

1. Zubat - Zubats, they're, they're everywhere! Take a drink. Next turn, if you roll a 1 or 2, stay here and take a drink!

2. Caterpie - Caterpie used Stun Spore! Close your eyes, point to a random square, and drink or give what it says. Your drink is given or taken, just drink 2.

3. Eevee - Eevee used Teleport! Teleport to the other Abra.

4. Abra - Abra used Teleport! Teleport to the other Abra.

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

6. Cerulean Gym - Misty's water attacks caused splash damage. You drink 2, everyone else drink 1.

7. Razer Leaf - Bellorose 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.

8. Mewtwo - Mewtwo used Pay Day! Everyone but you takes a drink.

9. Lapras - Lapras used Confuse Ray! This 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.

10. Giovanni - It's Team Rocket! Watch them defeat themselves with incompetence, and everyone drink to their blasting off!

11. Rare Candy - Rare Candy - Level up! Roll a die, and give out that number.

12. Gary - Roll a die and take that many drinks. The next time they drink because you will be the last.

13. 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.

14. Diglett - Diglett used Dig Dig deep and finish your drink.

15. Pewter Gym - Roll a die. Even, give a drink. Odd, take a drink.

16. Scientist - A Scientist uses his magnet Pokémon! You magnetically attract 1 drink per player in the game.

17. Viridian Gym - First, take a drink. Then, if you're a guy, give 3. If you're a girl, give 2.

18. Foeuser - Foeuser used Mirror Move! Drink what the last number said during his last turn.

19. Crabhammer - Crabhammer used Crabhammer! Crabhammer on someone, they must finish their drink.

20. Enter your cruise - Enter your cruise aboard the S.S. Anne! Roll a die, you lose that many turns aboard the luxury cruise line! Roll again and drink that number during each turn.

21. 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.

22. Koffing - Koffing used Stun! If there's anything nearby to smoke, smoke it to avoid taking 2 drinks.

23. Vermilion Gym - Roll a die. Even, you're awarded 1 drink. Odd, you miss your next turn. Odd, take a drink.

24. 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 21 dice encounters.

25. Cinnabar Gym - Roll a die. Even, roll again. Odd, drink twice as many times as you rolled even.

26. Gold Squares - You must step on all gold squares, whether or not your die will place you beyond them.

27. Silver Squares - Silver squares are special squares where additional rules are in effect. Expect more drinks.

28. Safari Zone - Before each turn in the Safari Zone, roll a die. 1-3: You throw bait. Give 1 drink to someone. 4-6: You throw a rock. Give your turn, drink 4.

29. Magikarp - Magikarp used Splash! ...but nothing happened.

30. Pokémon Master! - Throw that Master Ball and take a victory drink. All other players have to buy gifts!

31. Champion Gary - Finish a full drink to take down this bastard for the last time! You cannot move on until your drink is finished.

32. 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!

33. Fuchsia Gym - Poison Pokémon are Toxic! Better get intoxicated! Drink 3.

34. 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.

35. Celadon Gym - Roll a die. 1-3: Drink twice. Love a turn, 4-6: Mega Drain. Finish your drink.

36. Pallet Town - Evaluation time! You choose a new rival! Any rule violations result in a drink.

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

38. Abra - Abra used Teleport! Teleport to the other Abra.

39. Electrode - Electrode used Explosion! Everybody finish their drinks!

40. Blastoise - Blastoise used Thunder Punch! You're paralyzed, miss your next turn.

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