



CERDELEON GYM
 You are now a gym leader. You have 5 Pokémon. You must win 5 battles to earn your gym badge. If you win, you get a gym badge. If you lose, you get a gym badge. If you lose, you get a gym badge.

SAFFRON GYM
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VIREDIAN GYM
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VERMILION GYM
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SAFARI ZONE
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PALETT TOWN
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POKEBALL
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POKEMON DRINKING GAME

RULES
 1. Roll a die to move forward.
 2. This game only recognizes 151 Pokémon because back then, that's why.
 3. You may only leave the table when it is not your turn. No fleeing from battles!
 4. If you land on the same square as someone, you must challenge them to a Trainer Battle!
 5. Silver and gold squares have special rules.
 6. Good luck, and drink like a Pokémon Master!

GOLD SQUARES
 Gold squares represent a bottle where you are likely to drink a lot, but the first 4 squares cannot be skipped, even if you landed there.

SILVER SQUARES
 Silver squares are special squares where additional rules are in effect. Expect more drinks.

POKEMON MASTER!
 You have 1 roll per turn. Call a number from 1 to 7. If you are right, take a drink and WIN! If wrong, you can roll again and your turn. If you have the Master Ball, you can roll only once and only 1 number.

CHAMPION GARY
 Everybody rolls a die. If you have the lowest roll, everyone else drinks 2. Otherwise, drink your roll x 2.

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, everybody drinks 1.

CELEADON GYM
 Hold a dice 4 turns. Drink 2 for the first 3 turns, the 4th turn is free. If you win, you get a gym badge. If you lose, you get a gym badge.

ABRA used teleport!
 Teleport to the other Abra.

FUCHSIA GYM
 Roll the dice 10 times. Drink 2 for every 5 you roll.

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