

POKÉMON™

DRINKING GAME!

<p>PEWTER GYM. Roll a die. Even. Give a drink. Odd. Take a drink.</p> <p>A scientist uses his magnet Pokémon! Everyone older than you drinks 2.</p>	<p>VIROIDIAN GYM. First take a drink. Then if you're a guy give take 3. If you're a girl, give take 3.</p> <p>Person used Fury Swipes! Roll a die, and give out that many drinks.</p>	<p>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>
<p>PALETT TOWN. Pick one, dude.</p> <p>Evolution time! You choose a new rule! Any rule violation results in a drink.</p>	<p>GARY. Roll a die. Drink that number minus one. Seriously thought, is this dice follows 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>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>
<p>SILPH CO. You've infiltrated the headquarters of the infamous Team Rocket! You will need all your wits to make it to the leader. Drink an extra 2 every time you catch your wits.</p> <p>Beedrill used Thunderbolt! Pick two people to drink.</p>	<p>GARY. Roll a die. Drink that number minus one. Seriously thought, is this dice follows you or something?</p> <p>Koffing used Stun! If there's anything nearby to enable, make it to avoid taking 2 drinks.</p>	<p>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>
<p>CINNABAR GYM. Roll a die. Even, roll again. Odd, drink twice as many times as you rolled even.</p> <p>What? Your Pokémon is evolving! Let it evolve. Drink 4 and skip the next gym. Skip evolution. Take an extra turn.</p>	<p>GARY. Roll a die. Drink that number minus one. Seriously thought, is this dice follows you or something?</p> <p>Koffing used Stun! If there's anything nearby to enable, make it to avoid taking 2 drinks.</p>	<p>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>
<p>CELADON GYM. Roll a die. 1-3. Skip Spore. Lose a turn. 4-6. Mega Drains. Finish your drink.</p> <p>Butterfree used Tackle! ...well, you actually rolled a 1? You finished. Finish your drink.</p>	<p>GARY. Roll a die. Drink that number minus one. Seriously thought, is this dice follows you or something?</p> <p>Koffing used Stun! If there's anything nearby to enable, make it to avoid taking 2 drinks.</p>	<p>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>
<p>POKEMON MASTER! Throw the Master Ball and take a victory drink. All other players to toast to your glory!</p> <p>Psychic 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>GARY. Roll a die. Drink that number minus one. Seriously thought, is this dice follows you or something?</p> <p>Koffing used Stun! If there's anything nearby to enable, make it to avoid taking 2 drinks.</p>	<p>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>
<p>CHAMPION GARY. Finish a full drink to take down this bastard for the last time! You cannot leave until your drink is finished.</p> <p>Electrode used Explosion! Everybody finish their drinks!</p>	<p>GARY. Roll a die. Drink that number minus one. Seriously thought, is this dice follows you or something?</p> <p>Koffing used Stun! If there's anything nearby to enable, make it to avoid taking 2 drinks.</p>	<p>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>
<p>THE ELITE FOUR. Challenge the last's greatest trainer: the Elite Four! Roll a 4 to defeat the Elite Four! For any other number, drink 4!</p> <p>Getto 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 once you've caught all 3 birds.</p>	<p>GARY. Roll a die. Drink that number minus one. Seriously thought, is this dice follows you or something?</p> <p>Koffing used Stun! If there's anything nearby to enable, make it to avoid taking 2 drinks.</p>	<p>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>
<p>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 taken comrades.</p> <p>Sandshrew used Sand-Attack! Your recovery is lowered. For the rest of the game, you may only drink with your over-dominant hand.</p>	<p>GARY. Roll a die. Drink that number minus one. Seriously thought, is this dice follows you or something?</p> <p>Koffing used Stun! If there's anything nearby to enable, make it to avoid taking 2 drinks.</p>	<p>SAFFRON GYM. Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p> <p>Challenge someone to a shopping contest. First to finish gets an extra turn, but last to finish loses a turn.</p>	<p>VERMILION GYM. Roll a die. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.</p>