

 <p>Beedrill used Twinneedle! Pick two players to drink 2</p>	 <p>Oink! Mark 2 Faint: Get a Pokéball!</p>	 <p>Vileplume 3/7 Special: Toxic. Start round by drinking 1; add 1 every round. Faint: Drink current toxicity Reset: Extra turn</p>	 <p>A hard-bo spooed! Drink 2. Special: The poison you drink by half (round up) until you next turn</p>	 <p>Miltank used Gigaomni! Game + Glitter May move 1; or add 1 every round. Faint: Drink current toxicity Reset: Extra turn</p>	 <p>Arcanine 5/5 Electrode used Thunderbolt! Electric Saur sprang some! Anyone one pnts, you solely drink 4.</p>	 <p>Beedrill used Roll 1 to calm 5-6: BOOM! Finish your drink! Special: Out! Each round a player gets knocked out every back 1-4: Closes out until you're back to normal.</p>	 <p>Faint: Get a Pokéball!</p>	 <p>PokeCenter 4 PokeMart 1</p>	 <p>Special: 1 TRK! damage Faint: Every one drinks 1</p>
 <p>A last-bo spooed! Drink 2. Special: Toxic. Start round by drinking 1; add 1 every round. Faint: Drink current toxicity Reset: Extra turn</p>	 <p>Oink! Mark 2 Faint: Get a Pokéball!</p>	 <p>Vileplume 3/7 Special: Toxic. Start round by drinking 1; add 1 every round. Faint: Drink current toxicity Reset: Extra turn</p>	 <p>A hard-bo spooed! Drink 2. Special: The poison you drink by half (round up) until you next turn</p>	 <p>Miltank used Gigaomni! Game + Glitter May move 1; or add 1 every round. Faint: Drink current toxicity Reset: Extra turn</p>	 <p>Arcanine 5/5 Electrode used Thunderbolt! Electric Saur sprang some! Anyone one pnts, you solely drink 4.</p>	 <p>Beedrill used Roll 1 to calm 5-6: BOOM! Finish your drink! Special: Out! Each round a player gets knocked out every back 1-4: Closes out until you're back to normal.</p>	 <p>Faint: Get a Pokéball!</p>	 <p>PokeCenter 4 PokeMart 1</p>	 <p>Special: 1 TRK! damage Faint: Every one drinks 1</p>
 <p>Wendy used Poison Sing! Wendy 2. Next time someone passes you, they must stop at whatever square you're on what they roll on their next turn</p>	 <p>Oink! Mark 2 Faint: Get a Pokéball!</p>	 <p>Vileplume 3/7 Special: Toxic. Start round by drinking 1; add 1 every round. Faint: Drink current toxicity Reset: Extra turn</p>	 <p>A hard-bo spooed! Drink 2. Special: The poison you drink by half (round up) until you next turn</p>	 <p>Miltank used Gigaomni! Game + Glitter May move 1; or add 1 every round. Faint: Drink current toxicity Reset: Extra turn</p>	 <p>Arcanine 5/5 Electrode used Thunderbolt! Electric Saur sprang some! Anyone one pnts, you solely drink 4.</p>	 <p>Beedrill used Roll 1 to calm 5-6: BOOM! Finish your drink! Special: Out! Each round a player gets knocked out every back 1-4: Closes out until you're back to normal.</p>	 <p>Faint: Get a Pokéball!</p>	 <p>PokeCenter 4 PokeMart 1</p>	 <p>Special: 1 TRK! damage Faint: Every one drinks 1</p>
 <p>Try not to get lost! When you roll to move, if you roll 1 or 6, drink 1 and return here</p>	 <p>Use the end of the gym to move 1 turn, now in your drink 2. Come now in your drink</p>	 <p>Hypo used Curse! Every Roll again. Even Roll again. Odd: Drink the number of times</p>	 <p>You are frozen in a place! You may roll odd to break free, even results in 2 missed turns. O do nothing just 1 turn</p>	 <p>Articuno used Blizzard! Articuno 4/4</p>	 <p>Gyarados used Roll 1 to break free, even results in 2 missed turns. O do nothing just 1 turn</p>	 <p>Beedrill used Roll 1 to break free, even results in 2 missed turns. O do nothing just 1 turn</p>	 <p>Faint: Get a Pokéball!</p>	 <p>PokeCenter 4 PokeMart 1</p>	 <p>Special: 1 TRK! damage Faint: Every one drinks 1</p>
 <p>You found a Pokéball! When you encounter 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.</p>	 <p>Ridge used Quick Attack! Use that quickness to give a drink, and take an extra turn</p>	 <p>Ratata used Tacklet! wait, you seriously rolled 1. You fainted. Finish your drink</p>	 <p>Caterpie used Sings! All players may only use 1 half of what they roll on their next turn</p>	 <p>Gastly used Confuse Ray! You are possessed! Confuse Ray! Before each combat round, roll a die: Even Drink 2, move 2 less. Odd: You may not confusion</p>	 <p>Muk used Sludge Bomb! Have every player combine their drinks in a glass, and finish the drink!</p>	 <p>Dewgong used Whirlpool! Everyone takes a drink, and reverse the turn order!</p>	 <p>Fill up your drink. Finish it to take down this bastard for the last time.</p>	 <p>Elite four: 4/10 Special: You fight with 4 dice Faint: Drink 4 Flash: Advance to Champion!</p>	 <p>Zapdos used Thunderbolt! All players now inside Rock Tunnel. Gym, choose 1. Lose next turn and drink 3 back. Dodge, move 3 squares back</p>
 <p>Pallet Town</p>	 <p>While in the Pokemon Tower, out of respect for the dead, you should not speak. Doing so results in 2 drinks.</p>	 <p>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 drinks 4</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>Zubats... 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>Rock Tunnel</p>	 <p>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>