

POKÉMON™

DRINKING GAME!

PEWTER GYM. Roll a dice. Even: Give a drink. Odd: Take a drink.	 <p>A scientist uses his magnet Pokémon! You magnetically attract 1 drink per player in the game.</p>	 <p>You resurrected a Fossil Pokémon! Everyone older than you drinks 2.</p>	 <p>You throw a Pokeball! 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, sadly drink 3.</p>	 <p>Persian used Fury Swipes! Roll a dice, and give out that many drinks.</p>	VIRIDIAN GYM. First, take a drink. Then if you're a guy, guys take 3. If you're a girl, girls take 3.	 <p>Fearow used Mirror Move! Drink what the last person did during his/her last turn.</p>	 <p>Krabby used Crabhammer! Bring down the Crabhammer on someone, they must finish their drink.</p>	 <p>Enjoy your cruise aboard the S.S. Anne! Roll a dice, you lose that many turns aboard the luxury cruise liner. Roll again, and drink that number during each lost turn.</p>
 <p>If you're a guy, guys drink. If you're a girl, girls drink.</p>	 <p>Lapras 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.</p>	 <p>It's Team Rocket! Watch them defeat themselves with incompetence, and everyone drink to them blasting off.</p>	GIOVANNI. Roll a dice. 1-3 Give that number. 4-6 Drink that number.	 <p>Hara Candy - Level up! You get an extra turn.</p>	GARY. Roll a dice and take that many drinks! The next time this punk hankles you will be the last.	SAFFRON GYM. Use psychic powers to pick a number, then roll the dice. If it's your number, take an extra turn. If not, drink 2.	Challenge someone to a chugging contest. First to finish gets an extra turn, last to finish loses a turn.	 <p>Diglett used Dig! Dig deep and finish your drink.</p>
PALLET TOWN.  <p>Pick one, dude.</p>	Evolution time! You choose a new rule! Any rule violations result in a drink.	GARY. Roll a dice. Drink that number minus one. Seriously thought, is this dude following you or something?	 <p>A sleeping Snorlax blocks your path. Bell out a song of the group's choice to wake him, or take 4 drinks.</p>	 <p>Abra used Teleport! Teleport to the other Abra.</p>	 <p>If someone is in Sylph Co, you use the Sylph Scope to beat the ghost and everyone else drinks. Otherwise, take 3 drinks to oppose the dead.</p>	 <p>Cubone used "My mother is dead." Share a depressing story with the group. Then everyone take a drink.</p>	 <p>Haunter used Dream Eater! Devour someone else's dreams by moving them back 10 spaces.</p>	 <p>A possessed Chansey. Now you're possessed too! While you are on this space, anyone may roll you get them a drink.</p>
 <p>Beedrill used Twineedle! Pick two people to drink.</p>	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 an extra 2 every turn to calm your nerves.	 <p>Kotling used Haze! If there's anything nearby to smoke, smoke it to avoid taking 2 drinks.</p>	   <p>POKÉMON DRINKING GAME!</p>		 <p>Graveler used Defense Curl! Lose 2 turns, but you do not have to take any drinks until you go again.</p>	 <p>Ditto used Transform! During the next person's turn, you must copy everything they do.</p>	VERMILION GYM. Roll a dice. Even if you're paralyzed, take 2 drinks and miss your next turn. Odd, take a drink.	
 <p>You caught a Pikachu! Drink 2 and replace your starter with this walking electric franchise.</p>	 <p>Porygon used Tri Attack! While on this space, for each drink you are given, the giver must drink 3.</p>	CINNABAR GYM. Roll a dice. Even, roll again. Odd, drink twice as many times as you rolled evens.	Wild drinking game appeared! RULES: 1. Roll a dice to move forward. 2. This game only recognizes 151 Pokémon. 3. You may only leave the table when it is not your turn. No fleeing 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 space as another player: You each roll a dice, and whoever rolls the higher number wins! Lower 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.	 <p>Gyrodos used Dragon Rage! Takes 4 drinks unless you landed on Magikarp, in which case you give 4 drinks.</p>	 <p>Doduo used Double-Edge! You give 4 drinks, but you drink 1.</p>	I want to ride my BICYCLE! BICYCLE! BICYCLE! On your next turn, roll the dice and move twice that number.
 <p>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).</p>	What? Your Pokémon is evolving! Let it evolve! Drink 4 and skip the next gym. Stop evolution: Take an extra turn.	A wild Missingno! Roll 3 times. Get a 5 or 6, and you continue. If not, you glitched. Restart at Pallet Town.	Gold Squares:  <p>You must stop at all gold squares, whether or not your dice roll places you beyond them.</p>	Silver Squares:  <p>Silver squares are the special squares where additional rules are in effect. Expect more drinks.</p>	 <p>Dragonite used Hyper Beam! Give 5 drinks, but lose a turn to recharge.</p>	SAFARI ZONE. Before each turn in the Safari Zone, roll a dice. 1-2. You throw bait. Give 1 drink to someone. 3-4. You throw a rock. Drink. Lose your turn, drink 4. 5-6. You throw a safari ball. Drink 2 in sadness because safari balls are just awful.	 <p>Magikarp used Splash! ... but nothing happened...</p>	
 <p>Zubat... they're... they're everywhere! Take a drink. Next turn, if you roll a 1 or 2, stay here and take a drink!</p>	 <p>Cleairy used Metronome! 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.</p>	 <p>Jigglypuff used Sing! Everyone else fell asleep! Take an extra turn!</p>	 <p>Abra used Teleport! Teleport to the other Abra.</p>	GARY. Roll a dice. Drink half, give half (round up). What's this guy's deal, anyway?	CERULEAN GYM. Misty's water attacks caused splash damage. You drink 2, everyone else drinks 1.	 <p>Slowpoke 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.</p>	 <p>Bellsprout used Razor Leaf! Shred someone's dignity with a reckless callout. They drink 1 in shame.</p>	 <p>Mewtwo used Pay Day! Everybody but you takes a drink.</p>
 <p>Rattata used Tackle! ...wait, you seriously rolled a 1? You faint. Finish your drink.</p>	CELADON GYM. Roll a dice. 1-3: Sun Spore. Lose a turn. 4-6 Mega Drain. Finish your drink.	 <p>Poliwhirl used Hydro Pump! Shotgun a beer!</p>	 <p>Electabuzz used Thunder Punch! You're paralyzed; miss your next turn.</p>	 <p>Electrode used Explosion! Everybody finish their drinks!</p>	FUCHSIA GYM. Poison Pokémon are Toxic! Better get intoxicated! Drink 3.	 <p>Roll the dice. If it's 1-3 Chansey eludes you, drink 1. If 4-6, you capture Chansey, give 2.</p>	 <p>A wild Taurus appeared... but instantly fell. Drink 2 for not being quick enough.</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 fallen comrades.
 <p>Pidgey used Quick Attack! Use the quickness to give 1 drink and take an extra turn.</p>	 <p>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 takes a drink.</p>	 <p>Seaking used Waterfall! ...do a waterfall!</p>	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 land's greatest trainers: the Elite Four! Roll a 4 to defeat the Elite Four! For any other number, drink 4!	 <p>Gotta catch 'em all! Roll a dice. 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>Gone fishin'... a wild Draeni appeared! Roll a 1 to catch. Otherwise, drink 1.</p>	 <p>Sandshrew used Sand-Attack! Your accuracy is lowered. For the rest of the game, you may only drink with your non-dominant hand.</p>