



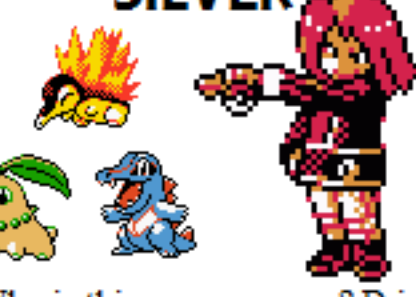
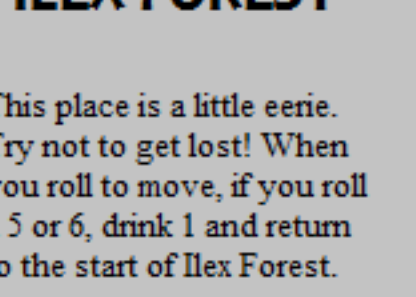

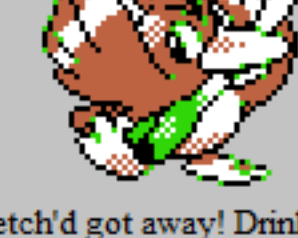










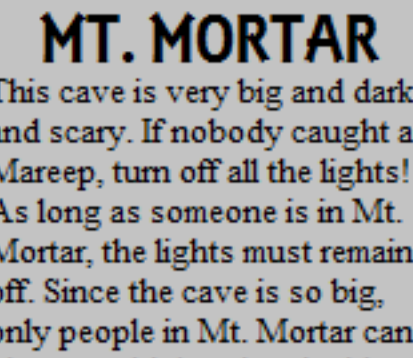



























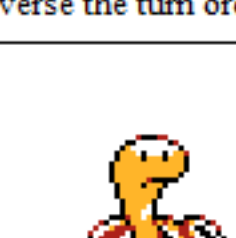
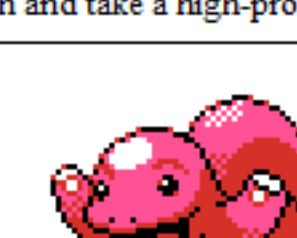
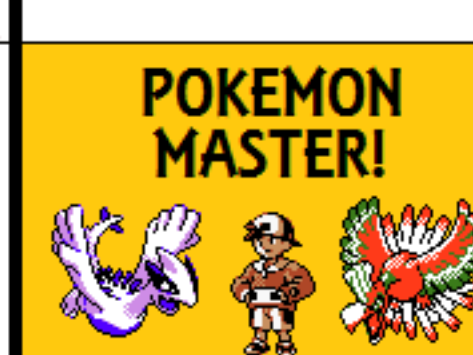




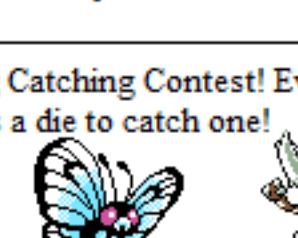

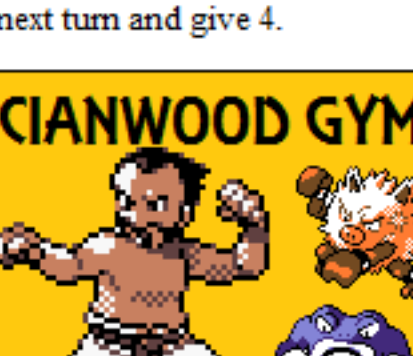




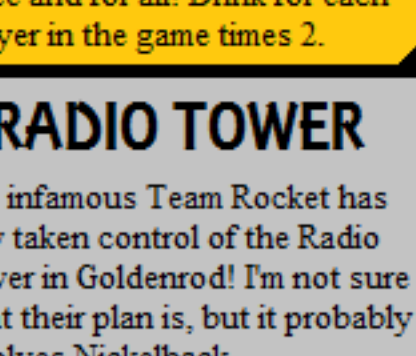


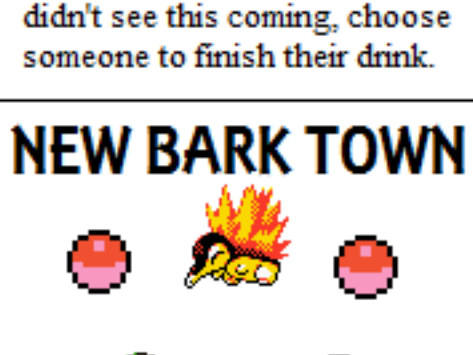

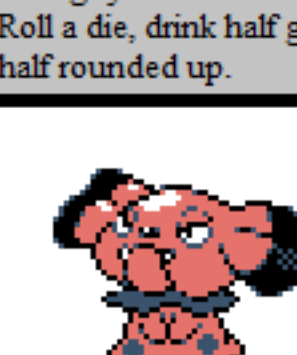
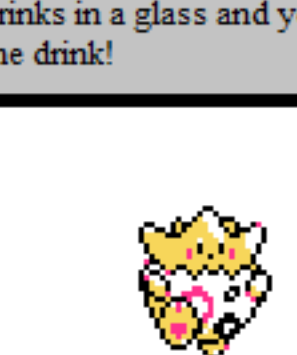





 Wild Mareep appeared! Roll evens to catch it! If not, drink 1 and give 1 in sadness.	 Unown used Sobriety Test! Recite the alphabet backwards and take a drink every time you make a mistake.	 Smeargle used Sketch! Switch drinks with another player.	 Slowpoke tails are valuable, make a decision: Cut it off! Drink 2 and skip the next Gym. Dick. Leave it: Give 1.	AZALEA GYM  Bugs are tiny. Drink 1. Everyone shorter than you drinks. If you're the shortest, drink again.	SILVER  Who is this guy anyways? Drink for half the total number of players in the game rounded up.	ILEX FOREST  This place is a little eerie. Try not to get lost! When you roll to move, if you roll a 5 or 6, drink 1 and return to the start of Ilex Forest.	 Pineco used Protect! Drink 2 and protect yourself from any incoming drinks until your next turn!	 Farfetch'd got away! Drink 1 in frustration. For the remainder of the game, you are now the game's bartender. Fetch anyone a drink if they ask for it!
 Bellspout used Growth! Drink 1 and take an extra turn!	 Spinarak used Spider Web! Drink 2. The next time someone passes you, they must stop at whatever square you're on.	 Rare Candy - Level up! You get an extra turn.	 Machop used Submission! Submit to peer-pressure and do anything the group tells you to now. Otherwise, drink 4.	 Dugtrio used Dig! Drink 3 and next turn add 3 spaces to your move roll!	 Geodude used Magnitude! Take as many drinks as you want, the person to the left of you must take that many minus 1. Continue this until you have gone around the table.	 Marowak used Rain Dance! Do a song and dance of the group's choice to make them all drink! If you don't, drink 3.	 Zubat! They're back bitches! Next turn roll a die. If you roll odds, lose your turn and drink 1. You cannot leave until you roll evens.	 Paras used Leech Life! Give drinks to all players ahead of you. If nobody is, drink 1.
VIOLET GYM  Roll a die. Even: Give a drink. Odd: Take a drink.	MT. MORTAR  This cave is very big and dark and scary. If nobody caught a Mareep, turn off all the lights! As long as someone is in Mt. Mortar, the lights must remain off. Since the cave is so big, only people in Mt. Mortar can give you drinks when inside. Take a drink now to prepare for this undertaking!	 Delibird used Present! Roll a die. 1-3: drink that many, 4-6: give that many.	BLACKTHORN GYM  First, drink 2. Then roll a die. Even: drink 2. Odd: Drink 6.	 Skarmory used Steel Wing! Drink 3! All drinks you receive while here bounce to the player on your right.	 Wartortle used Skull Bash! Crush an empty beer can against your head to avoid taking 3 drinks and losing your next turn. If you can, give those 3 to one person.	 It's the Legendary Dog Raikou! Roll a 3 to catch it and bypass the next gold square! Otherwise get zapped with a bomb shot!	 Raticate used Pursuit! You must now take a drink every time you leave the table for any reason.	 Jigglypuff used Pound! Everyone pound their drinks!
 Hoothoot only comes out at night! If it's after sundown, give 1. Otherwise, put on a pair of shades and drink 1.	 Mankey used Swagger! Make up a secret handshake and teach everyone how to do it. Anytime someone fails to do the handshake when posed drinks!	 Bellossom used Solar Beam! Take in up to 3 drinks this turn. Next turn give twice that many!	 Pokémon GOLD/SILVER DRINKING GAME		 Aipom used Baton Pass! As long as you are on this square, you may pass any drinks you are given to another player.	 The Legendary Dog Suicune! Roll a 3 to catch it and bypass the next gold square! Otherwise get blitzed and shotgun a beer!	 You visited the Daycare Center! Give a drink for each sibling you have. If you have none, drink 2.	
 A wild Phanpy appeared! Nose Goes! Whenever the person who first landed on this square puts their finger on their nose, everyone must follow suit. The last to do so drinks!	OLIVINE GYM  It's hardly even a gym battle to be honest. Just drink 2.	 A Cooltrainer challenges you to a battle! This guy is way cooler than you, drink 3 in envy.	TRAINER BATTLES Land on the same space as another player: You each roll a die, and whoever rolls the higher number wins! Loser drinks 2. If you roll the same number, both drink 1. If your starter is strong against an opponent's starter, you get 2 dice rolls to their 1, and you take the higher of the 2 rolls. See below for all 2 dice encounters.		 Ursaring woke up! And now he's pissed! Thanks asshole. Drink as many as the group decides and apologize.	 It's a Red Gyarados! Ok let's face it, this is probably the only shiny you've ever caught. If you've caught another shiny, give 4. Otherwise drink 4.	GOLDENROD GYM  Roll a die. Even: Attract; Lose a turn. Odd: Rollout; Roll a die until you get a 5 or 6, drink each time you don't.	
 If you want, drink 2 to steal another player's starter and replace it with yours. Jerk.	 Mantine used Whirlpool! Everyone take a drink and reverse the turn order!	 The Legendary Dog Entei! Roll a 3 to catch it and bypass the next gold square! Otherwise feel the burn and take a high-proof shot!	GOLD SQUARES You must stop at all gold squares, whether or not your die roll places you beyond them.	SILVER SQUARES Silver squares are special squares where additional rules are in effect. Expect more drinks.	 Hitmontop used Rapid Spin! Spin in place once for each bottle, can, etc. on the table. If you don't fall over, everyone drinks!	 Electrode used Selfdestruct! Choose another player and you both finish your drinks!	 The Goldenrod Game Corner brings out your gambling problem. Each turn roll 2 dice. Roll 7 to give 7 and leave, otherwise drink 2. You may only leave once you've finished your drink or roll 7.	
 You're given an Egg! Pick a nearby object and hold it close until it hatches. Anytime you're caught without it take a drink. Drink 1 now for responsibility. (The Topegi square is now a mandatory stop for you.)	 Shuckle used Bide! Lose your next turn and give 4.	 Lickitung used Lick! Give 2 and stick your tongue out until your next turn.	POKEMON MASTER!  Throw that Master Ball and take a victory drink. All other players toast to your glory! You are a Pokemon Master!	CHAMPION LANCE  Finish a full drink to beat this dude and take his title! You cannot move on until your drink is finished.	ELITE FOUR  Challenge the greatest trainers in the Land: the Elite Four! Roll 4 dice. If all dice are 4 or under you defeat the Elite Four! Otherwise, drink 4 and end your turn.	SILVER  Time to get rid of this bastard once and for all! Drink for each player in the game times 2.	 Murkrow used Mimic! Pick a player and repeat everything they say until your next turn.	 Bug Catching Contest! Everyone rolls a die to catch one! 1-Paras: Awful, drink 1 2-Metapod: Give 1. 3-Beedrill: Drink 1, give 1. 4-Butterfree: Give 2 5-Pinsir: Drink 2, give 1. 6-Scyther: Give 3.
 Sentret used Foresight! You didn't see this coming, choose someone to finish their drink.	CIANWOOD GYM  Make an open-challenge to Am! Wrestle anyone. Loser drinks 5. If nobody accepts, give 5.	ROCKET EXECUTIVE  This guy means business! Roll a die, drink half give half rounded up.	 Grimer used Sludge Bomb! Have every player combine their drinks in a glass and you finish the drink!	SILVER  I swear if I see this guy one more time it'll be the last! Drink for each player in the game plus 1.	 Rocket Grunt challenges you to a Pokemon battle! Wait... 5 Rattata? Is this guy kidding? Just drink as many as you want.	RADIO TOWER  The infamous Team Rocket has now taken control of the Radio Tower in Goldenrod! I'm not sure what their plan is, but it probably involves Nickelback. Turn on the radio now and roll a die before each turn: 1-3; Drink that many. 4-6; Change the station.	MAHOGANY GYM  Ice Pokemon are cool. If your drink is ice cold, drink 2, if not, drink 4.	 Wild Sudowoodo appeared! Nobody likes a fake person. Reveal an embarrassing truth about yourself to avoid 2 drinks and make everyone else drink!
 Pick one, dude.	 Tentacool used Constrict! Grab your drink and drink 2. You are not allowed to let go of your drink until you've finished.	 Snubbull used Roar! Roll 2 dice and move backwards that many spaces.	 A Topegi hatched from the Egg! If you were given an Egg, make up a new rule! Any rule violations result in a drink! If you weren't, drink 2.	 Miltank used Milk Drink! Replace your current drink with a non-alcoholic beverage and drink 2.	 Kimono Girls have Pokemon with style. Create a stylish new rule! Any rule violations result in a drink!	ECRU TEAK GYM  Ghost Pokemon are pretty spooky. Drink 3 to calm yourself down.	BURNED TOWER  While searching through the basement you found 3 cool Pokemon... but they ran away. The first person here drinks 3. Everybody else drinks 1.	SILVER  This guy again? Drink for each player in the game minus 1.

