RACCOON RAMPAGE

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INVASION ALERT: RACCOONS IN EUROPE!

Did you ever think you'd be dealing with a raccoon invasion in Europe? Dive in to discover how the North American raccoon is wreaking havoc far from home.

Roles & Goals: Embrace one of four unique roles, each with its own agenda. The objective? Manage the raccoon's impact on Europe's native species and its people. But remember, it's not just about you; if the raccoons get out of control, everyone loses!

Team Up, Vote & Win: Navigate a delicate balance of cooperation and competition. Propose policies, gather votes, and strategise with (or against!) other players. Play your cards right to manipulate the game in your favour. Can you convince everyone to help you emerge as the ultimate victor?

For Families & Classrooms: This 3-4 player game is perfect for game nights, fostering negotiation skills, and teaching about real-world ecological challenges.

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RACCOON RAMPAGE

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10 EVENT CARDS

CORPORATE RELIEF

40 SPREAD CARDS

+2 RACCOON

+1 RACCOON

+0 RACCOONS
a quiet year

SPREAD

SPREAD RULES LEVEL 1

Based on the colour you have reached draw:

1 spread card
2 spread cards
3 spread cards

3 SPREAD LEVEL CARDS

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WOODEN CUBES
30 GREEN, 30 YELLOW,
30 BLUE, 30 PINK, 20 GREY

RACCOON TOKENS

30 BLUE
30 YELLOW
20 BLACK

RACCOON IMPACT TRACKER

FIRST PLAYER MARKER

3

OBJECTIVE

In Raccoon Rampage, your goal is to rack up more points than your competitors through strategy and negotiation. However, success isn't a solo endeavour - your victory hinges on the group's collective action! If the team allows the raccoon impact to spiral out of control, it's a defeat for all. Control the agenda and solve the raccoon invasion in your way to ensure your victory.

SETUP

TUTORIAL GAME SETUP

For a tutorial 4-player experience you can set up the game as follows. This gives a curated starting experience that helps establish the gameplay and the stakes at play!
For subsequent playthroughs use the setup rules on page 7

TUTORIAL GAME SPREAD SETUP

Remove a +0, +1 and +2 card from the Spread deck.
Shuffle the remaining cards and place them on the board at (B).
Place the cards you removed on top of the deck in the below order:

> Top: +0 Raccoons
> 2nd: +2 Raccoons
> 3rd: +1 Raccoons

Spread Level 1 should be placed on the board (C), and Spread Level 2 & 3 cards should be placed at the side of the board.

TUTORIAL GAME BOARD SETUP

10 Yellow Raccoon Tokens should be placed on Germany on the map (D).
5 Blue Raccoon Tokens should be placed on France on the map (E).
5 Black Raccoon Tokens should be placed on green squares on the map (F).
These represent the initial raccoon population across Europe.

The remaining Raccoon Tokens should be placed at the side of the board.

The Raccoon Impact Tracker should be placed at the neutral starting location on the Impact Tracker (G).

Hunting and Regular dice should be placed at the side of the board.

The Big Tech Rules Europe Scenario should be placed on the Storyline as shown below. More information can be found in the Scenario section on page 9.

Corporations gain in power and public influence!
Do you back corporate-friendly policies just because it's the easy option, or stick to your beliefs as you battle the raccoon invasion?

Beginning: Corporate Relief
5 Years: Corporate Self Interest
10 Years: Big Farm Corp
15 Years: Free Trade
20 Years: Europe Burns

TUTORIAL GAME PLAYER SETUP

Each player chooses a role to play. See **Roles section** on **page 10** for more details.
In a 3-player game, either France or Germany should be excluded.
Each player should take all cubes that match their role:

Germany: Yellow
France: Blue
Animal Rights: Pink
Hunter: Green

The Grey cubes should be placed at the side of the board.
A Single Yellow Cube should be placed on the board "Spread Protection" area (I)
Each player should take a Help Card.

Each Player:
Take the Action Deck and Policy Deck for that role.
Shuffle each separately and then draw 3 cards from each deck to assemble starting hands.
Shuffle both decks together into one large deck.

TUTORIAL GAME QUEUE SETUP

The Queue (A) should be populated as follows:

Position 1: The "Inaction - Tutorial" Card
Position 2: The "Raccoon Helpline" card from the Animal Rights deck
Position 3: The "Wear Them" card from the Hunter deck
Position 4: The "Internationalism" card from the German Env Agency deck

Before the start of the first round, each player must place a single Policy Card face down in the Queue.
It is recommended for your first game that one of the Environment Agencies plays first.

Placement on the Queue is done in Player Order as shown.

Player 1: Position 5
Player 2: Position 6
Player 3: Position 7
Player 4: Position 8

In a 3-player game, the 8th position in the queue should not be used.

The game then starts with the reveal of the first Storyline Event Card and proceeds in clockwise order.
During the first Spread phase, the German Env Agency player should use their spread protection cube to cancel the Spread card dealt for Germany.

SETUP

BOARD SETUP

The Spread deck (B) should be shuffled and placed on the board.
Spread Level 1 should be placed on the board (C), and additional Spread Level cards should be placed at the side of the board.

10 Yellow Raccoon Tokens should be placed on Germany on the map (D).
5 Blue Raccoon Tokens should be placed on France on the map (E).
5 Black Raccoon Tokens should be placed on green squares on the map (F).
These represent the initial raccoon population across Europe.

The remaining Raccoon Tokens should be placed at the side of the board.

The Raccoon Impact Tracker should be placed at the neutral starting location on the Impact Tracker (G).

Hunting and Regular dice should be placed at the side of the board.

A Scenario should be chosen and placed on the Storyline as shown below. The available scenarios can be found in the Scenario section on Page 9.

PLAYER SETUP

Each player chooses a role to play. See **Roles section** on **page 10** for more details.
In a 3-player game, either France or Germany should be excluded.
Each player should take all cubes that match their role:

Germany: Yellow
France: Blue
Animal Rights: Pink
Hunter: Green

The Grey cubes should be placed at the side of the board.
Each player should take a Help Card.

Each Player takes the Action Deck and Policy Deck for that role.
Shuffle and then draw 3 cards from the Action deck, and 4 cards from the Policy deck to assemble starting hands. Then shuffle both decks together into one large deck for each player.

QUEUE SETUP

Place the Inaction card on space 1 of the Queue (A) with the Non Tutorial side face up.

Before the start of the first round the Queue (A) will be filled with Policy cards, this is done through a draft.

Each player contributes 2 Policy cards from their starting hand to the draft pool. Players DO NOT redraw and should end up with 5 cards in their hand.

Starting with the Second player, each player in turn chooses a card, and places in the Queue filling out spaces in order from 2 to 8 (2 to 7 in a 3 player game). Spaces 2, 3 & 4 should be face up, and the others face down.

Any unused cards from the draft are then shuffled into the deck of the player that contributed it.
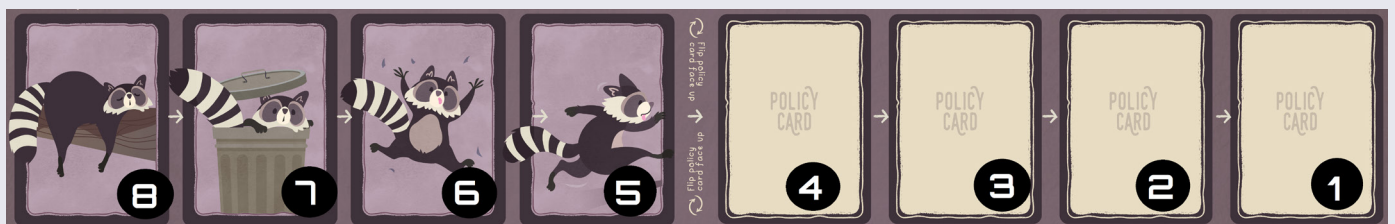
The game then starts with the reveal of the first Storyline Event Card and proceeds in clockwise order.

SCENARIOS

Raccoon Rampage comes with curated Scenarios that each tell of a different possible Europe unfolding over the next 20 years. The game currently includes the two scenarios, Big Tech Rules Europe, and Technological (Pseudo-)Panacea.

To play a curated Scenario, you should place the 5 Storyline Event cards in the indicated order face down on the storyline (H).

Advanced variant:
Shuffle all events together and place 5 cards face down on the Storyline.

BIG TECH RULES EUROPE

Corporations gain in power and public influence!
Do you back corporate-friendly policies just because it's the easy option, or stick to your beliefs as you battle the raccoon invasion?

Beginning: Corporate Relief
5 Years: Corporate Self Interest
10 Years: Big Farm Corp
15 Years: Free Trade
20 Years: Europe Burns
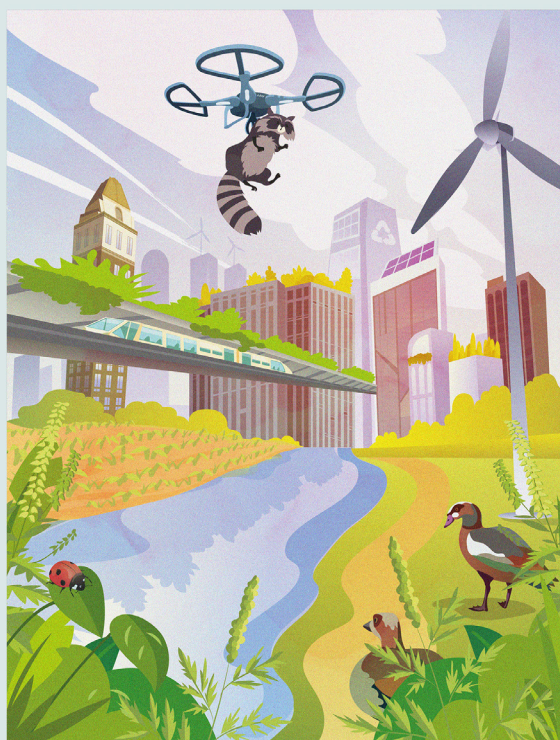
TECHNOLOGICAL (PSEUDO-)PANACEA

Science and technology are the future!
Should you embrace the future and pursue technological solutions to the raccoon invasion, even if they aren't always the best option?

Beginning: Technological Cooperation
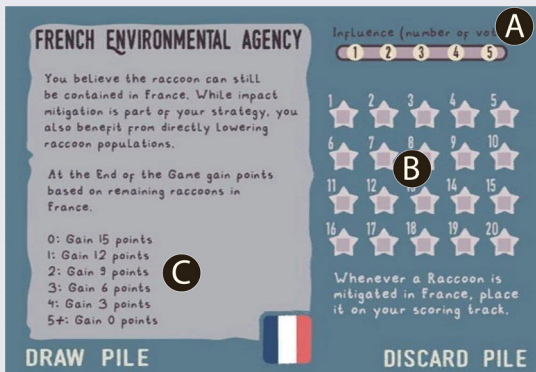**5 Years:** Schengen Abolished
10 Years: Urbanophiles
15 Years: S.T.E.M. (Science Technology Engineering Mathematics)
20 Years: Top Down Society

9

ROLES

There are four roles to play in Raccoon Rampage. Each role has its own priorities when deciding how to manage the impact of raccoons in Europe.
If playing with 3 players leave out either France or Germany.

(A) Influence Track - players have this many votes every round

(B) Scoring Track - cubes and raccoon tokens are added during game according to rules on the player board.

(C) Environmental Agencies also have End Game Scoring

GERMAN ENVIRONMENTAL AGENCY

Introduced to the country in the 1930s, the raccoon population in Germany can largely be tracked to two occasions where raccoons left captivity. One deliberate release in 1934, and an escape from a fur farm in 1945. Since then, the population has increased dramatically, and it is estimated that there are 1.5 million raccoons living in the wild in Germany today.
Given these high raccoon numbers, the German Environmental Agency believes that the raccoon is here to stay. To earn points in this role, the player should focus on policies that allow them to mitigate the impact of the raccoon within German borders. Reducing the overall population will also help, but the focus should be on impact mitigation.
Start with 3 Influence and take all the yellow cubes.

FRENCH ENVIRONMENTAL AGENCY

The raccoon population in France is not as long established or populous as that of Germany, with the oldest group of raccoons thought to have been introduced in the 1960s.
The French Environmental Agency thus believes that the raccoon population can still be contained in France. To earn points in this role, the player can focus on removal of populations, as well as impact mitigation, and try to keep the number of Raccoon Tokens in France as low as possible.
Start with 3 Influence and take all the blue cubes.

ANIMAL RIGHTS ACTIVIST

To earn points in this role, the player should focus on passing humane policies to manage the impact of the raccoon across Europe. Humane actions can be easily spotted as Policy cards with the Animal Rights Icon at the bottom right.
Start with 1 Influence and take all the pink cubes.

HUNTING LOBBYIST

To earn points in this role, the player should focus on passing cards that involve hunters as part of the solution. Policy Cards that have the Hunter icon at the bottom right, or that involve rolling Hunting Dice, are best for this player. Any Raccoon Tokens removed as a result of the Hunting Dice are directly placed on the Hunting Lobbyist player's scoring track.
Start with 1 Influence and take all the green cubes.

HOW TO PLAY

Raccoon Rampage takes place over 5 rounds, with each round representing a time period of 5 years.

Each round begins with revealing the **Storyline Event** card for that round.
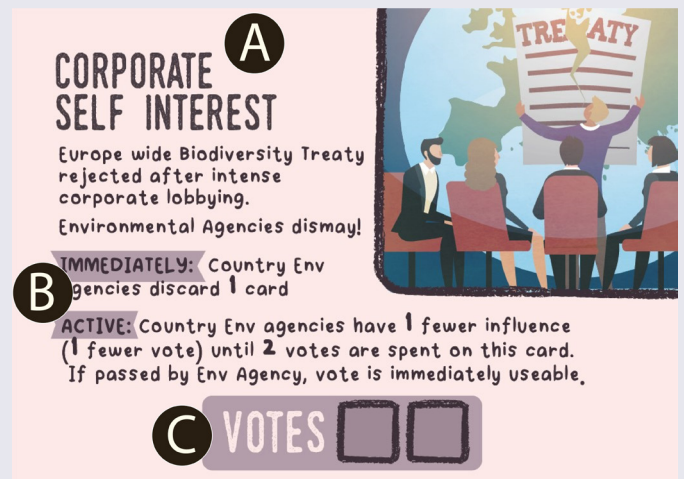
These Storyline Events move forward the Scenario, describing how Europe is changing **(A)** and how that affects your ability to manage the raccoon invasion, changing the rules of the game.

Effects **(B)** can be:

Ongoing: These rules apply for the rest of the game.
Immediately: Follow these instructions when the Event is first revealed.
Active: These rules apply until the criteria described in them is met. These can include needing players to place votes on the Event (C) rather than a Policy card.

After resolving the Event, each player takes their turn (in player order) for that round.

ACTION CARDS

Action Cards all have a light coloured border and the Action Card icon alongside the Player Role symbol at the top right.

There is **no limit** to how many Action Cards can be played at any given time. When multiple cards are played in quick succession, they are resolved in the order they were declared.
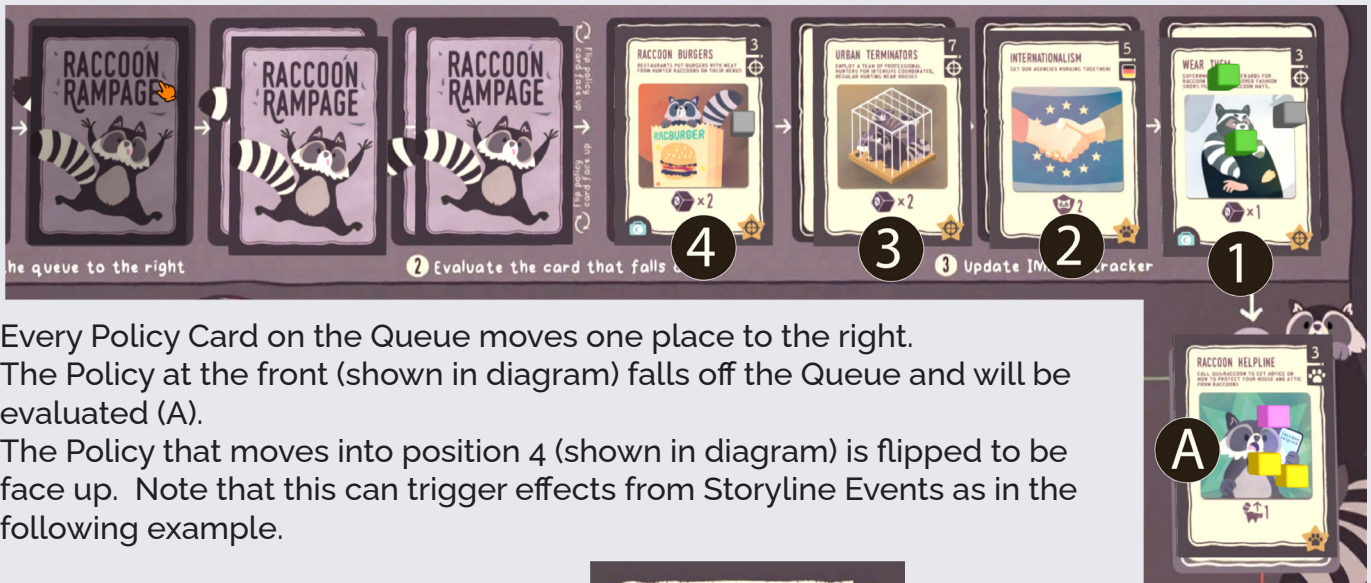
Some cards can be played during other players' turns. You can see when a card can be played by checking the phase.

Cards with **"ANYTIME"** and **"EVALUATION PHASE"** can be played by any Player. **"YOUR MAIN PHASE"** cards can only be played by the Active Player.
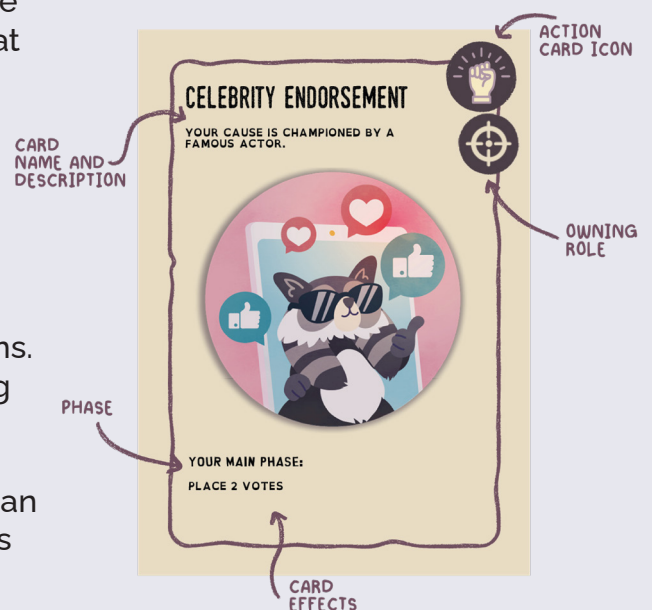
QUEUE PHASE

At the start of each player's turn the Policy Queue advances.

Every Policy Card on the Queue moves one place to the right.
The Policy at the front (shown in diagram) falls off the Queue and will be evaluated (A).
The Policy that moves into position 4 (shown in diagram) is flipped to be face up. Note that this can trigger effects from Storyline Events as in the following example.

Because the Corporate Relief (A) event is in play when Raccoon Burgers is moved into position 4 on the Queue and flipped face up, we immediately add a corporate vote cube on top.

EVALUATION PHASE

The Policy Card that just fell off the Queue needs to be evaluated.
Some Action Cards can only be played during this phase - any player with an "EVALUATION PHASE" card can play it to affect the outcome of Evaluation.

First - Check the number of Vote Tokens placed on the Policy Card and compare to the cost at the top right of the card.

If the cost was NOT met, then SPREAD is triggered. See Spread explanation on page 15.

If the cost is met, then all effects on the Policy Card are triggered. The player with the most votes on the Policy Card is the Majority Player and determines where any effect on the card takes place.

In the case of a tie, the Owner of the card decides which tied player gets the Majority.

Effects [E] can be:

Mitigate Impact: Remove one Raccoon Token from the board. If removed from France or Germany, the Raccoon Token is placed on that player's Scoring Track giving them points. If removed from the Rest of Europe, place the token back into the supply. For each Raccoon Token removed from the board, the Impact Tracker moves one space toward the green.

Spread Protection: Place a Vote Token into the Spread Protection area of the board (I). These tokens can be spent during Spread to prevent new Raccoon Tokens being added to the board. See Spread on page 15 for more details.

Reduce Population: Remove one Raccoon Token from the board - this token is placed directly onto the Hunter player's Scoring Track. For each Raccoon Token removed from the board, the Impact Tracker will be moved one space toward the green.

Roll Hunter Dice: Roll the Hunter Dice and carry out the result on the dice. This can be Spread Protection or Population Reduction

For conditional effects, roll the standard 6-sided die. If the result is in the specified range (eg 1-4) then apply the effect.

Animal Rights and Hunter players also score points when Policy cards with their icon pass (even if they didn't vote for that Policy) (G)

Hunter places a cube on their Scoring Track.
Animal Rights places a cube on their Scoring Track.

UPDATE IMPACT TRACKER

The Impact Tracker (G) keeps track of how well the players are collectively managing the raccoon impact. At the end of the game, the position of the Impact Tracker determines if the group wins or loses.

For every Raccoon token added to the board (through Spread or other cards/events), the Impact Tracker moves one space up towards the red side.
If the Impact Tracker ever reaches the red space with the skull, the game is instantly over and the players have failed.

For each Raccoon token removed from the board, through successful Impact Mitigation, Population Reduction or other cards/event, the Impact Tracker moves one space down towards the green side.
To win, the Impact Tracker must be on the green side of the track at the end of the game.

MAIN PHASE

Players must:

- Place a Policy Card from their hand, face down, to the vacant space at the back of the Queue. If the player has no Policy Cards in their hand, reveal cards from the top of the deck until a Policy Card is found, place that card on the Queue and reshuffle all revealed cards back into the deck.
- Place Vote Tokens on face up Policy Cards on the Queue. Each player has an Influence level that determines how many Vote Tokens they can place each round. This Influence level can move up or down during the game. Each turn during this phase, they should distribute that many cubes, of their colour, to Policy or Event cards.

Influence Track showing 3 current Influence

Optional: Action cards that can only be played during "Your Main Phase" can be played by the Active Player at this time. These cards usually grant additional Votes that can be used to place Vote Tokens on face up Policy Cards in the Queue and relevant Events.

Optional: The Player can discard 1 card from their hand into their personal Discard pile. By discarding a card, more new cards can be drawn, and can allow removal of cards that don't fit the player's current strategy.

End of turn: Draw back up to Hand size (5 cards). During the Final round of the game, players **DO NOT** draw back up after their turn.

Play then proceeds to the next Player who then repeats the Queue Phase and Main Phase.

SPREAD

During the Queue Phase of each player's turn, a Policy Card advances off the queue and is evaluated. If that card fails to pass, then Spread is triggered.

During Spread, cards are dealt face down from the Spread deck into 3 piles: For France, Germany, and the Rest of Europe.
To determine the number of cards in each pile, we first must check how far raccoons have already spread in the game.

On the map you can see spaces in green, orange and red across Europe. As new raccoons are added to Europe, they first fill in the green spaces, then the orange, and finally the red spaces.

The Spread Rules on the board show that the number of cards grows as the raccoon spreads further across Europe.

In the example above, because we have covered all the Green squares and reached Orange (A), 2 spread cards (B) should be dealt into each pile.

The Spread Rules on the board may be updated during the game to higher levels of spread, which result in more cards at all population spread levels.

SPREAD RULES
LEVEL 1

Based on the colour you have reached draw:

1 spread card 🟩
2 spread cards 🟧
3 spread cards 🟥

Before revealing the cards, we have the chance to spend Spread Protection to remove them. Spread Protection cubes are stored on the board.

Spread protection cubes belong to the player that earned them, as a result of Policies passing, and only they can decide to spend them. In the example, the French and German player have one cube each available, and can each decide if they wish to spend them to prevent a Spread card from being revealed from any of the 3 locations.

SPREAD
PROTECTION

One Spread Protection cube can cancel out a single card, before it is revealed. In the example above, the French Environmental Agency (blue) and the German Environmental Agency (yellow) have both cancelled 1 of the 2 spread cards dealt to them.

When all players agree that they have spent the Spread Protection that they want, the cards that weren't cancelled are flipped face up to reveal how many new Raccoon Tokens will be added to France, Germany and the Rest of Europe.

Here we can see that France flipped over a +0 Raccoon card, meaning no new Raccoon tokens will be added.
Germany has flipped over a +1 Raccoon card, meaning one new yellow Raccoon token is placed on the map in Germany.
Rest of Europe has flipped both cards, with a +0 and a +2, meaning that 2 new black Raccoon tokens are placed on empty spaces on the map.

When adding Raccoon tokens to the Rest of Europe, this should be done such that the green spaces are filled first, then the orange, and finally the red spaces.
When removing Raccoon Tokens from Rest of Europe, they are always removed in the reverse order. Red spaces first, then orange, and finally green.

For each Raccoon Token added to the board, the Impact Tracker will be moved one space toward the red.

All dealt spread cards are then discarded. If the Spread deck is ever empty, shuffle the discard pile to replace it.

FINAL ROUND AND END OF THE GAME

The Game always ends in failure immediately if the Impact Tracker ever reaches the red space with a skull (A).
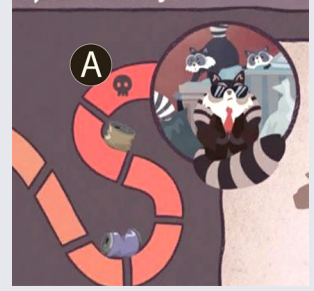
During the 5th and final round of the game, players do not draw new cards at the end of their turn. They can still play any remaining "ANYTIME" Action Cards during other player's turns.

After the final player's turn, the game ends with an End Game Evaluation of all face up cards on the Queue.

This End Game Evaluation Phase is different, as there are no consequences for a Policy failing to pass.
In the example shown, two of the cards have enough votes to pass (A); these are evaluated as normal, including allowing time for Action cards that are played during "EVALUATION PHASE".
Of the two failing cards in the Queue (B), these would be discarded without effect, but again allowing time for any Action cards that are played during "EVALUATION PHASE".

After this Evaluation, check the Impact Tracker.
If the Impact Tracker is in the neutral or any red position - everyone loses the game equally.

If the Impact Tracker is in any green position (A), the players have collectively and successfully managed the Impact of the Raccoon across Europe.

Only at this point should players check their individual score totals to determine the overall winner of the game.

A tie should be considered a joint victory.

THE SCIENCE!

Raccoon Rampage was designed as a collaboration between game designers and scientists. Here is a bit more background information about invasive raccoons:

The raccoon is native to North America. Yet, in the 1930s some people thought it was a brilliant idea to release some raccoons at the beautiful Lake Edersee in Germany to 'enrich' the local fauna for hunting purposes. Additional raccoons escaped from fur farms and together these few animals managed to become the founders of a now flourishing population of an estimated 1.5 million racoons in Germany. As raccoons don't care about political borders, they have also begun to spread to other neighboring countries like France, who also had some deliberate or accidental releases.

Raccoons are mid-sized omnivorous, smart, adaptable creatures with a good portion of audacity – the perfect cocktail to successfully settle in unknown grounds. As raccoons are not native to the local ecosystem, potential prey species such as birds (eggs) or amphibians are not prepared for the new predator. Unfortunately, due to habitat loss and industrial agriculture, many of those species are already threatened, so even small impacts of the raccoon can cause major problems. The raccoon can also cause financial damage. House owners get in trouble when raccoons move into their attics and start 'renovating' the house according to their ideas or use a neat corner as the family toilet.

So, we should probably get rid of the raccoon, right? As usual, things are a little more complicated. Raccoons are intelligent, sentient beings, and many people actually like them, so killing them for conservation purposes sparks an ethical dilemma. Also, there are already so many raccoons, particularly in Germany, that eradication is basically impossible. Depending on raccoon abundance and distribution as well as other factors like geography, populations can or cannot be effectively reduced. That's where the mitigation of the raccoons' impact comes into play. In reality as well as in this game: The policies that players may suggest in this game reflect (possible) real-life measures to cope with the situation, from hunting, via the fencing of sensitive nature reserves to information-campaigns on pizza boxes to make people more thoughtfully dispose their rubbish, to not accidentally feed the raccoons.

For more information on the science behind raccoons and invasive species in general including the issues they cause check out the links below.

AlienScenarios project - Scenarios of biological invasions for the 21st century
https://www.youtube.com/watch?v=TuvFWfncvvU

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Global Invasive Species Database
http://www.iucngisd.org/gisd/

Information about Invasive Alien Species by the European Commission
https://environment.ec.europa.eu/topics/nature-and-biodiversity/invasive-alien-species_en

IPBES Report on Invasive Alien Species and their Control
https://www.ipbes.net/ias

IUCN EICAT - Global Standard to classify impacts from invasive alien species
https://www.youtube.com/watch?v=7GAax3xakJs

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invasive raccoon Procyon lotor in France. Biological Invasions 25, 1955-1972.
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https://doi.org/10.1111/brv.12627

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https://doi.org/10.1007/s10531-018-1535-9

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universität
wien

AlienScenarios

Universitat
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BELMONT
F O R U M

biodiversa+
European Biodiversity Partnership

FAQ

Action Cards

What happens if you use the .COM card on a Policy that already has Corporate and/or Technology tags?
The Policy card will act like it had a single Corporate and Technology tag. There is no benefit for having two of the same tag.

QUICK REFERENCE

The game takes place over 5 rounds.
Each round starts with the reveal of a Storyline Event Card that can change the rules for that round or the rest of the game. This is followed by each player taking a turn starting with the first player, and proceeding clockwise.

A Player turn consists of:

STEP 1: QUEUE PHASE
Advance the Queue: All Policy Cards on the Queue advance one step. The front Policy leaves the Queue to be evaluated. Just before leaving the Queue there is a final moment where "ANYTIME" Action cards can be played.
The Card is then Evaluation - If it fails to pass, raccoon Spread is triggered which may lead to Raccoon Tokens being added to the map. If the Policy Card has enough votes, it passes and there is no Spread. This triggers the effects listed on the Policy Card. "EVALUATION PHASE" Action cards can be played during Evaluation.

Policy Cards that pass or fail to pass can both move the Impact Tracker.

STEP 2: MAIN PHASE

Adding to the Queue: The Player whose turn it is must add a Policy Card from their hand to the back of the Queue.

Then the player places votes equal to their influence number and may choose to play any/all "YOUR MAIN PHASE" Action cards they have in their hand.

Note: Players may choose to play any/all Action cards from their hand that say "ANYTIME" irrespective of if it is their turn.

STEP 3: END OF TURN:

Optionally, the player can discard one card from their hand.
Draw back up to 5 (during the final round of the game there is no drawing back up)

END OF THE GAME

Instant Failure End: The game ends with an immediate loss for all players if the Impact Tracker ever reaches the final red space on the track.

Regular Game End: Otherwise, the game ends at the end of the 5th round.

If the Impact Tracker is in the Red or neutral position at the end of the game everyone loses.

If, however, the players have collectively kept the Impact tracker in the "Green" (i.e. the good side of the impact tracker), then the player with the most points wins.