

Shortcode Cheat Sheet

Every shortcode the renderer recognises, with a one-line purpose and a copy-pasteable example. For full parameter docs and every visual variant, see the dev manuscript at ``render/public/block-reference.pdf``.

Note

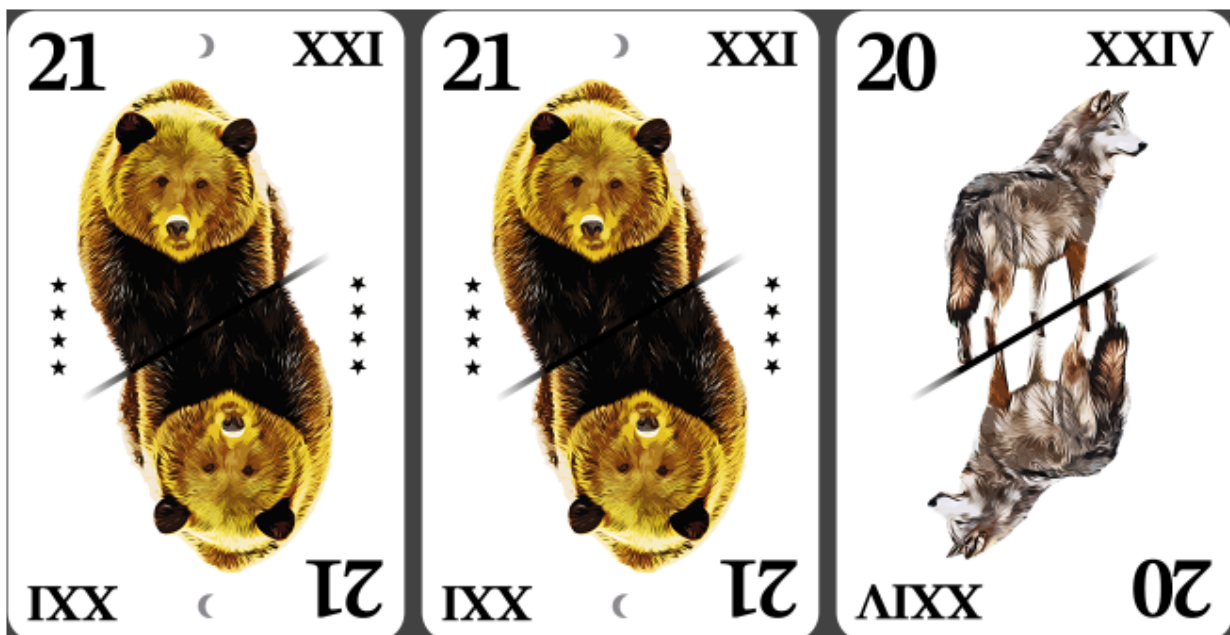
****Universal attributes.**** Every block accepts ``width=N`` (1-100, percent of text column, centred) and ``annotation=text`` (italic note below the block). Not repeated per block below.

Card display

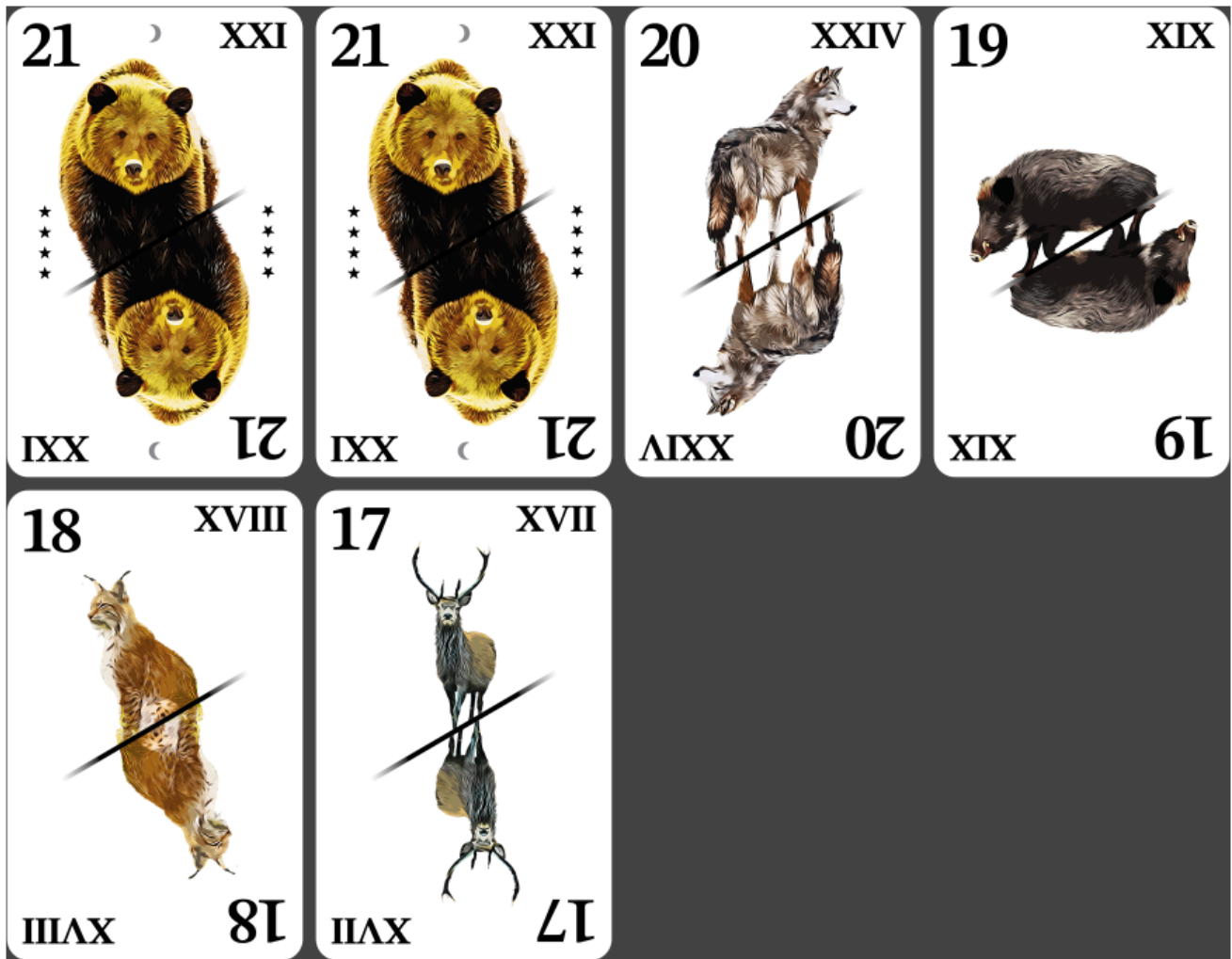
``[card deck= id= angle=]`` — a single card image.



``[card-row deck= cards= labels=]`` — a horizontal row of cards with optional labels.



`[card-grid deck= cards=]` — an auto-laid grid.



`[card-1 cards= variant= caption=]` (and `card-2`, `card-3`, `card-4`) — N-card showcase.

`variant=1|2|3` for 1- and 2-card; `variant=1..5` for 3- and 4-card.



The Trull

``[CARDID]`` — inline card glyph at body-text height. Use anywhere in prose or inside other blocks: a leading `[Skus]` beats every card.

``[color-swatch-row hex= label= description=]`` — colour-token swatch.



Accent heading-row backgrounds

SSOT data pulls

These shortcodes pull data straight from the SSOT (``derived/games-bundle.json``). Author writes the shortcode; renderer fills the table.

``[contract-table game= scope=]`` — contracts for a game.

``[score-table game=]`` — round and game-level scoring formulas.

``[bonus-list game= scope=]`` — bonus conditions list.

``[deck-overview deck=]`` — deck composition + card-point summary.

``[glossary terms=]`` — pulls one or more canonical terms.

Layout & structure

``[columns count=N]...[col]...[/columns]`` — multi-column flow (``count`` must be 2 or 3, with ``count-1`` ``[col]`` dividers).

Left column.

Right column.

``[pagebreak]`` — hard page break.

``[scene type= cards= caption= badge=]`` — pre-composed trick or hand scene via the Compositor.

``[reset-diagram game= new-dealer=]`` — compass-arranged hand snapshot at round start.

Callouts & dialogue

``[pov player= color=]...[/pov]`` — point-of-view callout for a named role.

As declarer, reach the contract threshold.

``[sticky]...[/sticky]`` — highlighted aside box.

Note

****Tip:**** Lead with a high trump when you hold more than five.

``[bid-script]...[/bid-script]`` — auction dialogue. Each line is ``Speaker: text``. Inline ``[CARDID]`` works inside.

South: "Rufer."

West: "Pass."

North / East: "Pass."

South: "I call the [t20]."

(others pass)

Tutorial & scoring

`[trick-table]...[/trick-table]` — multi-trick summary; markdown table; card-id cells render as images; capture cells like `+8 to declaring` get coloured.

`[capture-marker points= to=]` — per-trick capture star; `to` is `declaring` or `defending`.



to declaring

``[stats-row players= ages= duration= ...]`` — cover stats row; standard keys get icons, any extra key renders as text.



4



12+



30 min

``[score-panel p1= p2= p3= p4=]`` — empty scored-round grid for tutorials.

`##` Cross-reference & promo

``` — anchor or back-reference. At least one of ``section`` / ``game`` required.

``[cta-banner href=]`` — full-width call-to-action banner.

## Glossary

trump (declarer)