Meowth used Pay Day!
Everybody else must drink 2!
Bellsprout used Razor Leaf!
Sliced somebody's ego with insult. Afterwards, punch things up by sharing a drink.
You may make a gesture. Everybody else drinks 1 if somebody else thinks they can guess what it is.
CERULEAN GYM
Water attacks have splash damage! You must drink 2, and everybody else drinks 1!
Choose somebody, and play rock, paper, scissors. The loser must drink 3.
Abra used teleport!
Teleport to the other Abra.
Diglyphut used sand!
Everyone but the chooser has to roll the dice again!
Cellery used Metronome!
Roll the dice 5 times, and drink that number of sips on each turn, return twice.
Roll the dice. If you get a 7, drink... and roll it again on this spot!
Laprus used Confuse Ray!
Choose a player, and for the next 3 turns they roll the dice and take a drink on a roll of 1-3!
If a guy lands here, guys drink 2. If a girl lands here, girls drink 2.
Choose somebody and play a game of Degutron. The loser must drink 5. Your opponent gets to choose the category.
Degitron dug a hole!
While on this spot, you are immune to other battles and drinking!
Team Rocket steals your starter! Roll a dice to get a new one!
Teleport to Abra
Desperate to evolve, a trainer sacrifices some of his cute and magical Pokemon to gain more power.
GIOVANNI
You found a Rare Candy! Give 1 drink, and then take another turn! Be careful!
You must make a decision! Roll a number and roll 5 on that many dice. If you get a 5, you must drink 5 drinks. If you get no 5's, you must drink 1 drink per dice rolled.
Choose a person. This person has to drink 2, but they also get a free roll right now. After that, the rotation continues as normal.
SAFFRON GYM
Roll a number and roll 5 on that many dice. If you get a 5, take 1 drink and get a free turn. If wrong, drink 1 drink.
Choose somebody and play a game of Degutron. The loser must drink 5. Your opponent gets to choose the category.
Degitron dug a hole!
While on this spot, you are immune to other battles and drinking!
PEWTER GYM
Roll the dice until you roll an 8 on your roll. Drink that number of sips.
A staggering rock stops every person in its presence!
You committed a travel! Every player must drink 3!
You got the Flamethrower! It may come in handy very soon...
Blue used the dice + times 4 on every even number. Drink 4 sips!
VIRIDIAN GYM
Roll a dice. If you roll a 1-3, all guys drink 4. You roll 4-6, all guys drink 4. You roll a 6, all girls drink 4. If you roll a 1, drink as extra 1.
Pursuit used Fury Swipes!
Featherwing's Mirror Move!
You must drink the same number of drinks of whoever played the last turn.
Kingler used CrabHammer!
Bring down the hammer and make somebody finish their drink! Choose a player. Unless they drink 3 sips, you drink 4.
Roll the dice, and drink that by 3. That's how many turns you lose. That's what you get for taking vacation!
SILPH CO.
It's going to take sips of steel to make it through the battles! Drink 2 now in order to calm your nerves...
Beedrill used Twineedle!
Drink 2 drinks
Wild Pikachu appeared!
Roll a dice. If a 5 is rolled, catch it! If it escapes, let your stories be told! Drink 5 if it escapes!
Pidgeotto used Quick Attack!
Use this power to take a drink and roll the dice again!
Raticate used tackle!
What, you're still here? Unless I rolled a 1? You bonus, take a drink and go back to start.
Eevee used Tackle!
Choose a starter Pokemon!
Evevelution! You get to make a new rule for the rest of the game!
Pick somebody and have a staring contest. The loser has to drink 4.
You must eat something that someone gives you. If it's too gross, you can drink 4 to get by. Wimp!
Teleport to the other Abra.
If someone is in Silph Co., you can use the Silph Scope and make them all drink 3! Otherwise, drink 3 to appear haunted.
Try to cheer everyone up with a joke! If anyone laughs, everyone drinks 4. If they don't, you drink 2. *Sniff*
Haunt someone's dreams of winning! You can either:
1. Send them back 5 spaces.
2. Send them back 10 spaces.
You get promoted! Congratulations! Everyone is allowed to make you fetch them a drink. However, in return, you get a reward.
You should drink 2 now in honour of your fallen comrades.
POKEMON TOWER
The Pokemon Tower is a graveyard for Pokemon. It is also a spooky place. Those in the tower, otherwise known as ghosts...
Snorlax used Sacred Attack!
For the next 3 turns, roll 3 dice. Your opponents get to choose which one you use.
Magikarp used Splash!
... But nothing happened.
You get the Eater! For the next 2 turns, your rolls are worth double! But you also must drink double...
Don't drink and ride!
Ditto used Transform!
You must drink the same number of drinks as whomever's turn is next.
Gideon used Handjob!
Make your hand, and during this time, if anyone touches your hand, they must drink 3! Lasts until you touch someone else's hand.
Dragonite used Hyper Beam!
Go to sleep, but take a turn to recharge.
SAFARI ZONE
Your chances to catch some new Pokemon are low. Pokemon attributes are based on their rarity.
In order to catch, you must roll a 1, 3, or 6.
There is a fee to enter the Safari Zone. It is: 1 drink.
Dratini is about to evolve into Dragonite. For the next 2 turns, you will lose every trainer battle, but after those 2 turns, you will win every trainer battle.
Dragonair used Dragon Rage!
For the next 2 turns, for every 2 drinks you drink, 1 drink is reduced by 1! (2)
Haunter used Hypnosis!
Put somebody to sleep! Choose a player. They must drink 3 drinks, and then take a turn.
Dodrio used Chi Pecks!
You and 2 other people must take 2 drinks.
Drowzee used Confusion!
Drink 2 sips, which will make you give 3.
Gymnasium Threat!
Drink 3 sips, which will make you give 4.
VERMILION GYM
Roll the dice. Drink that many drinks and make your next turn, if even. Drink your roll.
Bruxish used Thunderbolt!
Drink 2 drinks
Wild DRINKING GAME appeared!
You blacked out!
BEER
POKEMON DRINKING GAME
RULES
1. Roll a die to move forward.
2. This game only recognizes 151 Pokemon because fuck you, that's why.
3. You may only leave the table when it is not your turn. No fleeing from battles!
4. Breaking any rule 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 Pokemon Master!
TRAINER BATTLES
Land on the same space as another player:
You each roll a die, and whoever rolls the higher number wins! Loser 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.
vs.
vs.
vs.
does and receives neutral damage.
GOLD SQUARES
Gold squares represent a gym battle where you are likely to drink a lot, but the final 4 squares cannot be skipped, even if your roll places you beyond them.
SILVER SQUARES
Silver squares are special squares where additional rules are in effect. Expect more drinks.
CINNABAR GYM
Roll the dice 3 times, and drink the product by 3. Rounded up. Cause that's math.
Ponyguin used TreAttack!
While on this space, if anyone makes you drink, they must also drink 3!
Your Pokemon evolving! Drink 3 to let it evolve, and for every 1 you don't roll, you drink 2 as a drop in evolution.
While on this space, you are protected from drinking! Enjoy it while you can...
Psyduck has a headache...
Roll the dice. Drink that many sips. The owner of the game has to drink 4...
Electabuzz used Thunder Punch!
Drink 2 and miss your next turn!
Rolls a dice 4 times. Drink 2 for every even number. Give 1 for every odd number.
Fuchsia used Poison Sting!
Roll the dice 10 times. Drink 2 for every 5 you roll.
Until your next turn, if anybody passes you on this spot, engage in a trainer battle. After the battle, they continue their turn.
Keep rolling the dice until you catch all 3 legendary birds. 1-3: Missed! Take a drink. 4-6: Caught one! If you get the Masterball, rolling a 3-6 will catch one.
POKEMON MASTER!
You have 1 roll per turn. Call a number before you roll, and if you are right, take a drink and WIN! If wrong, you must take a drink and end your turn. If you have the Master Ball, you can call 2 numbers!
CHAMPION GARY
Everybody rolls a dice. If you have the lowest roll, everyone else drinks 2. Otherwise, drink your roll x2!
THE ELITE FOUR
Roll the dice 6 times. If the total exceeds 21, drink 1. If the total is lower than 21, drink 10. If the total is 21 exactly, everyone drinks 3.
Smeargle used Waterfall!
Do a waterfall!
Polkwrath used Hydro Pump!
No one may use the bathroom for 3 turns, unless you pay a fee of 3 drinks.
Electrode used Explosion!
Everybody must drink 3!
Abra used teleport!
Teleport to the other Abra.