

Block Reference

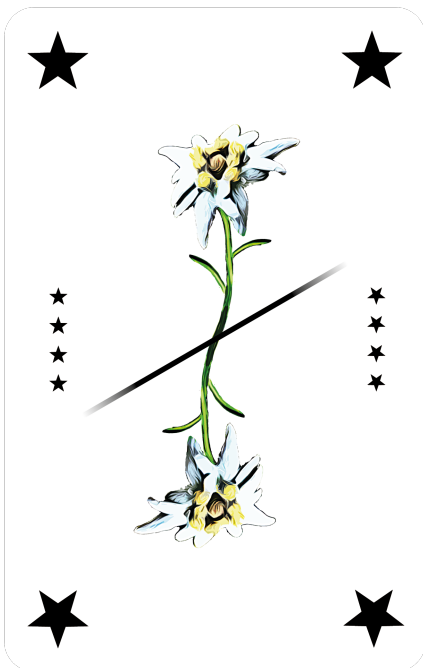
This manuscript renders every MVP block tag at 1:1 fidelity. Regenerate with
`renderer/scripts/regenerate-block-reference.sh` after adding or changing a block.

bonus-list

Bonus conditions for Zwanzigerrufen, basic scope.

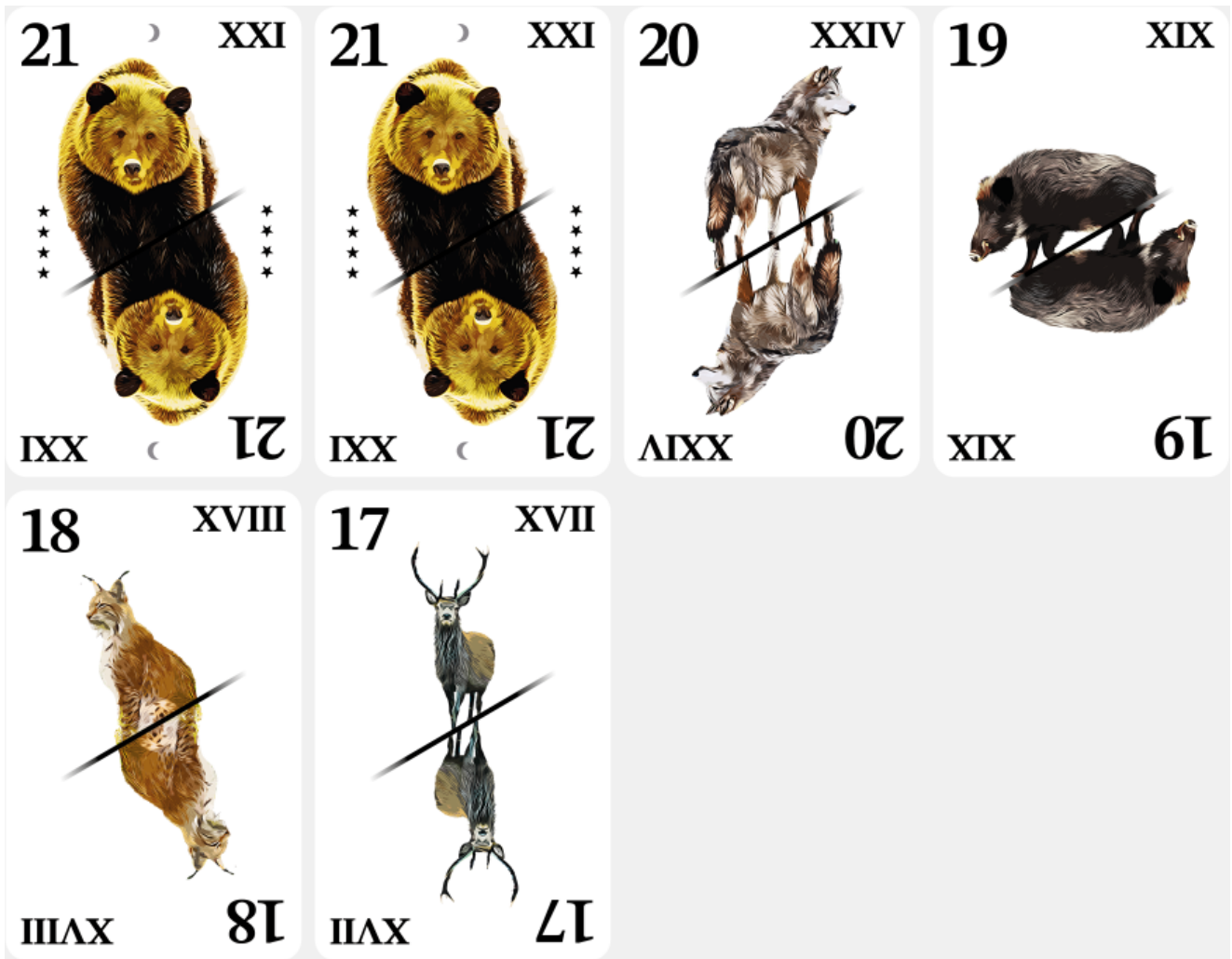
card (card-image)

Single card at default size.



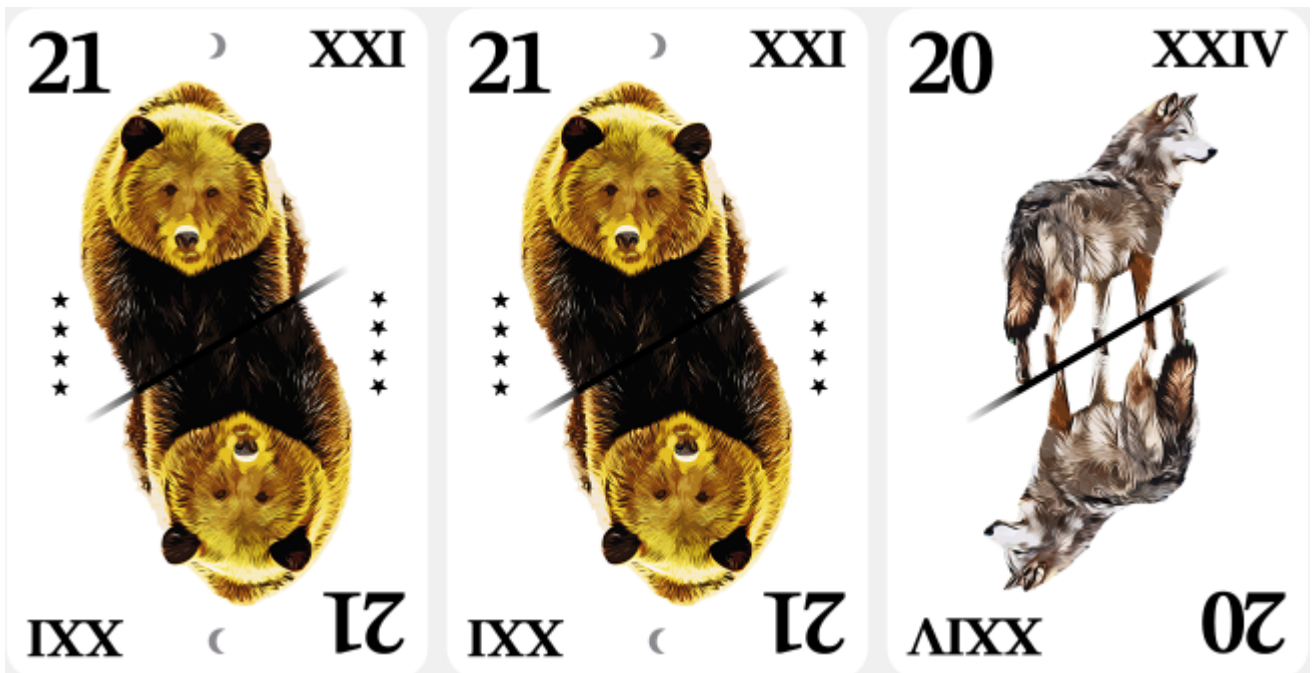
card-grid

A grid of six cards.



card-row

A row of three cards.



columns

Two-column layout block.

Left column content — first passage.

Right column content — second passage.

contract-table

Contract table for Zwanzigerrufen, basic scope.

zwanzigerrufen

Contract	Minimum points	Victory points
Normal Game	45	1
<i>Partnership contract. Forehand calls a secret partner by naming the holder of Tarok XX (or XIX, XVIII etc. if forehand holds the higher cards themselves). Partnership is revealed only through play. Win condition: declaring side collects > 44 card_points. Tie at 44-44 is a loss for the forehand side.</i>		
Solo	45	4
<i>Declarer plays alone against all three opponents. Win condition: declarer collects >= 45 card_points.</i>		
Farberl	45	4
<i>Solo contract with inverted trump rules: Tarok cards do NOT beat colour-suit cards. A player may NOT play a Tarok if they still hold any colour-suit cards. Tarok may only be played when it is the player's sole remaining suit. Because Tarok holds no special power, Pagat Último is impossible in Farberl (excluded from its applies_to). Trull, however, remains valid: it is a hand-composition bonus (holding Sküs + Mond + Pagat) and does not require winning tricks, so the trump inversion does not affect it. Win condition: declarer collects >= 45 card_points. Lead-protection: when a tarok is led, the highest tarok played wins. The trump_override (suits beat trumps) applies only to colour-led tricks, not to tarok-led tricks. Sküs led always wins; Mond led wins unless an opponent holds Sküs; etc.</i>		
Valat (announced)		12
<i>Declared as a contract bid before play. Can be played as solo or as a partnership (using the call-the-XX mechanic, same as Normal Game). Win condition: the declaring side wins every single trick. No special rule changes beyond standard play. Rare — only viable with an exceptional hand.</i>		

cta-banner

Call-to-action banner.

deck-overview

Overview of the Alpine Tarok deck.

Alpine Tarok

Total cards: 0

	Suit	Cards
Hearts		
Diamonds		

Spades

Clubs

Tarock (Trumps)

glossary

Glossary entry for a canonical term.

pagebreak

(pagebreak tag — inserts a page break; subsequent content continues on a new page)

pov

Point-of-view callout for the declarer role.

As declarer your primary goal is to reach the contract threshold.

ref

Cross-reference anchor and back-reference.

This is the anchor: [ref section=block-ref-anchor].

Back-reference: [ref section=block-ref-anchor].

scene

Trick scene with four cards.



Trick scene — four players

score-panel

Score panel (empty data — structural render).

score-table

Score table for Zwanzigerrufen.

zwanzigerrufen — Scoring

Outcome	VP
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sticky

Sticky callout note.

Note

Tip: Always lead with a high trump when you hold more than five.

card-1 — variant 1

Card 1 — variant 1



Card 1 — variant 1

card-1 — variant 2

Card 1 — variant 2



Card 1 — variant 2

card-1 — variant 3

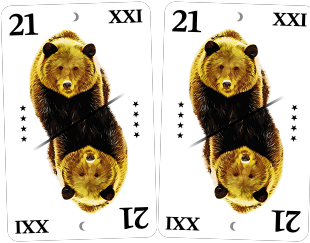
Card 1 — variant 3



Card 1 — variant 3

card-2 — variant 1

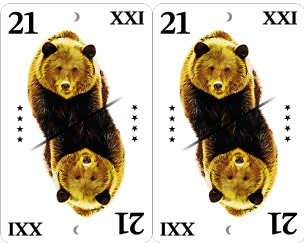
Card 2 — variant 1



Card 2 — variant 1

card-2 — variant 2

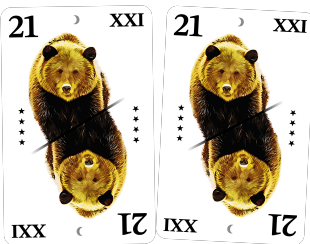
Card 2 — variant 2



Card 2 — variant 2

card-2 — variant 3

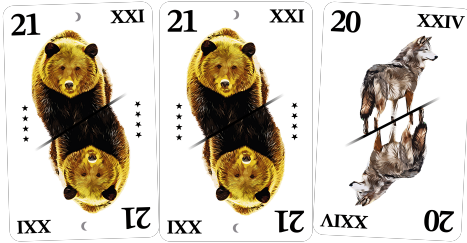
Card 2 — variant 3



Card 2 — variant 3

card-3 — variant 1

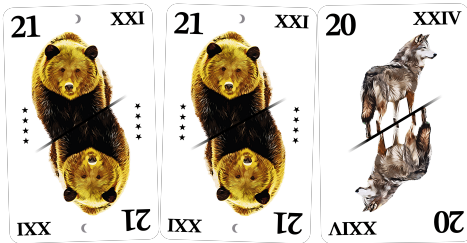
Card 3 — variant 1



Card 3 — variant 1

card-3 — variant 2

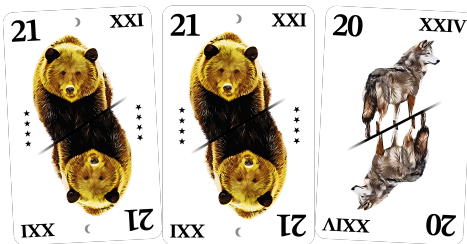
Card 3 — variant 2



Card 3 — variant 2

card-3 — variant 3

Card 3 — variant 3



Card 3 — variant 3

card-4 — variant 1

Card 4 — variant 1



Card 4 — variant 1

card-4 — variant 2

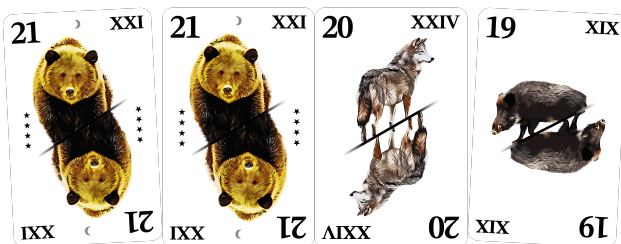
Card 4 — variant 2



Card 4 — variant 2

card-4 — variant 3

Card 4 — variant 3



Card 4 — variant 3

Glossary

trump