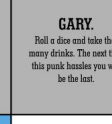



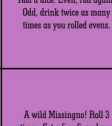
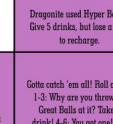



POKÉMON DRINKING GAME!									
 <p>LITTLEROOT</p> <p>Cleairy used Metronome! Close your eyes, point to a random square, and drink or give what it says. If no drink is given or taken, just drink 2.</p>	 <p>Jigglypuff used Sing! Everyone else fell asleep! Take an extra turn!</p>	 <p>Abra used Teleport! Teleport to the other Abra.</p>	 <p>GARY. Roll a dice. Drink half, give half (round up). What's this guy's deal, anyway?</p>	 <p>CERULEAN GYM. Misty's water attacks caused splash damage. You drink 2, everyone else drinks 1.</p>	 <p>Slowpoke is slow. For the first one here, make up a gesture. For the rest of the game, when you do it, the last to mimic you take a drink.</p>	 <p>Bellspout used Razor Leaf! Shred someone's dignity with a vicious colost. They drink 1 in shame.</p>	 <p>Meowth used Pay Day! Everybody but you takes a drink.</p>	 <p>Lazpon used Confuse Fly! Pick a player, they are now confused. Next turn, they must roll a 1-3 to stop being confused. If not, they are still confused and lose a turn.</p>	 <p>It's Team Rocket! Watch them defeat themselves with incompetence, and everyone drink to them blissing off.</p>
 <p>GIOVANNI. Roll a dice. 1-3 Give that number. 4-6 Drink that number.</p>	 <p>Here Candy - Level up! You get an extra turn.</p>	 <p>SAFFRON GYM. Use psychic powers to pick a number, then roll the dice. If it's your number, take an extra turn. If not, drink 2.</p>	 <p>Challenge someone to a chugging contest. First to finish gets an extra turn, last to finish loses a turn.</p>	 <p>Diglett used Dig! Dig deep and finish your drink.</p>	 <p>You resurrected a Fossil Pokemon! Everyone older than you drinks 2.</p>	 <p>You throw a Pokeball! If your favorite Pokemon is on the board, roll a 1-3 to catch it! Roll a 4-6 and it got away, drink 3. If your favorite is not on the board, sadly drink 3.</p>	 <p>Persim used Pury Swipes! Roll a dice, and give out that many drinks.</p>	 <p>VERIDIAN GYM. First, take a drink. Then if you're a guy, guys take 3. If you're a girl, girls take 3.</p>	 <p>Fearow used Mirror Move! Drink what the last person did during his/her last turn.</p>
 <p>PEWTER GYM. Roll a dice. Even: Give a drink. Odd: Take a drink.</p>	 <p>A scientist uses his magnet Pokemon! You magnetically attract 1 drink per player in the game.</p>	 <p>SILPH CO. You've infiltrated the headquarters of the infamous Team Rocket! You will need all your courage to make it to the leader. Drink an extra 2 every turn to calm your nerves.</p>	 <p>Koffing used Haze! If there's anything nearby to smoke, smoke it to avoid taking 2 drinks.</p>	 <p>CINNABAR GYM. Roll a dice. Even, roll again. Odd, drink twice as many times as you rolled even.</p>	 <p>Wild drinking game appeared! RULES: 1. Roll a dice to move forward. 2. This game only recognizes 151 Pokemon. 3. You may only leave the table when it is not your turn. No fleeing from battles! 4. Breaking any results in a drink. 5. If you land on the same square as someone, you must challenge them to a Trainer Battle! 6. Silver and gold squares have special rules. 7. Good luck, and drink like a Pokemon Master!</p>	 <p>Graveler used Defense Curl! Lose 2 turns, but you do not have to take any drinks until you go again.</p>	 <p>Ditto used Transform! During the next person's turn, you must copy everything they do.</p>	 <p>VERMILION GYM. Roll a dice. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>	
 <p>Beedrill used Twineedle! Pick two people to drink.</p>	 <p>Porygon used Tri Attack! While on this space, for each drink you are given, the giver must drink 3.</p>	 <p>Caterpie used String Shot! It was super effective! All other players may only move 1/2 of what they roll on their next turn (round up).</p>	 <p>What? Your Pokemon is evolving! Let it evolve. Drink 4 and skip the next gym. Stop evolving. Take an extra turn.</p>	 <p>A wild Missingno! Roll 3 times. Get a 5 or 6, and you continue. If not, you glitched. Restart of Pallet Town.</p>	 <p>Dragonite used Hyper Beam! Give 5 drinks, but lose a turn to recharge.</p>	 <p>SAFARI ZONE. Before each turn in the Safari Zone, roll a dice. 1-2: You throw bait. Give 1 drink to someone. 3-4: You throw a rock, drink. Lose your turn, drink 4. 5-6: You throw a safari ball. Drink 2 in sadness because safari balls are just awful.</p>	 <p>Magikarp used Splash! ... but nothing happened...</p>	 <p>Sandshrew used Sand-Attack! Your accuracy is lowered. For the rest of the game, you may only drink with your non-dominant hand.</p>	
 <p>Pidgey used Quick Attack! Use the quickness to give 1 drink and take an extra turn.</p>	 <p>Poliwhirl is slow. For the first one here, make up a gesture. For the rest of the game, when you do it, the last to mimic you takes a drink.</p>	 <p>Seeking used Waterfall! ... do a waterfall!</p>	 <p>POKEMON MASTER! Throw that Master Ball and take a victory drink. All other players to toast to your glory!</p>	 <p>CHAMPION GARY. Finish a full drink to take down this bastard for the last time! You cannot move on until your drink is finished.</p>	 <p>THE ELITE FOUR. Challenge the land's greatest trainers: the Elite Four! Roll a 4 to defeat the Elite Four! For any other number, drink 4!</p>	 <p>Gene fishin'... a wild Dredini appeared! Roll a 1 to catch. Otherwise, drink 1.</p>	 <p>Sandshrew used Sand-Attack! Your accuracy is lowered. For the rest of the game, you may only drink with your non-dominant hand.</p>		
 <p>Rattata used Tackle! ... wait, you seriously rolled a 1? You fainted. Finish your drink.</p>	 <p>CERULEAN GYM. Roll a dice. 1-3: Shun Spore. Lose a turn. 4-6: Mega Drain. Finish your drink.</p>	 <p>Poliwhirl used Hydro Pump! Shotgun a beer!</p>	 <p>Electabuzz used Thunder Punch! You're paralyzed; miss your next turn.</p>	 <p>Electrode used Explosion! Everybody finish their drinks!</p>	 <p>FUCHSIA GYM. Poison Pokemon are Toxic! Better get intoxicated! Drink 3.</p>	 <p>Roll the dice. If it's 1-3 Chansey eludes you, drink 1. If 4-6, you capture Chansey, give 2.</p>	 <p>A wild Taurus appeared... but instantly fled. Drink 2 for not being quick enough.</p>	 <p>POKEMON TOWER. While in the Pokemon Tower, out of respect for the dead, you should not speak. Doing so results in a drink each time. Take a drink now for your fallen comrades.</p>	
 <p>Zubat... they're... they're everywhere! Take a drink. Next turn, if you roll a 1 or 2, stay here and take a drink!</p>	 <p>GARY. Roll a dice. Drink that number minus one. Seriously thought, is this dude following you or something?</p>	 <p>A sleeping Snorlax blocks your path. Roll out a song of the group's choice to wake him, or take 4 drinks.</p>	 <p>Abra used Teleport! Teleport to the other Abra.</p>	 <p>If someone is in Sylph Co, you use the Sleigh Scope to beat the ghost and everyone else drinks. Otherwise, take 3 drinks to appease the dead.</p>	 <p>Chansey used 'My mother is dead.' Shame a depressing story with the group. Then everyone take a drink.</p>	 <p>Haunter used Dream Eater! Beware someone else's dreams by moving them back 10 spaces.</p>	 <p>A possessed Chansey. Now you're possessed too! While you are on this space, anyone may make you get them a drink.</p>		