Building Costs

Love Path

= 0 Victory Points



Love Booth

= 1 VP



Cupid / Love Hex



- When a 7 is rolled, Cupid has fired an arrow:
  ① Discard down as normal. Anyone who discarded receives a free resource from the bank.
  ② Everyone passes 1 resource to the left (if they have one).
  ③ Receive resources from production (if any).
  ④ The player who rolled moves cupid to any other terrain hex.
  ⑤ That player receives 1 "given" resource from adjacent hex owner.
- Love Booth & Hex: match the red die number to the wedge on the Love Hex with the same die number. Cities adjacent to a love booth receive 1 normal resource and 1 resource indicated on that wedge.
- Only cities adjacent to a love hex receive a resource, and only 1.
- Any love path (LP) may parallel a road segment, this doubles the road segment toward longest road, regardless of who laid the path. However, LPs may not parallel other LPs, only roads.
- LPs may cross over roads, paths, rivers; through settlements & cities.

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