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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 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".

Cult Following was in development for a year, leading up to a successful crowdfunding campaign through Kickstarter in September 2016. After a few (hundred) proofreading passes and final touches, the game was printed in China and delivered to North America in February 2017.

Cult Following has been featured at several local Vancouver conventions in 2017, including the Vancouver Retro Gaming Expo, Vancoufur, Terminal City Tabletop Convention, Fraser Valley Table Top Day, Anime Evolution, Anime Revolution, VCON, and the Surrey International Writers Conference.

Cult Following was an official selection for the Indie Megabooth PAX West Showcase 2017, and for Indie Megabooth PAX East Showcase 2018, two of the premiere gaming conventions in North America.

We have been playing games together ever since meeting at Simon Fraser University in Burnaby BC, over 25 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.

When not designing games, Tom works as a mental health professional specializing in the treatment of eating disorders, and Trevor runs his own company as a computer programmer.

Bravely Told Games: <http://www.bravelytold.com/>

Cult Following: <https://www.cultfollowinggame.com/>

Facebook: <https://www.facebook.com/CultFollowingCG/>

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