



MIDNIGHT IN MELBOURNE RULES OVERVIEW

NEW BLOOD

Players wearing a New Blood ribbon are new attendees who are just learning how to interact with the story. We ask performers to guide and assist New Blood and make them feel comfortable.

Somewhat akin to chorus in theatre, New Blood are generally exempt from the more complex scenes and rules.

WITCHING HOURS

Witching Hours are a theatrical device which reflect tension and narrative flow. The lighting and music will change to show a Witching Hour is in effect. Bloodbaths may only be initiated during a Witching Hour.

BLOODBATHS

A Bloodbath is a dramatic and violent combat scene engaging all participants within a performance space, excluding 'New Blood'. Bloodbaths scenes can only occur during a Witching Hour. A Bloodbath may be initiated by a character possessing a Licence to Kill. Once a combat is warranted, a Storyteller will halt play and conduct the Bloodbath.

When directed, you will either:

- Attack by pointing a hand at someone you can see within 'arm's reach' *
- Or Defend by pointing a thumb at someone you can see within 'arm's reach' * (you may choose to Defend yourself)

A character with more Hands (clawed hands count as one) pointed at them than thumbs suffers an Injury. Characters with an Aggravated Injury cannot Attack, Defend, nor move in a Bloodbath.

**Arm's reach is 1.5 meters or if both performers can reach out and touch hands*



INJURIES

A vampire may only have one Injury at any time. An Injured vampire may be destroyed or diablerised if successfully Injured again. An Injury can be healed via a Feeding Scene.

Aggravated Injuries cannot be healed by Feeding. A vampire with an Aggravated Injury cannot Attack, Defend, nor move in a Bloodbath.

FEEDING SCENES

A Feeding Scene allows a vampire to heal a standard Injury (not an Aggravated Injury).

Feeding Scenes include:

- Drinking from the Blood Doll (a mannequin that may be dressed as a mortal victim; we encourage you to use it as a photograph opportunity.)
- Use of a special item.
- Feeding from another vampire. This results in the Kindred supplying the blood to gain a standard Injury, but they may also give a Blood Bond card to the vampire who drunk from them.

BLOOD BOND

Feeding from a vampire grants you a **Blood Bond card**. Later, that vampire may issue you an order that you must fulfil, You cannot Attack someone to whom you are Blood Bound. A vampire can be bound to multiple kindred.

Important Safety Note: Please be mindful that the Blood Bond is a tool that is meant to help portray interesting vampiric stories and not to humiliate participants or shut down their fun. As this involves content regarding manipulation and loss of agency, please check in with your fellow participants and be mindful of the HELP signal.

DIABLERIE

Diablerie is the ancient sin of draining a vampire of both their blood and soul. You may choose to diablerise a Kindred victim rather than destroy them, gaining a Diablerie card from their clan. Only one Kindred can gain the benefit of diablerie (randomly chosen if contested).