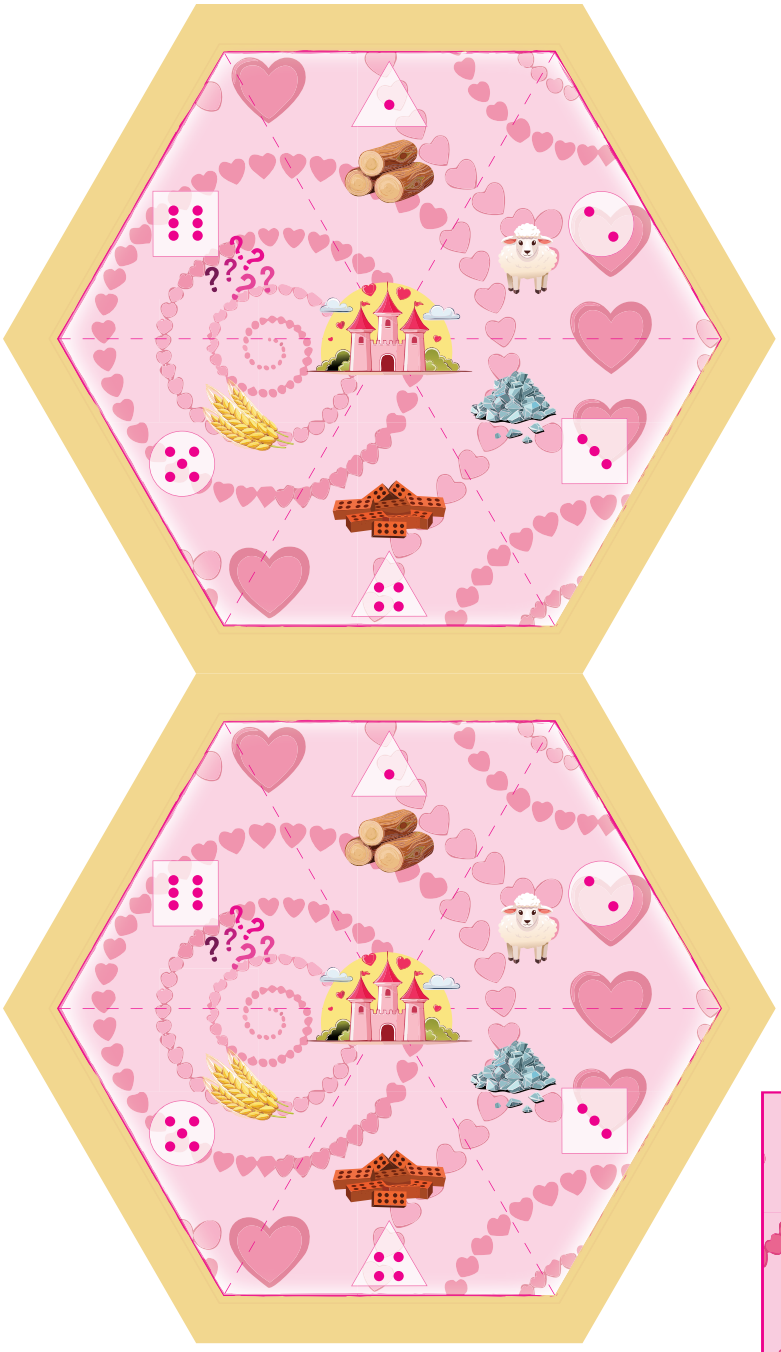



7


7






Greatest Love
2 Victory Points!
This card goes to the player with the longest unbroken love path of at least 5 segments. Another player who builds a longer love path takes this card.


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.