



THE DRUNKEN RACCOON

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Warning

Contains alcohol reference.

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Contents

Warning.....	1
DRUNKEN RACCOON CARD GAME OFFICIAL RULE BOOK.....	3
🎮 HOW TO PLAY	4
⭐ EXTRA RULES & CLARIFICATIONS.....	6
DRUNKEN RACCOON 52 Deck breakdown	7
🌐 THE TERRITORY ZONES (Gritty Urban Style)	13
🐻 DRUNKEN RACCOON — ICON LEGEND	15
Original Art, Badges, and Logos.....	17
COPYRIGHT/INFO	22

DRUNKEN RACCOON CARD GAME OFFICIAL RULE BOOK

A chaotic card game of trash, treasures, and tipsy raccoons

A chaotic, comedic, semi-strategic party card game for 2–6 players. Bluff, strategize, and stumble through wild raccoon adventures, from boss fights to territory takeovers and tipsy antics!

OBJECTIVE: Become the ultimate chaotic raccoon! Win by collecting 5 Treasure Points or by staying conscious longer than every other raccoon!

⌚ **GAME OVERVIEW** You are a raccoon who has discovered an abandoned backyard trash party with unlimited booze, glowing leftovers, and a suspiciously sticky table. Your goal? Collect 20 Legendary Trash Treasures or 20 points — OR — Be the Last Raccoon Still Conscious. You'll drink. You'll hiss. You'll fight possums. You might cry. You WILL cause chaos.

Outsmart your rivals. Survive the booze.

Collect the treasure before you pass out.



Players: 2–6

Deck Size: 52 Cards

Game Length: 15–30 minutes

Skill Level: Party / Strategy

You don't have to drink to play.

This game is about fun, chaos, and raccoon mayhem.

HOW TO PLAY

Drunken Raccoon is a fast-paced card game where players take on the role of rival raccoons battling for trash, treasure, and survival. Strategy, timing, and a bit of luck will determine who stays standing and who passes out first.

SETUP

1. Shuffle the entire **52-card deck**.
2. Each player draws **5 cards**.
3. Give each player:
 - **One Character Card**
 - **0 Tipsy Tokens**
4. Place the **Trash Card Pile** in the center of the table.
5. Choose a starting player. Play proceeds clockwise.

TURN STRUCTURE

Each turn must be completed in the following order:

1. Draw

- Draw **1 card** from the deck.
- If the card is **Booze**, it is played **immediately** and does not count toward your card limit.

2. Play Cards (Optional)

- You may play up to **2 cards** from your hand.
- Booze cards do **not** count toward this limit.

3. Resolve Effects

Resolve all effects fully before moving on:

- Tipsy Tokens
- Treasures
- Steals

- Duels
- Boss effects

4. Check Win / Lose Conditions

- If any player reaches **20 Treasure Points**, the game ends immediately and that player wins or be the first to reach **20 treasure cards**.
- If all but one raccoon has **passed out**, the remaining raccoon wins.
- If you **pass out more than 2 times**, you lose automatically.

PASS-OUT RULE

When a player reaches **5 Tipsy Tokens**:

- The raccoon **collapses dramatically**.
- The player **skips their next turn**.
- After the skipped turn:
 - Reset Tipsy Tokens to **0**
 - (Unless the character is **Topsy Tilly**, who follows her own rules.)
- All treasures are kept.
- Each pass-out is tracked. If you pass out more than twice, you are out of the game.

WIN CONDITIONS

A player wins by achieving one of the following:

Option A: Treasure Victory

- Be the first player to reach **20 Treasure Cards or Points**.
 - Regular Treasure = **1 point**
 - Legendary Treasure = **2 – 3 points**

Option B: Survival Victory

- Be the last raccoon who has not passed out twice.

⭐ EXTRA RULES & CLARIFICATIONS

- Collecting Tipsy Tokens increases your Drink Power and may make you pass out. At 5 Tokens, you pass out. Tokens equal the Tipsy Cards you gain.
- Use cards like Slouched Sammy and Spinny Lila to disrupt opponents.
- Challenge bosses like Trash Panda for big rewards.
- If a card contradicts the rulebook, the card text always wins.
- The first player to collect 20 Treasure Cards or 20 Treasure Points wins the game!
- You don't have to drink, just have a blast!

鼫 FINAL NOTE

Drunken Raccoon is about strategy, laughter, and embracing the chaos of trash-loving raccoons.

Play responsibly.

Laugh loudly.

Try not to pass out more than twice.

May you hiss, laugh and cause chaos!

DRUNKEN RACCOON 52 Deck breakdown



DECK BREAKDOWN

1. Regular Trash Treasure Cards – (1 point each) (13 cards)

This is how you win but everyone wants to steal them.

Cards:

- Pizza Crust of Destiny
- Half-Eaten Hot Dog of Regret
- Glitter Cupcake Wrapper
- Chicken Bone Scepter
- Forbidden Lo Mein Noodle
- Dumpster Donut Hole
- Moldy Burrito Surprise
- Sticky Fry Box
- Stolen Cornbread Chunk
- Chewed Pretzel Nugget
- Crunchy Nacho Shard
- Soggy Pop-Tart Wrapper
- Dry Crumb Cake

Legendary Treasures – 3 (2 points each)

- Legendary Fry
- Golden Hot Dog
- Sacred Dumpster Donut

2. Booze Cards — 10 Cards

(+Tipsy)

- Dumpster Lager X2 (+1)
- Fermented Orchard Cider X2 (+1)
- Stale Grape Wine (+2)
- Fizzing Trash Soda X2 (+1 to ALL)
- Mystery Ferment X2 (+3, draw 1 treasure)
- Rotten Berry Brew (+2)

TOTAL BOOZE: 10

At 5 Tipsy Tokens you may choose 1 of the following: = You pass out dramatically or skip next turn. After your skipped turn, reset to 0 tipsy (unless you're Tipsy Tilly). Keep your treasures. Each pass-out is tracked. If you pass out more than twice, you are out of the game.

🌀 3. Action & Chaos Cards — 21 Cards

The “chaos engine” of the game.

Key Cards:

- 🗑️ **Dumpster Dive X3** – Steal any treasure from a player.
- 💼 **Trade Paws X2** – Swap entire hands with any player.
- 🐾 **Hiss & Scatter X2** – All players pass a random card left.
- 💼 **Sly Swap** – Trade one card from your hand with any player’s card.

Combat / Chaos / Randomness

- 🤸 **Drunken Stumble X2** – Play next turn with eyes closed or discard a treasure.
- 🐀 **Fight the Possum X2** – Duel: high dice wins. Loser discards a treasure.
- 🎲 **Gutter Gamble X2** – Roll:
 - 1–2: +2 tipsy
 - 3–4: Draw a treasure
 - 5–6: Steal a treasure
- 💥 **Dumpster Fire** – EVERYONE draws 2.
- 🎤 **Screech-Off** – All players screech; best/worst judged by table takes +2 tipsy.

Recovery & Rewards

- 🛌 **Nap Behind the Shed** – Remove 2 tipsy.
- 🍸 **Sobriety Test** – Ask a player a silly question. If they laugh → draw 1.
- 🏆 **Trash Jackpot** – Gain 3 treasures *instantly*!
- 🍺 **Topsy Token** – Earn + 1 drink power. Stack up to three for extra sway. Too much say and you may be forced to drop cards onto the table or be forced to show your hand at 3 or more.
- 🍕 **Midnight snack** – Recover 1 Tipsy Token and skip your next attack.

👑 4. Bosses — 3 Cards

  **Deputy Whiskers** — Law of Trash

  **Riot Ricky** — Anarchy Alpha

  **Trash Panda Boss** — Crowned Chaos Tyrant

Deputy Whiskers — Trash Law Enforcement

Ability: Once per game, cancel any card another player plays.

Summary: He has no badge, no authority, and absolutely no hesitation. Deputy Whiskers enforces the law of the alley with a flashlight and pure attitude. When he says “No,” it sticks.

Riot Ricky — Incite Chaos

Ability: Whenever a player targets Riot Ricky with a card, that player immediately gains +1 Tipsy.

Summary: Riot Ricky lives for confrontation. The moment you point at him, things get messier, drinks spill, tempers flare, and suddenly you’re the one feeling woozy. He doesn’t dodge trouble; he dares it to come closer. Target him if you want... just don’t expect to walk away sober.

Trash Panda – King Boss

Wild Sound Challenge: Make your best raccoon /trash goblin/ feral noise.

Then: The table votes Thumbs Up (Win) or Thumbs Down (Lose) Tie = reroll or flip a coin

Examples players will naturally do: Hissing, Dumpster Screech, Growl, Goblin laugh “REEEEE” energy.

On a win: + Gain 2 treasures, +Draw 2 cards, + Ignore your next Tipsy gain.

On a loss: - Discard one treasure (if you have one) -Gain +1 tipsy -End your turn immediately.



5. Raccoon Characters 10

Each player chooses or is dealt one.

RACCOONS & ABILITIES

Sloshed Sammy — Iron Liver

Ability: Ignore the first Booze card that affects you. Once per game, he may draw one random card and play it. He may pass up to three cards to other players, then draw back up to 5. Make a player skip their next turn as Sammy slouches and blocks their way.

Summary:

Sammy's been around the dumpster a few too many times to be impressed by cheap booze. While other raccoons wobble, Sammy barely blinks. Calm, slouched, and unshakeable, he's the rock of the table when the drinks start flying.

Spinny Lila — Wild Spin Swap

Ability: Whenever Spinny Lila gains a Tipsy Token, you may force any two players to each discard 1 card, then draw 1 card. Once per round, when another player gains Tipsy, you may give that same player +1 additional Tipsy.

Wild Spin Swap: Once per game, force a complete hand swap with another player.

Summary: Lila doesn't play the game, she rearranges it. One dizzy twirl and your perfect hand is suddenly hers. Loud, chaotic, and dangerously cheerful, she turns strategy into a guessing game.

Mugshot Max — Heavy Hitter

Ability: Whenever you roll a die for any card (Possum Fight, Gutter Gamble, etc.), add +1 to your roll. If you win a duel or dice contest by 2 or more, the losing player gains +1 Tipsy. The first time each round you roll a die, draw 1 or 2 treasure cards. Decide which one to keep, discard the other. Once per game, before rolling a die, you may declare "No Mercy." If you win the roll, the effect triggers twice. If you lose, you gain +1 Tipsy. Win they gain +2 Tipsy.

Summary:

Max doesn't bluff, he bulldozes. Whether it's a duel, a brawl, or a risky move, Max always hits harder than expected. The table groans when dice come out... because Max usually wins.

Soggy Sarah — Double Grab

Ability: Whenever you steal a treasure, steal +1 extra treasure.

Summary:

Sarah never takes just one. Drenched, smiling, and quick-pawed, she's infamous for "accidental" double grabs. If she's targeting you, count your loot, then count again.

Barrel Bob — Thrives in Chaos

Ability: Whenever Dumpster Fire is played, draw +1 card.

Summary:

Bob lives for the explosion. When trash ignites and plans fall apart, he's right there grinning and digging through the fallout. Chaos fuels him, literally.

Gutter Gabe — Sewer Scout

Ability: Once per turn, look at the top 2 cards of the deck and keep 1.

Summary:

Gabe knows what's coming before anyone else does. He's always one tunnel ahead, sniffing out the good stuff and ditching the junk. Quiet, sneaky, and impossible to corner.

Topsy Tina — Shared Shots

Ability: When you gain Topsy, choose another player, they gain +1 Topsy too.

Summary:

Tina believes no raccoon should drink alone. Friendly, reckless, and suspiciously generous, she spreads the buzz whether you want it or not. Misery loves company, so does Tina.

Clawfoot Carl — Card Shredder

Ability: Once per game, discard any one card from another player's hand.

Summary:

Carl doesn't negotiate, he rips. Known for destroying plans and evidence alike, he waits for the perfect moment to tear something important straight out of your paws.

Moonshine Molly — Fruit Ferment Expert

Ability: Reduce any Booze card's effect against you by 1 Topsy.

Summary:

Molly's homemade brews have seen things. Immune to weak drinks and proud of it, she laughs off cheap booze like it's fruit juice. Drink smarter, not harder — or just be Molly.

Unhinged Trash Goblin — thrives on chaos and bad decisions

Ability: Once per turn, it may tempt fate with Dumpster Roulette, drawing the top card of the deck and playing it immediately for free, though if it's Booze, the Goblin gains +2 Topsy without hesitation. With No Plan, Only Vibes, it can unleash up to three non-Booze cards in a single turn instead of two, at the cost of +1 Topsy at the end of that turn. Fueled by reckless momentum, Trash-

Fueled Frenzy allows it to draw a card whenever it gains Tipsy, growing stronger as it gets drunker. And when subtlety fails, What's Yours Is Mine lets the Goblin, once per game, steal a random card from another player's hand, gaining +1 Tipsy if that card happens to be a Treasure.



THE TERRITORY ZONES (Gritty Urban Style)

1. Gutter City Core

The beating, filthy heart of raccoon society.

- “The Great Dumpster” (capital)
- **Boss:** Chancellor Cansworth

2. Bottlecap Bay

Trash barges, floating rafts, and raccoon pirates.

- Seaweed nests
- **Boss:** Captain Clawtooth

3. The Forbidden Sewers

Dark. Wet. Echoing.

- Toxic goo
- **Boss:** Queen Slimesnout

4. The Alleycat District

Raccoons and feral cats in a fragile truce.

- Shadow markets
- **Boss:** Whiskerblade (cat boss)

5. The Neon Vortex

The nightlife zone.

- Electric signs
- **Boss:** DJ Shockpaw

6. The Great Oak Ruins

A forest swallowed by the city.

- Hidden squirrel tribe
- **Boss:** Barklord Thornjaw

7. The Frozen Dump

Snow + trash + misery.

- Frost-covered garbage hills
- **Boss:** Frostbite Fiona

8. Blacktop Badlands

Abandoned highway wasteland.

- Bumper dumps
- Tire forts
- **Boss:** Diesel Fang

DRUNKEN RACCOON — ICON LEGEND

This game uses icons to speed up play and reduce reading.
Each icon below represents a specific card type, effect, or status.

STATUS & TOKENS

Topsy Token

Represents intoxication.

At **5 Tipsy**, your raccoon passes out.

ACTION & EFFECTS

Midnight Snack

Late-turn food or recovery effect.

Sly Swap

Swap hands, cards, or positions as instructed

BOOZE / DRINKS

Mystery Ferment

Unstable brew with high risk and reward.

Fizzing Trash Soda

Drink effect applies to **all players**.

Rotten Berry Brew

Dangerous drink with strong intoxication.

LEGENDARY TREASURES

Legendary Fry

Legendary Treasure worth **2 Treasure Points**.

Golden Hot Dog

Rare or sacred treasure.

Sacred Dumpster Donut

Legendary chaos effect.



TRASH SNACKS

✖️ **Moldy Burrito Surprise**

Risky trash food.

📦 **Sticky Fry Box**

Greasy leftovers.

✖️ **Stolen Cornbread Chunk**

Pilfered food item.

✖️ **Chewed Pretzel Nugget**

Damaged or unpleasant snack.

▲ **Crunchy Nacho Shard**

Sharp or brittle food piece.

📃 **Soggy Pop-Tart Wrapper**

Wrapper-only disappointment.

🍰 **Dry Crumb Cake**

Stale, crumbly dessert.

✖️ **Cracked Stale Cracker**

Broken or useless snack.

👑 **BOSS & CHAOS**

👹 🐾 **Trash Panda Boss;**

Boss challenge. High risk, high reward. Feral raccoon effect. Expect chaos.

Original Art, Badges, and Logos







DRUNKEN RACCOON



SLOUCHED SAMMY

DRUNKEN RACCOON



SOGGY SARAH

DRUNKEN RACCOON



SPINNY LILA



TRASH PANDA KING

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