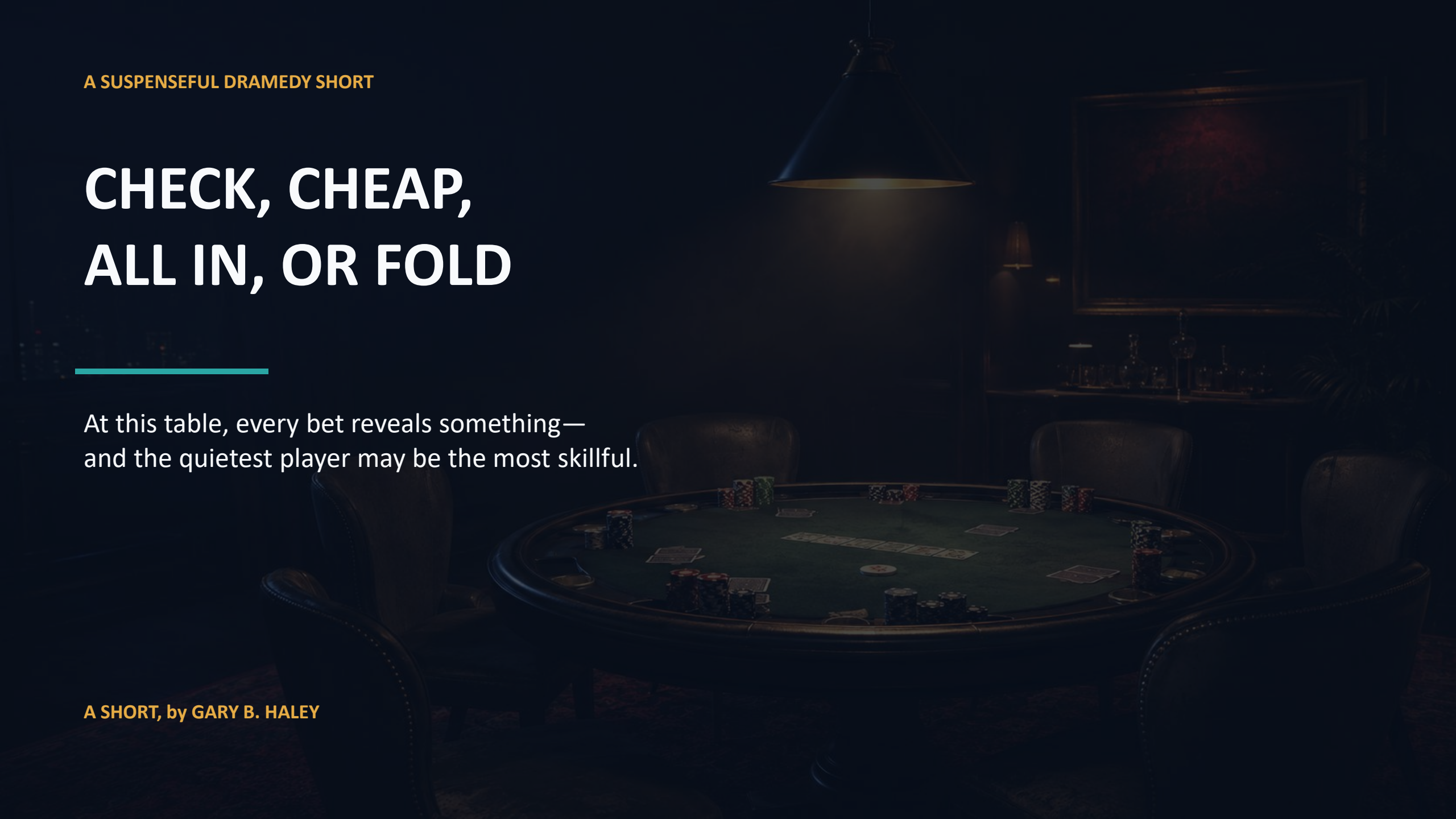


A SUSPENSEFUL DRAMEDY SHORT

CHECK, CHEAP, ALL IN, OR FOLD

At this table, every bet reveals something—
and the quietest player may be the most skillful.

A SHORT, by GARY B. HALEY





THE HOOK

A Texas Hold ‘Em lesson becomes a pressure test. Or therapy.

During a private lesson, four ambitious young players wager pride, control, and carefully guarded insecurities—until the quietest student reveals she has been reading them all from the very first hand.

One room. Five players. Learn or lose.

THE LESSON TIGHTENS INTO A TRAP

CHECK

Everybody arrives certain they know who they are.

CHEAP

Chip's simple rules expose the cost of ego, hesitation, and revenge.

ALL IN

Bets rise. Confidence cracks. The students weaponize the lesson.

OR FOLD

The quietest player chooses the exact moment to strike.

The final hands deliver escalating reversals, nervous laughter, and a reveal that reorders everything the audience thought it understood.

The strategy is the engine. The human behavior is the story.



FIVE PLAYERS. FIVE WAYS TO LOSE CONTROL.

CHIP

The charming mentor who misses nothing.

KIMBER

Quick-witted, wounded, and ready for payback.

KENNEDY

Silent. Unreadable. Dangerously patient.

MILES

Brilliant enough to think himself into trouble.

HOLDEN

Born cocky—and broadcasting every tell.

Every character gets a playable objective, a comic edge, and a moment when the mask slips.

THE PLAYER NO ONE READS

Kennedy speaks less—and sees more.

She lets the others trade chips, expose tells, and mistake silence for weakness. Then she wins only the hands that matter.

**Her reveal is not a trick.
It is the payoff to everything we
watched.**



“Not so fast, Professor All In.”

THE HUMOR RELEASES THE PRESSURE—THEN THE PRESSURE RETURNS

SUSPENSE

Who is bluffing?
Who is unraveling?
Who is already three moves ahead?

DRAMEDY

Cocky overreach.
Analytical paralysis.
Revenge served with a smile.

The laughs come from character—not punch lines. Every funny beat reveals pride, fear, attraction, or self-deception.

Inviting at first. Tighter with every raise. Electrifying at the reveal.

07 ONE TABLE BECOMES A PRESSURE CHAMBER

WARM LIGHT

A single cone isolates the players from the surrounding darkness.

TIGHTER FRAMES

Coverage moves from controlled observation to glances, fingers, breath, and stillness.

TACTILE SOUND

Cards snap. Chips click. Silence lands harder than dialogue.

The montage accelerates the lesson.

The final hands slow time.

The visual grammar mirrors the game: reveal only what the audience needs—
until one final card changes the room.

A CONTAINED PRODUCTION WITH PREMIUM SCREEN VALUE

1

CONTROLLED INTERIOR

5

SPEAKING ROLES

2

SHOOT DAYS

\$37.7K–\$205.5K

SCALABLE BUDGET

No stunts. No vehicles. No animals. No VFX.

The money stays on screen: cast, camera, sound, performance, and finish.

The production challenge is creative—not logistical: exact card-and-chip continuity, clean ensemble sound, and coverage that preserves every tell.

09 THE GAME IS SPECIFIC. THE HUMAN STAKES ARE UNIVERSAL.

FOR CASUAL VIEWERS

A battle of ego, intelligence, revenge, and restraint—easy to follow even without knowing poker.

FOR POKER FANS

Authentic tells, positional play, betting psychology, and the pleasure of seeing discipline defeat swagger.

A NATURAL FIT FOR

FESTIVALS

DIGITAL PLATFORMS

**POKER & GAMING
AUDIENCES**

**A CHARACTER-DRIVEN
SERIES**

One class can become many. New players bring new tells, motives, and consequences.

A SMALL FILM THAT LETS CRAFT FEEL BIG

FOR PRODUCERS

A contained, scalable short with a clear hook, controlled schedule, marketable poker angle, and festival-ready payoff.

FOR ACTORS

Five distinct roles with objectives, reversals, vulnerabilities, comic texture, and a climactic ensemble payoff.

FOR DIRECTORS

A performance-driven chamber piece built for visual tension, precise blocking, expressive reaction coverage, and bold sound design.

FOR AUDIENCES

A short, tense, funny, satisfying game in which the winner is hiding in plain sight.

THE TABLE IS SET.

THE PRESSURE IS RISING.

**THE QUIETEST PLAYER
IS ABOUT TO TAKE EVERYONE'S CHIPS.**

CHECK, CHEAP, ALL IN, OR FOLD

A suspenseful dramedy short by Gary B. Haley

DEAL ME IN.