



<p>PEWTER GYM. Roll a dice. Even. Give a drink. Odd: Take a drink</p>	<p>A scientist uses his magnet Pokémon! Everyone older than you drinks 2.</p>	<p>You resurrect a Fossil Pokémon! Everyone older than you drinks 2.</p>	<p>You throw a Pokéball! If your favorite Pokémon 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, only drink 3.</p>	<p>Parasium used Fury Swipes! Roll a dice, and give out that many drinks.</p>	<p>VRIDIAN GYM. First, take a drink. Then if you're a guy, guys take 1. If you're a girl, girls take 3.</p>	<p>Parasium used Mirror Move! Drink what the last person did during his/her last turn.</p>	<p>Krabby used Crabhammer! Bring down the Crabhammer on someone, they must finish their drink.</p>	<p>Enjoy your cruise aboard the S.S. Anax! Roll a dice, you lose that many turns aboard the luxury cruise liner. Roll again, and drink that number during each last turn.</p>
<p>If you're a guy, guys drink. If you're a girl, girls drink.</p>	<p>Lapras used Confuse Ray! 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 blasting off.</p>	<p>GIOVANNI. Roll a dice. 1-3 Give that number. 4-6 Drink that number.</p>	<p>Rain Candy - Level up! You get an extra turn.</p>	<p>GARY. Roll a dice and take that many drinks. The next time this punk haunts you will be the last.</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>PALLET TOWN.</p> <p>Pick one, dude.</p>	<p>Evolution time! You choose a new rule! Any rule violations result in 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>Abrū used Teleport! Teleport to the other Abrū.</p>	<p>If someone is in Sliph Co., you use the Sliph Scope to beat the ghost and everyone else drinks. Otherwise, take 3 drinks to appease the dead.</p>	<p>Cubone used "My mother is dead." Shame a depressing story with the group. Then everyone takes a drink.</p>	<p>Haunter used Dream Eater! Devour someone else's dreams by moving them back 10 spaces.</p>	<p>A possessed Chanseer! Now you're possessed too! While you are on this space, anyone may make you get them a drink.</p>
<p>Beedril used Twineedle! Pick two people to drink.</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>Killing used Haze! If there's anything nearby to smoke, smoke it to avoid taking 2 drinks.</p>	<p>Wild drinking game approved!</p> <p>RULES:</p> <ol style="list-style-type: none"> Roll a dice to move forward. This game only recognizes 151 Pokémon. You may only leave the table when it is not your turn. No fleeing from battles! Breaking any results in a drink. If you land on the same square as someone, you must challenge them to a Trainer Battle! Silver and gold squares have special rules. Good luck, and drink like a Pokémon Master! 	<p>You checked out! TRAINER BATTLES: 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 2 dice encounters.</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>You caught a Pikachu! Drink 2 and replace your starter with this walking electric french fries.</p>	<p>Porygon used Tri Attack! While on this space, for each drink you are given, the giver must drink 3.</p>	<p>CINNABAR GYM. Roll a dice. Even, roll again. Odd: drink twice as many times as you rolled even.</p>	<p>Gold Squares: You must stop at all gold squares, whether or not your dice roll places you beyond them.</p>	<p>Silver Squares: Silver squares are the special squares where additional rules are in effect. Expect more drinks.</p>	<p>Gyrades used Dragon Rage! Take 4 drinks unless you landed on Magikarp, in which case you give 4 drinks.</p>	<p>Doduo used Double-Edge! You give 4 drinks, but you drink 1.</p>	<p>SAFARI ZONE. Before each turn in the Safari Zone, roll a dice. 1-2: You throw both! 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>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 Pokémon is evolving! Let it evolve. Drink 4 and skip the next gym. Stop evolution. 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 at Pallet Town.</p>	<p>Electabuzz used Thunder Punch! You're paralyzed, miss your next turn.</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 takes a drink.</p>	<p>Bellossom used Razor Leaf! Shred someone's dignity with a reckless cut-throat. They drink 1 in shame.</p>	<p>Mewtwo used Psy Ray! Everybody but you takes a drink.</p>
<p>Battled used Tackle! ... wait, you seriously rolled a 1? You fainted. Finish your drink.</p>	<p>CELADON GYM. Roll a dice. 1-3: Shun Spara. Lose a turn. 4-6: Mega Drain. Finish your drink.</p>	<p>Poliwhirl used Hydro Pump! Shotgun a beer!</p>	<p>Electrode used Explosion! Everybody finish their drinks!</p>	<p>FUCHSIA GYM. Poison Pokémon are Toxic! Better get intoxicated! Drink 3.</p>	<p>Roll the dice. If it's 1-3 Chesney studies you, drink 1. If 4-6, you capture Chesney, give 2.</p>	<p>A wild Taurus appeared... but instantly died. Drink 2 for not being quick enough.</p>	<p>POKEMON TOWER. While in the Pokémon 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>Poliwhirl used Quick Attack! Use the quickness to give 1 drink and take an extra turn.</p>	<p>Psychic 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! ...so 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. Punch a roll 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 last's greatest trainers: the Elite Four! Roll a 4 to defeat the Elite Four! For any other number, drink 4!</p>	<p>Getta catch 'em all! Roll a dice. 1-3: Why are you throwing Great Balls at it? Take a drink! 4-6: You get one! You may only move on once you've caught all 3 birds.</p>	<p>Gene fishin'... a wild Drednøt 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-blameful hand.</p>