

POKÉMON DRINKING GAME

<p>Zubat... they're... they're everywhere! Take a drink. Next turn, if you roll a 1 or 2, stay here and take a drink!</p>	<p>Catary used Meteorone! Close your eyes, point to a random square, and drink or give what it says. 'No drink is given or taken, just drink 2</p>	<p>Pollypuff used Sing! Everyone else fill abey! Take an extra turn!</p>	<p>Abra used Teleport! Teleport to the other Abra.</p>	<p>GARY Roll a die. Drink half, give half (round up). What's this guy's deal, anyway?</p>	<p>CERULEAN GYM 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>Bellspoon used Razor Leaf! Shed someone's dignity with a reckless saloon. They drink 1 in shame.</p>	<p>Mewth used Pay Day! Everybody but you takes a drink.</p>
<p>Lapras used Confuse Ray! Pick a player; their see now confused. Next turn, they must roll a 1-3 to stop being confused. If not, they see still confused, and lose a turn.</p>	<p>It's Team Rocket! Watch them defeat themselves with incompetence, and everyone drink to their blasting off.</p>	<p>GIOVANNI Roll a die. 1-3: Give that number. 4-6: Drink that number.</p>	<p>Rare Candy - Level up! You get an extra turn.</p>	<p>GARY Roll a die and take that many drinks. The next time this drunk bastes you will be the last.</p>	<p>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.</p>	<p>Diglett used Dig Dig deep and finish your drink!</p>	<p>Diglett used Dig Dig deep and finish your drink!</p>
<p>PEWTER GYM Roll a die. Even: Give a drink. Odd: Take a drink.</p>	<p>A Scientist uses his magnet Pokemon! You magnetically attract 1 drink per player in the game.</p>	<p>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 get away; drink 3. If your favorite is not on the board, only drink 3.</p>	<p>Poliwhirl used Fury Swirl! Roll a die, and give out that many drinks.</p>	<p>VRIDIAN GYM First takes a drink. Then, if you're a guy, guys take 2. If you're a girl, girls take 2.</p>	<p>Faeon used Mirror Move! Drink what the last person did during his/her last turn.</p>	<p>Krabby used Crabhammer! Bring down the next person's Crabhammer on someone; they must finish their drink.</p>	<p>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.</p>
<p>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 1 every turn to calm your nerves.</p>	<p>Koffing used Heat! If there's anything nearby to smoke, smoke it to avoid taking 2 drinks.</p>	<p>CINNABAR GYM Roll a die. Even, roll again. Odd, drink twice as many times as you rolled even.</p>	<p>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.</p>	<p>Ditto used Ditto on Cut! 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 may copy everything they do!</p>	<p>VERMILION GYM Roll a die. Even, you're punched; lose 2 drinks and miss your next turn. Odd, take a drink.</p>	<p>I want to ride my BICYCLE! BICYCLE! BICYCLE! On your next turn, roll the die and move twice that number.</p>
<p>Poliwhirl used Twineedle! Pick two people to drink.</p>	<p>What? Your Pokemon is evolving! Let it evolve! Drink 4 and skip the next gym. Step 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>Gold Squares You must step on all gold squares, whether or not your die roll places you beyond them.</p>	<p>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. Lick. Lose your turn, drink 4. 5-6: You throw a safari ball. Drink 2 in sadness, because safari balls are just awful.</p>	<p>Dragonite used Hyper Beam! Give 5 drinks, but lose a turn to recharge.</p>	<p>Magikarp used Splash! ...but nothing happened.</p>	<p>Sandshrew used Sand-Attack! Your accuracy is lowered. For the rest of the game, you may only drink with your non-dominant hand.</p>
<p>Celeste 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 Pokemon is evolving! Let it evolve! Drink 4 and skip the next gym. Step 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>Silver Squares Silver squares are special squares where additional rules are in effect. Expect more drinks.</p>	<p>THE ELITE FOUR 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 one you've caught all 3 birds.</p>	<p>Dragonite used Hyper Beam! Give 5 drinks, but lose a turn to recharge.</p>	<p>Magikarp used Splash! ...but nothing happened.</p>	<p>Sandshrew used Sand-Attack! Your accuracy is lowered. For the rest of the game, you may only drink with your non-dominant hand.</p>
<p>Pidgey used Quick Attack! Use that quickness to give 1 drink and take an extra turn.</p>	<p>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.</p>	<p>Seaking used Waterfall! ...do a waterfall!</p>	<p>Pokemon Master! Throw that Master Ball and take a victory drink. All other players toast to your glory!</p>	<p>CHAMPION GARY Finish a full 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 land's greatest trainers the Elite Four! Roll a die to defeat the Elite Four! For any other number, drink 4!</p>	<p>FUCHSIA GYM Poison Pokemon are Toxic! Better get intoxicated! Drink 3.</p>	<p>Poliwhirl used Hydro Pump! Shutgun a beer.</p>
<p>Rattata used Tackle! ...wait, you seriously rolled a 1? You fainted! Finish your drink.</p>	<p>Roll a die. 1-3: Shut Spoke. Lose a turn. 4-6: Mega Drain. Finish your drink.</p>	<p>Poliwhirl used Hydro Pump! Shutgun a beer.</p>	<p>Electabuzz used Thunder Punch! You're paralyzed, miss your next turn.</p>	<p>Electrode used Explosion! Everybody finish their drink!</p>	<p>FUCHSIA GYM Roll the die. If it's 1-3: Chansey eludes you, drink 1. If 4-6, you capture Chansey; give 2.</p>	<p>A wild Tauros appeared, but instantly fled. Drink 2 for not being quick enough.</p>	<p>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.</p>
<p>Pallet Town Pick one, dude.</p>	<p>Evolution time! You choose a new rule! Any rule violations result in a drink.</p>	<p>GARY Roll a die. Drink that number minus one. Seriously though, 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>Abra used Teleport! Teleport to the other Abra.</p>	<p>If someone is in Silph Co., you use the Sigh Scope to hear the ghost and everyone else drinks. Otherwise take 3 drinks to appease the dead.</p>	<p>Cubone used 'My mother is dead.' Share a depressing story with the group. Then everyone take a drink.</p>	<p>Haunter used Dream Eater! Devour someone else's dreams by moving them back 10 spaces.</p>
<p>A possessed Charmer. Now you're possessed too! While you are on this space, anyone may make you get back 10 spaces.</p>							