

POKÉMON DRINKING GAME

RULES

- Roll a die to move forward.
- This game only recognizes 151 Pokémon because fuck you, that's why.
- You may only leave the table when it is not your turn. No fleeing from battles!
- Breaking any rule 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!

GOLD SQUARES
You must stop at all gold squares, whether or not your die roll places you beyond them.

SILVER SQUARES
Silver squares are special squares where additional rules are in effect. Expect more drinks.

TRAINER BATTLES
Land on the same space as another player. You each roll a die, and whoever rolls the higher number wins! Lower 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.

PEWTER GYM
Roll a die. Even: Give a drink. Odd: Take a drink.

SILPH CO.
You've infiltrated the headquarters of the infamous Team Rocket! You will need all your courage to make it to their leader. Drink an extra every turn to calm your nerves.

CINNABAR GYM
Roll a die. Even, roll again. Odd, drink twice as many times as you rolled even.

POKÉMON MASTER!
Throw that Master Ball and take a victory drink. All other players toast to your glory! ...do a waterfall!

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 die to defeat the Elite Four! For any other number, drink 4!

CELADON GYM
Roll a die. 1-3: Shut Space. Lose a turn. 4-6: Mega Drain. Finish your drink.

FUCHSIA GYM
Poison Pokémon are Toxic! Better get intoxicated! Drink 3.

PALLET TOWN
Pick one, dude.

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

GARY
Roll a die. Drink half, give half (round up). What's this guy's deal, anyway?

CERULEAN GYM
Misty's water attacks caused splash damage. You drink 2, everyone else drinks 1.

GARY
Roll a die and take that many drinks. The next time this drunk bastard you will be the last.

SAFFRON GYM
Use psychic powers to pick a number, then roll the die. If it's your number, take an extra turn. If not, drink 2.

VERIDIAN GYM
First takes a drink. Then, if you're a guy, guys take 2. If you're a girl, girls take 2.

VERMILION GYM
Roll a die. Even, you're punished; lose 2 drinks and miss your next turn. Odd, take a drink.

SAFARI ZONE
Before each turn in the Safari Zone, roll a die. 1-2: You throw bait. Give 1 drink to someone. 3-4: You throw a rock. Lose your turn. 5-6: You throw a safari ball. Drink 2. In addition, because safari balls are just awful.

POKÉMON 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.