

 <p>Beedrill used Twineedle!</p> <p>Pick two players to drink 2</p>	 <p>Omni 3/4 Faint: Dark 2 PokeGet a Pokéball!</p> <p>Faint: Drink 1 to 2</p>	 <p>Vileplume 3/7 Special: Toxic, start round by drinking 1. Add +1 to Faint: Drink current toxicity</p> <p>Heat: Extra turn</p>	 <p>A sleeping snorlax! Aerodactyl: You may add +1 to any movement roll.</p> <p>Kabuto: Pokéballs now catch on 2.6 rolls instead of 4.6</p> <p>Omnia: 2 players are halved (round down)</p>	 <p>Mt. Flame minigame! You + 1 to guesser roll next turn. No guess!</p> <p>Mr. Mime minigame! You + 1 to guesser roll next turn. No guess!</p> <p>Dude: this round guy again hassles you, will be the last</p>	 <p>This mall has both a Pokécenter and a Pokécenter!</p> <p>Team Rocket: the headbutts will be the last ones to receive this damage. Rocked other players while here</p>	 <p>Gary</p> <p>Saffron City Mall</p>	 <p>Drinks: The next time this punk hassles you, will be the last</p> <p>Rock: this round guy again hassles you, will be the last</p>	 <p>PokeMart</p> <p>Super Nerd</p>	 <p>Plays used Magnemite!</p> <p>Make up a tune! Let's make another player replace it</p> <p>Cheeky used Metromouse!</p> <p>The nerd with a square suit up quotes "I'm not a nerd!"</p>	 <p>What is this guy's sound up?</p> <p>Rock: 3 drinks</p>	 <p>Special: 1/3 damaged</p> <p>Faint: Everyone else drinks 1</p> <p>Faint: Dark 2</p>	 <p>Faint: Dark 2</p>
 <p>A hard bro appeared! Drink 1, and reduce its amount to 1/2. If you drink by half, you get until your next turn</p>	 <p>Phachu used Thunder... smash!</p> <p>You and I are Players in the forest.</p>	 <p>Smart: Singing! Anyone joins you, you softly link 4 one pitch, you softly link 4</p>	 <p>Gary</p> <p>Cinnabar Gym</p>	 <p>Trade a fossil for an upgrade: Aerodactyl: You may add +1 to Kabuto: Pokéballs now catch on 2.6 rolls instead of 4.6</p> <p>Omnia: 2 players are halved (round down)</p>	 <p>Arctino used Blizzard! You are frozen in place! You may roll cold to break free, even results in 2 missed turns. Or do nothing, miss 1 turn</p>	 <p>Electrode used Solar Beam!</p> <p>Electrode: You fight with 4 dice</p> <p>5-6: BOOM! Elects you drink</p> <p>7-8: GROWL! Elects you drink</p> <p>9-10: Thunderbolt! Elects you drink</p>	 <p>Electrode: You fight with 4 dice</p> <p>5-6: BOOM! Elects you drink</p> <p>7-8: GROWL! Elects you drink</p> <p>9-10: Thunderbolt! Elects you drink</p>	 <p>Electrode used Solar Beam!</p> <p>Electrode: You fight with 4 dice</p> <p>5-6: BOOM! Elects you drink</p> <p>7-8: GROWL! Elects you drink</p> <p>9-10: Thunderbolt! Elects you drink</p>	 <p>Electrode used Solar Beam!</p> <p>Electrode: You fight with 4 dice</p> <p>5-6: BOOM! Elects you drink</p> <p>7-8: GROWL! Elects you drink</p> <p>9-10: Thunderbolt! Elects you drink</p>	 <p>Electrode used Solar Beam!</p> <p>Electrode: You fight with 4 dice</p> <p>5-6: BOOM! Elects you drink</p> <p>7-8: GROWL! Elects you drink</p> <p>9-10: Thunderbolt! Elects you drink</p>	 <p>Electrode used Solar Beam!</p> <p>Electrode: You fight with 4 dice</p> <p>5-6: BOOM! Elects you drink</p> <p>7-8: GROWL! Elects you drink</p> <p>9-10: Thunderbolt! Elects you drink</p>	 <p>For the first encounter, rolled a die. You lose that many turns divided by 2, round up. If you roll again, Drink game when you do it, the last mimic takes a drink.</p>
 <p>Campfire used String Shot!</p> <p>It's super effective!</p> <p>All players 1/2, only move half of what they roll on their next turn (round up)</p>	 <p>Pikachu used String Shot!</p> <p>It's super effective!</p> <p>All players 1/2, only move half of what they roll on their next turn (round up)</p>	 <p>Hypo used Curse!</p> <p>Until the end of the turn, you can't move or do anything.</p> <p>Curse: Roll again</p>	 <p>Gary</p> <p>Viridian Forest</p>	 <p>Roll a die. Drink that number. Seriously though, is this due to following you or something?</p>	 <p>You are frozen in place! You may roll cold to break free, even results in 2 missed turns. Or do nothing, miss 1 turn</p>	 <p>Odd: Drink the number of times you rolled</p>	 <p>Golduck used Fury Swipes Roll</p>	 <p>Moltres used Sunny Day!</p> <p>Moltres: heals all! All players move double on their next roll, and all status effects are lifted.</p>	 <p>Gyarados used Dragon Rage!</p> <p>Gyarados: on Magikarp, get an extra turn! Otherwise, drink 5</p>	 <p>Zapdos used Thunder!</p> <p>Zapdos: All players inside Rock tunnel, Gyrados choices. I lose next turn and drink 4</p>	 <p>SS Anne</p>	 <p>Enjoy your cruise! Roll a die. You lose that many turns divided by 2, round up. If you roll again, Drink game when you do it, the last mimic takes a drink.</p>
 <p>You found a PokéBall! When encountering a pokémon, you may try to catch it by rolling 4-6 and use it to move once later. Roll 1-3 and leave it alone, encounter normally.</p>	 <p>Pidgey used Quick Attack! Use that quickness to give I drink, and take an extra turn</p>	 <p>Rattata used Tackle! Wait, you seriously rolled 1, yet you didn't. Finish your drink</p>	 <p>Pikachu</p> <p>Viridian Forest</p>	 <p>Try not to get lost! When you roll to move, if you roll 5 or 6, I and return here.</p>	 <p>Until the end of the turn, you can't move or do anything.</p> <p>Curse: Roll again</p>	 <p>Everyone takes a drink, and everyone's turn order!</p>	 <p>Everyone takes a drink, and everyone's turn order!</p>	 <p>Drowngon used Whirlpool!</p>	 <p>Drowngon used Whirlpool!</p>	 <p>Gyarados used Dragon Rage!</p> <p>Gyarados: on Magikarp, get an extra turn! Otherwise, drink 5</p>	 <p>Magikarp used Splash!</p> <p>Magikarp: But nothing happened...</p>	 <p>Magikarp used Splash!</p> <p>Magikarp: But nothing happened...</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>Pikachu used Power-Up Punch!</p> <p>Even though I'm not a fighter, I still have 2 dice.</p>	 <p>Muk used Sludge Bomb!</p> <p>Muk: everyone combining their drinks in a glass, and finish the drink!</p>	 <p>Champion Gary</p>	 <p>Fill up your water bottle 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!</p>	 <p>The Elite Four</p>	 <p>Elite four: 4/10</p> <p>Special: You fight with 4 dice</p> <p>Flash: Advance to Champion!</p>	 <p>Moltres used Sunny Day!</p> <p>Moltres: heals all! All players move double on their next roll, and all status effects are lifted.</p>	 <p>Gyarados used Dragon Rage!</p> <p>Gyarados: on Magikarp, get an extra turn! Otherwise, drink 5</p>	 <p>Tauros used Horn Attack!</p> <p>Tauros: Choose!</p> <p>1. Move 1 square ahead, drink 1</p> <p>2. Move 2 squares ahead, drink 2</p> <p>3. Enraged : Flee, drink 2 (dick)</p>	 <p>Saffron Gym</p>	 <p>At every Safari Zone encounter, you get a Safari Ball! Optional: Roll 5-6: Catch it! Roll 3-4: Missed! Resolve normally</p>	 <p>Tauros used Horn Attack!</p> <p>Tauros: Choose!</p> <p>1. Move 1 square ahead, drink 1</p> <p>2. Move 2 squares ahead, drink 2</p> <p>3. Enraged : Flee, drink 2 (dick)</p>
 <p>Pallet Town</p>	 <p>Pikachu used Power-Up Punch!</p> <p>Even though I'm not a fighter, I still have 2 dice.</p>	 <p>Lavender Town</p>	 <p>Diglett used Dig!</p> <p>Start of turn: If your drink is below 50%, finish your drink! Otherwise, drink down to 50%</p>	 <p>Geodude used Magnitude!</p> <p>Geodude: Roll the die, drink that many. Next player drink one less. Continue until zero</p>	 <p>Cubone tells you about his mother...</p> <p>Listen respectfully: Everyone drinks 1</p>	 <p>Zubat... they're... they're everywhere!</p> <p>Start of turn: If you roll 5 or 6, stay here and take a drink!</p>	 <p>Pick one, dude</p>	 <p>Pluck!</p> <p>Pick a player. Give 1 drink to them (random). Lose your next turn.</p>	 <p>Raichu 4/4</p> <p>Special: Raichu Farts</p> <p>Flash: You get a Repel</p>	 <p>Dangerous to continue without supplies! If you finish your drink at any point, while you are in the cave, kill it up and return here.</p>	 <p>For the first encounter, rolled a die. You lose that many turns divided by 2, round up. If you roll again, Drink game when you do it, the last mimic takes a drink.</p>	 <p>For the first encounter, rolled a die. You lose that many turns divided by 2, round up. If you roll again, Drink game when you do it, the last mimic takes a drink.</p>