Zubats... they're... they're everywhere! Take a drink. Next turn, if you roll a 1 or 2, stay here and 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.
Jigglypuff used Sing! Everyone else fell asleep! Take an extra turn!
Abra used Teleport! Teleport to the other Abra.
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.
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.
Bellsprout used Razor Leaf! Shred someone's dignity with a reckless callout. They drink 1 in shame.
Meowth used Pay Day! Everybody but you takes a drink.
If you're a guy, guys drink. If you're a girl, girls drink.
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.
It's Team Rocket! Watch them defeat themselves with incompetence, and everyone drink to them blasting off.
GIOVANNI
Roll a die.
1-3: Give that number.
4-6: Drink that number.
Rare Candy - Level up! You get an extra turn.
GARY
Roll a die and take that many drinks. The next time this punk hassles 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.
Challenge someone to a chugging contest. First to finish gets an extra turn, last to finish loses a turn.
Diglett used Dig! Dig deep and finish your drink.
PEWTER GYM
Roll a die. Even: Give a drink. Odd: Take a drink
A Scientist uses his magnet Pokemon! You magnetically attract 1 drink per player in the game.
You resurrected a Fossil Pokemon! Everyone older than you drinks 2.
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.
Persian used Fury Swipes! Roll a die, and give out that many drinks.
VIRIDIAN GYM
First, take a drink. Then, if you're a guy, guys take 3. If you're a girl, girls take 3.
Fearow used Mirror Move! Drink what the last person did during his/her last turn.
Krabby used Crabhammer! Bring down the Crabhammer on someone; they must finish their drink.
Enjoy your cruise aboard the S.S. Anne! Roll a die, you lose that many turns aboard the luxury cruise liner. Roll again, and drink that number during each lost turn.
Beedrill used Twinneedle! Pick two people to 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 2 every turn to calm your nerves.
Koffing used Haze! If there's anything nearby to smoke, smoke it to avoid taking 2 drinks.
POKEMON DRINKING GAME
RULES
1. Roll a die to move forward.
2. This game only recognizes 151 Pokemon because fuck you, that's why.
3. You may only leave the table when it is not your turn. No fleeing from battles!
4. Breaking any rule 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 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! 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.
Graveler used Defense Curl! Lose 2 turns, but you do not have to take any drinks until you go again.
Ditto used Transform! During the next person's turn, you must copy everything they do!
VERMILION GYM
Roll a die. Even, you're paralyzed; take 2 drinks and miss your next turn. Odd, take a drink.
You caught a Pikachu! Drink 2 and replace your starter with this walking electric franchise.
Porygon used Tri Attack! While on this space, for each drink you are given, the giver must drink 3.
CINNABAR GYM
Roll a die. Even, roll again. Odd, drink twice as many times as you rolled evens.
Gyrados used Dragon Rage! Take 4 drinks unless you landed on Magikarp, in which case you give 4 drinks.
Doduo used Double-Edge! You give 4 drinks, but you drink 1.
I want to ride my BICYCLE! BICYCLE! BICYCLE! On your next turn, roll the die and move twice that number.
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).
What? Your Pokemon is evolving! Let it evolve. Drink 4 and skip the next gym. Stop evolution. Take an extra turn.
A wild Missingno! Roll 3 times. Get a 5 or 6, and you continue. If not, you glitched. Restart at Pallet Town.
Dragonite used Hyper Beam! Give 5 drinks, but lose a turn to recharge.
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, dick. Lose your turn, drink 4.
5-6: You throw a safari ball. Drink 2 in sadness, because safari balls are just awful.
Magikarp used Splash! ...but nothing happened...
Pidgey used Quick Attack! Use that quickness to give 1 drink and take an extra turn.
Psyduck 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.
Seaking used Waterfall! ...do a waterfall!
POKEMON MASTER!
Throw that Master Ball and take a victory drink. All other players toast to your glory! You are a Pokemon Master!
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 die.
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.
Gone fishin'... a wild Dratini appeared! Roll a 1 to catch. Otherwise, drink 1.
Sandshrew used Sand-Attack! Your accuracy is lowered. For the rest of the game, you may only drink with your non-dominant hand.
Rattata used Tackle! ...wait, you seriously rolled a 1? You fainted. Finish your drink.
CELADON GYM
Roll a die. 1-3: Stun Spore. Lose a turn. 4-6: Mega Drain. Finish your drink.
Poliwag used Hydro Pump! Shotgun a beer.
Electabuzz used Thunder Punch! You're paralyzed; miss your next turn.
Electrode used Explosion! Everybody finish their drinks!
FUCHSIA GYM
Poison Pokemon are Toxic! Better get intoxicated! Drink 3.
Roll the die. If it's 1-3 Chansey eludes you, drink 1. If 4-6, you capture Chansey, give 2.
A wild Taurus appeared... but instantly fled. Drink 2 for not being quick enough.
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.
PALLET TOWN
Pick one, dude.
Eeveelution time! You choose a new rule! Any rule violations result in a drink.
GARY
Roll a die. 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 Charmeleon! Now you're possessed too! While you are on this space, anyone may make you get them a drink.