

Dhumbal

2-5 players

52 cards

Difficulty: Easy

Duration: Short

Reduce your hand total and call Dhumbal with 5 or less.

SETUP

- Deal 5 cards to each player.
- Create a draw pile and discard pile.
- Lowest card value player may go first.

SCORING

- Losers add hand totals to their score.
- Caller gets 30-point penalty if not lowest.

Tip: Dump face cards early and form pairs for efficient discards.

ON YOUR TURN

- Discard a single, pair, triple, or suited run.
- Draw one card from draw or discard pile.
- Call Dhumbal if your hand totals 5 or less.

Dhumbal is a popular Nepali card game similar to Yaniv where players try to reduce the total value of their hand to a low number. When a player feels confident their hand is lowest, they call 'Dhumbal' to end the round.

Objective

Reduce the total point value of your hand to as low as possible and call 'Dhumbal' when you believe you have the lowest hand. Reach the lowest cumulative score over multiple rounds.

Setup

1. **Players:** 2 to 5 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal 5 cards to each player. Place the remaining cards as a draw pile and flip one card to start the discard pile.

Gameplay

1. **Step 1:** On your turn, discard one or more cards: a single card, a pair, a triple, four of a kind, or a run of 3 or more cards in the same suit.
2. **Step 2:** After discarding, draw one card from either the draw pile or the top of the discard pile.
3. **Step 3:** If your hand total is 5 or less, you may call 'Dhumbal' instead of drawing, ending the round.
4. **Step 4:** When Dhumbal is called, all players reveal their hands. If the caller has the lowest total, all other players add their hand totals to their scores. If someone ties or beats the caller, the caller receives a 30-point penalty.

Scoring

- Number cards are worth face value. Face cards (J, Q, K) are worth 10 points each. Aces are worth 1 point.
- Players accumulate points over rounds. A player who exceeds 100 points is eliminated. The last player remaining wins.

Variations

- **Dhumbal 7:** Players may call Dhumbal when their hand total is 7 or less instead of 5.
- **Joker Dhumbal:** Add two Jokers worth 0 points each to the deck for more options.

Tips and Strategies

- Discard high-value cards quickly, especially face cards worth 10 points each.
- Form pairs or runs to discard multiple cards at once while only drawing one back.
- Keep track of what opponents are discarding to gauge whether calling Dhumbal is safe.

Tips & Strategy

Prioritize discarding face cards and forming pairs or runs for efficient multi-card discards. Call Dhumbal early to catch opponents with high hands.

Timing your Dhumbal call is the most critical decision. Call too early and you risk a penalty, but wait too long and an opponent may call before you.