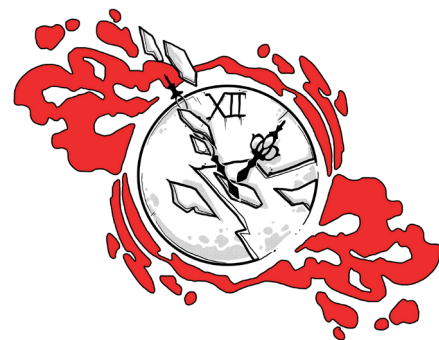




MIDNIGHT IN MELBOURNE: RULES OVERVIEW

WITCHING HOURS

Witching Hours are a theatrical device which tracks tension and narrative flow, not the literal time. Bloodbaths may only be initiated once a Witching Hour has commenced (or any time during).

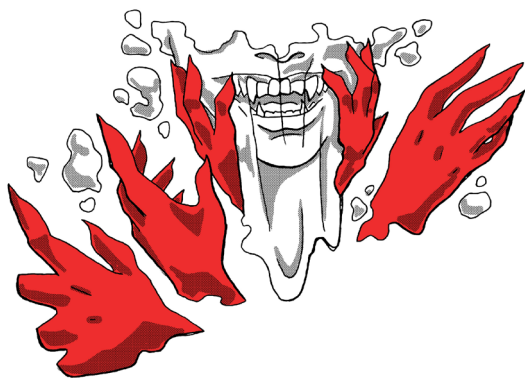


BLOODBATHS

A Bloodbath is a dramatic and violent combat scene engaging all participants within a performance space. Bloodbaths scenes can only occur during a Witching Hour. A Bloodbath may be initiated once the criteria of a Playbook are met. 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.



INJURIES

An Injured vampire is pained and moves slowly outside of combat, if successfully Injured again may be destroyed or diablerised. 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.

INFLUENCE AND HUNTING GROUNDS

In the Final section of the event, you can dedicate your clan badge to Influence a Hunting Ground. The clan with the most Influence in a Hunting Ground will gain control of it and the right for their clan to remain in the city.



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 generally do not participate in some of the more complex scenes and rules. Instead engage in a more casual or entry level experience.

FEEDING SCENES



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

- 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.

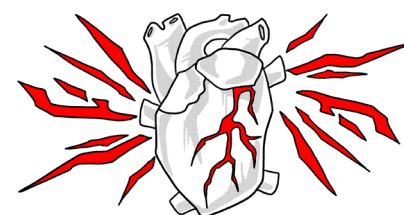
BLOOD BOND

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.

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 crime 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. Which provides a benefit and flaw.