

# Call Break

4 players

52 cards

Difficulty: Medium

Duration: Medium

Win at least as many tricks as you bid over five rounds.

## SETUP

- 4 players, standard 52-card deck.
- Deal 13 cards each. Spades are always trump.
- Each player calls (bids) 1-13 tricks.

## SCORING

- Meet your call: score your bid (+ 0.1 per overtrick).
- Miss your call: lose your bid as negative points.
- Highest cumulative score after five rounds wins.

*Tip: Count your sure tricks before bidding. It is better to underbid than overbid.*

## ON YOUR TURN

- Follow suit if possible. If not, you must trump with a spade if able.
- You must beat the current highest card in the trick if you can.
- Highest spade or highest card of the led suit wins the trick.

*Call Break (also known as Lakdi or Lakadi) is a popular trick-taking card game widely played in Nepal, India, and Bangladesh. Similar to Spades, each player must bid (call) the number of tricks they expect to win each round. Spades are always trump, and the game is played over five rounds, with cumulative scoring determining the winner.*

## Objective

Win at least as many tricks as you called (bid) each round, and accumulate the highest score over five rounds.

## Setup

1. **Players:** Exactly 4 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal all 52 cards evenly, giving each player 13 cards.
4. **Calling:** Starting from the player to the dealer's right, each player calls (bids) the number of tricks they expect to win (minimum 1, maximum 13).

## Gameplay

1. **Leading:** The player to the dealer's right leads the first trick.
2. **Following suit:** Players must follow the suit led if they have it.
3. **Trumping:** If a player cannot follow suit, they must play a spade (trump) if they have one. Spades are always the trump suit.
4. **Winning tricks:** The highest spade wins if any are played; otherwise, the highest card of the led suit wins.
5. **Must win:** If you can beat the current highest card in the trick (whether by following suit or trumping), you must play a higher card. This forces aggressive play.

## Scoring

- If you win at least as many tricks as your call, you score your call value (e.g., call 3, win 3 or more, score 3.0). Each extra trick above your call scores 0.1 (e.g., call 3, win 5, score 3.2).
- If you win fewer tricks than your call, you lose your call value as a negative score (e.g., call 4, win 2, score -4.0).
- After five rounds, the player with the highest cumulative score wins.

## Variations

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- **Nine-round Call Break:** Extended version with nine rounds instead of five.
- **No-trump Call Break:** Variant without a permanent trump suit; the first card played determines trumps each round.
- **Partnership Call Break:** Teams of two play cooperatively, combining their trick counts.

## Tips and Strategies

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- Count your high cards and spades carefully before making your call. Conservative calls are safer.
- Lead with your off-suit Aces and Kings early to secure tricks before opponents can trump them.
- Track which spades have been played. Knowing remaining trumps is critical for late-game decisions.

## Tips & Strategy

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Bid conservatively based on your high cards and spade count. Lead off-suit winners early before they can be trumped. Pay close attention to which spades have been played to guide your endgame strategy.

The must-beat rule in Call Break creates a more aggressive dynamic than Spades. You cannot duck tricks easily, so managing your spade distribution is crucial. Overbidding is punished harshly over five rounds.