

Outline

Seth's favorite holiday is Halloween, as his birthday is October 31st. During a Halloween party at Seth's he reveals that he bought a spooky game at a thrift store and they should try it out. The party gets busted by the cops and he persuades them to return to his place to play the game at midnight since his parents are out of town.

The four return to Seth's and he introduces the game. The game involves drawing cards and doing what they say to move their pieces toward a final goal. It is very similar to Truth or Dare. Success is adjudicated by each player placing two fingers on a central device and pressing down harder on one finger to represent succeed or fail. All players must agree on succeed or the player moves back a space and must try again. The game warns that it must be played to completion before dawn or there will be unnamed consequences. They sit down to play.

It quickly becomes clear that the cards vaguely hint at knowledge of the secrets of the players and push them toward related dares.

When a player refuses to continue and leaves the game, then notice the clocks are stopped and doors and windows won't open. Ominous shadows move in the darkness outside, approaching the house. Time starts up again when they agree to continue playing.

More secrets are revealed. Friendships are strained but they press on as the shadows outside grow closer to the house and the lights are starting to dim.

Final truths come out and leads to confrontation. Friendships are shattered. The shadows recede and dawn finally breaks. The four go their separate ways.

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