### Pallet Town

- Pick one, dude.
- Rattata used Tackle! - wait, you seriously rolled a 1? Remove your Running Shoes (including socks) in shame.
- Metapod used Harden! Miss a turn. If anyone else is here, this increases to 2 turns for all of you.
- You’ve caught a Pikachu, you lucky bastard! Take 2 drinks to replace your starter; good luck if you do.
- Seadra used Twineedle! Two people drink, your choice.
- Roll a die. Even, give a drink. Odd, take a drink.
- If you’re a guy, guys drink. If you’re a girl, girls drink.
- Zubat’s… they’re, they’re everywhere. Take a drink. Next turn, if you roll a 1 or a 2, stay here and take a drink!

### Saffron Gym

- You’ve won a Porygon after a night of underground gambling. Sell! Give 2 drinks.
- While in Saffron Co., add an extra drink to any drink you receive from somebody else. Also, take one now.
- Tresure used Steam. Critical hit! Pick someone else. Same applies to the next drink. Highest roller gives the other 3 drinks.
- It’s a Rocket Grunt, armed to the teeth with shiny Pokémon! Either take 3 drinks or be stealthy; steal your starter, forcing you to pick a new one.
- Lapras used Surf! Give the person to your left a piece of cutie pie. Round 2.
- Eevee used Mirror Move! Do whatever the last person did during his/her turn.
- Grassrider used Rock Throw! Anybody who is using Charmander or Pikachu takes 2 drinks.
- Roll a die. Guess what happens next? Yup, take that many drinks.
- Jigglypuff used Sing! It’s now your job to draw on anybody who falls asleep.

### Celadon Gym

- Roll a die. On a 1-2, Sinnoh Scope: take a drink & lose a turn. On 3-4, Vile Whip: take 2 drinks & give 2 drinks. On 5-6, you kicked her ass.
- Revolution time! The first one to land here makes a new rule. Rule violations result in a drink.
- Fossil Pokémon, the coolest ever! If your favorite Pokémon on the board, raise your glass and drink! Grey squares are special areas where certain rules are in effect. Expect to see lots of drinks coming your way.
- You must stop at each of these squares. Sorry.
- If someone’s in Silph Co., they give you the Silph Scope. You beat the ghost and everyone else takes a drink. Without the Scope, offer a prayer and give 3 drinks to appease the dead.

### Cypress Gym

- Roll a die. Take that number of drinks, minus 2 which you rolled. Odd, drink twice as many times as you rolled even.
- Roll a die. Even, roll again. Everyone drinks on the punk’s.
- You must stop playing takes a drink to your glory! During a Pokémon Turtur match, you lose.
- If someone’s in Silph Co., they give you the Silph Scope. You beat the ghost and everyone else takes a drink. Without the Scope, offer a prayer and give 3 drinks to appease the dead.

### Vermilion Gym

- Haunter used Lick! The first person to lick someone else is allowed to skip the next 2 drinks. If nobody is licked, all of you fuckers take 4 drinks.
- Electabuzz used Thunder Punch! Take 4 drinks of jungle juice or any other ‘punch’. If not, you are paralyzed; miss your turn.
- Oh shit, Electrode used Explosion! If you were the first one there, everybody finishes their drinks! You win.
- Roll a die. Even, take 2 drinks. Odd, give 2 drinks. Double if you hate people.
- Roll a die. Even, you’re paralysed; take 2 drinks and miss your next turn. Odd, take 2 drinks.
- Magikarp used Spash!… but nothing happened.
- Deplett used Dig! Finish your drink. If it’s over half full, pick someone to drink with you.
- Mewtwo used Pay Day! Everybody but you (unless you want to) take a drink.