

THE GENEVA ACCORDS



2–4 Players



35 – 45 min.

Ages 13 and up



In *The Geneva Accords*, players try to win the Cold War by recruiting ally nations. Using their Economic, Military, or Scientific influence, players must offer each ally the best hope for the future. Allegiances can change as play unfolds, as players vie to tip the Balance of Power in their favor.

Game Mechanics

Hand Management
Simultaneous Action
Take That

Partnerships
Secret Units
Trick Taking

This fast-paced, 18-turn card game uses a unique decision system that heightens the importance of every action. Player boosts and attacks come with a choice that directly affects the outcome of each round.

Components

- 108 Poker-sized cards
- 1 Balance of Power board (4" x 3")
- 1 Counter token
- 4 Player mats (optional)
- 12 Player markers (optional)



Winged Five Games

Ken Rickard, Principal

ken@wingedfivegames.com

@wingedfivegames

wingedfivegames.com

706.631.5132