

# POKÉMON DRINKING BOARD GAME RULES

## Object of the Game

The first person to get to a Start square with all three Pokémon types gathered wins the game.

## Beginning Play

Starting with the person reading the rules, each player picks a starting Pokémon going clockwise: **Bulbasaur**, **Charmander**, or **Squirtle**.

An equal number of players start on each opposing Start square. If an odd number of players one Start square will have an extra person. Starting with the rule reader and going counter-clockwise, alternate which Start square each player begins play at.

The rule reader goes first, then each player takes a turn in a clockwise direction.

## Taking Your Turn

Roll a 6-sided die. Move forward the number of spaces indicated on the die, perform any instructions indicated by the square and/or zone you land in. When you come to the opposing Start square at the opposite end of the board, you turn and begin moving in the opposite direction.

## Catching Pokémon

When you land on a square with a **Fire**, **Grass**, or **Water** type Pokémon you capture it. Whether or not you've captured that type of Pokémon already, you drink.

**Fire** beats **Grass**, **Grass** beats **Water**, and **Water** beats **Fire**. If your starter is beaten by the Pokémon you take **3 Drinks**. If your starter is the same type as the Pokémon you take **2 Drinks**. If your starter beats the Pokémon you take **1 Drink**. You can't catch multiples of the same type.

## Player Confrontation

When a player lands on the square of a player moving in the same direction as them they get to steal a Pokémon they have. If the afflicted player has no Pokémon that would come to the benefit of the thief, the would-be thief chooses one for them to simply lose.

When a player crosses the path of a player moving in the opposite direction, the stationary player can challenge them to a **Trainer Duel** or let them pass as normal. If letting them pass would cause them to land in the same square, nothing happens other than normal square instructions.

If a **Trainer Duel** occurs the moving player stops in the square in front of the stationary player. The player performs any actions indicated by the square as normal; then the duel starts.

Each player rolls a 6-sided die and adds the number of Pokémon they've captured. Whoever rolls highest wins, and the loser has to take **4 Drinks**. If a draw each player takes **4 drinks**.

If stopping for a **Trainer Duel** causes the moving player to land in the space of a player moving in the same direction, they get to steal a Pokémon as described above.