

TURTLE WUSHU

TURTLE WUSHU IS A SIMPLE DANCING-FIGHTING GAME PLAYED WITH TINY TURTLES FROM CHINA. THE TURTLE RESTS ON YOUR HAND. IT DOES NOT LIKE THE OTHER TURTLES. SLAP TURTLES OFF OTHER PLAYERS' HAND.

THE LAST PLAYER WITH A TURTLE ON HIS/HER HAND WINS!



RULES



1 FORM A CIRCLE AND JOIN YOUR TURTLE HANDS TOGETHER FOR THE TURTLE WUSHU GREETING: SLOWLY MOVE YOUR HAND AWAY FROM THE OTHERS AND WHISPER "TURTLE WUSHU!".

2 THE GAME STARTS WHEN ALL TURTLES ARE IN A SAFE DISTANCE FROM EACH OTHER.



3 USE YOUR FREE HAND TO HIT OTHER PLAYERS' HANDS SO THAT THE OPPONENT'S TURTLE FALLS.

4 ONLY HITTING THE HANDS IS A VALID MOVE. ANY OTHER PART OF THE OPPONENT'S BODY IS A FOUL. WHEN YOU LOSE A TURTLE WHEN FOULED, PUT THE TURTLE BACK ON YOUR HAND.



TURTLE WUSHU DOUBLE

A SUPRISINGLY NERVE WRECKING AND TACTICAL TURTLE WUSHU VARIANT FOR FOUR PLAYERS IN TWO TEAMS. THIS IS THE VERSION PLAYED AT THE **TURTLE WUSHU WORLD CHAMPIONSHIP AT PLAYPUBLIK**.

RULES

1 BASIC RULES LIKE TURTLE WUSHU.

2 IF A PLAYER LOSES THE TURTLE HE/SHE SHOUTS: "OUT!"; HIS/HER TEAM LOSES A POINT. IN CASE PLAYERS FROM BOTH TEAMS LOSE A TURTLE AT THE SAME TIME, NOONE GETS A POINT.

3 TO WIN A TURTLE WUSHU DOUBLE MATCH A TEAM HAS TO WIN TWO SETS. TO WIN A SET A TEAM HAS TO MAKE THREE POINTS.

Turtle Wushu by:
www.invisibleplayground.com

For tutorial video see QR code above or:
http://ludocity.org/wiki/Turtle_Wushu