

Can You Be Trusted to Wield Power in Faction: Custodians of Dust?

LA HABRA, CALIFORNIA, UNITED STATES, September 1, 2014 /EINPresswire.com/ -- Tightrope Games believes that in order to be truly competitive, tabletop games should be able to engage both the most experienced and gamer and the complete novice. With that goal in mind, their mission is to bring new and innovative tabletop game products to the table that will challenge the game world while providing hours of entertainment. That's the reason that they've embarked on a [crowdfunding campaign](#) with Kickstarter for the card game Faction: Custodians of Dust, to raise \$27,500 by



September 22. Their commitment to product quality is based upon a staff of lifelong gamers who bring their intuitive awareness of what a game should be to the hours they spend in play testing, analyzing statistics for game balance, and evaluating mechanisms for variant playing modes. Not only does each product demand their best on the production line, but it will demand your gaming best, both cooperatively and competitively.

The game design and the graphic design and layout of the cards have been completed. Alliance Games, a major distributor, has signed on to carry Faction: Custodians of Dust. Shipping costs have been accounted for. Crowdfunding is the next step in the game's production success.

The game is centered in the [Ornax Empire](#), which is on the brink of collapse and facing total annihilation, unless you can change the fate of the Ornaxi people who are beset by enemies from all sides. Left without a leader after the Mishtaugh assassinated their emperor, the Ornaxi are helpless as the throne in the halls of power gathers dust. Intrigue and violence dominate the landscape, and cabals jockeying for power carry out their evil plans under the concealing darkness. The empire looks for a hero of noble character to come to the rescue before all is lost. Acting as the Imperial Council and custodian of the empire, you must make strategic decisions that harness your resources and assets while you negotiate with the other councilors. It's a time when strategy is of the utmost importance if the empire is to survive. But power is seductive. Are you up to the challenge? Can you master your pride, and stand in solidarity with the others? Play the game, fight the battles, and discover your true nature.

For the makers of Faction: Custodians of Dust, play is a test of identity, a gaming lie detector which affords each player a medium through which to uncover the greatness that lies within. But the game also opens the players to hidden ambitions, desires for conquest, and ambiguous tactics, as choices are made that affect the empire, and the player's hidden agenda.

The game cycles so that each player takes on the role of the councilor who accepts the task of protecting the Oranax Empire until a new emperor is chosen. Each turn places an Enemy card into play.

After the cards are drawn and played, the Councilor Primoris [decides which enemies to attack](#). Each councilor is in command of the Imperial characters, requiring collaboration if an enemy can be defeated. The Councilor Primoris is the one who distributes the spoils of victory, and each individual councilor must carefully ponder the implications of cooperation with one another, versus the alluring and enticing prospect of competing for control.

Along the way, victory points are accumulated which determine who among the councilors is the ultimate winner. But to the people of Oranax, the victory points are an indicator of selfishness powermongering among the councilors. The councilor with the fewest victory points achieves the title of Emperor's Champion, so every decision by every player becomes one of the utmost significance.

The division of power is in the 80 cards: the deck of Imperial cards determines the Council's power and influence; the threats that the Empire faces are represented by a deck of Enemy cards. The Empire is lost and chaos triumphs if the Imperial deck is depleted; if the Enemy deck is depleted, the councilors have saved the Empire and the game is won.

About Tightrope Games

Tightrope Games (www.tightropegamesllc.com), creators of a challenging, fast-paced new tabletop game, *Factions: Custodians of Dust*, follows a strict creed for their product. Games must not be stagnant. With a slogan of "By gamers, for gamers," Tightrope Games has thrown down the gauntlet to both the industry and the consumer to exercise their potential for excellence in entertaining.

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