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Bravely Told Games is a game development and publishing partnership founded in 2015 by Tom Bauslaugh and Trevor Bradley, both from Greater Vancouver, Canada. Our games focus on storytelling and roleplaying - games that bring friends together to create unique and memorable experiences. In 2017 we published our first game "Cult Following" following a successful Kickstarter campaign. Cult Following has gone on to sell over 15,000 copies with two expansions, 'Cult Classics' and 'Not Safe For Worship'

We are pleased to announce our newest game 'Tis Mutiny, A Voyage of Cutthroat Cooperation' is coming to Kickstarter in August 2026. 'Tis Mutiny is a semi-cooperative game for 3-6 players. One, some, none, or all players can win, as they work to fulfill their own 'aspirations' - their unique goal of fame, fortune, or adventure - and land safely at port before the ship is surrounded by hazards.

Tis Mutiny features the art of [Tobias Vyseri](#), who has created a unique and beautiful world, filled with whimsy and depth. Every bottle of Rum feels like it has its own backstory, every weapon its own tale. No AI was used at any point in the development of 'Tis Mutiny - we will always rely on human creativity and talent to make our games.

Cult Following is a creative storytelling game where you convince your friends that the eternal truth that you just made up should command devotion, while arguing that the other players' fanatical ravings are just plain ridiculous. Cultists use three ideas from the deck (e.g. "Monsters under the bed", "People are food", and "Bears") to create and pitch a ridiculous cult. Recruits ask questions from the deck (e.g. "Why do people wrongly assume your cult is dangerous?") to find out which cult is right for them. As debate, escalation, and heckling ensue, the players' stories blend together into a unique and memorable experience. Reviewers have described the game as "fantastic", "really really good", "straight up fun", and "a real laugh and a good time".

We have been playing games together ever since meeting at Simon Fraser University in Burnaby BC, over 30 years ago. While we love games of all kinds, our favorites have always been role playing games. Both of us started off playing Dungeons and Dragons as teenagers, and we can still remember many of those characters and adventures 30 years later. We have passed on our love of stories to our children, who have carried on that tradition with adventures of their own.

Bravely Told Games: <http://www.bravelytold.com/>
Cult Following: <https://www.cultfollowinggame.com/>
Tis Mutiny <https://www.tismutiny.com/>
Facebook: <https://www.facebook.com/CultFollowingCG/>

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