

SECOND CHANCE KICK OFF

A club to lead. A community to build.
A second chance to make your mark.

Follow all 48 chapters and three epilogues. Take 12 optional detours to invent your own alternative chapters. Play individually or in teams, with timed cards, football challenges and music from the manuscript. Save between parts for a longer journey.

Inside this kit

Six story parts, a 63-space board in six large tiles, all 48 chapter summaries and three epilogues, 48 Trivia cards, 12 Events, 30 Actions, 6 Trades, 12 Story cards, 12 Alternative Story cards, characters, clubs, locations, the manuscript playlist, blank chapters and trackers.

You bring: one six-sided die, pencils, scissors and a phone or kitchen timer. Use the credit ledger instead of paper money. Print single-sided at 100%. Cut cards along their borders. Print extra tracker pages as needed.

Book spoilers throughout. The board game is a fictional adaptation. Character abilities, location ownership and match mechanics are game rules. Chapter summaries follow the manuscript. Activities, track pairings and alternative prompts are game adaptations. Keep player inventions separate from the original story.

Rules of play

Keep these pages beside the board

Choose your journey

Play individually or in equal teams, with 2–10 people total and up to five people per team. Pick one different original character per person and one club per side. A side means one individual or one team. Choose the 51-space manuscript journey, or the 63-space expanded journey with two Alternative Story stops in each part. Follow all 48 chapters and three epilogues. Plan several hours or play one part per session.

Six parts from the manuscript

Part One: chapters 1–5. Part Two: 6–10. Part Three: 11–20. Part Four: 21–32. Part Five: 33–40. Part Six: 41–48. Alternative stops come halfway through and at the end of each part. Follow numbered chapter order and insert the optional stops where shown. Epilogues follow Part Six. Do not roll to skip chapters.

Set up your table

Each side starts with 200 credits and two Action cards. Use one shared chapter marker. Teams share money, locations, cards, Trust and scores; each person keeps their character and ability. Hands are open, with a maximum of five Action cards per side. Use six decks: 48 chapter Trivia cards, 12 Event, 30 Action, 6 Trade, 12 Story and 12 Alternative Story cards. Shuffle all six decks separately; recycle their discards when empty. If a draw and discard pile are both empty, draw nothing.

One chapter at a time

Read the chapter guide or digital summary and optionally start its music. Every side then resolves the chapter's printed activity once, in seating order. In teams, rotate the lead person after each chapter or alternative stop. Move the shared marker only after all sides finish. Everyone gains 40 credits at the start of each of the six parts, including Part One. At a Location chapter, buy or pay for the named location; at Match Day, choose another side. At a card chapter, reveal the matching card. Each side draws a fresh Trivia card. Its printed chapter tells you which part of the book the question refers to; it may include later-book spoilers. Discard it after the question.

Timers on every card

Start timing only when the card is revealed, after optional music setup. Trivia: 30 seconds for each side's guess. Event: 20 seconds to read, then apply automatically. Action draw: 20 seconds to read, then keep up to the hand limit automatically. Match Action choices: 20 seconds total per shot; time-out means roll with no Action cards. Trade: 60 seconds total, including reading, negotiation and acceptance; time-out cancels the offer. Story: 45 seconds, then choose the first printed option. Alternative Story: 60 seconds, then save the unfinished draft without a reward. Any person can ask to pause for reading, accessibility or interruptions. Digital: Pause/Resume timer. Physical: pause your phone or kitchen timer. Keep-for-later cards never expire from your hand.

Rules of play • continued

Trivia: answer, steal, kick

Draw the next Trivia card. A free hint is allowed. Lock one guess, then the next opposing side locks a backup guess; both have 30 seconds. Cover the printed answer and write both guesses before uncovering it. The backup counts only if the first guess was wrong or timed out. Correct side: 1 Legacy and one bonus shot. Roll a die: 1–2 miss, 3–4 behind (+10 credits), 5–6 goal (+40 credits). A bonus goal counts for objectives, but not for match totals or ladder points. No Action cards on bonus shots. If both guesses are wrong, nobody scores.

Create an alternative chapter

At each optional stop, draw an Alternative Story card. It gives a situation, a twist, a question and a fixed reward. The active person leads; teammates can help. In 60 seconds, tell the scene and write a short record using original characters. Complete a scene to gain only the printed reward. A blank or unfinished scene gets no reward. Digital: type and save in Our Story; unfinished text is saved at time-out. Physical: write on a blank chapter card. You may edit or finish a draft later for the story, but never earn extra rewards. These scenes are player inventions, separate from manuscript events.

Music from the manuscript

The playlist page lists all 23 songs and the Spotify playlist from the manuscript. Use the QR code or digital Playlist button. Suggested part and chapter tracks are game pairings, not author-specified song-to-chapter assignments. Music is optional and carries no points. Track links open Spotify searches; choose a recording yourself. Open music before revealing a timed card, or pause the timer first. You can play the entire game without music or a streaming account.

Event and Story cards

Event: apply the printed reward or cost after reading. Story: choose between the two printed outcomes. If someone at the table plays the named character, they make the final choice after discussion; otherwise the active person decides. The reward always belongs to the active side. The first option is the time-out default. Every two Trust gives 1 Legacy at the end. Story cards are invented game scenes inspired by the characters. The chapter guide itself follows the manuscript.

Locations and trades

Buy an available location at its price, or leave it. Visiting another side's location means paying its printed fee. Owning both locations in a set doubles the base fee. An upgrade costs 40 and adds 10 to the fee. Only one upgrade per location and one upgrade purchase per turn; no full set needed. Draw a Trade card to make one offer after resolving your chapter activity, unless you already drew one this turn. Offer one location and/or credits for another location. Either location can be omitted, but one must move. Only the active side adds credits. The other side accepts or declines; a decline or skip uses the offer. Upgrades move with the location. No debt, loans or elimination: pay only what you have.

Rules of play • continued

Football matches

At a Match Day chapter, choose another side. Take three shots each, alternating; the active side goes first. Teammates rotate kicking across all matches and bonus shots. Roll a die: 1–2 miss (0), 3–4 behind (1), 5–6 goal (6). Before rolling, the shooter may use one Mark (+2) or Handball (+1); then the defender may use one Tackle (–2). Add both changes, then limit the result to 1–6. Discard used cards. Highest total after six shots wins. Winner: 4 ladder points, 2 Legacy and 40 credits. Draw: each gets 2 ladder points, 1 Legacy and 20 credits. Loser: no reward. Record both sides' matches, goals and points for/against.

Your character matters

Each person keeps a once-per-game ability. Use it on your own turn before starting the chapter activity or after resolving it. In teams, its reward goes to your team. Each character has an objective worth 3 Legacy. In teams, check each member's objective using the shared team totals and holdings. Count each completed member objective once. A side character can direct a football club just like a main character.

Three epilogues

After Chapter 48 and the last optional stop, Epilogue One closes the league and reviews the ladder. Epilogue Two hosts the Grand Final: the top two sides play three shots each. Rank by ladder points, then points difference, then Legacy, then earlier seating. The higher side shoots first. Tied final: roll a die each until one side wins; no cards or goal credit for tie-break rolls. Champion earns 5 Legacy. The final awards no league points or credits and is not a league match for objectives. Its regular goals count. Epilogue Three checks objectives, reveals the overall winner and invites everyone to read Our Story together. These game activities sit alongside the manuscript epilogue summaries.

Who wins?

Add earned Legacy + 1 for each location + 3 for each complete two-location set + 1 for each upgrade + 1 per full 100 credits + 1 per two Trust + 3 per completed character objective. Highest total wins the whole game! Ties: most ladder points, then most credits; if still tied, share the win. Your side can win the premiership without winning the overall game.

Save and print

Digital play uses one shared device and saves locally. Save & return pauses the timer. Reloading a saved game leaves any running timer paused until you resume it. Our Story can be edited and downloaded as a text file. This edition has a separate save slot from older editions. Print the six board tiles at 100%, then arrange Parts One–Three above Parts Four–Six; follow part numbers and each tile's arrows. The overview is a compact alternative. Print extra blank chapter cards and side trackers as needed. Bring one six-sided die, pencils and a timer. This is a playtest edition with full-book spoilers.

The whole journey

51 manuscript spaces + 12 optional alternatives = 63 spaces

Part One • 1-5

1. Ch. 1 → Visit Fitzroy General	2. Ch. 2 → Event
4. Alt. 1 ← Alternative	3. Ch. 3 ← Visit Cameron's Home
5. Ch. 4 → Story	6. Ch. 5 → Trivia
	7. Alt. 2 ← Alternative

Part Two • 6-10

1. Ch. 6 → Trade	2. Ch. 7 → Visit Amelio's Café
4. Alt. 3 ← Alternative	3. Ch. 8 ← Trivia
5. Ch. 9 → Event	6. Ch. 10 → Visit Mystics HQ
	7. Alt. 4 ← Alternative

Part Three • 11-20

1. Ch. 11 → Match	2. Ch. 12 → Visit Brunswick Clinic
4. Ch. 14 ← Match	3. Ch. 13 ← Trade
5. Ch. 15 → Match	6. Alt. 5 → Alternative
8. Ch. 17 ← Action	7. Ch. 16 ← Event
9. Ch. 18 → Visit Jaden's Townhouse	10. Ch. 19 → Trivia
12. Alt. 6 ← Alternative	11. Ch. 20 ← Trade

Part Four • 21-32

1. Ch. 21 → Visit Ch. 19	2. Ch. 22 → Visit Ch. 20
4. Ch. 24 ← Visit Ch. 23	3. Ch. 23 ← Visit Ch. 22
5. Ch. 25 → Visit Ch. 24	6. Ch. 26 → Visit Ch. 25
8. Ch. 27 ← Visit Ch. 26	7. Alt. 7 ← Alternative
9. Ch. 28 → Visit Ch. 27	10. Ch. 29 → Visit Ch. 28
12. Ch. 31 ← Visit Ch. 30	11. Ch. 30 ← Visit Ch. 29
13. Ch. 32 → Story	14. Alt. 8 → Alternative

Part Five • 33-40

1. Ch. 33 → Trivia	2. Ch. 34 → Trade
4. Ch. 36 ← Trivia	3. Ch. 35 ← Visit Imperial Sapphire
5. Alt. 9 → Alternative	6. Ch. 37 → Event
8. Ch. 39 ← Story	7. Ch. 38 ← Match
9. Ch. 40 → Trivia	10. Alt. 10 → Alternative

Part Six • 41-48

1. Ch. 41 → Visit Ch. 40	2. Ch. 42 → Match
4. Ch. 44 ← Visit Ch. 43	3. Ch. 43 ← Visit Ch. 42
5. Alt. 11 → Alternative	6. Ch. 45 → Visit Ch. 44
8. Ch. 47 ← Match	7. Ch. 46 ← Match
9. Ch. 48 → Visit Ch. 47	10. Alt. 12 → Alternative
12. Epilogue 2 ← Visit Ch. 48	11. Epilogue 1 ← Close league
13. Epilogue 3 → Reveal winner	

Board tile 1 of 6

Print 100% • arrange 1-2-3 above 4-5-6 • follow part and tile numbers

Part One • 1-5

Music suggestion: Hold On
Chord Overstreet



1. Ch. 1 →

Visit Fitzroy General
The shift that changes everything

2. Ch. 2 →

Event
The envelope in the ute

4. Alt. 1 ←

Alternative

3. Ch. 3 ←

Visit Cameron’s Home
Pride across the distance

5. Ch. 4 →

Story
A future in two cities

6. Ch. 5 →

Trivia
News you were not expecting

7. Alt. 2 ←

Alternative

Board tile 2 of 6

Print 100% • arrange 1-2-3 above 4-5-6 • follow part and tile numbers

Part Two • 6-10

Music suggestion: The Night We Met
Lord Huron



1. Ch. 6 →
Trade
The trade you learn from television

2. Ch. 7 →
Visit Amelio’s Café
The secret at the café

4. Alt. 3 ←
Alternative

3. Ch. 8 ←
Trivia
Adelaide, with company

5. Ch. 9 →
Event
A place in the ER

6. Ch. 10 →
Visit Mystics HQ
Welcome home

7. Alt. 4 ←
Alternative

Board tile 3 of 6

Print 100% • arrange 1-2-3 above 4-5-6 • follow part and tile numbers

Part Three • 11-20

Music suggestion: Fix You
Coldplay



1. Ch. 11 → Match The mark	2. Ch. 12 → Visit Brunswick Clinic On the other side of the doors
4. Ch. 14 ← Match Waiting, and still silent	3. Ch. 13 ← Trade A life beyond playing
5. Ch. 15 → Match The tribunal	6. Alt. 5 → Alternative
8. Ch. 17 ← Action Back at headquarters	7. Ch. 16 ← Event A familiar face at the door
9. Ch. 18 → Visit Jaden’s Townhouse The kiss and the possibility	10. Ch. 19 → Trivia Behind a closed door
12. Alt. 6 ← Alternative	11. Ch. 20 ← Trade The interruption

Board tile 4 of 6

Print 100% • arrange 1-2-3 above 4-5-6 • follow part and tile numbers

Part Four • 21-32

Music suggestion: Stay with Me
Sam Smith



1. Ch. 21 →

Visit Fitzroy Clubrooms
The café goodbye

2. Ch. 22 →

Trivia
An empty place at the table

4. Ch. 24 ←

Action
The news no one wants

3. Ch. 23 ←

Event
A different kind of purpose

5. Ch. 25 →

Story
The first days of grief

6. Ch. 26 →

Trivia
Fourteen years in photographs

8. Ch. 27 ←

Trade
The father you did not know you were

7. Alt. 7 ←

Alternative

9. Ch. 28 →

Match
Everyone in the kitchen

10. Ch. 29 →

Trivia
A question from Parker

12. Ch. 31 ←

Match
Too much to carry

11. Ch. 30 ←

Event
They already knew

13. Ch. 32 →

Story
Help, despite the distance

14. Alt. 8 →

Alternative

Board tile 5 of 6

Print 100% • arrange 1-2-3 above 4-5-6 • follow part and tile numbers

Part Five • 33-40

Music suggestion: I Get to Love You
Ruelle



1. Ch. 33 → Trivia The empty house	2. Ch. 34 → Trade The Imperial Sapphire
4. Ch. 36 ← Trivia The conversation across the room	3. Ch. 35 ← Visit Imperial Sapphire Behind the mask
5. Alt. 9 → Alternative	6. Ch. 37 → Event Another chance to tell the truth
8. Ch. 39 ← Story A conversation postponed	7. Ch. 38 ← Match Assistant coach, uncertain home
9. Ch. 40 → Trivia The letter addressed to her	10. Alt. 10 → Alternative

Board tile 6 of 6

Print 100% • arrange 1-2-3 above 4-5-6 • follow part and tile numbers

Part Six • 41-48

Music suggestion: Hall of Fame
The Script



1. Ch. 41 → Trade Twin boys	2. Ch. 42 → Match Both sides of the letters
4. Ch. 44 ← Event Coming home	3. Ch. 43 ← Trivia The night the boys arrive
5. Alt. 11 → Alternative	6. Ch. 45 → Action A house with room for more
8. Ch. 47 ← Match Grand final day	7. Ch. 46 ← Match The finals, from another seat
9. Ch. 48 → Trade What the second chance gave you	10. Alt. 12 → Alternative
12. Epilogue 2 ← Grand Final	11. Epilogue 1 ← Close league
13. Epilogue 3 → Reveal winner	

Music from the manuscript

23 listed songs • optional listening • no music subscription needed to play

Open the author's Spotify playlist

Scan the QR code or use the digital Playlist button. Song-to-chapter pairings are suggestions for this game. Start music before revealing a card, or pause the timer.



1. Hold On — Chord Overstreet
2. The Night We Met — Lord Huron
3. Homeland — Chord Overstreet
4. How Do I Say Goodbye — Dean Lewis
5. Chasing Cars — Snow Patrol
6. Fix You — Coldplay
7. When We Were Young — Adele
8. Damage — Rupert Pope, Giles Palmer
9. Up in Flames — Ruelle
10. Empires — Ruelle
11. Ho Hey — The Lumineers
12. Stay with Me — Sam Smith
13. Hall of Fame — The Script
14. The Other Side — Ruelle
15. I Get to Love You — Ruelle
16. Too Good at Goodbyes — Sam Smith
17. Night Changes — One Direction
18. War Of Hearts — Ruelle
19. Set Fire to the Rain — Adele
20. Game of Survival — Ruelle
21. Where Your Secrets Hide — Klergy, Katie Garfield
22. Hold Your Breath — Ruelle
23. Water Under the Bridge — Adele

Your playlist moments

Optional musical prompts at the start of each part

Part One • Hold On — Chord Overstreet

Listen before Chapter 1. Ask: what mood does this bring to your character's next chapter? There is no right answer and no point reward.

Part Two • The Night We Met — Lord Huron

Listen before Chapter 6. Ask: what mood does this bring to your character's next chapter? There is no right answer and no point reward.

Part Three • Fix You — Coldplay

Listen before Chapter 11. Ask: what mood does this bring to your character's next chapter? There is no right answer and no point reward.

Part Four • Stay with Me — Sam Smith

Listen before Chapter 21. Ask: what mood does this bring to your character's next chapter? There is no right answer and no point reward.

Part Five • I Get to Love You — Ruelle

Listen before Chapter 33. Ask: what mood does this bring to your character's next chapter? There is no right answer and no point reward.

Part Six • Hall of Fame — The Script

Listen before Chapter 41. Ask: what mood does this bring to your character's next chapter? There is no right answer and no point reward.

For Alternative Story cards, you may use the current part's song as inspiration. The prompt and fixed reward still apply. Music is never required to answer a question.

Part One • chapter guide

Read the current entry before every side takes its chapter turn

Chapter 1 • The shift that changes everything

Mrs Henderson suffers a surgical emergency. You help until the medical team takes over, clean up, and return to the ward. Peyton arrives with something serious to say, but Jaden's arrival interrupts her. You promise to talk over breakfast. Amy offers to cover your shift so you can leave with Jaden.

Activity: Visit Fitzroy General • Chapter 1 • pp. 10–17

Chapter 2 • The envelope in the ute

Cameron is waiting outside the hospital. As you pull up, you find an envelope beneath the strap of your football bag. Inside are photographs of your chosen family and Cameron, plus a letter claiming its writer attended the draft. When Cameron approaches, you hide the envelope in your bag. She gets into the ute without knowing what you found.

Activity: Event • Chapter 2 • pp. 18–21

Chapter 3 • Pride across the distance

Back at Jaden's foster parents' house, silence fills the parked ute. You look up the draft results yourself and learn he is joining the Sydney Shadows. You congratulate him. Yes, you wanted a Victorian club, but his achievement matters more than your disappointment. You want him to hear that your pride in him is real.

Activity: Visit Cameron's Home • Chapter 3 • pp. 23–24

Chapter 4 • A future in two cities

You and Cameron agree to stay together while she finishes nursing in Melbourne. In Sydney, training is demanding and home feels lonely. The anonymous envelopes continue; you have told Mack since the fifth one. The thirteenth contains a lock of red hair and an invasive photograph of Cameron. The threat now feels much closer.

Activity: Story • Chapter 4 • pp. 25–28

Chapter 5 • News you were not expecting

An anonymous letter orders you to end the relationship and threatens to reveal your secret. After a patient dies during your shift, you collapse. You wake injured and confused. Dr Knightly tells you that you are pregnant. Joy, fear and uncertainty arrive together, with the letters already weighing on every decision.

Activity: Trivia • Chapter 5 • pp. 29–31

Part Two • chapter guide

Read the current entry before every side takes its chapter turn

Chapter 6 • The trade you learn from television

Two years later, a broadcast announces your trade to the Adelaide Arrows. You call Jett, your agent, for answers. He has arranged the flight, the move, and travel for Chase and Ivy. Liam has already moved to the Mystics. You pack the cats' things and prepare to start again in another city.

Activity: Trade • Chapter 6 • pp. 35–36

Chapter 7 • The secret at the café

Over coffee at Amelio's, Peyton asks when you will tell Jaden about his children. You fear disrupting his career, but the anonymous threats also drove the separation. Later, another envelope contains a photograph of Cassidy and Parker at daycare. Peyton knows about the letters; you resolve not to draw anyone else into the danger.

Activity: Visit Amelio's Café • Chapter 7 • pp. 37–39

Chapter 8 • Adelaide, with company

You arrive in Adelaide with Chase and Ivy. Collecting the cats and reaching the apartment takes the last of your energy. Jett has arranged a penthouse and a smooth move. For a moment, looking around your new home, the chaos of the trade eases. There is room to breathe—even if this is another beginning without Cameron.

Activity: Trivia • Chapter 8 • pp. 40

Chapter 9 • A place in the ER

Dr Williams asks you to help in the understaffed ER, defends you against Zane's hostility, and offers you a nursing position there. Later, Zane assaults you in the car park. The game passes over the assault without depicting it. Dr Williams finds and treats you. You are frightened of reporting what happened. His support becomes an important part of your survival.

Activity: Event • Chapter 9 • pp. 41–45

Chapter 10 • Welcome home

Another trade finally brings you to the Melbourne Mystics. You call Liam as the news breaks. After Sydney and Adelaide, Melbourne feels like belonging. Your football journey has brought you home, although the distance between you and Cameron remains.

Activity: Visit Mystics HQ • Chapter 10 • pp. 46–47

Part Three • chapter guide

Read the current entry before every side takes its chapter turn

Chapter 11 • The mark

In round two of the 2024 season, the Mystics face the Perth Predators. You captain the side through a hard contest, with Liam, Alex, Kacey and Sammy helping keep the team in it. In the final quarter, you leap for a mark near the boundary. A midair collision ends the moment. Everything goes dark.

Activity: Match • Chapter 11 · pp. 53–60

Chapter 12 • On the other side of the doors

As Nurse Unit Manager, you support Sophia in taking time away for her mental health. Then Jamie calls: Jaden is unconscious and coming to hospital. You rush downstairs, but Jamie and Dr Williams insist you let the treating team work. Jaden has a serious brain injury and a torn left ACL. You can only wait.

Activity: Visit Brunswick Clinic • Chapter 12 · pp. 61–64

Chapter 13 • A life beyond playing

You wake at Fitzroy General with Mack and Jamie nearby. Three weeks have passed. They explain the collision with Andy, the brain surgeries and your repaired ACL. Further scans bring the news you dread: you cannot safely play again. Football has shaped your identity since childhood. Mack promises that you will not face the loss alone.

Activity: Trade • Chapter 13 · pp. 65–70

Chapter 14 • Waiting, and still silent

During Jaden's coma, a further brain bleed sends him back into surgery. You wait for any sign he will wake. Your love has never disappeared, but you still keep the twins secret. You fear Mack discovering the truth and telling Jaden. Hope and guilt occupy the same hospital corridor.

Activity: Match • Chapter 14 · pp. 71–72

Chapter 15 • The tribunal

You attend the tribunal with Coach Mitchell, your friends and your lawyer. You do not blame Andy, who was also injured. The panel reviews the collision and concludes that neither player was at fault. That finding offers some relief, but it cannot return the career you have lost.

Activity: Match • Chapter 15 · pp. 74–76

Chapter 16 • A familiar face at the door

A difficult morning with Cassidy follows your refusal to let her attend an unsupervised older teenagers' party. You visit Coach Dad to talk and arrange help collecting the twins from football practice. As you leave his office, you meet Jaden face-to-face for the first time in fourteen years.

Activity: Event • Chapter 16 · pp. 77–82

Part Three • guide continued

Chapter 17 • Back at headquarters

You arrive at Mystics HQ hoping to contribute to the club in a new role. The familiar colours bring grief as well as purpose. Outside Coach Mitchell's office, the door opens—and Cameron is there. The woman you have never stopped loving is suddenly within reach again.

Activity: Action • Chapter 17 · pp. 83–87

Chapter 18 • The kiss and the possibility

Cameron initially walks away, then turns back. You meet in the hallway and share a brief kiss before she leaves. You notice that she still wears your anniversary necklace. In Coach's office, you ask to help the players. He agrees to speak to the board, but cannot promise a position.

Activity: Visit Jaden's Townhouse • Chapter 18 · pp. 88–90

Chapter 19 • Behind a closed door

The kiss stays with you as you hurry to a hospital board meeting. Zane needles you in front of others. Afterwards, he blocks your exit and physically intimidates you. The game keeps this scene brief: his behaviour is threatening, and you are trapped until someone interrupts.

Activity: Trivia • Chapter 19 · pp. 91–93

Chapter 20 • The interruption

Dr Williams knocks, asking to speak with you about your shift. Zane releases you and leaves with another threat. As you collect your dropped bag, you notice a yellow-brown envelope on the floor, your name typed across it. The harassment and the anonymous letters both continue.

Activity: Trade • Chapter 20 · pp. 94–95

Part Four • chapter guide

Read the current entry before every side takes its chapter turn

Chapter 21 • The café goodbye

At Amelio's, Mack tells you his father is dying and expects him to take over the Donovan family business. An arranged marriage to unite mafia families is part of that expectation. Mack believes remaining close to you and your friends is dangerous. Hurt and angry, you walk away while he calls after you.

Activity: Visit Fitzroy Clubrooms • Chapter 21 · pp. 99–104

Chapter 22 • An empty place at the table

Three weeks after leaving Mack at the café, the loss of the friendship still hurts. Liam and Jamie arrange lunch with you. When they arrive, you catch tension between them that disappears into casual conversation. You know something is unsaid, but you do not yet know what.

Activity: Trivia • Chapter 22 · pp. 105–107

Chapter 23 • A different kind of purpose

Jamie's clinic is running short of supplies, and the hospital is stretched too. You suggest a fundraiser. Together with Liam and Jamie, you settle on an Old Hollywood masquerade ball. Liam can source auction items, Jamie will approach the board, and you take on logistics. Marco and Em offer catering and support.

Activity: Event • Chapter 23 · pp. 108–111

Chapter 24 • The news no one wants

Another letter threatens the twins if you approach Jaden. It reinforces the fear behind your silence. Then Dr Williams tells you that Peyton has died following a car crash. The news leaves you struggling to understand how your best friend can be gone.

Activity: Action • Chapter 24 · pp. 112–113

Chapter 25 • The first days of grief

Jamie takes you home after the news about Peyton. He later leaves to help Liam and the children, and Jaden stays with you. You want to remain in bed; his forceful attempt to get you moving ends with him carrying you to the shower. The game recounts the scene without asking players to repeat his actions. Your grief remains.

Activity: Story • Chapter 25 · pp. 114–116

Chapter 26 • Fourteen years in photographs

A month after Peyton's death, you invite Jaden to lunch and put the family photographs back on display. Before you can ease into the conversation, he asks about the teenagers. You tell him Parker is his son and Cassidy is his daughter. He leaves in anger, returns to kiss you, then leaves again. The truth is finally spoken, but trust is still fractured.

Activity: Trivia • Chapter 26 · pp. 117–120

Part Four • guide continued

Chapter 27 • The father you did not know you were

At home, you grieve the first steps, birthdays and ordinary days you missed. You wonder who else knew and whether your children will want you. Later, you return to Cameron's with coffee and pastries, determined to listen and remain in their lives. Cassidy opens the door. The resemblance to Cameron stops you in your tracks.

Activity: Trade • Chapter 27 · pp. 121–124

Chapter 28 • Everyone in the kitchen

You come home exhausted after dealing with a former employee's abuse of patients. At the door, Jaden is talking with Cassidy. Your dads have stayed over and are making breakfast. There is no longer a way to postpone the family conversation. You invite everyone inside.

Activity: Match • Chapter 28 · pp. 125–127

Chapter 29 • A question from Parker

Cassidy's chatter draws you into the house. In the kitchen, Parker recognises you as a footballer but wants to know why you are there. You explain that you came to talk to his mother. Cameron says you both need to speak to the twins. The room fills with expectation.

Activity: Trivia • Chapter 29 · pp. 128–129

Chapter 30 • They already knew

Parker says the twins already know Jaden is their father; they think he chose to leave them. Jaden explains that he has only just learned about them. The revelation is interrupted when he collapses. Afterwards, the twins withdraw from you while beginning to connect with him. You still believe fear for their safety explains your secrecy, but they are deeply hurt.

Activity: Event • Chapter 30 · pp. 130–132

Chapter 31 • Too much to carry

Todd takes you to an appointment with Jamie. After tests and discussion of your collapse, Jamie and Liam take on more fundraiser work. That night Liam calls: the venue is on fire. You agree to meet in the morning. Marco embraces you outside Amelio's and reminds you that the group will work through it together.

Activity: Match • Chapter 31 · pp. 133–137

Chapter 32 • Help, despite the distance

Liam asks you to help with the fundraiser because Jaden is taking on too much. Hospital work, grief, the twins' silence and the continuing envelopes are exhausting you. Even so, you decide to help. It may also create a chance to explain yourself to Jaden.

Activity: Story • Chapter 32 · pp. 138–140

Part Five • chapter guide

Read the current entry before every side takes its chapter turn

Chapter 33 • The empty house

Cassidy and Parker are living with Jaden, and you feel increasingly isolated. The former nurse implicated in patient abuse is not Zane; his intimidation continues separately. After he appears in your office late at night, there is a gap in your memory and another hospital recovery. Dr Williams says your injuries were not simply a fall. You struggle to piece together what happened.

Activity: Trivia • Chapter 33 · pp. 145–149

Chapter 34 • The Imperial Sapphire

The ball is only days away when Liam finds a cancellation at The Imperial Sapphire. You agree to pay for the venue's decorating service. Cameron's earlier work on publicity and donations has helped. At home, arguments over where the twins should live expose older hurt between you and Cameron. You both still love each other, but that does not resolve the disagreement.

Activity: Trade • Chapter 34 · pp. 150–155

Chapter 35 • Behind the mask

The Old Hollywood ball is beautiful. You and Jaden share dance after dance, but Zane repeatedly corners and threatens you away from the others. These assaults are summarised without detail. You hide your distress when Jaden asks. Your father also seems troubled. Later, you and Jaden leave the ballroom together for a private moment.

Activity: Visit Imperial Sapphire • Chapter 35 · pp. 156–165

Chapter 36 • The conversation across the room

The auction goes well, and the ball brings old teammates and friends together. Myles tells you Cameron and the twins would be better off without you. You notice her unease around Zane. Later, a long conversation with Paige, a sports journalist, is misunderstood by Cameron. She leaves early. When Liam and Jamie explain why, you try to reach her.

Activity: Trivia • Chapter 36 · pp. 166–174

Chapter 37 • Another chance to tell the truth

Weeks after the ball, you discover you are pregnant with twins again. The anonymous writer already knows. This time, you decide Jaden must hear from you. At home, you share a warm conversation with Cassidy about Lizzie. After taking the older twins to their friends, you visit Jaden—and see him unconscious on his kitchen floor.

Activity: Event • Chapter 37 · pp. 175–179

Chapter 38 • Assistant coach, uncertain home

After your collapse and hospital stay, you move into Cameron's home over Christmas. You begin work as the Mystics' assistant coach, the role first discussed at the ball. But the argument about the years of secrecy remains unresolved. You move out to stay with Liam. Ultrasound pictures arrive while you and Cameron struggle to speak.

Activity: Match • Chapter 38 · pp. 180–186

Part Five • guide continued

Chapter 39 • A conversation postponed

You go to Liam's hoping to speak properly with Jaden. He is leaving with Jamie for medical appointments and is not ready. Liam reminds you that rebuilding trust will take time. At work, there is still no resolution to the separate investigation into the former nurse. You resolve to tell Jaden everything, although the distance between you persists.

Activity: Story • Chapter 39 · pp. 187–190

Chapter 40 • The letter addressed to her

Two envelopes wait at your office. One contains photographs taken inside your home. The other contains an old letter addressed to Cameron, dated 20 January 2010, threatening your career if she does not end the relationship. You realise she may have been receiving threats all these years too. Your own silence suddenly looks painfully familiar.

Activity: Trivia • Chapter 40 · pp. 191–195

Part Six • chapter guide

Read the current entry before every side takes its chapter turn

Chapter 41 • Twin boys

You learn more about Jaden's worsening headaches and blackouts. Following your own clinic visit, you leave him a voicemail: the babies are boys. He invites you to Liam's. The conversation turns back to the hidden years, and he reveals that he knows someone told you to keep the secret. You are stunned.

Activity: Trade • Chapter 41 · pp. 200–204

Chapter 42 • Both sides of the letters

You admit that you have received anonymous envelopes too. At last, you and Cameron talk through the threats and the years of fear. You move back in and agree to rebuild slowly. The older twins are excited about their baby brothers. Jamie moves in with Liam. As the 2025 season begins against Sydney, you take your place on the Mystics' coaching bench.

Activity: Match • Chapter 42 · pp. 205–209

Chapter 43 • The night the boys arrive

Liam and Jamie look after the family while you and Jaden revisit the Chinese restaurant from your first date. At home, you see Liam and Jamie cuddled together, then find Jaden collapsed upstairs. You go into premature labour at twenty-seven weeks. Jamie helps deliver both boys while the family helps. After an agonising pause, both babies cry. The game skips the medical details.

Activity: Trivia • Chapter 43 · pp. 210–217

Chapter 44 • Coming home

You wake after another collapse, head injury and surgery. Cameron is recovering, and Kaiden and Myles are in NICU. Cassidy and Parker tell you how they helped that night. Two months later, the baby boys come home. With the club's support, you take time away from work. Being there for your family matters more than the ladder.

Activity: Event • Chapter 44 · pp. 218–222

Chapter 45 • A house with room for more

Zane has been fired after Dr Williams tells Sebastian what has happened. Returning to work feels calmer. The older twins turn fifteen; Parker is with Josh, and Cassidy and Lizzie are together again. Pregnant Lizzie has been rejected by her parents and moves in with your family. Amid teenagers, babies and four cats, you and Jaden are also expecting a fifth child.

Activity: Action • Chapter 45 · pp. 223–225

Chapter 46 • The finals, from another seat

The Mystics lose to Sydney by ten points, but retain another chance. You follow the other finals and discuss possible futures with your children beyond playing football. Your memory and health are worsening, so you watch the Mystics face Davenport from home. They win a place in the grand final. The family celebrates quietly around the sleeping babies.

Activity: Match • Chapter 46 · pp. 226–235

Part Six • guide continued

Chapter 47 • Grand final day

You return to the sidelines as assistant coach for the grand final against Perth. The Mystics start strongly, but the Predators take control in the second quarter. At halftime, Coach Mitchell speaks about discipline and belief. You head back to the bench, hoping to savour this day as well as win it. The result comes in the next chapter.

Activity: Match • Chapter 47 · pp. 236–238

Chapter 48 • What the second chance gave you

The Mystics won. You coached for two more seasons, then retired alongside Liam. You and Cameron married and raised Kaiden, Myles and Baileigh. Cassidy joined the West Adelaide Wolves; Parker joined the Mystics; Josh played for Adelaide. Asher died, Myles left, and later Marco and Em were killed in a car crash. Investigators identified Zane as the stalker, Peyton's killer and Cameron's attacker. He was imprisoned and later killed in prison. Liam and Jamie revealed their relationship and became engaged. Now, at your Hall of Fame induction with Liam, you face early-onset dementia and regret losing contact with Mack. You treasure the family your second chance gave you.

Activity: Trade • Chapter 48 · pp. 239–243

Epilogue 1 • Coming home to say goodbye

Ten years later, you travel from Adelaide with Lizzie and Savannah for Jaden's funeral. You have retired from football after repeated ACL injuries and are twenty-seven weeks pregnant. After the funeral, you and Lizzie stay at Jaden's old townhouse. While Lizzie is out buying ice cream, you feel unwell and try to reach your phone. You collapse. The outcome remains unresolved here.

Activity: Epilogue • Epilogue One · pp. 245–248

Epilogue 2 • The call

Josh changes his flight to be with you sooner. Saying goodbye to your dad is painfully difficult after watching dementia take so much from him. Later, the family shares Chinese food and watches Blue Heelers. As the night ends, Lizzie calls: she is on her way to hospital because something is wrong with Cassidy and the baby.

Activity: Epilogue • Epilogue Two · pp. 249–251

Epilogue 3 • At the graveside

After Jaden's funeral, Mack arrives at the cemetery. He wanted to see Jaden before he died, but was too late. You tell Mack you know he loved Jaden, and hand him a letter. Grief has made Melbourne unbearable for you; you decide to leave. Cassidy's emergency remains a bridge into the next book, not a resolved outcome in this one.

Activity: Epilogue • Epilogue Three · pp. 252–253

Story & football trivia

Single-sided cards • cut on borders • keep each deck separate

CT1 • Trivia • 30s each

What is Cameron's profession?

- A. Journalist
- B. Teacher
- C. Nurse

Hint: Her shifts take place at Fitzroy General.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 1

CT2 • Trivia • 30s each

Where does Jaden find the photographs in Chapter Two?

- A. His locker
- B. Coach's office
- C. An envelope in his ute

Hint: His football bag is nearby.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 2

CT3 • Trivia • 30s each

Which moment belongs to Chapter 3?

- A. A future in two cities
- B. Welcome home
- C. Pride across the distance

Hint: Back at Jaden's foster parents' house, silence fills the parked ute.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 3 · pp. 23–24

CT4 • Trivia • 30s each

Who does Jaden tell about the envelopes after the fifth one?

- A. Mack
- B. Jett
- C. Andy

Hint: His oldest friend, linked to the Donovan family.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 4

CT5 • Trivia • 30s each

Which moment belongs to Chapter 5?

- A. The trade you learn from television
- B. News you were not expecting
- C. On the other side of the doors

Hint: An anonymous letter orders you to end the relationship and threatens to reveal your secret.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 5 · pp. 29–31

CT6 • Trivia • 30s each

Who is Jaden's agent?

- A. Zane
- B. Jett
- C. Josh

Hint: His name starts with J and ends with tt.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 6

Story & football trivia

Single-sided cards • cut on borders • keep each deck separate

CT7 • Trivia • 30s each

Who urges Cameron to tell Jaden about the twins at the café?

- A. Paige
- B. Peyton
- C. Sophia

Hint: Cameron's close friend.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 7

CT8 • Trivia • 30s each

Which moment belongs to Chapter 8?

- A. A place in the ER
- B. Adelaide, with company
- C. The tribunal

Hint: You arrive in Adelaide with Chase and Ivy.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 8 · pp. 40

CT9 • Trivia • 30s each

Which moment belongs to Chapter 9?

- A. Welcome home
- B. A familiar face at the door
- C. A place in the ER

Hint: Dr Williams asks you to help in the understaffed ER, defends you against Zane's hostility, and offers you a nursing position there.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 9 · pp. 41–45

CT10 • Trivia • 30s each

Which club finally brings Jaden back to Melbourne?

- A. Sydney Shadows
- B. Davenport Dragons
- C. Melbourne Mystics

Hint: His dream club shares the city's name.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 10

CT11 • Trivia • 30s each

Which club faces the Mystics when Jaden is badly injured?

- A. Adelaide Arrows
- B. Perth Predators
- C. Canberra Titans

Hint: Their captain is Andy Thompson.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 11

CT12 • Trivia • 30s each

Which moment belongs to Chapter 12?

- A. A life beyond playing
- B. Behind a closed door
- C. On the other side of the doors

Hint: As Nurse Unit Manager, you support Sophia in taking time away for her mental health.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 12 · pp. 61–64

Story & football trivia

Single-sided cards • cut on borders • keep each deck separate

CT13 • Trivia • 30s each

Which moment belongs to Chapter 13?

- A. A life beyond playing
- B. Waiting, and still silent
- C. The interruption

Hint: You wake at Fitzroy General with Mack and Jamie nearby.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 13 · pp. 65–70

CT14 • Trivia • 30s each

Which moment belongs to Chapter 14?

- A. The tribunal
- B. Waiting, and still silent
- C. The café goodbye

Hint: During Jaden's coma, a further brain bleed sends him back into surgery.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 14 · pp. 71–72

CT15 • Trivia • 30s each

What does the tribunal conclude?

- A. Andy acted deliberately
- B. Jaden caused it alone
- C. Neither player was at fault

Hint: It was a terrible accident.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 15

CT16 • Trivia • 30s each

Which moment belongs to Chapter 16?

- A. A familiar face at the door
- B. Back at headquarters
- C. A different kind of purpose

Hint: A difficult morning with Cassidy follows your refusal to let her attend an unsupervised older teenagers' party.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 16 · pp. 77–82

CT17 • Trivia • 30s each

Which moment belongs to Chapter 17?

- A. The kiss and the possibility
- B. Back at headquarters
- C. The news no one wants

Hint: You arrive at Mystics HQ hoping to contribute to the club in a new role.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 17 · pp. 83–87

CT18 • Trivia • 30s each

What necklace does Cameron still wear?

- A. Jaden's anniversary gift
- B. A club medal
- C. A gift from Zane

Hint: It connects her to their school-years relationship.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 18

Story & football trivia

Single-sided cards • cut on borders • keep each deck separate

CT19 • Trivia • 30s each

Which moment belongs to Chapter 19?

- A. Behind a closed door
- B. The interruption
- C. Fourteen years in photographs

Hint: The kiss stays with you as you hurry to a hospital board meeting.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 19 · pp. 91–93

CT20 • Trivia • 30s each

Which moment belongs to Chapter 20?

- A. The café goodbye
- B. The interruption
- C. The father you did not know you were

Hint: Dr Williams knocks, asking to speak with you about your shift.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 20 · pp. 94–95

CT21 • Trivia • 30s each

Which friend faces an arranged marriage and family-business pressure?

- A. Liam
- B. Mack
- C. Jamie

Hint: His surname is Donovan.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 21

CT22 • Trivia • 30s each

Which moment belongs to Chapter 22?

- A. An empty place at the table
- B. A different kind of purpose
- C. A question from Parker

Hint: Three weeks after leaving Mack at the café, the loss of the friendship still hurts.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 22 · pp. 105–107

CT23 • Trivia • 30s each

What event do Jaden and his friends organise?

- A. A concert
- B. A carnival
- C. A masquerade ball

Hint: Guests wear masks.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 23

CT24 • Trivia • 30s each

Which moment belongs to Chapter 24?

- A. The first days of grief
- B. Too much to carry
- C. The news no one wants

Hint: Another letter threatens the twins if you approach Jaden.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 24 · pp. 112–113

Story & football trivia

Single-sided cards • cut on borders • keep each deck separate

CT25 • Trivia • 30s each

Which moment belongs to Chapter 25?

- A. The first days of grief
- B. Fourteen years in photographs
- C. Help, despite the distance

Hint: Jamie takes you home after the news about Peyton.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 25 · pp. 114–116

CT26 • Trivia • 30s each

Who are Cassidy and Parker?

- A. Jaden and Cameron's twins
- B. Jaden's teammates
- C. Cameron's colleagues

Hint: Both were fourteen when Jaden learned the truth.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 26

CT27 • Trivia • 30s each

Which moment belongs to Chapter 27?

- A. Everyone in the kitchen
- B. The Imperial Sapphire
- C. The father you did not know you were

Hint: At home, you grieve the first steps, birthdays and ordinary days you missed.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 27 · pp. 121–124

CT28 • Trivia • 30s each

Which moment belongs to Chapter 28?

- A. Everyone in the kitchen
- B. A question from Parker
- C. Behind the mask

Hint: You come home exhausted after dealing with a former employee's abuse of patients.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 28 · pp. 125–127

CT29 • Trivia • 30s each

Which moment belongs to Chapter 29?

- A. They already knew
- B. A question from Parker
- C. The conversation across the room

Hint: Cassidy's chatter draws you into the house.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 29 · pp. 128–129

CT30 • Trivia • 30s each

Which moment belongs to Chapter 30?

- A. Too much to carry
- B. Another chance to tell the truth
- C. They already knew

Hint: Parker says the twins already know Jaden is their father; they think he chose to leave them.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 30 · pp. 130–132

Story & football trivia

Single-sided cards • cut on borders • keep each deck separate

CT31 • Trivia • 30s each

What happens to the original fundraiser venue?

- A. It floods
- B. It burns down
- C. It is sold

Hint: Liam calls Jaden in the middle of the night.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 31

CT32 • Trivia • 30s each

Which moment belongs to Chapter 32?

- A. The empty house
- B. Help, despite the distance
- C. A conversation postponed

Hint: Liam asks you to help with the fundraiser because Jaden is taking on too much.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 32 • pp. 138–140

CT33 • Trivia • 30s each

Which moment belongs to Chapter 33?

- A. The Imperial Sapphire
- B. The letter addressed to her
- C. The empty house

Hint: Cassidy and Parker are living with Jaden, and you feel increasingly isolated.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 33 • pp. 145–149

CT34 • Trivia • 30s each

Which venue hosts the ball?

- A. Sydney Arena
- B. Fitzroy High
- C. The Imperial Sapphire

Hint: Its name suggests royalty and a blue gemstone.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 34

CT35 • Trivia • 30s each

Which moment belongs to Chapter 35?

- A. The conversation across the room
- B. Behind the mask
- C. Both sides of the letters

Hint: The Old Hollywood ball is beautiful.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 35 • pp. 156–165

CT36 • Trivia • 30s each

Who is Paige?

- A. A sports journalist
- B. A doctor
- C. A club owner

Hint: She interviews Jaden.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 36

Story & football trivia

Single-sided cards • cut on borders • keep each deck separate

CT37 • Trivia • 30s each

Which moment belongs to Chapter 37?

- A. Another chance to tell the truth
- B. Assistant coach, uncertain home
- C. Coming home

Hint: Weeks after the ball, you discover you are pregnant with twins again.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 37 · pp. 175–179

CT38 • Trivia • 30s each

What new football role does Jaden take?

- A. Umpire
- B. Assistant coach
- C. Club mascot

Hint: He helps the Mystics from the sidelines.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 38

CT39 • Trivia • 30s each

Which moment belongs to Chapter 39?

- A. The letter addressed to her
- B. The finals, from another seat
- C. A conversation postponed

Hint: You go to Liam's hoping to speak properly with Jaden.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 39 · pp. 187–190

CT40 • Trivia • 30s each

Which moment belongs to Chapter 40?

- A. The letter addressed to her
- B. Twin boys
- C. Grand final day

Hint: Two envelopes wait at your office.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 40 · pp. 191–195

CT41 • Trivia • 30s each

Which moment belongs to Chapter 41?

- A. Both sides of the letters
- B. Twin boys
- C. What the second chance gave you

Hint: You learn more about Jaden's worsening headaches and blackouts.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 41 · pp. 200–204

CT42 • Trivia • 30s each

Which moment belongs to Chapter 42?

- A. The night the boys arrive
- B. The shift that changes everything
- C. Both sides of the letters

Hint: You admit that you have received anonymous envelopes too.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 42 · pp. 205–209

Story & football trivia

Single-sided cards • cut on borders • keep each deck separate

CT43 • Trivia • 30s each

Which moment belongs to Chapter 43?

- A. The night the boys arrive
- B. Coming home
- C. The envelope in the ute

Hint: Liam and Jamie look after the family while you and Jaden revisit the Chinese restaurant from your first date.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 43 · pp. 210–217

CT44 • Trivia • 30s each

What are Cameron and Jaden's younger twin boys called?

- A. Cassidy and Parker
- B. Josh and Liam
- C. Kaiden and Myles

Hint: One shares a name with Cameron's father.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 44

CT45 • Trivia • 30s each

Which moment belongs to Chapter 45?

- A. The finals, from another seat
- B. A future in two cities
- C. A house with room for more

Hint: Zane has been fired after Dr Williams tells Sebastian what has happened.

COVER ANSWER UNTIL BOTH LOCK: C
Chapter 45 · pp. 223–225

CT46 • Trivia • 30s each

Which moment belongs to Chapter 46?

- A. The finals, from another seat
- B. Grand final day
- C. News you were not expecting

Hint: The Mystics lose to Sydney by ten points, but retain another chance.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 46 · pp. 226–235

CT47 • Trivia • 30s each

Who are the Mystics' grand final opponents?

- A. Perth Predators
- B. Sydney Shadows
- C. West Adelaide Wolves

Hint: Jaden recognises their captain from the earlier collision.

COVER ANSWER UNTIL BOTH LOCK: A
Chapter 47

CT48 • Trivia • 30s each

Who wins that grand final?

- A. Perth Predators
- B. Melbourne Mystics
- C. It is a draw

Hint: Chapter Forty-Eight opens with the happy result.

COVER ANSWER UNTIL BOTH LOCK: B
Chapter 48

Life Happens • event deck

Single-sided cards • cut on borders • keep each deck separate

E1 • Café catch-up A relaxed catch-up brings the group together. Gain 30 credits. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.	E2 • Community fundraiser Supporters rally around the clinic. Gain 1 Legacy Point. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.	E3 • Club travel An away trip needs extra planning. Pay 20 credits to the bank. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.
E4 • Equipment bill Replace worn training equipment. Pay 30 credits to the bank. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.	E5 • Training breakthrough The session clicks. Draw two action cards. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.	E6 • Extra session A little practice goes a long way. Draw one action card. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.
E7 • A quiet evening Take a breather with the cats. Gain 20 credits. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.	E8 • Auction success A generous bid exceeds expectations. Gain 40 credits. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.	E9 • Venue booking Your event booking needs a deposit. Pay 20 credits to the bank. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.

Life Happens • event deck

Single-sided cards • cut on borders • keep each deck separate

E10 • Chosen family The people in your corner show up. Gain 1 Legacy Point. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.	E11 • Local sponsor A local supporter backs your effort. Gain 30 credits. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.	E12 • Match preparation You arrive prepared. Draw one action card. 20 SECONDS • PLAY NOW At time-out, apply automatically, then discard. Pay only what you have; never go below zero.
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Football • action deck

Single-sided cards • cut on borders • keep each deck separate

Take a Mark Before your shot: add 2 to your die (maximum 6). 20 SECONDS • KEEP FOR LATER After reading: keep automatically. In a match: choose within 20s or pass. Play before rolling. Maximum one attack and one defence card per shot. Add both modifiers; limit the result to 1-6. Discard after use.	Take a Mark Before your shot: add 2 to your die (maximum 6). 20 SECONDS • KEEP FOR LATER After reading: keep automatically. In a match: choose within 20s or pass. Play before rolling. Maximum one attack and one defence card per shot. Add both modifiers; limit the result to 1-6. Discard after use.	Take a Mark Before your shot: add 2 to your die (maximum 6). 20 SECONDS • KEEP FOR LATER After reading: keep automatically. In a match: choose within 20s or pass. Play before rolling. Maximum one attack and one defence card per shot. Add both modifiers; limit the result to 1-6. Discard after use.
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Football • action deck

Single-sided cards • cut on borders • keep each deck separate

Take a Mark Before your shot: add 2 to your die (maximum 6). 20 SECONDS • KEEP FOR LATER After reading: keep automatically. In a match: choose within 20s or pass. Play before rolling. Maximum one attack and one defence card per shot. Add both modifiers; limit the result to 1-6. Discard after use.	Quick Handball Before your shot: add 1 to your die (maximum 6). 20 SECONDS • KEEP FOR LATER After reading: keep automatically. In a match: choose within 20s or pass. Play before rolling. Maximum one attack and one defence card per shot. Add both modifiers; limit the result to 1-6. Discard after use.	Quick Handball Before your shot: add 1 to your die (maximum 6). 20 SECONDS • KEEP FOR LATER After reading: keep automatically. In a match: choose within 20s or pass. Play before rolling. Maximum one attack and one defence card per shot. Add both modifiers; limit the result to 1-6. Discard after use.
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Football • action deck

Single-sided cards • cut on borders • keep each deck separate

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Football • action deck

Single-sided cards • cut on borders • keep each deck separate

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Trade deck • 60 seconds

Single-sided cards • cut on borders • keep each deck separate

D1 • Build a set Is there a location that would complete your set? Offer a location and/or credits for a location. The other side may accept or decline. No deal is compulsory. Time-out: no deal. One offer per turn. A skip or decline uses it. Rewards and costs belong to your side.	D2 • Fresh start Would a different location suit your club? Offer a location and/or credits for a location. The other side may accept or decline. No deal is compulsory. Time-out: no deal. One offer per turn. A skip or decline uses it. Rewards and costs belong to your side.	D3 • Community connection Look for a deal that helps both sides. Offer a location and/or credits for a location. The other side may accept or decline. No deal is compulsory. Time-out: no deal. One offer per turn. A skip or decline uses it. Rewards and costs belong to your side.
D4 • Club meeting Invite another side to the trade table. Offer a location and/or credits for a location. The other side may accept or decline. No deal is compulsory. Time-out: no deal. One offer per turn. A skip or decline uses it. Rewards and costs belong to your side.	D5 • Room to grow Consider exchanging a location you own. Offer a location and/or credits for a location. The other side may accept or decline. No deal is compulsory. Time-out: no deal. One offer per turn. A skip or decline uses it. Rewards and costs belong to your side.	D6 • One fair offer Discuss what each side would gain. Offer a location and/or credits for a location. The other side may accept or decline. No deal is compulsory. Time-out: no deal. One offer per turn. A skip or decline uses it. Rewards and costs belong to your side.

Story deck • 45 seconds

Single-sided cards • cut on borders • keep each deck separate

S1 • A long shift

Cameron needs help preparing a community event.

Help after training

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Keep your training time

Draw 1 Action card.

Time-out: first option. The person playing Cameron decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S2 • Before the big game

Jaden is feeling the pressure before a match.

Make time to listen

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Practise together

Gain 20 credits.

Time-out: first option. The person playing Jaden decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S3 • A busy café

Marco has more café customers than expected.

Lend a hand

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Organise a fundraiser

Draw 1 Action card.

Time-out: first option. The person playing Marco decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S4 • Everyone belongs

Em wants a new arrival to feel welcome.

Host a welcome evening

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Invite them to training

Gain 20 credits.

Time-out: first option. The person playing Em decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S5 • A difficult session

Liam has had a frustrating training session.

Talk it through

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Work on a new drill

Draw 1 Action card.

Time-out: first option. The person playing Liam decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S6 • A friend in your corner

Peyton asks for help bringing friends together.

Make time for everyone

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Help cover the costs

Gain 20 credits.

Time-out: first option. The person playing Peyton decides; otherwise the active person. Reward goes to the active side. Invented game scene.

Story deck • 45 seconds

Single-sided cards • cut on borders • keep each deck separate

S7 • An honest conversation

Mack asks whether the club needs a fresh approach.

Listen to the group

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Back a new training plan

Draw 1 Action card.

Time-out: first option. The person playing Mack decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S8 • The clinic fundraiser

Jamie is planning a fundraiser for the clinic.

Volunteer your time

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Sponsor the event

Gain 20 credits.

Time-out: first option. The person playing Jamie decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S9 • A new beginning

Cassidy is preparing for an important football opportunity.

Offer encouragement

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Practise a set shot

Draw 1 Action card.

Time-out: first option. The person playing Cassidy decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S10 • Finding confidence

Parker wants to try something new at training.

Build confidence together

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Focus on the next match

Gain 20 credits.

Time-out: first option. The person playing Parker decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S11 • A place to belong

Lizzie suggests getting the group together.

Arrange a catch-up

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Raise money for the club

Draw 1 Action card.

Time-out: first option. The person playing Lizzie decides; otherwise the active person. Reward goes to the active side. Invented game scene.

S12 • Away-game preparation

Josh is helping the group prepare for an away trip.

Check in with everyone

Gain 1 Trust. Every 2 Trust earns 1 Legacy at the end.

Plan an extra session

Gain 20 credits.

Time-out: first option. The person playing Josh decides; otherwise the active person. Reward goes to the active side. Invented game scene.

Alternative Story • 60 seconds

Single-sided cards • cut on borders • keep each deck separate

ALT1 • A different offer

Your character receives an offer from another club.

Twist: A teammate hears about it first.

Do they stay, leave, or speak honestly?

Complete scene: Gain 1 Trust.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT2 • The missed message

An important message arrives before a match.

Twist: It was meant for someone else.

Who receives the truth, and what changes?

Complete scene: Draw 1 Action card.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT3 • An unexpected reunion

Two original characters meet at the café.

Twist: Neither expected the other to come.

What do they finally say?

Complete scene: Gain 1 Trust.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT4 • The new captain

The club needs someone to lead.

Twist: The favourite asks a side character for advice.

Who steps forward, and why?

Complete scene: Take 1 bonus shot.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT5 • A second invitation

Your character gets another chance to attend a family event.

Twist: The match schedule clashes with it.

What promise do they make?

Complete scene: Gain 1 Trust.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT6 • The surprise supporter

Someone unexpected turns up to support your club.

Twist: They have brought a rival with them.

What happens before the first bounce?

Complete scene: Gain 20 credits.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

Alternative Story • 60 seconds

Single-sided cards • cut on borders • keep each deck separate

ALT7 • The café announcement

Marco and Em have news for the group.

Twist: Someone misunderstands it completely.

How does your character put things right?

Complete scene: Gain 1 Trust.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT8 • An honest teammate

A teammate admits they are struggling.

Twist: The club has a big match tomorrow.

What does your character do to help?

Complete scene: Draw 1 Action card.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT9 • Another road home

Travel plans fall through after an away match.

Twist: Two characters must work together.

What do they discover about each other?

Complete scene: Gain 20 credits.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT10 • A different final

The team needs a fresh plan in the final minutes.

Twist: A side character has the answer.

Tell us how everyone responds.

Complete scene: Take 1 bonus shot.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT11 • The unopened invitation

An invitation gives your character a new beginning.

Twist: Accepting means changing an old plan.

What do they choose, and who helps?

Complete scene: Gain 1 Trust.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

ALT12 • One more chapter

The group gathers after the season.

Twist: Someone asks what they want to do next.

Create your own ending for these characters.

Complete scene: Gain 1 Trust.
Time-out: keep an unfinished draft; no reward.
Use original characters. Player-created, not manuscript events.

Your blank chapters • print extras

Single-sided cards • cut on borders • keep each deck separate

Our Story • 1

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 2

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 3

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 4

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Your blank chapters • print extras

Single-sided cards • cut on borders • keep each deck separate

Our Story • 5

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 6

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 7

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 8

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Your blank chapters • print extras

Single-sided cards • cut on borders • keep each deck separate

Our Story • 9

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 10

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 11

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Our Story • 12

Part / chapter: _____

Author / side: _____

Prompt: _____

What happens next?

Completed in time? ☐ Yes ☐ No

Original characters

Single-sided cards • cut on borders • keep each deck separate

Jaden One clean mark Take a Mark card from the action deck if available; otherwise draw one action card. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Win two league matches.	Cameron A steady hand Gain 40 credits. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Collect the two Care locations.	Liam Forward pressure Take a Mark card from the action deck if available; otherwise draw one action card. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Kick three goals across all matches.
Jamie Clinic fundraiser Gain 40 credits. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Answer four trivia questions correctly.	Mack A useful connection Gain 40 credits. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Complete a trade with another player.	Peyton A friend in your corner Draw two action cards, up to the hand limit of five. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Answer three trivia questions correctly and own a location.
Marco Café takings Gain 40 credits. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Own Amelio's Café and upgrade it.	Em Everyone belongs Gain 40 credits. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Own three locations in different sets.	Asher / Coach Dad Training session Draw two action cards, up to the hand limit of five. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Earn at least six league ladder points.

Original characters

Single-sided cards • cut on borders • keep each deck separate

Myles — Cameron's dad Family support Gain 40 credits. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Finish with at least 200 credits.	Cassidy Back yourself Take a Mark card from the action deck if available; otherwise draw one action card. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Kick two goals and answer two trivia questions correctly.	Parker Extra practice Draw two action cards, up to the hand limit of five. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Play two league matches and own a Football location.
Lizzie A place to belong Gain 40 credits. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Collect the two Family locations.	Josh Away-game preparation Draw two action cards, up to the hand limit of five. Use once per person per game, on your own turn. Reward goes to your side. Objective • +3 Legacy Play league matches against two different opponents.	

The 18 clubs

Single-sided cards • cut on borders • keep each deck separate

Melbourne Mystics VIC Colours: Midnight Blue and Silver Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Sydney Shadows NSW Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Perth Predators WA Colours: Rust Orange and Teal Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.
Southbank Sharks VIC Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Queensland Jungle Jaguars QLD Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Brisbane Vipers QLD Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.
Gold Coast Guardians QLD Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Melbourne Phoenix VIC Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Sydney Firebirds NSW Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.

The 18 clubs

Single-sided cards • cut on borders • keep each deck separate

Flinders Flyers VIC Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Desert Tigers TAS Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Darwin Daredevils NT Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.
Hobart Panthers TAS Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Brisbane Blazers QLD Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Adelaide Arrows SA Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.
West Adelaide Wolves SA Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Davenport Dragons TAS Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.	Canberra Titans ACT Colours awaiting author selection. Player: _____ Character: _____ All clubs use the same rules. One ladder entry per side: an individual or a team.

Location cards

Single-sided cards • cut on borders • keep each deck separate

Fitzroy Clubrooms Football set Buy: 60 credits Visit: 10 credits Full set: 20 credits Upgrade: costs 40; adds 10 to visit contribution. Upgraded? ☐ Legacy: +1 owned, +1 upgraded. Full set: +3 extra.	Mystics HQ Football set Buy: 60 credits Visit: 10 credits Full set: 20 credits Upgrade: costs 40; adds 10 to visit contribution. Upgraded? ☐ Legacy: +1 owned, +1 upgraded. Full set: +3 extra.	Fitzroy General Care set Buy: 80 credits Visit: 12 credits Full set: 24 credits Upgrade: costs 40; adds 10 to visit contribution. Upgraded? ☐ Legacy: +1 owned, +1 upgraded. Full set: +3 extra.
Brunswick Clinic Care set Buy: 80 credits Visit: 12 credits Full set: 24 credits Upgrade: costs 40; adds 10 to visit contribution. Upgraded? ☐ Legacy: +1 owned, +1 upgraded. Full set: +3 extra.	Amelio's Café Community set Buy: 70 credits Visit: 10 credits Full set: 20 credits Upgrade: costs 40; adds 10 to visit contribution. Upgraded? ☐ Legacy: +1 owned, +1 upgraded. Full set: +3 extra.	Imperial Sapphire Community set Buy: 70 credits Visit: 10 credits Full set: 20 credits Upgrade: costs 40; adds 10 to visit contribution. Upgraded? ☐ Legacy: +1 owned, +1 upgraded. Full set: +3 extra.
Jaden's Townhouse Family set Buy: 60 credits Visit: 8 credits Full set: 16 credits Upgrade: costs 40; adds 10 to visit contribution. Upgraded? ☐ Legacy: +1 owned, +1 upgraded. Full set: +3 extra.	Cameron's Home Family set Buy: 60 credits Visit: 8 credits Full set: 16 credits Upgrade: costs 40; adds 10 to visit contribution. Upgraded? ☐ Legacy: +1 owned, +1 upgraded. Full set: +3 extra.	

Counters & table setup

Cut numbered player counters • choose matching seating numbers



Shuffle all six decks separately and place them beside the board. Trivia cards identify their source chapter and can include later-book spoilers. Keep eight location cards face-up until purchased. Each person takes a unique character card. Each side takes one club card. Use one shared chapter marker; numbered counters may identify the sides. All hands are open.

Trivia reader: hide the answer with your hand or a scrap of paper. Read the question and options aloud. Reveal the hint only if requested. Cover the answer area. Both sides write their guesses before uncovering it. The next opposing side's backup answer counts only if the first answer is wrong.

Use coins or spare counters to mark upgraded locations. Keep earned Legacy separate from the final bonuses. When tracking matches, record both players' results and actual goals scored.

Side tracker • one per individual or team

Use pencil • erase and reuse • credits never fall below zero

Side / seat: _____ Club: _____

Trust: _____ (every 2 = 1 Legacy) Kicking order: _____

Credits: 200 → _____

Earned Legacy: _____

Correct trivia: _____ Accepted trades: _____ Total goals: _____

League matches: _____ Wins: _____ Ladder points: _____

League points for: _____ Points against: _____ Difference: _____

League opponents (seat numbers): _____

Owned locations / upgraded: _____

Final Legacy calculation:

Earned ____ + owned ____ + complete sets ×3 ____ + upgrades ____

+ full hundreds of credits ____ + Trust bonus ____ + objectives ____ = ____

People & character tracker

Teams: one side turn per chapter • rotate leads and kickers • one ability per person

1. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

2. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

3. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

4. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

5. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

6. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

7. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

8. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

9. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

10. Name: _____ Team / side: _____
Character: _____ Ability used: ☐ Objective met: ☐

Journey & match sheet

Print extra copies • every side takes one turn per chapter

Journey: 51 / 63 spaces Part: ____ Chapter: ____

Turn order (seats): _____

Match 1 • League / Grand Final

Player A: _____ Shots: ____ / ____ / ____ Total: ____

Player B: _____ Shots: ____ / ____ / ____ Total: ____

Winner / draw: _____ Goals A: ____ B: ____

Match 2 • League / Grand Final

Player A: _____ Shots: ____ / ____ / ____ Total: ____

Player B: _____ Shots: ____ / ____ / ____ Total: ____

Winner / draw: _____ Goals A: ____ B: ____

Match 3 • League / Grand Final

Player A: _____ Shots: ____ / ____ / ____ Total: ____

Player B: _____ Shots: ____ / ____ / ____ Total: ____

Winner / draw: _____ Goals A: ____ B: ____

Match 4 • League / Grand Final

Player A: _____ Shots: ____ / ____ / ____ Total: ____

Player B: _____ Shots: ____ / ____ / ____ Total: ____

Winner / draw: _____ Goals A: ____ B: ____

Match 5 • League / Grand Final

Player A: _____ Shots: ____ / ____ / ____ Total: ____

Player B: _____ Shots: ____ / ____ / ____ Total: ____

Winner / draw: _____ Goals A: ____ B: ____

Finalists: _____ vs _____

Premiership winner: _____

Overall Legacy winner(s): _____