

VINCERE PRESS

"Some stories you read. Ours you survive." · Independent publisher since 2012

THE FLAGSHIP SERIES

Try Not to Die

Interactive horror for adults: you make the choices, and you suffer the consequences. The gamebook grown up, with no local equivalent in most markets.



WHY LICENSE THE SERIES

- ◆ **A format, not a genre.** Distinctive, hard to copy, and it travels. Fear and choice are universal.
- ◆ **A catalogue, not a book.** 27+ interactive titles and growing, across horror, sci-fi, fantasy, and suspense.
- ◆ **A collaborative engine.** Created by Mark Tullius, co-written with a rotating roster, built to scale.
- ◆ **A built-in on-ramp.** A free entry title (Grandma's House) converts new readers into the whole series.
- ◆ **Room to grow.** The universe extends into standalone novels (the Brightside saga) for crossover readers.

PROVEN IN TRANSLATION

Our editions land with local readers. Try Not to Die itself is open in most territories, a chance to be **first to market**.



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 · Try Not to Die: 27+ interactive titles · Horror · sci-fi · fantasy · suspense · memoir · Translation rights open in most territories; audio & other subsidiary rights negotiable.

RIGHTS & PARTNERSHIPS

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