

SHALL WE PLAY?

LOGLINE

A troubled teenage girl downloads a new app, 'Shall We Play?' in an attempt to heal her past, but it unconsciously possesses her into the game.

SHORT SYNOPSIS

A troubled teenage girl, STACY COOPER awakens after disturbing dreams, involving two girls and her adoring GRANDMA BETTY who lives with her family. After receiving a flirty text from MATT; a guy she's been dating, Stacy hurries out the door for her therapy session. Her psychologist, DR. MALEK advises her to start writing down her thoughts to release her anxiety. Seeking normality, Stacy invites her friends over to her house, EMMA and JESS, who convince her to access a spirit board app. Spooky events occur, and the girls leave just as Matt arrives at her house; they drunkenly kiss. Whilst Stacy's intoxicated, Matt proceeds to take sleazy photos with his friends, later sending Stacy into a downward spiral. Unknowingly, the app starts to consume her. Begging her friends to help her, she convinces them to once more play the Shall We Play? game, awakening the spirits of sisters who died years ago. Stacy falls backwards in a possessed state and violently loses control. She awakens inside a psychiatric hospital with no recollection of what happened. Continuing her treatment with Dr. Malek, he clearly notices she isn't fully healed and requests a meeting with her parents advising them she's needed to stay longer for further tests. During a visit at the hospital, Emma is pushed to tell her that Jess has started to date Matt. Stacy steals Emma's phone and accesses the app once more but this time, she visits Matt and Jess, seeking revenge. Whilst at home, Paula is drawn to the app on her sister's phone. She opens up the app, which automatically sends to all of Stacy's contacts, including Jess. The twin girls appear in front of her with Stacy, by their side.

Shall We Play?

Synopsis by Emma Raine Walker

A troubled teenage girl downloads a new app, 'Shall We Play?' in an attempt to heal her past, but it unconsciously possesses her into the game.

Dark, vivid dreams of two young girls holding a box, and an elderly lady awaken a teenaged girl in her bed, STACY COOPER. Clearly distressed she sits up and deletes an app she had been playing with. Choosing to pretend her life is normal, she joins her younger sister, PAULA and her adoring GRANDMA BETTY for breakfast; the same elderly lady from her dreams. After receiving a flirty text from MATT; a guy she's been dating, Stacy hurries out the door for her therapy session.

Inside the Psychologist office, Stacy is questioned about her dreams by her psychiatrist, DR MALEK and advised to release her anxiety. As her mother, MARGIE waits outside in her car, she voices her concerns to Stacy's frustration to be left alone. Whilst in the park, Matt shows up and they arrange to meet later at her house. Stacy leaves the park with her friend, EMMA; an intelligent and loyal friend, to meet JESS, sassy with a vibrant personality. They arrange to have a girl's night of pizzas and movies.

Inside Stacy's house, Emma discovers an old note from 1957, written as a warning to never open this box hidden away. Jess immediately grabs the note and searches for the box under the stairs, eventually opening it up – it's empty. Shortly after; the same two young girls appear in front Stacy, she panics and urges her friends to go upstairs, resulting in her confessing about them haunting her. She accesses a spirit board app to find out what they want – the app reveals, it's her. Matt later arrives at her house as Jess and Emma leave. Matt and Stacy drunkenly kiss before Stacy passes out, and he carry's her upstairs to her bedroom. Whilst there, his friends appear - they draw upon her body with a marker and take photos, sharing them amongst each other in laughter.

In the morning, Stacy awakens with no recollection of the past night, instead she continues her day until receiving a text message from Jess, stating she's seen her naked photos. Breaking down in tears, Stacy flips out and attempts to wash the writing off her body. Shortly after, the young girls appear again in the shower – they grab her stomach. On the way to Emma's house, she finds Matt and his friends. Confronting him, he attempts to manipulate her into thinking she willingly allowed the photos to be taken. Distraught, she confesses all to her friends and begs them to believe her – they eventually do and agree to re-access the app. As Jess and Emma arrive to Stacy' house later in the night, the app begins to consume her; she becomes possessed and starts talking to Grandma Betty. A shaken Emma states, her grandma has been dead for over a year. As Stacy violently loses control, the police hurry into her room and take her to hospital.

She awakens inside a psychiatric hospital with no recollection of what happened. Continuing her treatment with Dr. Malek, he clearly notices she isn't fully healed and requests a meeting with her parents. They discuss the items found under the stairs. Margie recalls that her mother, Grandma Betty's young sisters drowned after playing with the spirit board; the same year as dated on the letter, 1957. Stacy needs to stay longer for further tests. Emma also pays her a visit at the hospital and is pushed to tell her what happened. Stacy finds out Jess has started to date Matt.

Stacy steals Emma's phone and accesses the app once more but this time, she visits Matt and Jess, seeking revenge. Whilst at home, Paula is drawn to the app on her sister's phone. She opens up the app, which

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