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# THE DRUNKEN RACCOON

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CYNTHIA MICHAELS



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## Warning

Contains alcohol reference.

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# 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.

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## 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.

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### SETUP

1. Shuffle the entire 52-card deck. Shuffle the 10 separate Raccoon cards and you can either randomly give the players one or they can randomly pick one themselves.
  2. Each player draws 5 cards.
  3. Give each player:
    - One Character Card
    - 0 Tippy 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:

- Tippy 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 Tippy Tokens:

- The raccoon collapses dramatically.
  - The player skips their next turn.
  - After the skipped turn:
    - Reset Tippy Tokens to 0
    - (Unless the character is Tippy 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.

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## ✦ EXTRA RULES & CLARIFICATIONS

- Collecting Topsy Tokens increases your Drink Power and may make you pass out. At 5 Tokens, you pass out. Tokens equal the Topsy 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!

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## 🐻 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 62 Card Deck breakdown



### DECK BREAKDOWN

Shuffle the entire 52 deck.

Shuffle the 10 separate Raccoon cards and you can either randomly give the players one or they can randomly pick one themselves.

### 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

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### 🍺 2. Booze Cards — 10 Cards

(+Tippy)

- 🍺 Dumpster Lager (+1)
- 🍺 Dumpster Lager (+1)

- 🍏 Fermented Orchard Cider (+1)
- 🍏 Fermented Orchard Cider (+1)
- 🍷 Stale Grape Wine (+2)
- 🗑️ Fizzing Trash Soda (+1 to ALL)
- 🗑️ Fizzing Trash Soda (+1 to ALL)
- 🍷 Mystery Ferment (+3, draw 1 treasure)
- 🍷 Mystery Ferment (+3, draw 1 treasure)
- 🍓 ⚡ Rotten Berry Brew (+2)

**TOTAL BOOZE: 10**

**5 Tipsy Tokens = You pass out & skip next turn.** Still keep your treasures though.

### 🌀 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 X2** – Remove 2 tipsy.
- 🍷 **Sobriety Test** – Ask a player a silly question. If they laugh → draw 1.
- 🏆 **Trash Jackpot** – Gain 3 treasures instantly!
- 🍷 **Midnight snack** – Recover 1 Tipsy Token and skip your next attack.
- 🍷 **Tipsy Token** – Earn + 1 drink power. Stack up to three for extra sway.

#### 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 Tippy.

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 Tippy 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 Tippy Token, you may force any two players to each discard 1 card, then draw 1 card. Once per round, when another player gains Tippy, you may give that same player +1 additional Tippy.

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 Tippy. 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 Tippy. Win they gain +2 Tippy.

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.

## **Tipsy Tina — Shared Shots**

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

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 Tippy 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 Tippy at the end of that turn. Fueled by reckless momentum, Trash-Fueled Frenzy allows it to draw a card whenever it gains Tippy, 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 Tippy if that card happens to be a Treasure.

### Summary:

The Unhinged Trash Goblin doesn't strategize, it *spirals*. Thriving on impulse, bad luck, and even worse decisions, it dives headfirst into Dumpster Roulette just to see what happens. The drunker it gets, the stronger it becomes, feeding off its own reckless momentum. Plans are optional. Consequences are negotiable. And if something shiny catches its eye? It's probably not yours anymore.



## THE TERRITORY ZONES (Gritty Urban Style) OPTIONAL PLAY

### 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

#### Tipsy 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

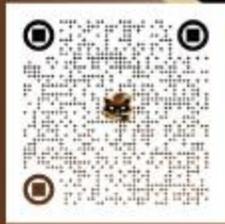


**Trash Panda Boss;**  
Boss challenge. High risk, high reward. Feral raccoon effect. Expect chaos.



Original Art, Badges, and Logos

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SPRING 2026!



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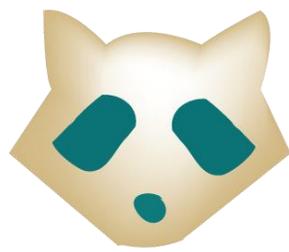


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DRUNKEN RACCOON



SLOUCHED SAMMY

DRUNKEN RACCOON



SOGGY SARAH

DRUNKEN RACCOON



SPINNY LILA



TRASH PANDA KING

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