Meowth used Payday!
Everybody else must drink 2!
Digtrio dug a hole!
While on this space, you are impervious to trainer battles and drinking!
Bellsprout used Razor Leaf!
Shred somebody's ego with an insult! Afterwards, perish things up by sharing a drink.
Choose somebody and play a game of segregates. The loser must drink 5. Your opponent gets to choose the category.
SAFFRON GYM
Call a number and roll a die. If you are right, take 1 drink and get a free turn. If wrong, drink the difference x3.
Choose a person. This person has to drink 2, but they also get a free roll right now. After their turn, the rotation continues as normal.
CERULEAN GYM
Water attacks have splash damage! You drink 5, and everybody else drinks 1!
Choose somebody, and play rock, paper, scissors. The loser must drink 3.
You may make a gesture. Last one to follow, drink 1. This lasts all game, or until somebody else lands here.
Teleport to the other Abra.
Abra used teleport!
Everyone fell asleep. Use this chance to roll the dice again!
Jigglypuff used sing!
Roll the dice. If you get a 2, drink, and stay trapped on this spot next turn.
Clefairy used Metronome!
Roll the dice 5 times, and perform the action on that space. At the end of the turn, return here.
Team Rocket stole your starter! Roll a dice to get a new one!
1-2: Bulbasaur
3-4: Charmander
5-6: Squirtle
GIOVANNI
Designate everyone a number on the dice and then roll it times. Drink 1 everyone your number comes up.
You found a Rare Candy! Give 1 drink, and then take another turn! Radical!
Persian used Fury Swipes!
Roll the dice 4 times. For every even number, give 2 drinks.
You got a Haserball! It may come in handy very soon...
Abra used Teleport!
Teleport to the other Abra.
You unearthed a fossil! If anyone is older than you, they have to drink 3!
VIRIDIAN GYM
Roll a dice. If you roll a 1-3, all girls drink 4. If you roll a 4-6, all guys drink 4. You also drink an extra 1.
Choose a person. This person has to drink 3, but they also get a free roll right now. After their turn, the rotation continues as normal.
Fearow used 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! Everyone else drinks 1/2 full, you drink 2.
Roll the dice, and divide that by 2. That's how many turns you lose. That's what you get for taking vacation!
Roll the dice until you roll an 'or' on your rolls. Roll the number 1/2 the number
PEWTER GYM
A magnetic pull changes everybody's place 3 spaces!
Beedrill used Twin-Needle!
Give 2 drinks.
SILPH CO.
It's going to take nerves of steel to make it through the enemies hideout! You must remain calm in order to calm your nerves...
Wild Sabrewolf appeared! If you've never played any Pokemon games, just RBY, then you must drink 3!
Gyarados used Thrash!
Drink 5, unless you landed on Magikarp, in which case you give 5.
Dodrio used Drill Peck!
You and 2 other people must take 2 drinks.
VERMILION GYM
Roll the dice. If odd, take 1 drink and miss your next turn. If even, drink your roll.
Wild Pikachu appeared!
Roll a dice. If 1-5, you catch it and it joins your team! If 6, it used agility and escaped. Drink 2 in shame!
Porygon used Tri-Attack!
While on this space, if anyone makes you drink, they must also drink 3!
CINNABAR GYM
Roll the dice 2 times, and divide the product by 3. (Rounded up). Drink that number.
Golem used Harden!
Miss your next 2 turns, and during this time, if anyone makes you drink (Except rules) you don't and they drink 1.
Ditto used Transform!
You must drink the same amount as whoever's turn is next.
You got the bike! For the next 2 turns, your rolls are worth double! But you also must drink double! Don't drink and ride!
Wild Pikachu appeared!
While on this space, you are protected from drinking! Enjoy it while you can...
Your Pokemon is evolving! Drink 3 to let it evolve, and for every 1 you now roll, you can give 1 drink. Or, you can stop evolution.
Mistakes were made! Your Pokemon has devolved. If you get a 1, on your next turn you will go backwards!
Dragonite used Hyper Beam!
Give 8 drinks, but take a turn to recharge.
SAFARI ZONE
Your chance to catch some rare Pokemon! Their attributes are listed on their space.
In order to catch, you must roll 1, 5, or 6.
There is a fine to enter the Safari Zone: drink 3 for landing here.
Magikarp used Splash!
...But nothing happened.
Pidgeotto used Quick-Attack!
Use this quickness to take a drink and roll the dice again! Awesome!
Paydeck has a headache...
Play a game of Memory Time! The loser of the game has to drink 4...
Seadra used Waterfall!
Do a waterfall!
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.
Keep rolling the dice until you catch all 3 legendary birds.
1-3: Missed! Take a drink.
4-6: Caught one!
If you got the Masterball, rolling a 3-6 will catch one.
Dratini takes time 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.
Sandshrew used Sand-Attack!
For the next 3 turns, roll 3 dice. Your opponents get to choose which roll you use.
Rattata used tackle!
Wait, you seriously rolled a 1? You taunted, take a drink and go back to start.
CELADON GYM
Roll a dice 4 times. Drink 2 for every even number. Give 1 for every odd number.
Electabuzz used Thunder Punch!
Drink 2 and miss your next turn!
Poliwrath 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!
FUCHSIA GYM
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.
For the next 2 turns, the amount that you have to drink is reduced by 1/2!
POKEMON TOWER
The Pokemon Tower is a place for grieving. There is a funeral for people in the tower, otherwise you drink.
You should drink 2 now, in honour of your fallen comrades.
You are possessed! While on this space, everyone is allowed to make you fetch them a drink, and in return they must drink 1.
Haunt someone's dreams of winning! You can either:
1. Send them back 5 spaces.
2. Send them back 10 spaces, and you drink 3.
Try to cheer everyone up with a joke!
If anyone laughs, everyone drinks 4. If they don't, you drink 2. *Sniff*
If someone is in Silph Co., you can use the Silph Scope and make them all drink 3! Otherwise, drink 3 to appease the dead.
Abra used teleport!
Teleport to the other Abra.
You must eat something that someone gives you. If it's too gross, you can drink 4 to get by. Wimp!
Pick somebody and have a staring contest. The loser has to drink 4.
Eeveelution! You get to make a new rule for the rest of the game!
Choose a starter Pokemon!
PALLET TOWN
POKÉMON DRINKING GAME
Wild DRINKING GAME appeared!
You blacked out!
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.
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.
vs.
vs.
vs.
does and receives neutral damage.