



Winner Takes All

\$10 donation, winner keeps the game!

Games will be filled on a first come first served basis. Games will be run throughout the day.

[Winner Takes All: HexHex](#)

Rita's Review: Think Hot Potato, but with Hexes. Don't get Hexed.

Game Description: This is a card game that forces a Hex token around the table between players. Whoever can't get rid of the Hex token by using his cards 'blows up' thus losing points. Cards in your hands can limit who the Hex can be passed to or the damage it does. A round ends when there are no more Hex tokens available, and there are as many rounds as there are players, plus one.

Length, Age group, and number of players: 30min, ages 12+, and 3-6 players.

[Winner Takes All: King of Tokyo](#)

Rita's Review: Classic dice rolling battle of the Kaiju. Family Friendly.

Game Description: Prove your dominance by destroying Tokyo or by being the last monster left standing. Play as mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. At the start of each turn, you roll six dice. Over three successive throws, choose whether to keep or discard each die in order to win victory points, gain energy, restore health, or attack other players into understanding that Tokyo is YOUR territory. In order to win the game, one must either destroy Tokyo by accumulating 20 victory points, or be the only surviving monster once the fighting has ended.

Length, Age group, and number of players: 30min, ages 8+, and 2-6 players.

[Winner Takes All: Pet Cemetery \(Kickstarter edition\)](#)

Rita's Review: Bunnies, Kitties, and Doggies! family friendly game about killing undead pets to stop a mad scientist from making his ultimate zombie cat: Mr. Mittens... yup.

Game Description: The Pet Cemetery is an exciting pet monster-themed tabletop board game for 2 to 6 players that is easy to learn. Players use strategy, planning, and educated guesses to outwit their opponents and be the first to capture the Professor. The game board tiles and game cards include a variety of actions that allow players to spawn and move pet monsters into the path of their opponents, search for treasure, keep themselves safe from attacks, jump over obstacles, skip opponents turns, and cheat as they navigate their way across the board and attempt to hinder the progress of their opponents.

Length, Age group, and number of players: 60 min, ages 13+, and 2-6 players.

[Winner Takes All: Star Trek Panic](#)

Rita's Review: Mangle the U.S.S. Enterprise and avoid all the dangers from all directions.

Game Description: Work with your crewmates to defend the ship against the horde of enemies and obstacles, or will they tear down your shields and destroy your precious ship. You will all win or lose together, but in the end only one player will be declared the winner.

Length, Age group, and number of players: 90 min, ages 13+, and 1 - 6 players.

[Winner Takes All: Betrayal at House on the Hill](#)

Rita's Review: Explore a haunted house as a team ... until one of you turns against the rest.

Game Description: The game quickly builds suspense and excitement as players explore a haunted mansion of their own 'design', encountering spirits and frightening omens that foretell their fate. Secretly, one of the characters betrays the rest of the party, and the innocent members of the party must defeat the traitor in their midst before it's too late!

Length, Age group, and number of players: 60 min, ages 12+, and 3-6 players.

[Winner Takes All: Elder Sign](#)

Rita's Review: Roll dice to investigate the horrors of Arkham as a group

Game Description: It is 1926, and the museum's extensive collection of exotic curios and occult artifacts poses a threat to the barriers between our world and the elder evils lurking between dimensions. Players take the roles of investigators racing against time to stave off the imminent return of the Ancient One. Armed with tools, allies, and occult knowledge, investigators must put their sanity and stamina to the test as they adventure to locate Elder Signs, the eldritch symbols used to seal away the Ancient Ones and win the game. A cooperative game, but the player with the Elder Signs at the end wins.

Length, Age group, and number of players: 90 min, ages 13+, and 1-8 players.