Overview

- Call Break is a four-player, trick-taking card game popular in Nepal and India.
- The objective is to win as many tricks as you bid (called "calls") over multiple rounds, usually five[1].

Setup

- 52-card deck; each player gets 13 cards per round.
- Spades are always the trump suit and beat any card of other suits, regardless of rank[1].
- The dealer is chosen by drawing cards; lowest card deals first. Dealing proceeds clockwise or counterclockwise depending on local rules[1].

Bidding (Calling)

- After dealing, players (starting left of dealer) bid the number of tricks they expect to win (minimum bid: 1)[1].
- All bids are hidden from other players.
- If total calls are less than 8, or if any player receives no spade or no face card (J, Q, K, A), the round is redealt[1].

Gameplay

- The player next to the dealer leads the first trick.
- Players must play a higher card of the same suit if possible; otherwise, any card of the same suit[1].
- If a player cannot follow suit, they must play a spade (trump). If no spade, any card can be played[1].
- The highest card of the suit led wins the trick unless trumped by a spade[1].
- The winner of each trick leads the next[1].
- Play continues until all 13 cards are played (one round)[1].

Scoring

- At round end, points are calculated:
  - Win at least as many tricks as your bid: score equals your bid.
  - Win fewer tricks than your bid: negative points equal to your bid.
  - Extra tricks above your bid: +0.1 point per extra trick[1].
- Example: Bid 4, win 6 tricks → 4.2 points. Bid 4, win 2 tricks → -4 points[1].
- After all rounds, the player with the highest total points wins[1].

Special Rules

- Redeal if: any player gets no spade, no face card, or total calls < 81.
- The game is often played for a predetermined prize; winner receives cash from other players based on their ranks1.

Strategy Tips

- Track played cards and opponents' calls.
- Aim to meet your call; overbidding risks heavy penalties1.
- Use trump cards wisely to win crucial tricks1.

Cultural Notes

- Commonly played during festivals and family gatherings in Nepal and India1.
- Can be played offline, online, solo, or multiplayer1.

Requirements

- 52-card deck, 4 players, about 30 minutes per game1.

This summary is structured for direct use in a Retrieval-Augmented Generation (RAG) model context.