

PALLET TOWN  Pick one, dude.	 Rattata used Tackle! ... wait, you seriously rolled a 1? Remove your Running Shoes (including socks) in shame.	GARY  God, this guy is a douche. Roll a die. Take half, give half (round up).	THAT OLD MAN  He's going to show you how to catch a Pokemon! Look, just humor him, okay? Miss your next turn.	 Weedle used String Shot! Subtract 2 from your next roll. If you don't move at all, take a drink.	 You've caught a Pikachu, you lucky bastard! Take 2 drinks to replace your starter, good luck if you do.	 Butterfree used Psybeam! Take 2 drinks.	PEWTER GYM  Roll a die. Even, give a drink. Odd, take a drink.	 If you're a guy, guys drink. If you're a girl, girls drink.
CELADON GYM  Roll a die. 1-2: Stan Spore take a drink & lose a turn. 3-4: Vine Whip; take 2 drinks & give 2 drinks. 5-6: You kicked her ass.	 Payduck is slow. For the first one here, illustrate a simple action that, when you do it, everyone else must mimic. For the rest of the game, the last one to do so takes a drink.	 You've won a Porygon after a night of underage gambling! Sell. Give 2 drinks. Use Tri Attack your way out of a type drink. Throw in a PC Box! Strug.	SILPH CO.  While in Silph Co., add an extra drink to any drink you receive from somebody else. Also, take one now. Team Rocket is going DOWN, even if you're innocent! drink!	 It's a Rocket Grant, armed to the teeth with shitty Pokemon! Either take 3 drinks or he steals your starter, forcing you to pick a new one!	 Lapras used Surf! Give the person to your left a piggyback ride around the room. If you can't, receive a drink from him/her.	 Oh shit, it's Jesse and James! Wait, they're horrible trainers, that's right! Everyone make a toast to Blasting Off!	GIOVANNI  Roll a die. On a 1 or a 2, each other person may each give you a drink.	 Zubats, they're... they're everywhere! Take a drink. Next turn, if you roll a 1 or a 2, stay here and take a drink!
 Eeveelution time! The first one to land here makes a new rule. Rule violations result in a drink.	 Fossil Pokemon, the coolest mons ever! If your favorite Pokemon is on the board, raise your glass and drink!	OAK RATES YOUR POKEDEX  Roll a die; add the number of type drinks you've taken this game. If the total is 8 or more, everyone else takes 4 drinks. If it's less than 8, drink it.	 Persian used Slash! Critical hit! Pick someone else, you both roll a die. Highest roller gives the other 3 drinks.	VIRIDIAN GYM  First, take a drink. Then, if you're a guy, guys take 3. If you're a girl, girls take 3.	 Fennel used Mirror Move! Do whatever the last person did during his/her turn.	 Graveler used Rock Throw! Anybody who is using Charmander or Pikachu takes 2 drinks.	GARY  Roll a die. Guess what happens next... Yup, take that many drinks.	 Cleairy used Metronome! Close your eyes and point to a random square. Do what it says, and if no drink is given or taken, take 2.
 Abra used Teleport! Move immediately to another Abra square. During your normal moves, skip any gyms you've already beaten.	CINNABAR GYM  Roll a die. Even, roll again. Odd, drink twice as many times as you rolled even.	MEWTWO  You saved your one Master Ball for this. Roll it. If it's 1, it still fails. If it's 2, take 2 drinks & go back 5 squares! Otherwise, finish that drink and you're finally won!	 Rhydon used Earthquake! Take 3 drinks, or take 5 to make everyone else take 2. If you own Pikachu, take 2. Now move back 4 squares.	 You may only leave the table when it is not your turn (no fleeing from battle).	 Breaking any rule results in a drink. This includes rules created during play.	 Collectively yelling "Now is not the time to use that!" is a perfectly acceptable response to someone answering their phone, texting, or whatever. Professor Oak can sense these things, ya know.	 Arbok used Toxic! You've been poisoned; drink once at the start of each turn. Move back 3 squares, and drink twice if you own Bulbasaur.	 Devgong used Ice Beam! Fill somebody's drink with ice cubes. Why? Because fuck them, that's why!
 Roll a die. Take that number of drinks, minus 2 which you give to someone else.	MISSINGNO.  Great, you've broken the game! Until someone starts a new file by rolling 5 or 6, each time somebody is supposed to drink, the person to their right does instead. Enjoy your 99 Master Balls though.	 If someone's in Silph Co. they give you the Silph Scope. You beat the ghost and everyone else takes a drink. Without the Scope, offer a prayer and take 5 drinks to appease the dead.	 Devgong used Ice Beam! Fill somebody's drink with ice cubes. Why? Because fuck them, that's why!	 Haunter used Lick! The first person to lick someone else is allowed to skip his/her next 2 drinks. If nobody is licked, all of you fuckers take 4 drinks.	 Seaking used Waterfall! Everyone start drinking at the same time. When you stop, the person to your left may now stop and go on.	 Seadra used Surf! Take a drink for 6 seconds. Own a Squirtle? Take 2 more! Then move back 4 squares.	 Magnetop used Thunder! Take 2 more! Then move back 4 squares.	 Dragonite used Hyper Beam! Give 5 drinks, but since you need to recharge, you lose your next turn.
 Sparring match! Last one to stop drinking gets an immediate turn; first one to stop loses their next turn!	 Roll a die. If 1-3, drink twice. If 4-6, pick two people to drink twice.	 Horse used Bubble! The most hilarious-looking straw that anyone can find goes into the next drink you start.	 Ditto used Transform! During the next person's turn, you must copy everything that they do!	 Abra used Teleport! Move immediately to another Abra square. During your normal moves, skip any gyms you've already beaten.	 Abra used Teleport! Move immediately to another Abra square. During your normal moves, skip any gyms you've already beaten.	 Abra used Teleport! Move immediately to another Abra square. During your normal moves, skip any gyms you've already beaten.	 Abra used Teleport! Move immediately to another Abra square. During your normal moves, skip any gyms you've already beaten.	 Abra used Teleport! Move immediately to another Abra square. During your normal moves, skip any gyms you've already beaten.
 Electabuzz used Thunder Punch! Take 4 drinks of jungle juice or other "punch." If not, you're paralyzed; miss your next turn.	 Oh shit, Electrode used Explosion! If you were the first one here, everybody finishes their drinks!	FUCHSIA GYM  Roll a die. Even, take 2 drinks. Odd, give 2 drinks. Doubled if wearing purple.	 What a haul! Starting with you, go around and give out 1 drink. Keep going until someone's had 3 drinks.	 Doduo used Double-Edge! Take 2 drinks.	 I want you to draw me like one of your french girls...	 You may only move on once both of those drinks are finished. You may also lay down and rest at this time.	 Snorlax used Lazy Fat Fuck! If you happen to land on either of these squares, grab an additional drink, open it, and set it beside your current drink.	 Abra used Teleport! Move immediately to another Abra square. During your normal moves, skip any gyms you've already beaten.
 A Chaneller who's possessed. Now you are, too. Anyone may make you get them another drink at any time.	POKEMON TOWER  While in the Pokemon Tower, out of respect for the dead, you may not speak. Doing so results in a drink each time. Go ahead and take a drink now for your fallen comrades.	 Sandshrew used Sand-Attack! Your accuracy is lowered, and for the rest of the game you may not use your dominant hand.	 Roll a die. Even, you're paralyzed; take 2 drinks and miss your next turn. Odd, take a drink.	 Magikarp used Splash! ...but nothing happened.	 Diglett used Dig! Finish your drink. If it's over half-full, pick someone to drink with you.	 Mewtwo used Pay Day! Everybody but you (unless you want to) takes a drink.	 Bellsprout used Razor Leaf! If there's anything nearby to smoke, smoke it now to avoid taking 2 drinks.	 Slowpoke is slow. For the first one here, illustrate a simple action that, when you do it, everyone else must mimic. For the rest of the game, the last one to do so takes a drink.

Pokémon

- Roll a die to move forward.
- You must stop at each gym.
- This board recognizes only 151 Pokemon. Suck it.
- You may only leave the table when it is not your turn (no fleeing from battle).
- Breaking any rule results in a drink. This includes rules created during play.
- Collectively yelling "Now is not the time to use that!" is a perfectly acceptable response to someone answering their phone, texting, or whatever. Professor Oak can sense these things, ya know.
- Get Drunk.

Trainer Battles
Optimal rule to get drunk even faster...!

With the exception of gyms, anytime you land on an occupied square, battle everyone there. Roll Lower roller takes 1 drink. Add 1 to your roll if your starter has the type advantage over the other starter. Settle any ties by way of rap battle, dance-off, or good 'ole punching.

THE ELITE 4
Name as many of the original 15 types as you can in 30 seconds. For each type you miss, take 2 drinks. If you miss 5+, finish your drink & your new name is lost.

CHAMPION-GARY
There's only one way to beat Gary: Finish an entire drink. Become a Poke-Drunk Master!

CERULEAN CAVE
This is it. The last dungeon. Nothing between you and your destiny. But this is a journey you must face alone; no one can give you drinks. Don't bother taking a drink now...there's plenty more ahead.

THE 3 BIRDS
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, roll again! You may only move on if you've caught all 3 birds.