



15 to 20 minutes



From 7 years



2 to 8 players

## Presentation

Game of skill and speed, the game of ossicles or **ossicles** are the ancestors of dice games. Their existence goes back to antiquity.

The game is played with small bone-shaped pieces that slip between the root of the fingers. They're at the origin of the dice under the name of astragaloi, with four flat faces, two wide and two narrow. From ancient times, the game was also played as a skill game of launch, the penthelita.  
(Wikipedia)

In modern times, we do not play with real ossicles anymore, but with DiXes.

## Preparation



A **DiXes'N Bones** game usually has five DiXes.



Just throw these 5 DiXes on the table!  
One of them will be, at the choice of the player **"the old man"**.

## Course of the game

One of the rules of this game is to test your skill and speed by:



Throwing a DiXe (the old man) in the air.



Picking up a DiXe (with the hand that threw the old man) among those resting on the ground and catching the old man before it touches the ground (with one or two hands).



If a DiXe touches the ground, the turn passes to the next player.

The game takes place in different phases.  
You have to finish a phase to move on to the next.  
Otherwise we start the phase again at the beginning, on his next turn.

## The phases

---



### Phase 1

At the beginning of each turn after rolling the dice, we place the visible characters where we want and we choose the DiXe who will be the old man taking it in hand.

In the first round, you pick up a DiXe four times.

In the second round, you have to pick up two DiXes twice at a time, then three DiXes and one, and finally all four.

This is not so easy depending on the distance between the DiXes, forcing sometimes to achieve "**sweeps**" over several tens of centimeters.

Each round earns 100 points.

At the end of these four rounds of play, we make a "**flip**":

we throw all DiXes in the air and we try to catch as much as possible on the back of the same hand.

Each DiXe caught pays 200 points.

After a successful flip, the player moves on to the next phase.



### Phase 2

More difficult variant called "**omelettes**".

This consists of "doing the 1s", then the two, the three, and so on.

As in the first phase of the game, with the difference that, instead of laying aside captured DiXes, we must all keep them in the so-called "**dominated**" hand (the left if we are right-handed).

Thus, when we "do the 2" normal, we throw the old man in the air, we pick up two DiXes, we catch the old man when he goes down.

Then, we take in the so-called "dominated" hand the two DiXes that we have just captured and we repeat the movement for the last two DiXes.

The omelets are successful, we make a new **flip**, then we go to phase 3.



### Phase 3

It's called "**fried eggs**".

The game is made more complex by the fact that instead of sitting outside the two captured DiXes, you have to put them on the back of the dominated hand.

The fried eggs succeeded, we make a new **flip**, then we go to phase 4.



### Phase 4

Here is placed "**boiled egg**".

This time, we use his dominated hand only, the left hand if we are right-handed.

The boiled egg is successful, we make a new **flip**, then we go to phase 5.



## Phase 5

Now these are **"poached eggs"**.

The captured DiXes are stuck between the head and the shoulder.

The poached eggs are successful, we make a new **flip**, then we go to the ultimate phase!



## Ultimate phase

Here are the famous **"eggs casserole"**.

The game becomes extremely difficult because the captured DiXes become all old men.

In the **"2 eggs casserole"**, so, it's not only the old man that is launched to capture the last two DiXes while it's in the air, but these are three DiXes that must be launch...  
and catch up together when they fall.

A game normally takes place in 5,000 or 10,000 points, and may include other complex figures at the end of the game, including the **"skull"**, which is to insert the four DiXes at the root of the fingers, then to bring them back into the palm with the thumb, while keeping the old man flat on the back of the hand without dropping it.  
The skull is practiced when one has reached the half and the maximum points and validates the victory.

---

## End of the game

The game ends when a player succeeds in the **"skull"**, to attempt this figure the player is obliged to pass the four rounds preceding the flip.

### Tip:

As we replace all DiXes with the character face up, we can group them to facilitate the sweeps.

It is better not to throw the dice too hard if you have to catch all four at the same time.

---

## Allowed tricks

Move the table to annoy the player in the lead.

Play with 2 hands while you are at zero, or the last player.

Body wrestling (catch up with his body).

Use a hat or other container or clothing to catch the old man if you are last.

## Variations of the game

---

For a game between experts, you can practice the **"shot of a thousand"**.

It is practiced after each **flip** (which therefore does not earn any point). All the visible characters can be replaced with the dominated hand, the goal of this position is **to place the DiXes in two groups** (if we have caught four out of five, for example a group of three and one all alone), then they are raised in the air and caught in the palm of the hand, alternately by a movement of **supination** followed by another movement of **pronation**:

we take at least one DiXe at the first pass (supination) and all the others at the second (pronation), operating between the two in a quick pivoting of the hand at the wrist.

If no DiXe is caught in supination no point is awarded.

This **"shot of a thousand"** brings, as its name indicates, 1000 points by DiXe, so for example 3000 points if one succeeds this turn with three DiXes (two taken in supination and the last one in pronation, or the opposite at the choice of the player).

After a shot of a thousand, the player resumes the next phase.

## Definitions

---

**Old man:** This is the die that is thrown in the air and must be caught after picking up the others.

**Sweeps:** Made to pick up several dice in the same movement.

**Flip:** Slowly roll all the dice and cushion them on the back of the hand.

**Supination:** Catch palm down.

**Pronation:** Catch palm up.

