Pokémon Drinking Game!

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 battle!
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!

Gold Squares: You must stop at all gold squares, whether or not your dice roll places you beyond them.

Silver Squares: Silver squares are the special squares where additional rules are in effect. Expect more drinks.

Trainer Battles:
You knocked out!
Land on the same space as another player: You each roll a dice, and whoever rolls the higher number wins! Loser drinks 2. If you roll the same number, both drink 1.
If your starter is strong against an opponent's starter, you get 2 dice rolls to their 1, and you take the higher of the 2 rolls. See below for all 3 dice encounters.

vs vs vs vs

New Bark Town.
Pick one, dude.

Elm.
Elm makes a new baby Pokémon every time you land on this square. Drink a number of drinks equal to the number of Pokémon you have.

Gary.
Roll a dice. Drink that number minus one. Seriously though, is this dude following you or something?

A sleeping Snorlax blocks your path. Belt out a song of the group's choice to wake him, or take 4 drinks.

Abra used Teleport! Teleport to the other Abra.

If someone is in Silph Co. you use the Silph Scope to beat the ghost and everyone else drinks. Otherwise, take 3 drinks to appease the dead.

Cubone used "My mother is dead." Share a depressing story with the group. Then everyone take a drink.

Haunter used Dream Eater! Devour someone else's dreams by moving them back 10 spaces.

A possessed Channeler. Now you're possessed too! While you are on this space, anyone may make you get them a drink.

Pokemon Tower.
While on the Pokemon Tower, you must speak of the dead, you should not speak. Thing on tombs in the graveyard. Each time you drink now, say your fallen comrades.

Fuchsia Gym.
Poison Pokemon are Toxic! Better get intoxicated! Drink 3.

Roll the dice. If it's 1-3 Chansey eludes you, drink 1. If 4-6, you capture Chansey, give 2.

A wild Tauros appeared… but instantly fled. Drink 2 for not being quick enough.

Pokemon Tower.
While on the Pokemon Tower, you must speak of the dead, you should not speak. Thing on tombs in the graveyard. Each time you drink now, say your fallen comrades.

Pidgeot used Quick Attack! Take a drink, then roll a dice. If you roll 1, 2, or 3, drink another drink and take an extra turn.

Pidgeot is sister. Bet that first one here, under age of patient, when you take a drink.

Seaking used Waterfall! …dive mmmm!!!

Pokemon Master!
Throw that Master Ball and take a victory drink. All other players to toast to your glory!

Champion Gary.
Finish a full drink to take down this bastard for the last time! You cannot move on until your drink is finished.

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!

Gotta catch 'em all! Roll a dice. 1-3: Why are you throwing Great Balls at it? Take a drink! 4-6: You got one! You may only move on once you've caught all 3 birds.

Gene Isidro! …a wild Dratini appeared! Roll a 1-3 to catch. Whatever it is.

Snorlax used Sleep Powder! …but it was ineffective. Flat the end of the game, you may only drink a number of times equal to your dominant hand.

Celadon Gym.
Roll a dice. 1-3: Nope. Sleep. Lose a turn. 4-6: Yes. Finish your drink.

Psyduck used Psybeam! Confusion! …wait, you mean you're confused? Drink 1.

Ratata used Swift! …wait, you mean you're confused? Drink 1.

Psyduck used Hydro Pump! Shotgun a beer!

Electabuzz used Thunder Punch! You're paralyzed, miss your next turn.

Electrode used Explosion! Everybody finish their drinks!

Gary.
Roll a dice. Drink half your drink. Share your drink with the person to your left.

Abra used Teleport! Teleport to the other Abra.

Giovanni.
Roll a dice.
1-3: Give that number 4-6: Drink that number.

It's Team Rocket! Watch them deliver something unscrupulous, and everyone drink to the Rocket motto!

Lapras used Confuse Ray! Pick a player, they can now only move in multiples of 3 until roll a 1-3 to undo being confused. If you're still confused, take a drink.

Clefairy 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.

Zubats… they're… they're everywhere! Take a drink. Then roll a dice. On 1-3, stay here and take a drink!

Jigglypuff used Sing! Everyone else fall asleep! Take an extra turn.

Abra used Teleport! Teleport to the other Abra.

Ditto used Transform! During the next person's turn, you must copy everything they do.

Vermilion Gym.
Roll a dice. Does it pass a test of your knowledge? Roll a dice. 1-3: Yes, and you may roll again on your next turn. 4-6: Take a drink.

I went to visit my BICYCLE! BICYCLE! BICYCLE! Oh, I forgot the dice and move twice that number.

Magikarp used Splash! …but nothing happened…

Safari Zone.
Roll a dice. Enter the Safari Zone, roll a dice.
1-2: You know shit. Give 1 drink.
3-4: You throw a rock, drink.
5-6: You throw a safari ball. Drink 2 to see how much you've spent.

Dragonite used Hyper Beam! Give 3 drinks, lord have a turn is exchange.

Gyarados used Dragon Rage! Take 4 drinks unless you handed an Magikarp in, which case you give 4 drinks.

Cyndaquil used Flame Wheel! Lose 2 drinks, but you have to take any drinks until you go again.

Pokémon Tower. Rest in peace. Roll a dice. 1-3: Take a drink. 4-6: Take a drink.

Pewter Gym.
Roll a dice. Does it pass a test of your knowledge? Roll a dice. 1-3: Yes, and you may roll again on your next turn. 4-6: Take a drink.

Box resurrected e Fossil Pokemon! Everyone take 2 drinks.

Box transformed e Fossil Pokemon! Everyone take two drinks.

A mischievous lion magnet that will randomly attract 1 drink per player in the game.

Viridian Gym.
Roll a dice. Does it pass a test of your knowledge? Roll a dice. 1-3: Yes, and you may roll again on your next turn. 4-6: Take a drink.

Psyduck used Confusion! If your favorite Pokemon is on the board, roll a dice. 1-3: your favorite is not on the board, apply drink 2. 4-6: If your favorite is on the board, drink as many times as that number.

Poliwag used Hypnosis! Sleep for three turns.

Cerulean Gym.
Misty's water defense caused your Pokemon to be lost! Roll a dice. 1-3: Yes, take 3. 4-6: No, drink 3.

Staryu used Swift! Flat the end of the game, when you take a drink, you do it for reasons.

Saffron Gym.
Use psychic powers to poke a number. Does the number you poke match your number? If not, drink 2.

Psyduck used Confusion! Drink whoever has the most points.

Gary.
Roll a dice and take that many drinks. If it matches your number, take an extra turn.

Bulbasaur used Razor Leaf! Sliced someone a stringy wide a weakness critical. They drink 1 in shame.

Meowth used Fury Swipes! Everybody has one claw to claim.

Enjoy your cruise aboard the S.S. Anne! Roll a dice, you lose that number of drinks. Then, if you're lucky enough to have one, roll a dice. If it lands on your number, drink that many drinks.

Bandaid used Poisonsting! Pick two people to drink.

You smuggle a Pikachu! Choose a player to be your starter with this weird electric evolution.

Courage used Strong Stuff. It makes you stronger, but also weaker and more vulnerable to other Fire and Water type roll in their next turn.

Pay respect to Mr. Fuji. Drink and take an extra turn.

Rattata used Quick Attack! Take a drink, then roll a dice. If you roll 1, 2, or 3, drink another drink and take an extra turn.

Pidgey used Quick Attack! Take a drink, then roll a dice. If you roll 1, 2, or 3, drink another drink and take an extra turn.

Pidgey used Quick Attack! Take a drink, then roll a dice. If you roll 1, 2, or 3, drink another drink and take an extra turn.

Silph Co.
You've infiltrated the headquarters of the Silph Co. Roll a dice. Yes, roll again. Do this three times in a row to make it to the top. Take a drink for each 2 you try to roll in a row. Drink 3 if you make it to the top.

Koffing used Haze! It's time to say/drink nearly identical things. Drink 2 drinks.

Cinnabar Gym.
Roll a dice. Does it pass a test of your knowledge? Roll a dice. 1-3: Yes, and you may roll again on your next turn. 4-6: Take a drink.

Pidgeot used Whirlwind! Each player must drink as many times as their starter's number.

A wild Scyther appeared! Roll 3 times. Get a 5 or 6, and you may capture it! Put the Scyther Buster in your hand.

Charmander used Flamethrower! Roll a dice. 1-3: Yes, and you may roll again on your next turn. 4-6: Take a drink.

Electabuzz used Thunder Punch! Roll a dice. 1-3: Yes, and you may roll again on your next turn. 4-6: Take a drink.

Electrode used Explosion! Everybody finish their drinks!

Alakazam used Psychic! Whoever's Pokemon is strongest, drink as many times as their Pokemon's number.

Whose Pokemon is strongest? Let's resolve. Drink 4 and then roll a dice. Stop resolution. Take an extra turn.

Charmeleon used Fire Spin! Drink whoever has the most points.

Charmander used Ember! Flat the end of the game, when you take a drink, you do it for reasons.

Bellsprout used Vine Whip! Sliced someone a stringy wide a weakness critical. They drink 1 in shame.

Meowth used Pay Day! Everybody has one claw to claim.