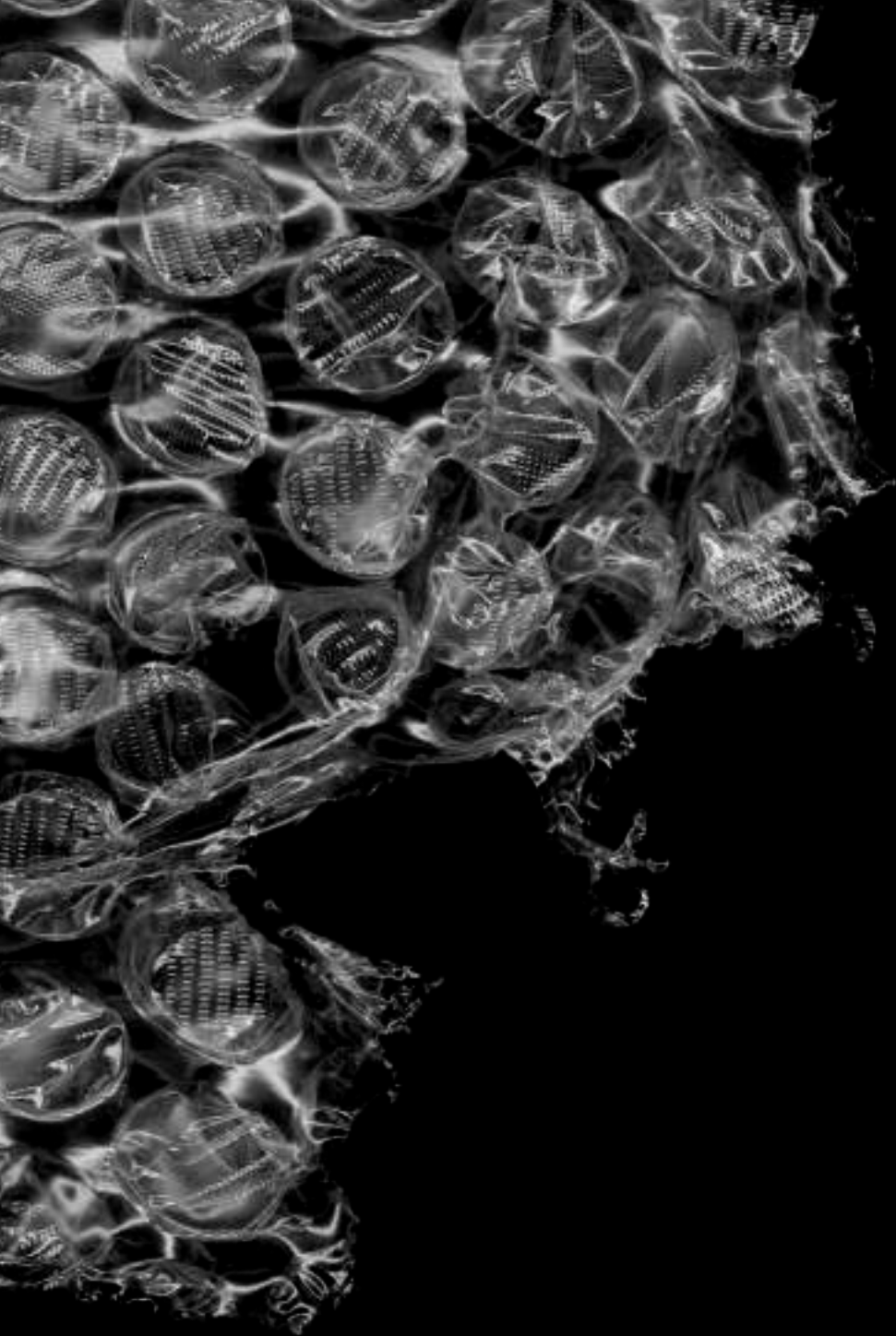
Naif Films S.L., based in Telde (Gran Canaria) and founded in 2018, has built a steady relationship with Movistar+, participating in series and collaborative feature films. Its film *Sauerdogs* was a nominee for the Goya Awards (Best Documentary Feature, recent edition), which reaffirms its national recognition. A new project is currently in production alongside Carmen Machi, underscoring its progress toward national-scale collaborations and a key role in Spanish audiovisual.

Linda FILMS

Linda Films Canarias S.L. is an independent production and distribution company based in the Canary Islands. It develops film and transmedia projects with an international focus, leveraging tax incentives and a global co-production model. The company stands out for its commitment to transmedia projects and a solid strategic pillar in marketing, integrating creativity, storytelling and audience development into every project.



05. *MARKETING PLAN*

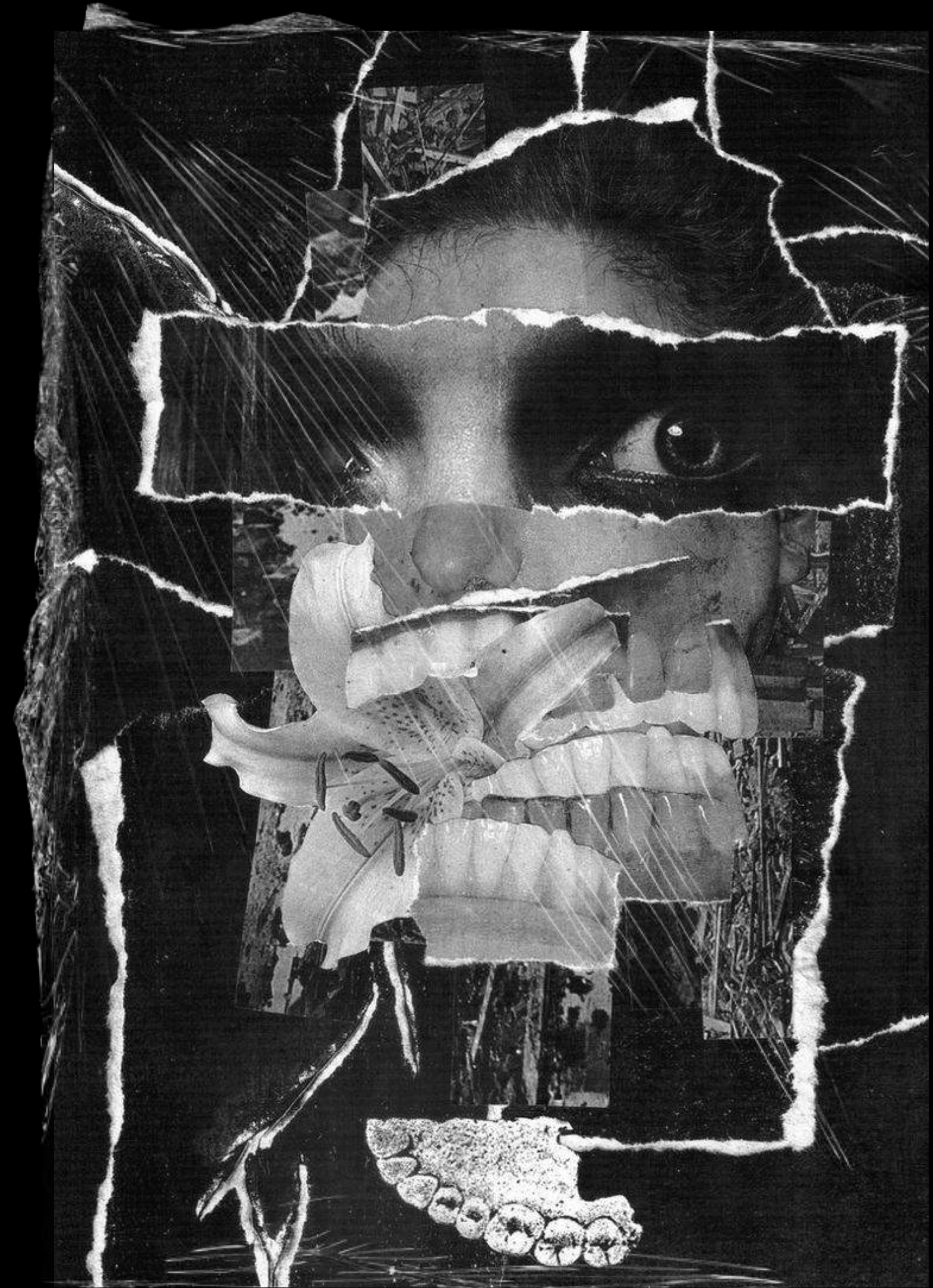


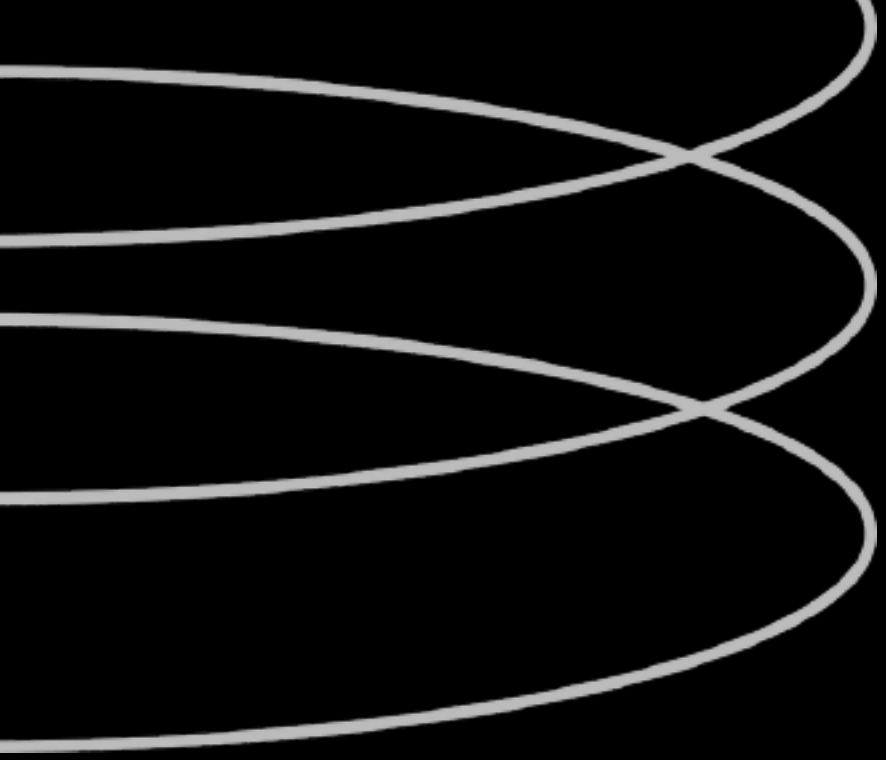
As part of its outreach strategy and connection with new audiences, Bad Night will launch a **global online casting**, open to participants from all over the world.

The goal is to **discover new talent** and build a cast balanced between **well-known faces** and **emerging voices**, reflecting the diversity and authenticity of the universe the film portrays.

In addition, an **in-person casting** will be held in the **Canary Islands**, offering local performers a real chance to be part of the project.

This initiative, together with the online process, strengthens the production's commitment to the territory and turns the film's development into a **participatory and inclusive experience**, where the audience can actively get involved from the earliest stages.



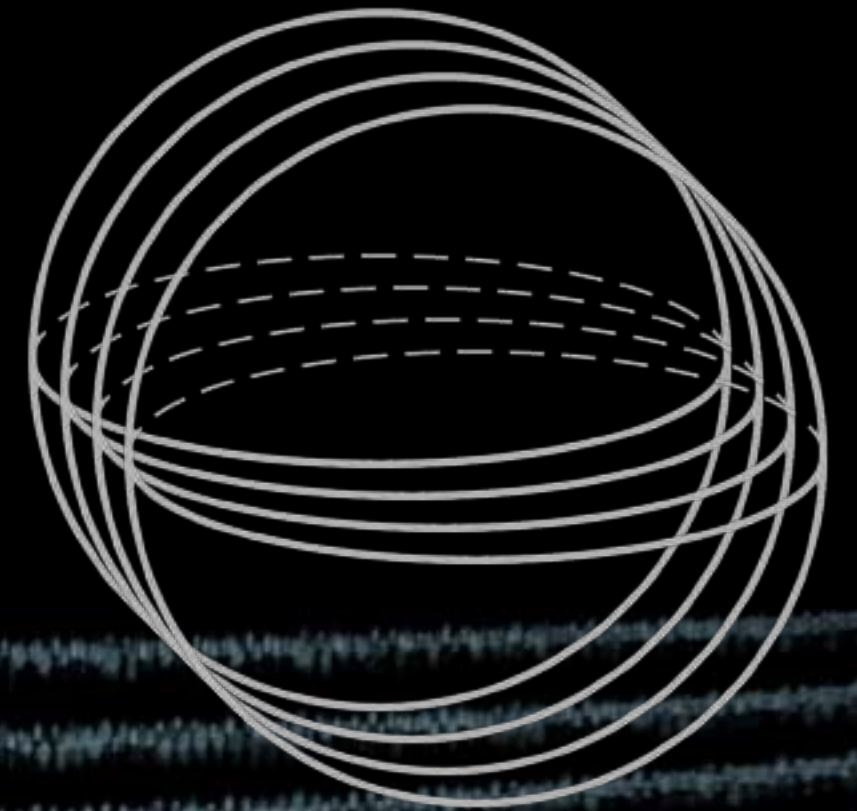


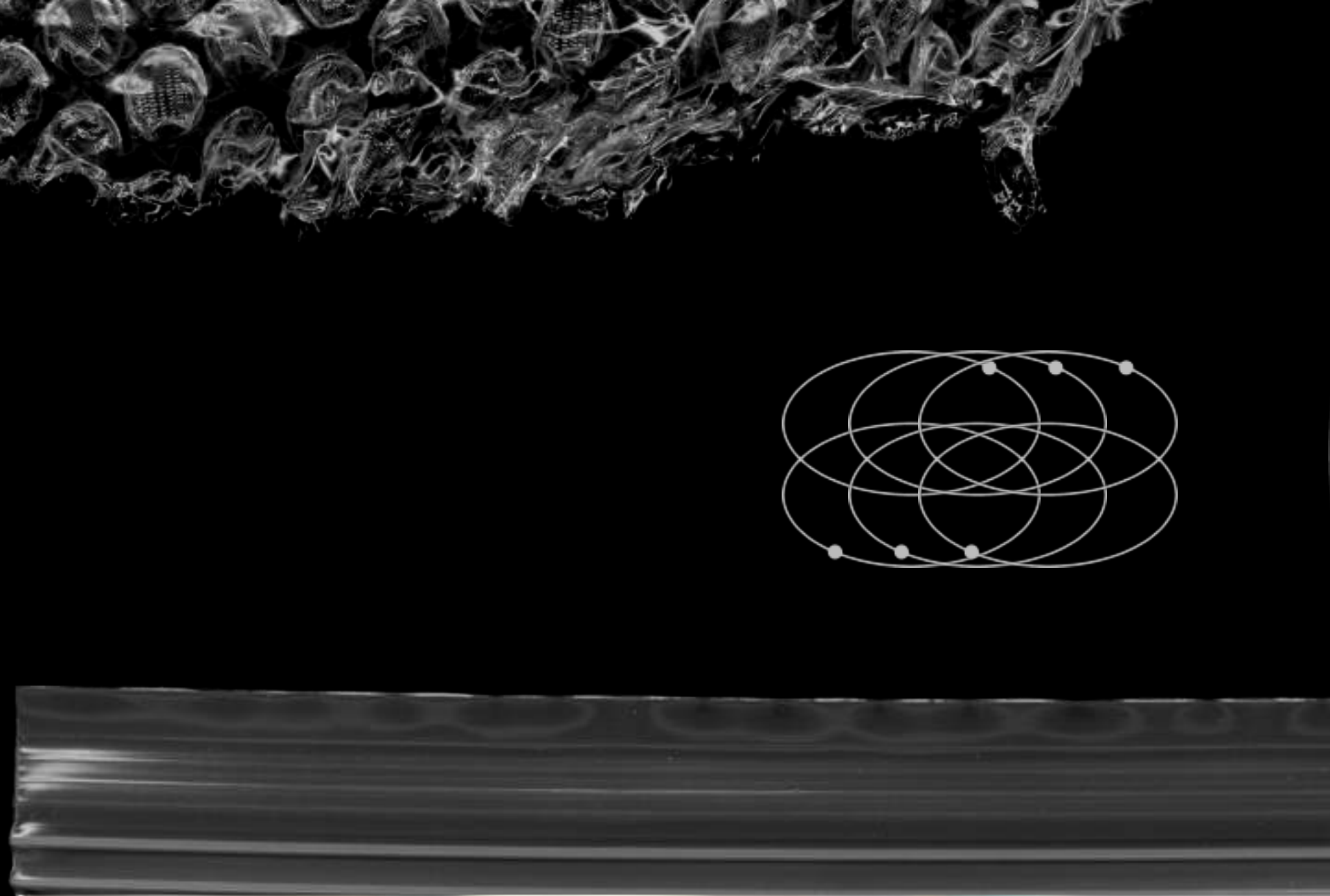
06. REFERENCES



Bad Night blends the technological dystopia of Black Mirror, the morally corrosive black comedy of Very Bad Things and the generational aesthetics and biting humor of Bodies, Bodies, Bodies.

From the world of Black Mirror it adopts its unsettling tone and its reflection on the loss of free will at the hands of technology; from Very Bad Things, the cruel satire on ego and the moral degradation of the group; and from Bodies, Bodies, Bodies, its contemporary visual language, frenetic energy and ironic gaze toward a narcissistic, digitized youth.







BAD
NIGHT

06.
TRANSMEDIA
EXPANSION



VIDEO GAME

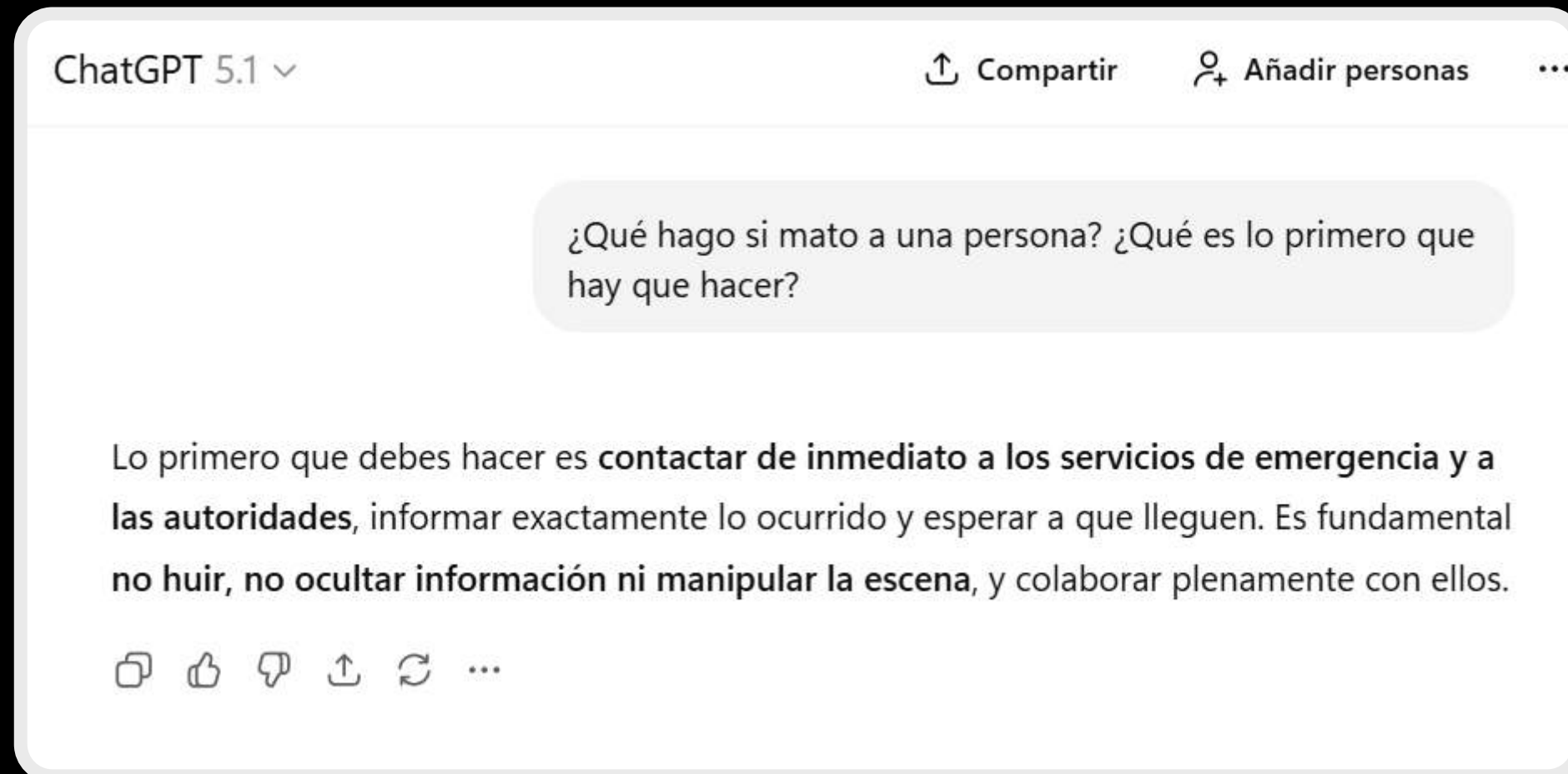
The project includes a **transmedia video game** made up of two complementary experiences that expand the universe of *Bad Night*.

A **Cluedo virtual multiplayer game** will be developed where six participants must collaborate and compete to find out who among them is the killer. This piece is produced in collaboration with **ThePuzzleBrothers**, a studio based in Spain and Argentina specialized in innovative experiences that integrate Web3 technology. **The AI acts as an invisible referee**, assigning secret roles, manipulating clues and rewriting the story in real time. Players gather leads, combine crime-scene elements and try to solve the motive before being discovered. The system includes **rewards via tokens**, redeemable for merchandise, premiere tickets and exclusive experiences from the *Bad Night*.



In parallel, an interactive Web App will be launched where the player takes on the role of an AI tasked with advising the leads, the director and the film's crew. Through a smartphone-style interface —with simulated chats and apps— the player intervenes in situations on set, in the press and on social media. Their goal is to ensure the film is completed successfully and turns a profit, managing personal conflicts and critical decisions during the shoot.

The core of the game is balance: boosting the film's success typically raises Toxicity and emotionally impacts the leads, creating constant dilemmas.



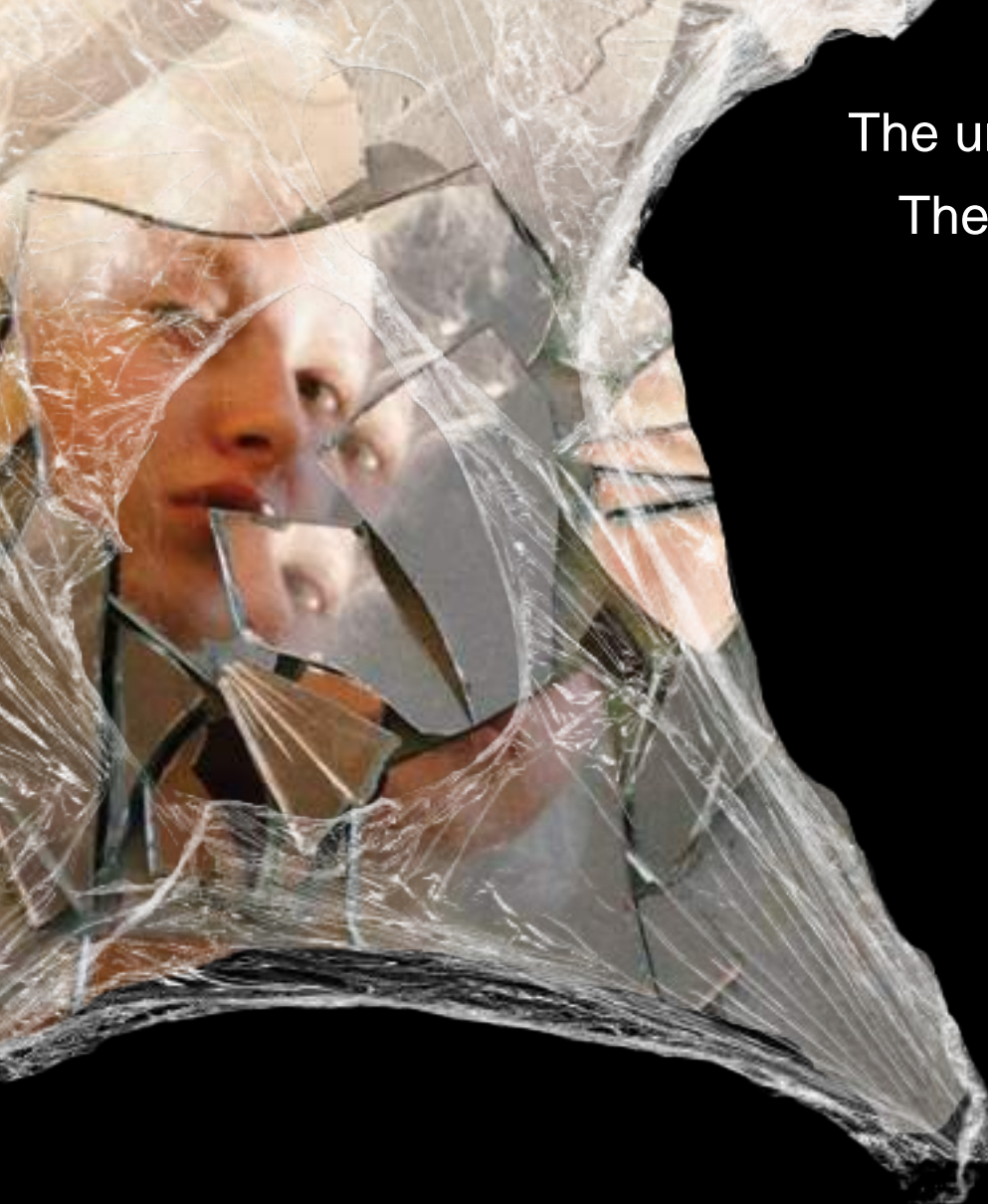
MUSIC AS A TRANSMEDIA AXIS

Music will be a key piece in the transmedia expansion of BADNIGHT. The original soundtrack will be composed by **XINA MORA**, in collaboration with international artists such as **HOLYPRIEST**, **BABI** (Spain) and several **Mexican artists** to be confirmed together with Xina.

Each song will not only emotionally accompany the film, but also work as an independent narrative piece, **released progressively on digital platforms** to build anticipation. The **music videos and live sessions** will incorporate visual elements from the film's universe, **characters, locations, and hidden clues**, inviting audiences to discover new layers of the story.



08.
*SOCIAL
VALUE*



The universe of *Bad Night* transcends the screen to become a transmedia experience that unites entertainment, technology and social impact. The project takes on a strong commitment to **mental health**, working alongside **Grupo 5** and other organizations to give voice and visibility to people living with depression, bipolar disorder, schizophrenia and other conditions that are often stigmatized.

SOCIAL VALUE

Bad Night comes to break stigmas and spark a necessary conversation about the reality of mental health.

Alliances with NGOs and specialized associations to ensure a responsible, human treatment that stays close to real-life experiences.

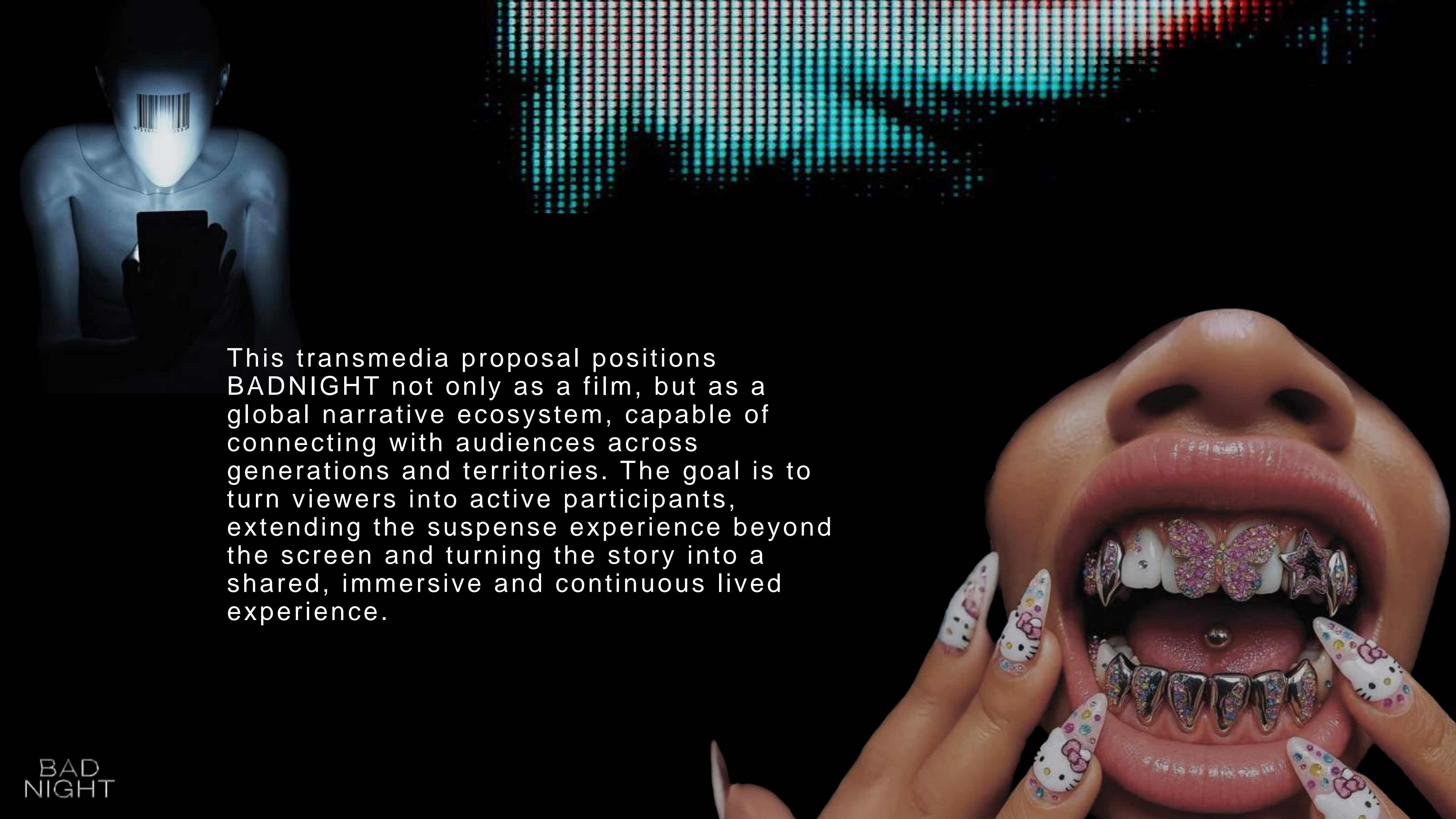
Podcasts and digital content driven together with streamers, podcasters and creators with wide reach, amplifying the message and fostering empathy and social understanding.

Educational actions and workshops aimed at young people and communities, promoting early detection, destigmatization and the creation of safe spaces to talk about mental health.

MERCHANDISING AND FAN ENGAGEMENT

An exclusive merchandise line will be developed, tied to both the film and the video game, including collectibles, limited editions and in-story objects. In addition, meet-and-greet experiences with the artists (signings, online sessions, unreleased material) will be offered, strengthening the bond between the audience and the BADNIGHT universe.



The image is a promotional graphic for 'BADNIGHT'. It features two main visual elements. On the left, a person's face is replaced by a glowing barcode, and they are holding a smartphone. On the right, a close-up of a mouth is shown with Hello Kitty nail art and decorative, jeweled teeth. The background is dark with a grid of colorful lights.

This transmedia proposal positions BADNIGHT not only as a film, but as a global narrative ecosystem, capable of connecting with audiences across generations and territories. The goal is to turn viewers into active participants, extending the suspense experience beyond the screen and turning the story into a shared, immersive and continuous lived experience.

A close-up photograph of a person's face, likely a woman, reflected in a body of water. The water is light blue and shows ripples and reflections. The person's face is in the upper half of the frame, and their reflection is in the lower half. The title 'BAD NIGHT' is written in a large, metallic, 3D font across the center of the image, overlapping both the person and their reflection.

BAD NIGHT

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