Cerulean Gym
Starmie: 3/5
Special: +1 ATK if damaged
Faint: Drink 2
Flash: Everyone else drinks 1

Poke Center
Your Pokemon are fully restored! You, however, look terrible.
Optional: Replace your drink with water. Drink 4.

Gary
Roll a die. Drink half (round up). What is this guy's deal, anyway?

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)

Paras used Leech! Leading player has to drink 2, and move two squares back

Super Nerd
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.**

Clefairy used Metronome! Make up a rule. It lasts until another player replaces it

Pewter Gym
Onix: 3/4
Faint: Drink 2
Flash: Get a Pokeball!

Beedrill used Twineedle! Pick two players to drink 2

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

Porygon used Conversion! Copy the effect of the last square any player landed on.

Magneton used Magnet Rise! Pull the two closest players 1 square towards you. Drink 2

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

Gary
Roll a die, and take that many drinks. The next time this punk hassles you, you will be the last.

Saffron City Mall
This mall has both a PokeMart and a PokeCenter! You may visit both.

Mr. Mime mini game! Mime anything. Guessed? You + guesser may move 1, or add 1 to your roll next turn. No guess? Drink 5.

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

A hard bro appeared! Drink 2, and reduce the amount you drink by half (round up) until your next turn

SS Anne
Enjoy your cruise! Roll a die. You lose that many turns (divided by 2, round up). Roll again. Drink that number each lost turn.

Lapras used Surf! All players ahead of you must drink 3, and miss their next turn.

Golem used Earthquake! Every player must drink 2 and move 2 squares back

Lickitung used Lick! Give 2, and stick your tongue out until your next turn.

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

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

Cinnabar Lab
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)
Omanyte: Drinks from other players are halved (round down)

A sleeping snorlax! Start singing a song! Anyone joining, avoids drinking 4. If no one joins, you solely drink 4.

Weedle used Poison Sting! Drink 2. Next time someone passes you, they must stop at whatever square you're on

Magikarp used Splash! But nothing happened...

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.

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

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

Gary
Roll a die. Drink that number. Seriously though, is this dude following you or something?

Caterpie used String Shot! All players may only move half of what they roll on their next turn (round up)

Stadium
Challenge a player to a trainer battle. If you win, swap places. Lost? 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)

Viridian Gym
Rhydon: ?/6
Special: ATK is rolled each round
Faint: Drink Rhydon's last ATK roll
Flash: Last place must drink 4.

Golduck used Fury Swipes! Roll a die. Even: Roll again. Odd: Drink the number of times you rolled

Hypno used Curse! Until the end of the game, every time you curse, you drink 2. Curse now in frustration!

Viridian Forest
Try not to get lost! When you roll to move, if you roll 5 or 6, drink 1 and return here

Tentacool used Constrict! Grab your drink and drink 3. You are not allowed to let go of your drink until it's finished.

Saffron Gym
Alakazam: ?/?
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

Dragonite used Hyper Beam! Pick a player who must finish their drink. You lose a turn, to recharge.

Dewgong used Whirlpool! Everyone takes a drink, and reverse the turn order!

Haunter used Phantom Force! Smile or laugh until your next turn, you drink 6

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.

Champion Gary
Fill up your drink. Finish it to take down this bastard for the last time.

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

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.

Safari Zone
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

Spearow used Pluck! Pick a player. Give 4 and steal 1 item (random). Lose your next 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

Pidgey used Quick Attack! Use that quickness to give 1 drink, and take an extra turn

Vermilion Gym
Raichu: 4/4
Special: Raichu Starts
Faint: Drink 2
Flash: You get a Repel

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

Chansey used Heal Bell! Replace your current drink with non-alcoholic
Enraged : Flees, drink 2 (dick)

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

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!

Fuchsia Gym
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

Muk used Sludge Bomb! Have every player combine their drinks in a glass, and finish the drink!

A possessed Channeler. Now you're possessed too! While you are in this square, anyone may make you get them a drink

Rattata used Tackle! ..wait, you seriously rolled a 1? You fainted. Finish your 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.

Zubats... they're... they're everywhere! Take a drink.
Start of turn: If you roll 1 or 2, stay here and take a drink!

Cubone tells you about his mother...
Listen respectfully: Everyone drinks 1
Skip: Drink 5, get an extra turn

Geodude used Magnitude! Roll the die. Drink that many. Next player drink one less. Continue until zero

Diglett used Dig!
Start of turn: If your drink is below 50%, finish your drink! Otherwise, drink down to 50%

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

Lavender Town
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.

Pokemon Tower
While in the Pokemon Tower, out of respect for the dead, you should not speak. Doing so results in 2 drinks.

Pallet Town
Pick one, dude