

# Touchstones

Here's a list of recommended media that this game is based on and will help any players understand what it's about.

## Television

Doctor Who in general, especially the classic series which cared much less for the collateral damage and consequences after the Doctor left. But specific episodes on which the technologies and setting of Faction Paradox are based include-

- Classic: [the Daemons](#), [Pyramids of Mars](#), [Logopolis](#)
- New Series: [Shakespeare Code](#), [The Sound of Drums](#), [The Big Bang](#)

## Books

The Eighth Doctor Adventures (EDA) were the founding of the Faction Paradox mythos and since then there have been a dozen more. The key books to read are [Alien Bodies](#) for the Faction, [The Taking of Planet 5](#) for the Celestis and Investigators.

Mad Norwegian Press were the first to publish post-EDA Faction books and of those the important ones for this game are [Of the City of the Saved](#) and [The Book of the War](#) an encyclopedia on the War in Heaven.

## Audio Dramas

The 6 BBV audios "The Faction Paradox Protocols" (currently available on [Audible](#)) and the 6 [Magic Bullet](#) audios "The True History of Faction Paradox"

## Movies

Any movie with time travel in it

## Music

[Haribeaux's Sour Mix](#) - Music to read Weapons Grade Snake Oil by

## Video Games

Strangely enough the Dishonored games recommended as a touchstone for Blades in the Dark are also recommended for this game - because of the shadow weaponry and dystopian setting. The Doctor Who games are only recommended as an education in how not to make video games.

Although if they were able to time travel 10 years before they were made, they would be the peak of game development.

## Theme Song

[Voodoo Child](#) by Rogue Traders

[rules](#)

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