

Beedrill used Twineedle! Pick two players to drink 2	Pewter Gym Oricx:3/ Faint:Drink 2 Flash: Get a Pokeball!	Clefairy used Metronome! Make up a rule. It lasts until another player replaces it	Super Nerd The nerd won't shut up about fossils. Drink 2 to survive the conversation. You receive a Fossil.	Paras used Leech! Leading player has to drink 2, and move two squares back	Poke Mart Optional: Buy one item Potion (1 drink) Negate 1 drinking effect from any source Repel (2 drinks) Skip a pokemon encounter Pokeball (3 drinks)	Gary Roll a die. Drink half (round up). What is this guy's deal, anyway?	Poke Center Your Pokemon are fully restored! You however, look terrible. Optional: Replace your drink with water. Drink 4.	Cerulean Gym Starrie: 3/5 Special: +1 ATK if damaged Faint:Drink 2 Flash: Everyone else drinks 1
A hard bro appeared! Drink 1, and reduce the amount you drink by half (round up) until your next turn	Celadon Gym Vileplume: 3/7 Special: Toxic, start round by drinking 1, add +1 every round. Faint:Drink current toxicity. Reset toxicity Flash: Extra turn	Mr. Mime mini game! Mime anything. Guessed? You + guesser may move 1, or add 1 to your roll next turn. No guess? Drink 5.	Saffron City Mall This mall has both a PokeMart and a PokeCenter! You may visit both.	Gary Dude, this fucking guy again? Roll a die, and take that many drinks. The next time this punk hassles you will be the last!	Silph Co. 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	Magneton used Magnet Rise! Pull the two closest players 1 square towards you. Drink 2	Porygon used Conversion! Copy the effect of the last square any player landed on.	SS Anne 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
Pikachu used Thunder... smash! You, and all players in the forest, cheer and drink 1. Drinking alone? Paralyzed! Drink 2 and skip your next turn.	A sleeping snorlax! Start singing a song! Anyone joining, avoids drinking 4. If no one joins, you solely drink 4.	Cinnabar Lab Trade a fossil for an upgrade: Aerodactyl : You may add +1 to any movement roll Kabuto : Pokemalls now catch on 2-6 rolls (instead of 4-6) Omanyte : Drinks from other players are halved (round down)	Cinnabar Gym 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	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	Electrode used Self-Destruct! Sun of a gun! 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	Lickitung used Lick! Give 2, and stick your tongue out until your next turn.	Golem used Earthquake! Every player must drink 2 and move 2 squares back	Lapras used Surf! All players ahead of you must drink 3, and miss their next turn.
Caterpie used String Shot! It's super effective! All players may only move half of what they roll on their next turn (round up)	Gary Roll a die. Drink that number. Seriously though, is this dude following you or something?	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	Zapdos used Thunder! All players not inside (Rock Tunnel, Gym, etc) choose: 1. Lose next turn and drink 4 2. Dodge, move 3 squares back	Team Rocket 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.	Magikarp used Splash! But nothing happened...			
Viridian Forest Try not to get lost! When you roll to move, if you roll 5 or 6, drink 1 and return here	Hypno used Curse! Until the end of the game, every time you curse, you drink 2. Curse now in frustration!	Golduck used Fury Swipes! Roll a die. Even Roll again Odd: Drink the number of times you rolled	Rhydon: 7/6 Special: ATK is rolled each round Faint:Drink Rhydon's last ATK roll Flash: Last place must drink 4.	Giovanni 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)	Stadium Challenge a player to a trainer battle. If you win, swap places. Lose? Drink 4. Play until a winner is crowned.			
You found a Pokéball! When encountering a pokémon, 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.	Haunter used Phantom Force! Smile or laugh until your next turn, you drink 6	Dewgong used Whirlpool! Everyone takes a drink, and reverse the turn order!	Dragonite used Hyper Beam! Pick a player who must finish their drink. You lose a turn, to recharge.	Saffron Gym Akakazam: ?? Special: Roll 1 die for ATK, 1 for HP to set Akakazam's stats Faint:Drink a die roll. Reroll Akakazam's stats Flash:Select your next move roll	Tentacool used Constrict! Grab your drink and drink 3. You are not allowed to let go of your drink until it's finished.			
Pidgey used Quick Attack! Use that quickness to give 1 drink, and take an extra turn	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	Seafoam Islands 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.	Champion Gary Fill up your drink for the last time. Finish every last drop to defeat this asshole once and for all. When your drink is empty, you may claim your victory!	The Elite Four Elite Four: 4/10 Special: You fight with 4 dice Faint:Drink 4 Flash: Advance to Champion!	Moltres used Sunny Day! A warm breeze heals all! All players move double on their next roll, and all status effects are lifted.	Gyarados used Dragon Rage! If you landed on Magikarp, get an extra turn! Otherwise, drink 5	Safari Zone At every Safari Zone encounter, you get a Safari Ball! Optional: Roll 5-6: Caught! Use its move later Roll 1-2: You threw a rock! Pokemon is enraged	Spearow used Pluck! Pick a player. Give 4 and steal 1 item (random). Lose your next turn.
Rattata used Tackle!... wait, you seriously rolled a 1! You fainted. Finish your drink	A possessed Chimchar! Now you're possessed too! While you are on this square, anyone may make you get them a drink	Muk used Sludge Bomb! Have every player combine their drinks in a glass, and finish the drink!	Fuchsia Gym Weering: 3/5 Special: If defeated round 1, Self-Destruct! Finish your drink. Faint: The gas gets you! Drink 3 with your nose plugged. Flash: Give 3 drinks	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!	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	Chansey used Heal Bell! Replace your current drink with something non-alcoholic Enraged : Flees, drink 2 (dick)	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	Vermilion Gym Raichu: 4/4 Special: Raichu Starts Faint:Drink 2 Flash: You get a Repel
Pallet Town While in the Pokemon Tower, out of respect for the dead, you should not speak. Doing so results in 2 drinks.	Lavender Town Spooky soundtrack. While on this square, any drink given to you is also taken by the giver. There is a Poke Center and a Poke Mart in this town. You may visit one of them.	Machoke used Power-Up Punch! Roll a die. 1-4: Move back and drink that many. 5-6: Dodge! Player to your right drinks 4	Diglett used Dig! Start of turn: If your drink is below 50%, finish your drink! Otherwise, drink down to 50%	Geodude used Magnitude! Roll the die. Drink that many. Continue until zero	Cubone tells you about his mother... Listen respectfully: Everyone drinks 1 Skip: Drink 5, get an extra turn	Zubat... they're... they're everywhere! Take a drink. Start of turn: If you roll 5 or 6, stay here and take a drink!	Rock Tunnel 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.	