

Try Not to Die

and the Vincere Press catalogue



Why license Try Not to Die

- ◆ **A format, not a genre.** Interactive horror for adults: you make the choices, and you suffer the consequences. No local equivalent in most markets.
- ◆ **A catalogue, not a book.** A growing series of interactive titles across horror, science fiction, fantasy, and suspense. You license a series, not a single book.
- ◆ **A collaborative engine.** Created by Mark Tullius and co-written with a rotating roster of authors. Built to scale, with new titles added continuously.
- ◆ **A built-in on-ramp.** A free entry title, Try Not to Die at Grandma's House, converts new readers into the whole series.
- ◆ **Room to grow.** The universe extends into standalone novels, the Brightside saga, for crossover and book-club readers.

PROVEN IN TRANSLATION

Our editions already land with local readers, and the series itself is open in most territories. That is a chance to be first to market with a proven English series in a format with no local equivalent.

- **Totentanz**
GERMAN · TWISTED REUNION
- **Des Teufels Playlist**
GERMAN · DETHFEST CONFESSIONS
- **Frammenti**
ITALIAN · MORSELS OF MAYHEM

At a glance · Founded 2012 by Mark & Jennifer Tullius · 40+ English-language titles · Horror, science fiction, fantasy, suspense, memoir · Translation rights open in most territories · Audio and other subsidiary rights negotiable by territory.

Try Not to Die: the titles

- 1 at Grandma's House**
After a crash leaves you and your little sister orphaned, every choice inside Grandma's isolated mountain home could save you both, or deliver a...
- 2 in Brightside**
Inside a beautiful prison for telepaths, every thought can betray you, and every choice can get you killed.
- 3 in the Pandemic**
Trapped aboard a cruise ship during a manufactured outbreak, every choice could spread the infection, or make you its next victim.
- 4 in the Wizard's Tower**
A half-Dwarf thief enters a wizard's tower seeking treasure, but every puzzle, spell, and monster offers another way to die.
- 5 in the Wild West**
Ride into a lawless frontier town where guns, monsters, and bad decisions can kill you before sundown.
- 6 at Ghostland**
Ghostland was built to let visitors experience the dead. Now the dead control the park.
- 7 at Dethfest**
The biggest metal festival of the year has begun. The final act may be your death.
- 8 Back at Grandma's House**
You escaped Grandma's house once. Now the only hope of saving your brother may be inside it.
- 9 on Slashtag**
A viral reality challenge brings you to the Propitius Hotel. The audience wants content. The hotel wants you.
- 10 in a Dark Fairy Tale**
Two princes. One bloodthirsty blade. Every fairy tale needs a survivor.
- 11 at Meadow Spire Mall**
Valentine's Day, 1998. The mall is closing. Quinn and Kirsten may never leave.
- 12 in the Shadowlands**
Tommy's funeral should have ended the story. Instead, it opened the way into the Shadowlands.
- 13 in This Damned House**
Four stories. One damned house. No safe room.
- 14 in Arcranium**
Arcranium was built to become more real than reality. Now it refuses to let its users leave.
- 15 Escaping the Cult**
The compound calls obedience salvation. Escaping may be the deadliest sin.
- 16 Super High**
Miami is changing fast. The people gaining power are not becoming heroes.
- 17 in Brownsville**
Brownsville has vampires, demons, the undead, and forty-four ways to prove you chose wrong.
- 18 in the UK**
Britain's oldest legends are waiting. The quest decides whether you become a hero or another warning.
- 19 by Your Own Hand**
The most dangerous voice may be the one that sounds like your own.
- 20 in Roswell and Beyond**
Roswell was only the beginning. Twenty-two deaths wait beyond it.
- 21 with Satan Inside**
Satan is not coming. He is already inside.
- 22 in Slattery Falls**
Every town has secrets. Slattery Falls feeds on them.
- 23 Flash Fatalities at Croyle Bros. Carnival**

FLASH FATALITY

A missing sister. A midnight break-in. A deadly carnival.
- 24 on Werewolf Island**
The ferry leaves. The wolves do not.
- 25 in Port Luck**
Port Luck already has a story. Your choices will reveal how many ways it can end.
- 26 Safe Word "Bluejay"**
One book. Four distinct paths. No safe choice.
- 27 in a Video Game**
Game over means exactly what you think it means.
- 28 Flash Fatalities at the Dyatlov Pass**

FLASH FATALITY

The cold can kill you. It may be the least dangerous thing on the mountain.

Also from Vincere Press

- **Who's Satan Inside?**
Extreme horror anthology edited by Mark Tullius. Many voices, one unholy invitation.
- **Dethfest Confessions: The Devil's Playlist**
Extreme horror anthology where the music never stops, and neither does the dying.
- **Brightside**
The novel that began the saga: a hidden town of telepaths where every thought can betray you.
- **Beyond Brightside**
A dark science fiction thriller that widens the Brightside universe.
- **Ain't No Messiah**
A novel about a boy whose miracles make him famous, and hunted.
- **25 Perfect Days**
A dystopia told across twenty-five days, each a step deeper into a broken America.
- **Twisted Reunion: 28 Terrifying Tales**
Twenty-eight dark, twisted stories. Proven in German as Totentanz.
- **Untold Mayhem: An Assortment of Violence**
A collection of Mark Tullius's most violent and unsettling short fiction.
- **TBI or CTE: What the Hell Is Wrong With Me?**
Nonfiction on brain injury. Crossover to sports, health, and memoir readers.
- **Unlocking the Cage**
A memoir from inside mixed martial arts: 100 gyms, 340 fighters.

RIGHTS & PARTNERSHIPS

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