



POKÉMON DRINKING GAME

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PALLET TOWN.  Pick one, dude.	 Poliwhirl is slow. For the first one here, make up a gesture. For the rest of the game, when you drink the die has to mimic you take a drink.	 Soaking and Waterfall! ... do a waterfall!	POKEMON MASTER! Throw that Master Ball and take a victory drink. All other players to toast to your glory!	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 best of the greatest trainers: the Elite Four! Roll a 4 to defeat the Elite Four! For any other number, drink 1.	Game catch 'em all! Roll a die. 1-3: Why are you throwing Great Balls at it? Take a drink! 4-6: You got 'em! You may only move on once you've caught all 3 birds.	 Gengar hates... a wild Trivial pursuit! Roll a 1 to a snitch. 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.
 Poliwhirl used Tackle! ... wait, you seriously rolled a 1? You finished! Finish your drink.	CELAODON GYM. Roll a die 1-3: Show Spore! Lose a turn. 4-6: Mega Drain! Finish your drink.	 Poliwhirl used Hydrus Pump! Shampoo a beer!	 Electrode used Thunder Punch! You're paralyzed; miss your next turn.	 Electrode used Explosion! Everybody finish their drinks!	FUCHSIA GYM. Poison Pokémon are Toxic! Better get intoxicated! Drink 3.	 Roll the die. If it's a 1-3 Chansey studies you, drink 1. If it's 4-6, you capture Chansey, give 2.	 A wild Taurus appeared... but instantly fled! Drink 2 but not being quick enough.	POKEMON 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 comrade.
 Poliwhirl used Quick Attack! Use the quickness to give 1 drink and take an extra turn.	Evolution time! You choose a new rule! Any rule violations result in a drink.	GARY. Roll a die. Drink that number minus one. Seriously thought in this dude following you or something?	 A sleeping Snorlax blocks your path. Roll out a song of the group's choice to wake him, or take 4 drinks.	 Alrae used Teleport! Teleport to the other Alrae.	 If someone is in Sliph Co, you use the Sliph Soggs to beat the chest and everyone else drinks. Otherwise, take 3 drinks to oppose the deal.	 Cubone used "My mother is dead." Share a depressing story with the group. Then everyone takes a drink.	 Haunter used Dream Eater! Devour someone else's dreams by moving them back 10 spaces.	A possessed Chansey! Now you're possessed too! While you are on this spot, anyone may make you get them a drink.
 Beedrill used Twineedle! 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 the leader. Drink on extra 2 every turn to retain your nerves.	 Keeping your dice! If there's anything nearby to smoke, smoke it to avoid taking 2 drinks.	POKÉMON DRINKING GAME! Wild drinking game appeared! RULES: 1. Roll a die to move forward. 2. This game only recognizes 151 Pokémon. 3. You may only leave the table when it is not your turn. No leaving from battles! 4. Breaking any 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 Pokémon Master!		You blocked out! TRAINER BATTLES: Land on the same spot as another player: You each roll a die, and whoever rolls the higher number wins! Lose 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 beat 1, and you take the higher of the 2 rolls. See below for all 2 dice encounters.	 Geodude 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 if 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 String Attack! While on this spot, 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 even.	 Silver Squares: Silver squares are the special squares where additional rules can be used. Expect more drinks.	 Gold Squares: You must stop at all gold squares, whether or not your dice roll places you beyond them.	 Dragonair used Hyper Beam! Give 3 drinks, but lose a turn to recharge.	 Safari Zone: Before each turn in the Safari Zone, roll a die 1-2: You threw hot. Give 1 drink to someone 3-4: You threw a rock. Drink 1. Lose your turn, drink 4. 5-6: You threw a softer ball. Drink 2 in addition because softer balls are just awful.	 Magikarp used Splash... but nothing happened...	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 Pokémon is evolving! Let it evolve. Drink 4 and stop the next game. Stop evolution. Take an extra turn.	A wild Manatee! Roll 3 times. Get a 5 or 6, and you continue. If not, you're glitched. Battle of Pallet Town.	 Silver Squares: Silver squares are the special squares where additional rules can be used. Expect more drinks.	 Gold Squares: You must stop at all gold squares, whether or not your dice roll places you beyond them.	 Dragonair used Hyper Beam! Give 3 drinks, but lose a turn to recharge.	 Safari Zone: Before each turn in the Safari Zone, roll a die 1-2: You threw hot. Give 1 drink to someone 3-4: You threw a rock. Drink 1. Lose your turn, drink 4. 5-6: You threw a softer ball. Drink 2 in addition because softer balls are just awful.	 Magikarp used Splash... but nothing happened...	I want to ride my BICYCLE! BICYCLE! BICYCLE! On your next turn, roll the die and move twice that number.
 Zubat... they're... they're everywhere! Take a drink. Next turn, if you roll a 1 or 2, they have and take a drink!	Ciderly used Metamorph! 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.	 Digby used Stun! Everyone else fell asleep! Take an extra turn!	 Alrae used Teleport! Teleport to the other Alrae.	GARY. Roll a die. Drink that number minus one. Seriously thought in this dude following you or something?	CERULEAN GYM. Misty's water attacks caused optical damage. You drink 2, everyone else drink 1.	 Slowbro 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 take a drink.	 Bellspout used Pinch Leaf! Show someone's dignity with a random callout. They drink 1 in shame.	 Meowth used Pay Day! Everybody but you takes a drink.
 Lapsus 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 those stolen items with incompetence, and everyone drink to them bleeding off.	 Giovanni used Stun! Everyone else fell asleep! Take an extra turn!	GIOVANNI. Roll a die. 1-3 Give that number. 4-6 Drink that number.	 Here 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 challenging contest! Pick to finish gets an extra turn, but 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 megnet Pokémon! Everyone older than you drinks 2.	 You resurrected a Fossil Pokémon! Everyone older than you drinks 2.	 You throw a Pokéball! If your favorite Pokémon 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, sudy drink 2.	 Parasim used Fury Swoop! Roll a die, and give out that many drinks.	VRIDIAN GYM. Flare takes a drink. If you're a guy, guys take 2. If you're a girl, girls take 2.	 Parasim used Fury Swoop! Roll a die, and give out that many drinks.	Enjoy your cruise aboard the S.S. Ansel! Roll a die, you lose that many turns aboard the luxury cruise line! Roll again, and drink that number during each last turn.	 Erably used Crabhammer! Bring down the Crabhammer on someone, they must finish their drink.

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