

POKÉMON ADVANCED

<p>GRANITE CAVE</p> <p>This cave is dark and annoyingly taste-like. The lighter the cave, the more you can see. Granite Cave Drink 2 to prepare yourself!</p> <p>Take a nib with Mr. Briney and Pecha. Drink 3 and taste to situation.</p>	<p>Zabon uses! This role isn't even funny anymore! That means it's die if you eat, lose your turn and drink 1. You cannot move until you eat again.</p>	<p>Aren uses! You're a Dumbass! Drink 2 and reduce the amount you drink by half (round up) until your next turn.</p>	<p>DEWFORD GYM</p> <p>Team Magma has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Team Magma has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Team Magma has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Team Magma has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Team Magma has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Team Magma has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>
<p>Whisper used Ursal! All other players agree on a word as players. Shorten or lengthen it to suit the team. Give that many drinks.</p>	<p>FORTREE GYM</p> <p>Shinyper used Curse! Until the end of the game every time you curse you drink.</p>	<p>Whisper used Ursal! All other players agree on a word as players. Shorten or lengthen it to suit the team. Give that many drinks.</p>	<p>Nata used Fudge Sogit! Roll a die. Drink the number of times you rolled.</p>	<p>Oldies used Fudge Sogit! Roll a die. Drink the number of times you rolled.</p>	<p>Wickham and Homer Polkman used Curse! Choose a song and do your best. Whoever sings the best gets out 1 drink if you do.</p>	<p>MAY</p> <p>Team Aqua has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Team Aqua has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Team Aqua has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>
<p>RUSTBORO GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>MAY</p> <p>Team Aqua has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Archie</p> <p>If you are a member of Team Aqua make a rule. Observe drink 7.</p>	<p>Ragnon used Regal! For the rest of the game drink in the beginning of your next turn. Add 1 to that amount every turn.</p>	<p>Mediciana used Drowl! Drink 3 and you take the higher of the 2 rolls. See below for all dice encounters.</p>	<p>Merrick used Veeppig! Limit your next turn to your next grab member player and observe them as best as you can. Drink 1 to the amount you must drink.</p>	<p>WALLY</p> <p>This card catches one Pokemon and you think he's hot. He's a die. Drink that many.</p>	<p>WALLY</p> <p>This card catches one Pokemon and you think he's hot. He's a die. Drink that many.</p>	<p>WALLY</p> <p>This card catches one Pokemon and you think he's hot. He's a die. Drink that many.</p>
<p>MAY</p> <p>Team Aqua has recruited you into their ranks. Every time you drink, you get away to your team to fight. Drink 2 to substitute.</p>	<p>Cyanide used Waterfall! Start a waterfall.</p>	<p>SOOTOPOLIS GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>POKÉMON ADVANCED DRINKING GAME</p> <p>RULES</p> <ol style="list-style-type: none"> Roll a die to move forward. The game recognizes 200 Pokemon, in that order that to get a little word. You may only leave the table when it is not your turn. No leaving from battles! Resolving your next results on a die: If you land on the same square as someone, you must challenge them to a Trainer Battle! Silver and gold squares have special rules. If you go down like a wall or understand, make a bear with. No complaining about what the group decides! Good luck, and drink like a Pokemon Master! 	<p>TRAINER BATTLES</p> <p>Land on the same space as another player. The one with a die and whoever rolls the higher number wins. Lower drink 2. If you roll the same number, both drink 1.</p>	<p>Sildere used Moxonome! Close your eyes and point to a space you really want. Drink 1 to the amount you must drink.</p>	<p>Chamcho used Inal Bull! Add 1 to your roll the next time you roll. Drink 1 to the amount you must drink.</p>	<p>MAUVILLE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	
<p>Zaggon used Curse! Get to read and understand 1 from your dice roll next turn. Drink 2 to cure yourself!</p>	<p>You're joined Team Aqua! If you already understand you must roll a die to see if you can join. If you're a team sign you drink 1 for you to join.</p>	<p>Garden, the Legendary Contest! Roll a die. Every time you drink, take a drink.</p>		<p>GOLD SQUARES</p> <p>You must stop at all gold squares, whether or not you're the roll player you're beyond them.</p>	<p>SILVER SQUARES</p> <p>Silver squares are special squares where additional rules are in effect. Expect more drinks.</p>	<p>Chivod used Double Edge! Once in a while to drink in a way to target player, drink half in second damage.</p>	<p>Ghom used Sludge Bomb! You and the two players sitting next to you drink 4.</p>	<p>Barroch used that dog! Chase a horse out the end of the next player at the price of making a full meal next to you across the face. (This one only happens once.)</p>
<p>WALLY</p> <p>You help your sister. Play a card. Roll a die. Every time you drink, take a drink.</p>	<p>Toppin used Sweet Soda! Until you drink 10, you can't drink. If you're a team sign you drink 1 for you to join.</p>	<p>Maxie</p> <p>If you are a member of Team Magma make a rule. Observe drink 7.</p>	<p>POKEMON MASTER</p> <p>There's your master and then there's your master. You can't drink. You can't see the very best.</p>	<p>CHAMPION STEVEN</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>ELITE FOUR</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>WALLY</p> <p>This card catches one Pokemon and you think he's hot. He's a die. Drink that many.</p>	<p>SHOAL CAVE</p> <p>This cave is taken shift with the moon's tide. To reach the exit safely you'll have to surf across. While in Shoal Cave you may not see any reason to drink the floor. Drink twice for every second that you do.</p>	<p>FIERI PATH</p> <p>This narrow path through the mountains is feared by geothermal eruptions. It is getting hot in here. Take of the article of clothing for every turn you roll in this fiery path. Drink 4 to stay hydrated.</p>
<p>Shoonah used Leech Seed! Take a drink from everybody else's cup.</p>	<p>Kedon's Ability Color Change! Change your color to the color of the next you drink. Must be different from the previous.</p>	<p>Sneasel used Blizzard! If your drink is ice cold give 3 drinks. If not drink 3.</p>	<p>Sylphid used Ice Ball! Drink 1, then the player to your left drinks the die. On around the table till everyone has drunk.</p>	<p>Relictant used Drowl! You must read underneath the table until you can't see. You do not have to drink for watching the floor for this.</p>	<p>Chandee used Yuck-o-rama! Drink up to 6. The person to your right must drink 1 less. The third contains all drinks are given out.</p>	<p>Champed in evolving! Choose. All parts drink 3, or all parts drink 2.</p>	<p>Lavinne used Splash! It's Super! Effects of Everyone finish their drinks.</p>	<p>Sugan used Rock Slide! Drink up to 6 and give out half of what you drink (round up).</p>
<p>Socion and Esplonade! How do you like to have that? Choose a drink and you both drink that.</p>	<p>Plyper used Intoxicate! You're a little bit everyone's drink into a cup. Roll a die. Every time you drink, take a drink.</p>	<p>PETALBURG GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>You find five drinks in the stall! Choose. All players color their die. If you drink 3, all players observe that you drink 3.</p>	<p>Tropen used Hyper Bomb! Give out 5 drinks and miss your next turn to package.</p>	<p>LAVARIDGE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>Spirits used Teeter Dance! Everyone along to a song chosen by the group or drink 8 for your stage light.</p>	<p>Spirits used Teeter Dance! Everyone along to a song chosen by the group or drink 8 for your stage light.</p>	<p>Spirits used Teeter Dance! Everyone along to a song chosen by the group or drink 8 for your stage light.</p>
<p>LITTLEROOT TOWN</p> <p>Pick one, dude.</p>	<p>PETALBURG GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>LAVARIDGE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>LAVARIDGE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>LAVARIDGE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>LAVARIDGE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>LAVARIDGE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>LAVARIDGE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>	<p>LAVARIDGE GYM</p> <p>Roll a die. Every time you drink, take a drink.</p>