
















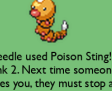







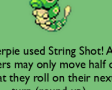
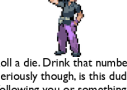




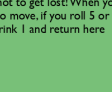
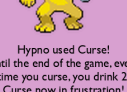




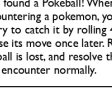
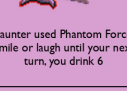




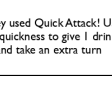
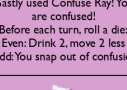







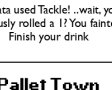
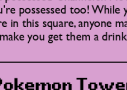
















 <p>Beeedrill used Twineede! Pick two players to drink 2</p>	 <p><b>Pewter Gym</b> Onix: 3/4 Faint: Drink 2 Flash: Get a Pokeball!</p>	 <p>Cleairy used Metronome! Make up a rule. It lasts until another player replaces it</p>	 <p><b>Super Nerd</b> You may stop here when passing through. The nerd won't shut up about fossils. Drink 2 to survive the conversation. You receive a Fossil.</p>	 <p>Paras used Leech! Leading player has to drink 2, and move two squares back</p>	 <p><b>Poke Mart</b> Optional: Buy one item Potion (1 drink): Negate 1 drinking effect from any source Repel (2 drinks): Skip a pokemon encounter Pokeball (3 drinks)</p>	 <p>Gary Roll a die. Drink half (round up). What is this guy's deal, anyway?</p>	 <p><b>Poke Center</b> Your Pokemon are fully restored! You, however, look terrible. Optional: Replace your drink with water. Drink 4.</p>	 <p><b>Cerulean Gym</b> Saurie: 3/5 Special: +1 ATK if damaged Faint: Drink 2 Flash: Everyone else drinks 1</p>
 <p>A hard bro appeared! Drink 2, and reduce the amount you drink by half (round up) until your next turn</p>	 <p><b>Celadon Gym</b> Vileplume: 3/7 Special: Toxic, start round by drinking 1, add +1 every round. Faint: Drink current toxicity. Reset toxicity Flash: Extra turn</p>	 <p>Mr. Mime mini game! Mime anything. Guessed? You + guesser may move 1, or add 1 to your roll next turn. No guess? Drink 5.</p>	 <p><b>Saffron City Mall</b> This mall has both a PokeMart and a PokeCenter! You may visit both.</p>	 <p>Gary Roll a die, and take that many drinks. The next time this punk hassles you, will be the last!</p>	 <p><b>Silph Co.</b> You've infiltrated the headquarters of the infamous Team Rocket! If you receive drinks from other players while in this building, you get spotted, and have to return here</p>	 <p>Magnetron used Magnet Rise! Pull the two closest players 1 square towards you. Drink 2</p>	 <p>Porygon used Conversion! Copy the effect of the last square any player landed on.</p>	 <p>For the first one here, make up a gesture. For the rest of the game, when you do it, the last to mimic takes a drink</p>
 <p>Weedle used Poison Sting! Drink 2. Next time someone passes you, they must stop at whatever square you're on</p>	 <p><b>Cinnabar Lab</b> Trade a fossil for an upgrade: Aerodactyl: You may add +1 to any movement roll Kabuto: Pokeballs now catch on 2-6 rolls (instead of 4-6) Onmyte: Drinks from other players are halved (round down)</p>	 <p><b>Cinnabar Gym</b> Arcanine: 5/5 Special: Quiz! Each round, a player asks you trivia. Correct = block his attack Faint: Burned! Drink 4 Flash: You get a Potion</p>	 <p>Electrode used Self-Destruct! Start of turn: Roll a die: 5-6: BOOM! Finish your drink. You get knocked one square back by the blast. 1-4: Close one! Drink 2 to calm your nerves</p>	 <p>Lickitung used Lick! Give 2, and stick your tongue out until your next turn.</p>	 <p>Golem used Earthquake! Every player must drink 2 and move 2 squares back</p>	 <p>Lapras used Surf! All players ahead of you must drink 3, and miss their next turn.</p>	 <p><b>SS Anne</b> Enjoy your cruise! Roll a die. You lose that many turns (divided by 2, round up). Roll again. Drink that number each lost turn.</p>	
 <p>Caterpie used String Shot! All players may only move half of what they roll on their next turn (round up)</p>	 <p>Gary Roll a die. Drink that number. Seriously though, is this dude following you or something?</p>	 <p>Articuno used Blizzard! You are frozen in place! You may roll odd to break free, even results in 2 missed turns. Or do nothing, miss 1 turn</p>				 <p>Zapdos used Thunder! All players not inside (Rock Tunnel, Gym, etc) choose: 1. Lose next turn and drink 3 2. Dodge, move 3 squares back</p>	 <p><b>Team Rocket</b> Prepare for trouble! Start of turn: Drink 3 to blast them off! Met them before? Drink 6. You'd think they'd give up by now.</p>	 <p>Magikarp used Splash! But nothing happened...</p>
 <p><b>Viridian Forest</b> Try not to get lost! When you roll to move, if you roll 5 or 6, drink 1 and return here</p>	 <p>Hypno used Curse! Until the end of the game, every time you curse, you drink 2. Curse now in frustration!</p>	 <p>Golduck used Fury Swipes! Roll a die. Even: Roll again Odd: Drink the number of times you rolled</p>				 <p><b>Viridian Gym</b> Rhydon: 1/6 Special: ATK is rolled each round Faint: Drink Rhydon's last ATK roll Flash: Last place must drink 4.</p>	 <p><b>Giovanni</b> Preying on the weak! Last place moves 3 squares back and drinks 3. If you are last place, you receive the Master Ball instead (once)</p>	 <p><b>Stadium</b> Challenge a player to a trainer battle. If you win, swap places. Lost? Drink 4</p>
 <p>You found a Pokeball! When encountering a pokemon, you may try to catch it by rolling 4-6 and use its move once later. Roll 1-3, ball is lost, and resolve the encounter normally.</p>	 <p>Haunter used Phantom Force! Smile or laugh until your next turn, you drink 6</p>	 <p>Dewgong used Whirlpool! Everyone takes a drink, and reverse the turn order!</p>				 <p>Dragonite used Hyper Beam! Pick a player who must finish their drink. You lose a turn, to recharge.</p>	 <p><b>Saffron Gym</b> Alakazam: 1/1 Special: Roll 1 die for ATK, 1 for HP to set Alakazam's stats Faint: Drink a die roll. Reroll Alakazam's stats Flash: Select your next move roll</p>	 <p>Tentacool used Constrict! Grab your drink and drink 3. You are not allowed to let go of your drink until it's finished.</p>
 <p>Pidgey used Quick Attack! Use that quickness to give 1 drink, and take an extra turn</p>	 <p>Gastly used Confuse Ray! You are confused! Before each turn, roll a die: Even: Drink 2, move 2 less Odd: You snap out of confusion</p>	 <p><b>Seafoam Islands</b> To reach the islands safely, you'll have to surf across. While surfing, you may not, for any reason, touch the floor. If you do so, return back here and drink 2.</p>	 <p><b>Champion Gary</b> Fill up your drink. Finish it to take down this bastard for the last time.</p>	 <p><b>The Elite Four</b> Elite four: 4/10 Special: You fight with 4 dice Faint: Drink 4 Flash: Advance to Champion!</p>	 <p>Moltres used Sunny Day! A warm breeze heals all! All players move double on their next roll, and all status effects are lifted.</p>	 <p>Gyarados used Dragon Rage! If you landed on Magikarp, get an extra turn! Otherwise, drink 5</p>	 <p><b>Safari Zone</b> At every Safari Zone encounter, you get a Safari Ball! Optional: Roll 5-6: Caught! Use its move later Roll 3-4: Missed! Resolve tile normally Roll 1-2: You threw a rock! Pokemon is enraged</p>	 <p>Spearow used Pluck! Pick a player. Give 4 and steal 1 item (random). Lose your next turn.</p>
 <p>Rattata used Tackle! ...wait, you seriously rolled a 1? You fainted. Finish your drink</p>	 <p>A possessed Chaneller. Now you're possessed too! While you are in this square, anyone may make you get them a drink</p>	 <p>Muk used Sludge Bomb! Have every player combine their drinks in a glass, and finish the drink!</p>	 <p><b>Fuchsia Gym</b> Weezing: 3/5 Special: If killed round 1, Self-Destruct! Finish your drink. Faint: The gas gets you. Drink 3 with your nose plugged. Flash: Give 3 drinks</p>	 <p>Kangaskhan used Comet Punch! Hot potato! Roll a die: Roll 1-4: Pass the die to your left Roll 5-6: Hit! Drink the pass count, take next turn Full circle back to you! You're hit! Enraged: Drink double!</p>	 <p>Scyther used Slash! Your drink is sliced in half! Drink half your drink, and move that many sips ahead. (Round down) Enraged: Move back instead</p>	 <p>Chansey used Heal Bell! Replace your current drink with non-alcoholic Enraged: Flees, drink 2 (dick)</p>	 <p>Tauros used Horn Attack! Choose: 1. Move 1 square ahead, drink 1 2. Move 2 squares ahead, drink 2 Enraged: Move 4 back, drink 6</p>	 <p><b>Vermilion Gym</b> Raichu: 4/4 Special: Raichu Starts Faint: Drink 2 Flash: You get a Repel</p>
 <p><b>Pallet Town</b> Pick one, dude</p>	 <p><b>Pokemon Tower</b> While in the Pokemon Tower, out of respect for the dead, you should not speak. Doing so results in 2 drinks.</p>	 <p><b>Lavender Town</b> Spooky soundtrack. While on this square, any drink given to you is also taken by the giver. There is a PokeCenter and a PokeMart in this town. You may visit one of them.</p>	 <p>Machoke used Power-Up Punch! Roll a die. 1-4: Move back and drink that many. 5-6: Dodge! Player to your right</p>	 <p>Diglett used Dig! Start of turn: If your drink is below 50%, finish your drink! Otherwise, drink down to 50%</p>	 <p>Geodude used Magnitude! Roll the die. Drink that many. Next player drink one less. Continue until zero</p>	 <p>Cubone tells you about his mother... Listen respectfully: Everyone drinks 1 Skip: Drink 5, get an extra turn</p>	 <p>Zubat... they're... they're everywhere! Take a drink. Start of turn: If you roll 1 or 2, stay here and take a drink!</p>	 <p><b>Rock Tunnel</b> Dangerous to continue without supplies! If you finish your drink, at any point, while you are in the cave, fill it up and return here.</p>