

Rules

1. Shuffle red and white cards separately. Deal 5 red cards to each player.
2. Pick the first Open Science Cupid.
3. Cupid unveils a white card, revealing an Open Science principle.
4. Players select a matching red card from their hand, playing it face down.
5. Cupid evaluates matches, selecting the most fitting pair.
6. The winner of the round claims the white card, scoring a point.
7. Discard played red cards, drawing new cards to maintain 5 in hand.
8. Pass the Cupid role to the left. Continue until all white cards are played. Reshuffle red cards if needed.
9. The player with the most points wins!

Add depth to the game: Before picking the winner of the round, players reveal which card they played and explain their reasoning.



DOI 10.5281/zenodo.10609559



**Games of Horror for
Open
Science
Training**

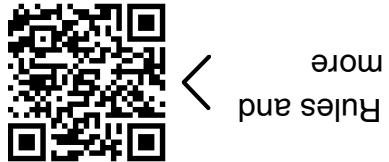
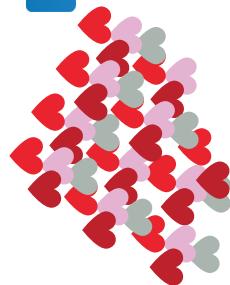
Rules

1. Shuffle red and white cards separately. Deal 5 red cards to each player.
2. Pick the first Open Science Cupid.
3. Cupid unveils a white card, revealing an Open Science principle.
4. Players select a matching red card from their hand, playing it face down.
5. Cupid evaluates matches, selecting the most fitting pair.
6. The winner of the round claims the white card, scoring a point.
7. Discard played red cards, drawing new cards to maintain 5 in hand.
8. Pass the Cupid role to the left. Continue until all white cards are played. Reshuffle red cards if needed.
9. The player with the most points wins!

Add depth to the game: Before picking the winner of the round, players reveal which card they played and explain their reasoning.



DOI [10.5281/zenodo.10609559](https://doi.org/10.5281/zenodo.10609559)



Rules and
more

