

Access Guide

The Goblin Ball

Contents

Event Information	2
Accessibility Information	3
Venue Accessibility Information	4
Sensory Guide: Event Spaces	5
Character Interaction	8
Dramatic Acts: Accessible Guide	10
Content Advisory	11

Event Information

LOCATION

The Fringe Common Rooms

Located in the Victorian Trades Hall on the corner of Lygon Street and Victoria Street in Carlton.

The main entrance is via Lygon Street.

WHEN

Saturday July 18th 2026

7.00 pm - Sunday 12.00 am (or 1.00 am)

Duration: 5 Hours approx.

AND

Saturday August 1st 2026

7.00 pm - Sunday 12.00 am (or 1.00 am)

Duration: 5 Hours approx.

Accessibility Requests & Questions

If you have accessibility questions before the event, or would like to discuss accommodations ahead of time, please contact The Goblin Ball team at:

vincentprize@icloud.com

Where possible, we encourage guests to contact us in advance so we can help support your experience.

Accessibility Information



Physical copies of this document can be obtained at the Quiet Space on the night on request.



This performance is wheelchair accessible. Information about accessible entrances, bathrooms and stage access can be found in this document.



This event has loud music as well as ambient sounds in the background. Sensory summaries, Character Overviews, and act and audience description are provided in this document.



A Quiet Space is available to recover from sensory overload or to provide sensory input to meet a sensory need (e.g. tactile, auditory or visual stimulation).



While we are not an affiliate, The Goblin Ball supports the Companion Card program.

Venue Accessibility Information

Common Rooms has full stair-free access.

- There is a wheelchair lift into the building at the main Lygon Street portico entrance.
- If you require any assistance operating the lift, please contact the Duty Manager on 0451 232 089.

Once inside the building, lift access is available. This will take you from the ground floor to the first floor, where Fringe Common Rooms is located.

An accessible bathroom is available both on the ground floor and first floor of the building.

Within the Fringe Common Rooms Ballroom, the stage has been made accessible by the installation of a temporary mobi-lift. This allows everyone to take part in The Best Dressed competition and the Quests if the stage is required.

Venue specific Information and transport options can be found by following these links

<https://www.melbournefringe.com.au/festival-info/accessibility>

Access information refers to Festival Hub, however the access information applies to The Goblin Ball.

If you require any further information about accessibility in the lead-up to your visit at Fringe Common Rooms, please contact the Common Rooms team on commonrooms@melbournefringe.com.au The Melbourne Fringe team can also be reached via phone on (03) 9660 9600 or via the National Relay Service on 1800 555 660 during business hours.

Sensory Guide: Event Spaces

This guide helps you know what sounds, lights, and crowds to expect during the event. It shows when things might get loud or busy, and where you can find quiet spaces.

Some surprises may happen during the night, but this gives you a good idea of what to expect in each area.

The Ballroom

The Ballroom is the heart of the Goblin Ball. It's a lively space filled with music, performances, and dancing. For the duration of the night, important story moments will happen here, including speeches, character appearances, and the final crowning ceremony.

Sound: There will be ongoing sound through The Goblin Ball. This will include dramatic acts, singing, costume competition and DJ for the duration of the night. This is the loudest location of the night.

Lighting: There will be use of dramatic lighting during the opening act, light stage wash during the remainder of the dramatic acts, and disco lighting for the rest of the time there is no entertainment on the main stage. Strobe lighting is not used at any time. The tables will include small dim portable lamps of different kinds.

Physical: This space will be busiest from 8.00 pm to approximately 10.30 pm with the potential for unintentional physical interaction as guests can move freely. Performers will also be roaming the space interacting with guests. The floors are wooden and flat. Tables and seating will line the walls.

Smell: The set pieces use fresh eucalyptus branches so you may experience a slight smell of eucalyptus. There is no additional use of scent in the celebration or acts.

The Art Deco Room

Located in a room behind the main stage, this room is quieter than the Ballroom but still part of the event. Sounds and activity are expected as well as sound bleed from the Ballroom.

If you booked a Quest ticket, this is where you'll meet the Fates and receive your special task.

There is also a Market Stall selling magical goods, and Tarot card readers offering readings at cost.

Sound: There will be ongoing sound through The Goblin Ball. This includes a dramatic soundscape with music building and falling. There will be loud acting in this area, as well as guests talking and discussing.

Lighting: Dramatic lighting is used in this space. The visible light is lower. The area will include small dim portable lamps of different kinds.

Physical: This space will be busiest from 8.00 pm to approximately 10.30 pm with the potential for unintentional physical interaction as guests can move freely. Performers will also be roaming the space interacting with guests. The floors are carpeted. Furniture may be placed awkwardly and require attention when navigating the space.

Smell: The set pieces used may include experiences of a slight smell. There is no additional use of scent in the space.

The Quiet Space - The Nuddle Nook

The Quiet Space (also called The Nuddle Nook), is a calm, low-stimulation space open to all guests who need a break from the busy event. Here you can find;

- Complimentary Ear Plugs
- Sensory Toys
- Colouring in sheets
- Bracelet Making supplies

This space is quiet, softly lit, and free from direct loud music or strong visuals. Guests can sit, relax, colour in, or make bracelets. You can use this room at any time during the night, for any reason.

Sound: This area will have a low volume soundscape to help counteract the ambient noise bleed, however guests can still expect minimal sound bleed from The Ballroom and guests passing on their way to the bathroom. Soft conversation is welcome and everyone is encouraged to be mindful of others who may need quiet.

Lighting: Soft lighting is used in this space. This may include table lamps, fairy lights and other lights. Where possible these will be restricted to white and warm light only.

Physical: This space is located opposite the door to The Ballroom. There may be some movement when guests pass on their way to the Bathroom, or exit the premises. Seating is available as well as a table for relaxing activities.

Smell: There is no use of scent in the Quiet Space.

Character Interaction

At The Goblin Ball, guests will encounter a cast of immersive characters throughout the venue. These performers may initiate conversation, invite guests into story moments, offer quests or games, or encourage participation in small theatrical interactions. Character engagement is designed to feel playful, atmospheric, and interactive, while remaining optional and adaptable to guest comfort levels.

Interactions may include:

- One-on-one conversations with characters
- Small group storytelling or roleplay
- Optional participation in quests, riddles, or games
- Light improvisation and audience engagement
- Characters moving throughout crowded spaces
- Thematic conflict, dramatic performances, and emotionally heightened scenes
- Performers using fantasy costumes, masks, makeup, stylised voices, or theatrical props

Guests are never required to participate in character interactions. Guests may decline, disengage, or observe at any time without consequence. Performers are instructed to respect boundaries and adjust their level of engagement based on guest comfort and accessibility needs.

Some interactions may involve:

- Loud voices or sudden theatrical moments
- References to fantasy violence, political tension, deception, or supernatural themes
- Characters portraying villains, morally complex figures, or emotionally intense situations
- Low lighting and atmospheric music during interactions

No physical contact is required for participation. Performers are directed not to touch guests unless consent is clearly given or participation has been explicitly invited by the guest.

Quiet areas and non-interactive spaces may be available for guests who need time away from immersive activity or sensory stimulation.

The event team aims to create an inclusive environment where guests can engage with the experience at their own pace and comfort level.

Dramatic Acts: Accessible Guide

Throughout The Goblin Ball, a number of staged dramatic acts and key event moments will take place across the evening. These performances are designed to create major narrative and entertainment moments within the immersive experience.

Current scheduled key times are:

- Act One Performance — approximately 7:45 PM
- Best Dressed Announcement & Presentation — approximately 10:00 PM
- Closing Performance / Finale — approximately 11:30 PM

Please note that these times are approximate and may change slightly on the night depending on event pacing, crowd movement, and live performance requirements.

These dramatic acts may include:

- Theatrical storytelling and scripted scenes
- Loud music, amplified sound, or sudden applause
- Stage lighting effects and shifting light levels
- Emotionally heightened performances or fantasy conflict
- Crowding around viewing areas during major moments
- Character entrances and immersive audience engagement
- Performers moving quickly through audience spaces

Guests are welcome to observe performances from a distance or move to quieter areas if needed. Attendance and participation in staged moments is optional, and guests may enter or leave performance spaces at any time where safely possible.

Event staff and Ringmasters will be available to assist guests requiring support, accessibility accommodations, or guidance throughout the evening.

Content Advisory

The Goblin Ball is an immersive fantasy event featuring theatrical conflict, emotionally heightened performances, references to supernatural themes, deception, fantasy violence, political tension, and dramatic character interactions.

The event does not contain graphic depictions of violence, sexual assault, or real-world hate themes.

Guests may encounter:

- loud reactions from performers or guests
- dark fantasy themes
- morally complex characters
- simulated conflict or arguments
- low lighting and atmospheric environments