



PENYU QUEST

Official Detailed Rules

Penyu Quest: Malaysian Adventures

Official Detailed Rules

Website Source-of-Truth Version

Version: Draft 1.0

Purpose: This is the official detailed rules page for Penyu Quest: Malaysian Adventures. It is intended to be accessed through the QR code or barcode on the illustrated rules sheet and maintained on the Penyu Quest website as the source of truth for gameplay.

1. Welcome to Penyu Quest

Penyu Quest: Malaysian Adventures is a travel-themed card game where players journey across Malaysia by collecting Cities and Experiences. Each player is a traveller seeking to build the most meaningful Malaysian adventure by visiting places, discovering local experiences, managing transport, and making strategic choices along the way.

The game is simple to begin, but it rewards careful planning. Players must decide whether to save their Travel cards for travel, use them as Penyu Dollars to pay for Cities, claim Experiences early, pursue regional advantages, or deny opportunities to other players.

At the end of the game, players score Penyu Points from their claimed Cities and Experiences. The player with the highest total Penyu Points wins.

These rules are written in detail so that every player can understand exactly how the game works. Where the illustrated rules or quick rules are shorter, this detailed version prevails.

2. The Spirit of the Game

Penyu Quest is designed around three ideas.

First, it is a game of Malaysian travel. Players are not merely collecting cards. They are creating a journey across the country, from cities and towns to food, nature, heritage, culture, islands, forests, highlands, kampungs, beaches, and urban experiences.

Second, it is a game of choices. A card in your hand may be useful in more than one way. A Travel card may help you claim a City, but it may also be used as currency. An Experience card may be claimed for points, but timing matters because some Experiences become more valuable when linked to a City in the same region.

Third, it is a game of visible progress. Claimed Cities and Experiences are placed face-up in front of each player. Everyone can see each player's journey developing. This allows players to plan, compete, block, or race toward the end of the game.

The rules should always be interpreted in a way that supports these three principles: clear journeys, meaningful choices, and visible progress.





3. Object of the Game

The object of the game is to finish with the highest number of Penyu Points.

Players earn Penyu Points by claiming:

City cards; and

Experience cards.

Only cards that have been successfully claimed and placed face-up in front of a player count for scoring. Cards remaining in a player's hand at the end of the game do not score.

The winner is the player with the highest total Penyu Points after final scoring.

4. Game Components

A complete Penyu Quest: Malaysian Adventures deck contains the cards required to play the game. The exact card mix may differ depending on the edition, printing, or promotional set, but the rules apply to all official Malaysian Adventures decks unless stated otherwise.

The game includes the following main categories of cards:

City cards;

Experience cards;

Travel cards;

Journey cards; and

Any special or promotional cards expressly marked as official Penyu Quest cards.

If a particular deck does not include special cards, those parts of the rules may be ignored.

5. Key Terms

For clarity, the following terms have the meanings set out below.

5.1 City

A City is a destination card that may be claimed by paying the required mode of transport and Penyu Dollar cost shown on the card or prescribed by the official rules.

5.2 Claimed Cards

Claimed cards are cards that a player has successfully placed face-up in front of them. Claimed cards form that player's journey and are used for scoring.

5.3 Draw Pile

The Draw Pile is the face-down deck from which players draw cards.

5.4 Experience

An Experience is a travel, cultural, food, nature, heritage, or activity card. Experience cards may be claimed and placed face-up in front of the player in accordance with these rules.

5.5 Hand





A player's hand consists of the cards held privately by that player.

5.6 Journey

A Journey card is a special gameplay card that creates an effect, modifies gameplay, interrupts actions, grants bonuses, changes claiming requirements, affects other players, or overrides standard rules.

5.7 Normal Discard Pile

The Normal Discard Pile is the face-up discard pile. The top card of this pile may be picked up by a player when allowed by the rules.

5.8 Travel

Travel cards represent methods of travel. They may also be used as Penyu Dollars, but a single Travel card cannot be used as both transport mode and Penyu Dollars in the same payment.

5.9 Penyu Dollars

Penyu Dollars are the in-game currency used to claim Cities. Travel cards carry Penyu Dollar values. When a Travel card is used as money, it is treated as Penyu Dollars and not as transport mode for that payment.

5.10 Penyu Points

Penyu Points are victory points. Penyu Points determine the winner at the end of the game.

5.11 Permanent Discard Pile

The Permanent Discard Pile is the non-pickup discard pile. Cards placed into this pile cannot be taken by players unless a card or rule expressly says otherwise.

5.12 Player

A player is a person taking part in the game.

5.13 Region

A Region is a group of Malaysian states or territories used for Experience eligibility and scoring. The official regions are set out in Section 13.

6. Recommended Number of Players

Penyu Quest may be played by 2 or more players. The recommended number is 2 to 6 players.

For larger groups, players may play in teams or use more than one deck, provided all players agree before the game begins.

7. Setup

Before the game begins, complete the following steps.





7.1 Shuffle the Deck

Shuffle all cards thoroughly to form one face-down Draw Pile.

7.2 Create the Discard Areas

Leave space next to the Draw Pile for two separate discard piles:

the Normal Discard Pile; and

the Permanent Discard Pile.

The Normal Discard Pile should be face-up. The Permanent Discard Pile may be face-up or face-down, but it must be clearly separate from the Normal Discard Pile.

Players must not mix the two discard piles.

7.3 Deal Starting Hands

Deal 6 cards to each player.

Each player keeps their hand private.

7.4 Choose the First Player

Players may choose the first player by agreement. If there is no agreement, the youngest player or the player who most recently travelled within Malaysia starts.

Play then proceeds clockwise.

8. Table Layout

Each player should have a personal play area in front of them.

A player's claimed Cities should be placed face-up in front of them. Claimed Experiences should also be placed face-up in front of them. Players may organise their claimed cards by Region to make scoring and checking easier.

The shared centre area should contain:

the Draw Pile;

the Normal Discard Pile; and

the Permanent Discard Pile.

All players are entitled to see all claimed cards and the top card of the Normal Discard Pile.

Cards in players' hands remain private.

9. Overview of a Turn

On a player's turn, the player follows this structure:

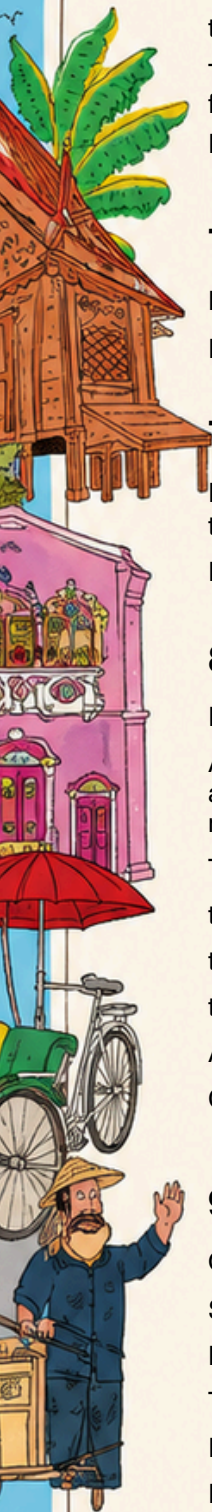
Start the turn;

Draw or pick up a card;

Take one main action;

Regularise the hand to 6 cards; and

End the turn.





Each part is explained in detail below.

10. Starting the Turn

At the start of a player's turn, the player should check the number of cards in their hand.

A normal hand size is 6 cards.

If a player begins their turn with fewer than 6 cards, they do not immediately draw up to 6 unless a card or rule says so. The player proceeds to the normal draw or pickup step.

If a player begins their turn with more than 6 cards because of a previous card effect or agreed variant, the player may keep those cards until the hand regularisation step at the end of the turn.

11. Draw or Pickup Step

At the beginning of each turn, the player must do one of the following:

draw the top card from the Draw Pile; or

pick up the top card from the Normal Discard Pile.

The player may not do both unless a card or rule expressly allows it.

A player may only pick up the top card of the Normal Discard Pile. The player may not search through the Normal Discard Pile.

A player may not pick up any card from the Permanent Discard Pile.

If the Normal Discard Pile is empty, the player must draw from the Draw Pile.

12. Main Action Step

After drawing or picking up a card, the player takes one main action.

A player may take only one main action per turn unless a card or official rule expressly grants an additional action.

The available main actions are:

claim a City;

claim an Experience;

play a Journey card;

discard one card to the Normal Discard Pile; or

discard one card to the Permanent Discard Pile, but only where the rules allow that card to be permanently discarded.

A player may not skip the main action entirely. If the player cannot or does not wish to claim or play a card, the player must discard one card.

13. Official Regions

For the Malaysian Adventures edition, Malaysia is divided into the following official Regions:

13.1 Northern Region

The Northern Region consists of:

Perlis;





Kedah;
Penang; and
Perak.

13.2 Central Region

The Central Region consists of:
Selangor;
Kuala Lumpur; and
Putrajaya.

13.3 Southern Region

The Southern Region consists of:
Negeri Sembilan;
Melaka; and
Johor.

13.4 Eastern Region

The Eastern Region consists of:
Kelantan;
Terengganu; and
Pahang.

13.5 East Malaysia Region

The East Malaysia Region consists of:
Sabah;
Sarawak; and
Labuan, if treated as an East Malaysia card in the relevant deck edition.

14. City Cards

City cards represent destinations in Malaysia.

Each City card should show or be linked to the following information:

City or destination name;
State or territory;
Region;
Penyu Point value;
Transport mode requirement; and
Penyu Dollar cost.

A City is claimed by paying its required cost and placing the City card face-up in front of the player.





Once claimed, a City remains with that player unless a specific card or official rule says otherwise.

15. Claiming a City

To claim a City, the player must have the City card in their hand and must pay the required cost.

A City cost may include:

a required transportation mode; and

a required amount of Penyu Dollars.

The player pays the cost by placing the required cards into the Permanent Discard Pile.

After the cost is paid, the player places the City card face-up in front of them.

The act of claiming the City is the player's main action for that turn.

16. Paying for a City

When paying for a City, the player must satisfy all stated requirements.

If a City requires a specific transport mode, the player must spend Travel cards matching those requirements.

If a City requires Penyu Dollars, the player must spend cards with sufficient Penyu Dollar value.

A single card may only be used once in a payment.

This means that a Travel card cannot be used both as a transport card and as Penyu Dollars for the same City.

For example, if a City requires one Bus and 200 Penyu Dollars, and the player has a Bus card worth 100 Penyu Dollars, the player may use that Bus card either as the Bus requirement or as 100 Penyu Dollars. The player may not count the same Bus card as both the required Bus and 100 Penyu Dollars.

All cards spent to claim a City go to the Permanent Discard Pile.

17. Overpaying Penyu Dollars

A player may overpay Penyu Dollars if exact payment is not possible.

No change is given.

For example, if a City costs 300 Penyu Dollars and the player pays with cards worth 400 Penyu Dollars, the extra 100 Penyu Dollars is lost.

The full cards used for payment are placed in the Permanent Discard Pile.

18. City Cost Categories

Unless otherwise stated on the card or official website database, the following general cost guidance applies:

capital or major Cities are usually more valuable and may cost more;

non-capital Cities usually cost less; and

special destinations may have unique costs if stated on the card or official database.

Where a card shows a specific cost, the card cost prevails.

Where the website database states an updated official cost, the website database prevails.





Where neither the card nor website states a cost, players should apply the default City cost table published on the official rules page.

19. Experience Cards

Experience cards represent things to see, do, taste, explore, or discover in Malaysia.

An Experience card should show or be linked to the following information:

Experience name;

State, City, or Region connection;

Penyu Point value;

Any eligibility requirement; and

Any special scoring rule.

Experiences may include food, culture, nature, heritage, adventure, islands, beaches, wildlife, festivals, architecture, markets, kampung life, urban activities, or other memorable Malaysian experiences.

20. Claiming an Experience

To claim an Experience, the player places the Experience card from their hand face-up in front of them.

Claiming an Experience is the player's main action for that turn.

Unless an Experience card states otherwise, no mode of transport or Penyu Dollar cost is required to claim an Experience.

However, Experience eligibility and scoring may depend on Region ownership as explained below.

21. Experience Eligibility

A player may claim an Experience if it is allowed by the Experience card or by the Region rules.

The standard rule is:

A player may claim any Experience from a Region if the player has already claimed at least one City in that same Region.

This means that owning a City in a Region unlocks Experiences from that Region.

For example, if a player has claimed a City in Terengganu, that player has unlocked the Eastern Region and may claim Eastern Region Experiences.

22. Experience Without a City

Some deck editions may allow players to claim Experiences even without first owning a City in the relevant Region. If so, the card or official website database will state this.

If the Experience has no stated Region, or if it is marked as National, General, or Malaysia-wide, it may be claimed without a matching City.

If the Experience clearly belongs to a specific Region and the player has no City in that Region, the player may not claim that Experience unless a card or official rule allows it.

23. Experience Scoring





Each claimed Experience is worth the Penyu Points stated on the card or official website database. Unless otherwise stated, each Experience has a base Penyu Point value.

If the Experience matches a City owned by the player in the same City or destination, the Experience will score double.

If the Experience only matches the same Region but not the same City, it scores its normal value unless a specific rule gives a regional bonus.

24. Same-City Experience Bonus

The standard bonus rule is:

If a player owns a City and also owns an Experience specifically linked to that same City or destination, the Experience scores double.

For example, if a player owns Kuala Lumpur and also claims an Experience specifically linked to Kuala Lumpur, that Experience scores double.

The City card itself does not double. Only the qualifying Experience doubles.

If an Experience is linked to a State or Region rather than a specific City, it only doubles if the official card database expressly states that it qualifies for the same-City or destination bonus.

25. Regional Unlocking and Strategy

Owning a City in a Region is important because it opens up that Region's Experiences.

A player who claims one City in the Eastern Region may begin collecting Eastern Region Experiences. A player who claims one City in the Northern Region may begin collecting Northern Region Experiences.

This creates a strategic choice. A player may focus deeply on one Region to collect matching Experiences, or spread across several Regions to unlock more opportunities.

Players should remember that only claimed Cities and claimed Experiences count at the end of the game.

26. Travel Cards

Travel cards represent ways of moving across Malaysia.

Travel cards may include, depending on the edition:

Bus;

Train;

Flight;

Car;

Motorbike;

Boat or Ferry;

Taxi or E-hailing;

Bicycle;

Walking or Trekking; and

any other official Travel card.

Each Travel card may have:





a transport type; and
a Penyu Dollar value.

Travel cards are flexible, but they must be used carefully.

27. Travel Cards as Mode of Transport

When a City requires a specific mode of transport, the player must spend a matching Travel card.

For example, if a City requires Boat, the player must spend a Boat Travel card unless a wild Travel or special card allows substitution.

A Travel card used as a mode of transport is not counted as Penyu Dollars in that payment.

28. Travel Cards as Penyu Dollars

A Travel card may instead be used as currency.

When used as currency, its Penyu Dollar value counts toward the Penyu Dollar cost of a City.

A Travel card used as Penyu Dollars is not counted as a transport mode in that payment.

29. No Double Use Rule

The No Double Use Rule is one of the most important rules in Penyu Quest.

A single Travel card cannot perform two functions at the same time.

If a Travel card is used to satisfy a transport requirement, it cannot also be used as Penyu Dollars for the same claim.

If a Travel card is used as Penyu Dollars, it cannot also satisfy a transport requirement for the same claim.

This rule prevents ambiguity and keeps payment fair.

30. Wild and Dual Travel Cards

30.1 Wild Cards

Some editions may include Wild Travel cards. For the Malaysian Adventures series, a flight card is a wild card.

A Wild Travel card may be used as any one mode of transport, unless the card states otherwise.

If a Wild Travel card also has a Penyu Dollar value, the player must choose how to use it:

as a mode of transport; or

as Penyu Dollars.

The Wild Travel card may not be both a mode of transport and Penyu Dollars in the same payment.

30.2 Dual Cards

A Dual Travel card counts as either one of its listed transport types chosen at the moment of use.

For example:

a Bus/Train dual card may count as either Bus or Train; and





a Motorbike/Taxi dual card may count as either Motorbike or Taxi.

31. Journey Cards

Journey cards create special effects, such as drawing additional cards, blocking another player, moving cards, protecting cards, changing travel plans, or affecting the discard piles.

Playing a Journey card is usually the player's main action unless the card expressly says otherwise.

After a Journey card is played and resolved, it is placed in the Permanent Discard Pile unless the card states otherwise.

32. Journey Card Timing and Responses

Certain Journey cards may respond to or interrupt another player's action.

Unless otherwise stated, a response-type Journey card must be played immediately after the triggering action is declared and before that action fully resolves.

For example, Wrong Visa must be played immediately after another player declares a Journey card and before the Journey card effect resolves. The wrong visa only applies for the benefit of the player using it and not the other players.

If multiple players wish to respond simultaneously, responses resolve clockwise starting from the active player.

Found a Shortcut grants the player one additional full turn immediately after the current turn ends. The player must first complete their current turn fully, including hand regularisation.

Monsoon Storm requires the player to discard their entire hand into the Normal Discard Pile and then draw 6 new cards.

Journey cards that grant ongoing effects or Penyu Points remain face-up in front of the player until the effect ends or final scoring is completed. For instance, Tourism grant.

Playing Penyu Chief includes the City claim itself as part of resolving the Journey Card. It is one action and not two actions.

This same doctrine should apply to Promo Fare, Lost Luggage, Festival Bonus, Lost Treasure, Viral Reel and future Journey Cards.

33. Discarding as a Main Action

If a player does not claim a City, claim an Experience, or play a Journey card, the player must discard one card as their main action.

The default rule is that discarded cards go to the Normal Discard Pile.

However, the following cards go to the Permanent Discard Pile:

cards spent as payment for a City;

Journey cards after they are played, unless the card says otherwise;

cards that a rule or card effect says must be permanently discarded; and

any card placed into the Permanent Discard Pile by agreement under an official variant.

Players may not choose to place ordinary City, Experience, or Travel cards into the Permanent Discard Pile unless a rule or card allows it.

34. Normal Discard Pile





The Normal Discard Pile is a shared face-up pile.

Only the top card of the Normal Discard Pile is available to be picked up during a player's draw or pickup step.

Players may inspect the top card, but may not search through the pile unless all players agree or a card allows it.

A card placed on the Normal Discard Pile may become available to the next player.

Discarding to the Normal Discard Pile is therefore a strategic decision.

35. Permanent Discard Pile

The Permanent Discard Pile is a non-pickup pile.

Cards in the Permanent Discard Pile are out of circulation for the rest of the game unless a card or official rule expressly brings them back.

Players may not take cards from the Permanent Discard Pile.

The Permanent Discard Pile is used to remove spent payments, played Journey cards, and other cards that should not be repeatedly reused.

36. Hand Regularisation

At the end of a player's turn, the player must regularise their hand to 6 cards.

If the player has fewer than 6 cards, the player draws from the Draw Pile until they have 6 cards.

If the player has more than 6 cards, the player must discard cards until they have 6 cards.

Unless a card or rule says otherwise, cards discarded during hand regularisation go to the Normal Discard Pile.

If the Draw Pile does not contain enough cards for the player to draw up to 6, the player draws as many as possible. The endgame procedure then applies.

37. End of Turn

A player's turn ends after the hand has been regularised to 6 cards or as close to 6 cards as possible if the Draw Pile is exhausted.

Play then passes clockwise to the next player.

38. Claimed Cards Are Public

All claimed Cities and Experiences are public information.

Players may count, inspect, and ask to clarify another player's claimed Cities, Experiences, Regions, and visible Penyu Points.

Players may not inspect another player's hand unless a card or rule allows it.

39. Cards in Hand Do Not Score

Cards in hand do not score at the end of the game.

This includes City cards, Experience cards, Travel cards, Journey cards, and special cards.

Only claimed cards placed face-up in front of a player count for scoring.





40. Ending the Game

The game may end in one of the following ways:

- the Draw Pile is exhausted;
- a player reaches a pre-agreed number of claimed Cities;
- a player reaches a pre-agreed Penyu Point threshold;
- a pre-agreed time limit expires; or
- another official scenario or variant end condition is met.

Players should agree on the end condition before the game begins.

If no end condition is agreed, the default end condition is exhaustion of the Draw Pile.

41. Draw Pile Exhaustion

If the Draw Pile is exhausted, the game does not immediately end in the middle of a turn unless no further legal play is possible.

The active player completes their turn as far as possible.

After that turn ends, the game ends unless players agreed before the game began to reshuffle the Normal Discard Pile.

The Permanent Discard Pile is never reshuffled into the Draw Pile unless an official variant expressly allows it.

42. Optional Reshuffle Rule

For longer games, players may agree before the game begins that when the Draw Pile is exhausted, the Normal Discard Pile will be shuffled to form a new Draw Pile.

If this rule is used:

- the Permanent Discard Pile remains out of play;
- the top card of the Normal Discard Pile may be set aside to restart the discard pile; and
- the remaining Normal Discard Pile is shuffled into a new Draw Pile.

This optional rule must be agreed before the game starts. It should not be introduced halfway through the game.

43. Scoring

When the game ends, each player calculates their total Penyu Points.

A player's score consists of:

- Penyu Points from claimed Cities;
- Penyu Points from claimed Experiences;
- any Experience bonuses;
- any set, regional, or special bonuses stated in the official rules or card database; and
- any penalties, if applicable.

Cards in hand do not score.

Cards in any discard pile do not score.





44. Scoring Cities

Each claimed City scores the Penyu Point value shown on the card or official website database.

If there is a conflict between printed material and the official website database, the official website database prevails unless the players agreed before the game to use the printed values only.

45. Scoring Experiences

Each claimed Experience scores the Penyu Point value shown on the card or official website database.

If the Experience qualifies for a same-City or destination bonus, the Experience scores double.

Only the Experience doubles. The related City does not double.

An Experience cannot be doubled more than once unless the card expressly says otherwise.

46. Tiebreakers

If two or more players are tied after final scoring, apply the following tiebreakers in order:

the tied player with the most claimed Cities wins;

if still tied, the tied player with the most claimed Experiences wins;

if still tied, the tied player with the most Regions represented by claimed Cities wins;

if still tied, the tied player with the fewest cards remaining in hand wins;

if still tied, the tied players share victory.

47. Example of a Turn

A player begins their turn with 6 cards.

The top card of the Normal Discard Pile is a Train card. The player needs Train to claim Ipoh, so the player chooses to pick up the Train card instead of drawing from the Draw Pile.

The player then claims Ipoh by placing the Ipoh City card face-up in front of them and paying the required cost. The Train card and any Penyu Dollar cards used for payment are placed into the Permanent Discard Pile.

The player now has fewer than 6 cards in hand. At the end of the turn, the player draws from the Draw Pile until they return to 6 cards.

The turn ends.

48. Example of No Double Use

A player wants to claim a City requiring Boat and 300 Penyu Dollars.

The player has:

one Boat card worth 100 Penyu Dollars;

one Bus card worth 100 Penyu Dollars; and

one Train card worth 200 Penyu Dollars.

The player may use the Boat card to satisfy the Boat requirement. The Bus and Train cards together provide 300 Penyu Dollars.





The player may not also count the Boat card as 100 Penyu Dollars, because it has already been used as the required Boat.

49. Example of Experience Unlocking

A player has claimed the city Kota Bharu, which is in the Eastern Region.

The player later draws an Experience card linked to the Eastern Region, for example, Kuantan. Because the player owns a City in the Eastern Region, the player may claim that Kuantan Experience as their main action.

If the Experience is specifically linked to Kota Bharu, it may qualify for a same-City bonus. If it is only generally linked to the Eastern Region, it scores its normal value unless the card states otherwise.

50. Example of Same-City Experience Bonus

A player owns Kuala Terengganu.

The player also claims an Experience specifically linked to Kuala Terengganu.

At the end of the game, that Experience scores double its normal Penyu Point value.

The Kuala Terengganu City card itself scores its normal Penyu Point value.

51. Illegal Moves

If a player makes an illegal move and it is noticed immediately, the move should be reversed if possible.

Examples of illegal moves include:

claiming a City without paying the full cost;

using the same Travel card as both mode of transport and Penyu Dollars;

claiming an Experience without satisfying its eligibility requirement;

drawing and picking up from the Normal Discard Pile in the same turn without permission;

taking a card from the Permanent Discard Pile; or

ending the turn with the wrong number of cards when correction is possible.

If the illegal move cannot be fully reversed, players should restore the game state as fairly as possible.

If there is a dispute, the majority decision of non-involved players should apply. In a two-player game, the players should use the interpretation most consistent with this detailed rules page.

52. Missed Effects

If a player forgets to apply a bonus, effect, or scoring condition and the next player has already begun their turn, the missed effect is ignored unless all players agree to correct it.

For final scoring, all valid claimed card points and bonuses should be counted even if players only notice them during scoring.

53. Table Talk and Negotiation

Players may discuss strategy, make suggestions, or remind each other of visible facts.





Players may not lie about public information, such as claimed cards or the top card of the Normal Discard Pile.

Players may bluff about cards in their own hand unless the group agrees to play without bluffing.

Players may not show cards from their hand to another player unless all players agree or a card allows it.

54. Open Information and Hidden Information

The following information is open information:

claimed Cities;

claimed Experiences;

Regions unlocked by each player;

cards in the discard piles, subject to any pile inspection rule;

number of cards in each player's hand; and

visible Penyu Points from claimed cards.

The following information is hidden information:

cards in a player's hand;

the order of cards in the Draw Pile; and

any face-down special card or effect, if used in a variant.

55. Website as Source of Truth

This website rules page is the official source of truth for detailed gameplay.

If there is a difference between:

the quick rules;

the illustrated rules;

packaging text;

social media explanations;

demo scripts; and

this detailed rules page,

this detailed rules page prevails.

However, if players agree before a casual game to use a simplified house rule, they may do so. Such house rules do not change the official rules.

56. Language Versions

Penyu Quest may provide this rules page in more than one language.

If there is a difference in meaning between language versions, the English version shall be treated as the primary reference unless the website states that another language version prevails for a specific market or edition.





Translations should preserve the meaning of the rules and should not introduce new gameplay interpretations.

57. Card Database

The Penyu Quest website may include an official card database.

The card database may state, clarify, or update:

City costs;

Travel requirements;

Penyu Point values;

Region classifications;

Experience eligibility;

Experience bonus qualification;

card errata; and

official FAQs.

Where the card database states a specific rule for a card, that card-specific rule prevails over a general rule.

58. Errata and Updates

From time to time, Penyu Quest may issue official clarifications or errata.

An erratum is a correction to a card, rule, cost, classification, or printed mistake.

An official clarification explains how a rule should be applied.

The latest version published on the official Penyu Quest website prevails for official play.

For casual play, players may agree before the game begins to use the printed version of the cards without errata.

59. Suggested Game Modes

Players may choose different game modes depending on time and experience.

59.1 First Action Mode

This is recommended for first-time players.

Suggested end condition: game ends when one player has claimed 5 Cities or when the Draw Pile is exhausted.

59.2 Standard Action Mode

This is the default recommended mode.

Suggested end condition: game ends when the Draw Pile is exhausted.

59.3 Timed Action Mode

This is suitable for events, schools, cafés, demonstrations, or tournaments.





Suggested end condition: game ends after 20, 30, or 45 minutes.

When time expires, the active player completes their turn and scoring begins.

59.4 Grand Tour Mode

This is suitable for experienced players.

Suggested end condition: game ends when the Draw Pile is exhausted, with one reshuffle of the Normal Discard Pile allowed.

60. Tournament and Event Play

For organised events, the organiser should announce before play begins:

number of players per table;

time limit;

scoring method;

whether the optional reshuffle rule applies;

how disputes will be resolved;

whether language versions other than English may be used; and

whether the official online card database applies.

The organiser's announced tournament rules apply for that event, provided they do not contradict mandatory rules published by Penyu Quest for official organised play.

61. House Rules

Players may create house rules for casual play.

Examples of house rules include:

shorter game length;

lower City target;

open hands for younger players;

team play;

no bluffing;

simplified Region rules; or

no Journey cards.

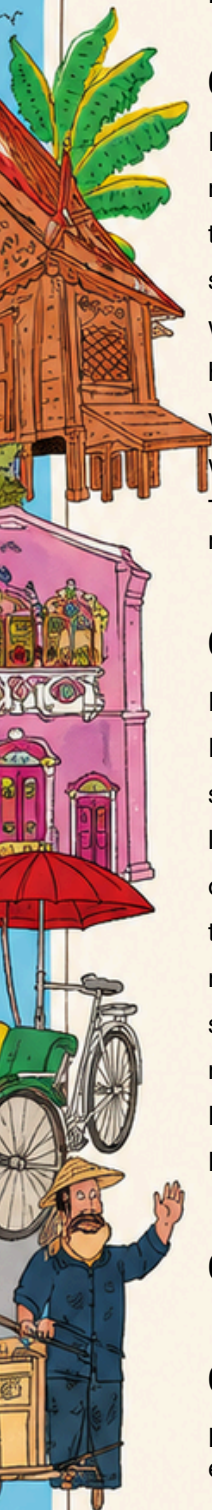
House rules should be agreed before the game begins.

House rules are not official Penyu Quest rules unless later adopted on the official website.

62. Common Clarifications

62.1 Can I claim more than one City in a turn?

No. Claiming a City is your main action. You may claim only one City per turn unless a card expressly allows more.





62.2 Can I claim a City and an Experience in the same turn?

No. Each is a separate main action. You may do only one main action per turn unless a card expressly allows more.

62.3 Can I pick up more than one card from the Normal Discard Pile?

No. You may only pick up the top card during your draw or pickup step unless a card expressly allows otherwise.

62.4 Can I take from the Permanent Discard Pile?

No. Cards in the Permanent Discard Pile are out of circulation unless a card or official rule expressly says otherwise.

62.5 Do cards in my hand score at the end?

No. Only claimed cards placed face-up in front of you score.

62.6 Can I use a Travel card as both transport and money?

No. A card can only be used for one purpose in a single payment.

62.7 Can I overpay for a City?

Yes. You may overpay Penyu Dollars, but no change is given.

62.8 Can I claim an Experience before I own a City in that Region?

Only if the Experience is National, General, Malaysia-wide, or the card or official database says it may be claimed without a matching Region.

62.9 What happens if the Draw Pile runs out?

The active player completes the turn as far as possible. The game then ends unless the optional reshuffle rule was agreed before the game began.

62.10 Which rules prevail if there is confusion?

This detailed website rules page prevails over quick rules, illustrated rules, packaging text, demo explanations, and social media descriptions.

63. Design Notes for Players

Penyu Quest is not only about collecting the most expensive Cities. A player who claims fewer Cities but links them with strong Experiences may win. A player who spreads across Regions may gain flexibility. A player who focuses on one Region may unlock powerful scoring combinations.

The key to the game is balance.

You need transport modes to move. You need Penyu Dollars to pay. You need Cities to unlock Experiences. You need Experiences to build your story and your score.





Every card may matter.

64. Final Rule of Interpretation

If a situation arises that is not expressly covered by these rules, players should apply the interpretation that best follows these principles:

- a player must pay the required cost to claim a City;
 - a card cannot be used for two purposes at the same time;
 - claimed cards are public and score at the end;
 - cards in hand do not score;
 - the Permanent Discard Pile is not available for pickup;
 - each player normally takes one main action per turn; and
 - the winner is the player with the highest valid Penyu Point total.
- These principles should resolve most unusual situations.

65. Closing

Penyu Quest is a game about discovering Malaysia, planning your journey, making choices, and building a travel story worth remembering.

Every player begins with a hand of cards. By the end of the game, each player has created a different Malaysian adventure.

The best journey is not always the longest. It is the one that is planned well, played well, and remembered well.

Welcome to Penyu Quest.

