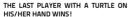
TURTLE WUSHU

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





RIIIFS



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





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