Key code : 1034
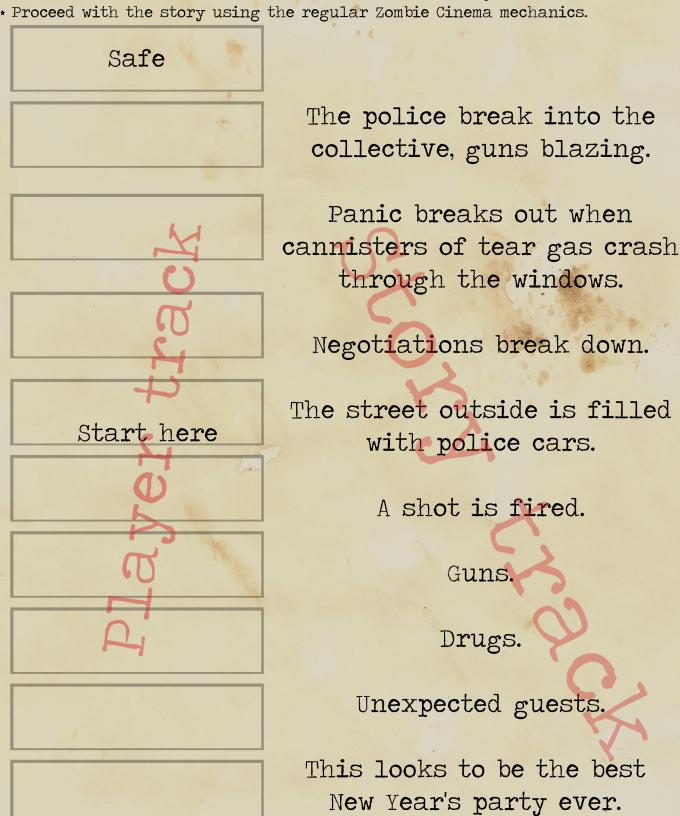
* Describe the collective. Each player adds one or two details.
* Create characters as usual. All characters live in the collective.
* Play a first round of scenes showing the characters' lives the days before
  New Year's Eve without invoking the conflict mechanic.
* Place the character pawns on the start position on the player track.
* Place the police pawn on the last position of the story track.
* Proceed with the story using the regular Zombie Cinema mechanics.

Player track
Safe
Start here

The police break into the
collective, guns blazing.

Panic breaks out when
cannisters of tear gas crash
through the windows.

Negotiations break down.

The street outside is filled
with police cars.

A shot is fired.

Guns.

Drugs.

Unexpected guests.

This looks to be the best
New Year's party ever.
The story starts here.