

Contents

30 Rough Stone Cards
18 Cabochon Cut Cards
12 Faceted Cut Cards
1 Opal Card
4 Point Value Cards

Object

Parcel is played in two phases. First, the Market Phase, to collect and lay down rough stones. The Market Phase continues until one player has five rough stones in play, then the Lapidary Phase begins. Corresponding cabochon and faceted cuts collected during the prior phase are played here for the most points possible. Parcel is played in three rounds; the player with the highest score after all three rounds wins, and is encouraged to goof and flaunt their gem-dealing prowess.

Set Up

Shuffle the deck and deal six cards face down to each player. The deck is set face down in the middle of the play area. The oldest and most experienced gem-dealer goes first.

Market Phase

During this phase, a player must take one action, and ONLY one action per turn.



Be sure to remember: your goal is to cut rough stones AFTER the Market Phase, so try to collect cabochon and/or faceted stones in your hand while collecting and playing the rough!

Even while taking an action, a player can NEVER have more than eight cards in their hand.

Actions

Risky Deal: Discard one card from hand face up beside the deck in exchange for one new card from the deck. Player must discard FIRST, then draw a card.

Counter Offer: Discard two cards from hand to take the topmost card from the discard pile.

Bidding War: Turn over two cards from the deck. Players may bid on the card they want with cards from their hand, face down. Each subsequent bid must be raised by at least one card. The winner of the bid claims the card up for bid and places their bidded cards in the discard pile. Other players reclaim their bidded cards. If no players choose to bid, the revealed card(s) are discarded.

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Source Stones: Draw two cards from the deck. When this action is taken, the player's turn is over, and they cannot lay down a rough stone.

Hard Bargain: Discard three cards from hand to select one card at random from another player's hand.

Rough Stones

After an action has been taken, the player may lay down a rough stone if they choose, (except when Sourcing Stones.) It may be any rough stone card, even if the player already has the same kind of card in play, (e.g. two rough garnets.)

Play proceeds clockwise in the Market Phase UNTIL one player lays down five rough stones. (Be sure to still have cabochon and faceted stone cards in hand to cut during the Lapidary Phase!)

Other players may finish out their final turns for that round, and THEN the Lapidary Phase begins.

If the deck is depleted, reshuffle the discard pile.

Haggling

At any point during the Market Phase, a player may attempt to Haggle with other players, even if it is not their turn. Players may simply trade one card in exchange for another, but may also make larger deals or drive a harder bargain.

Players are encouraged to get creative; being crafty and shrewd is of the utmost importance! Remember, your trade may be rejected, so be sure to make a tantalizing offer.

Lapidary Phase

The Lapidary Phase is when cabochon and faceted stone cards are played. Each player reveals their hand by laying down their cabochon and/or faceted stones on top of their corresponding rough stones.

Each rough may only be cut once as EITHER a cabochon or a faceted cut stone. A player may cut more than one of the same type of stone, (e.g. two faceted topaz.)

Any rough stones the player cannot cut award no points.

Cut Bonus

Consistent Cut: All of the player's rough stones in play must be cut as either ALL cabochons or ALL faceted cut in order to receive this 3 pt bonus.

Cornering the Market: For this bonus, a player must cut at least three stones of the same type. They may be cabochon, faceted, or both. (e.g. two faceted & one cabochon cut garnet would receive the 3 of a kind bonus.) 3 of a kind: 3 pts, 4 of a kind: 5 pts, 5 of a kind: 7 pts.

Matched Pair: A player must have two cabochon or faceted stones of the same type to receive this bonus which is equal in value to the type of stone cut. (e.g. a pair of faceted zircon awards an extra 4 pts.)

Spice Mix: All FIVE of a player's cut stones must be of a different color to receive this 2 pt bonus. The cut does not affect this bonus; the stones can be either cabochon, faceted or both.

the Opal





















The player that draws this card may choose to play it during either phase. The Opal counts as a wild card, and may be used in place of



any one rough, cabochon or faceted stone of the player's choice, thus determining its value.

Point Values

The more rare a stone, the more valuable it is! There is only one Opal in the deck.

Rough	Cabochon	Faceted	
			Tanzanite: 3 Rough 2 Cabochon 1 Facet
			Zircon: 5 Rough 3 Cabochon 2 Facet
			Aquamarine: 5 Rough 3 Cabochon 2 Facet
			Tourmaline: 5 Rough 3 Cabochon 2 Facet
			Imperial Topaz: 5 Rough 3 Cabochon 2 Facet
			Garnet: 7 Rough 4 Cabochon 3 Facet
			Opal: 2 pts