Ellume

Author: Cliff

Ellume is a game of intrigue, conflict, and deceit set in a dystopian future where the sun has been blotted out by a mysterious force. Players take on the roles of rival factions, each with their own agenda and hidden motives, as they vie for control of the last remaining pockets of light and resources in the world.

The game's mechanics revolve around a combination of card play, resource management, and social deduction. Players must carefully manage their limited resources while trying to gain the upper hand over their opponents. The game's unique twist is the ability for players to form alliances and betray each other at any point, adding a layer of strategic depth and unpredictability to the game.

Ellume's rules are designed to be easy to learn but difficult to master, with a variety of strategies and tactics available to players depending on the specific cards they have in their hand and the state of the game board. The game's components include a deck of cards, a game board representing the various locations in the world, and tokens representing the different factions and their resources.

Overall, Ellume promises to be a challenging and immersive game that will test players' abilities to think strategically, manipulate their opponents, and adapt to changing circumstances in order to emerge victorious in the struggle for survival in a world plunged into darkness.

Ellume is a game of intrigue, conflict, and deceit set in a dystopian future where the sun has been blotted out by a mysterious force.