

TrivialPursuit [en]

Create a 'Trivial Pursuit' board,
with customization.

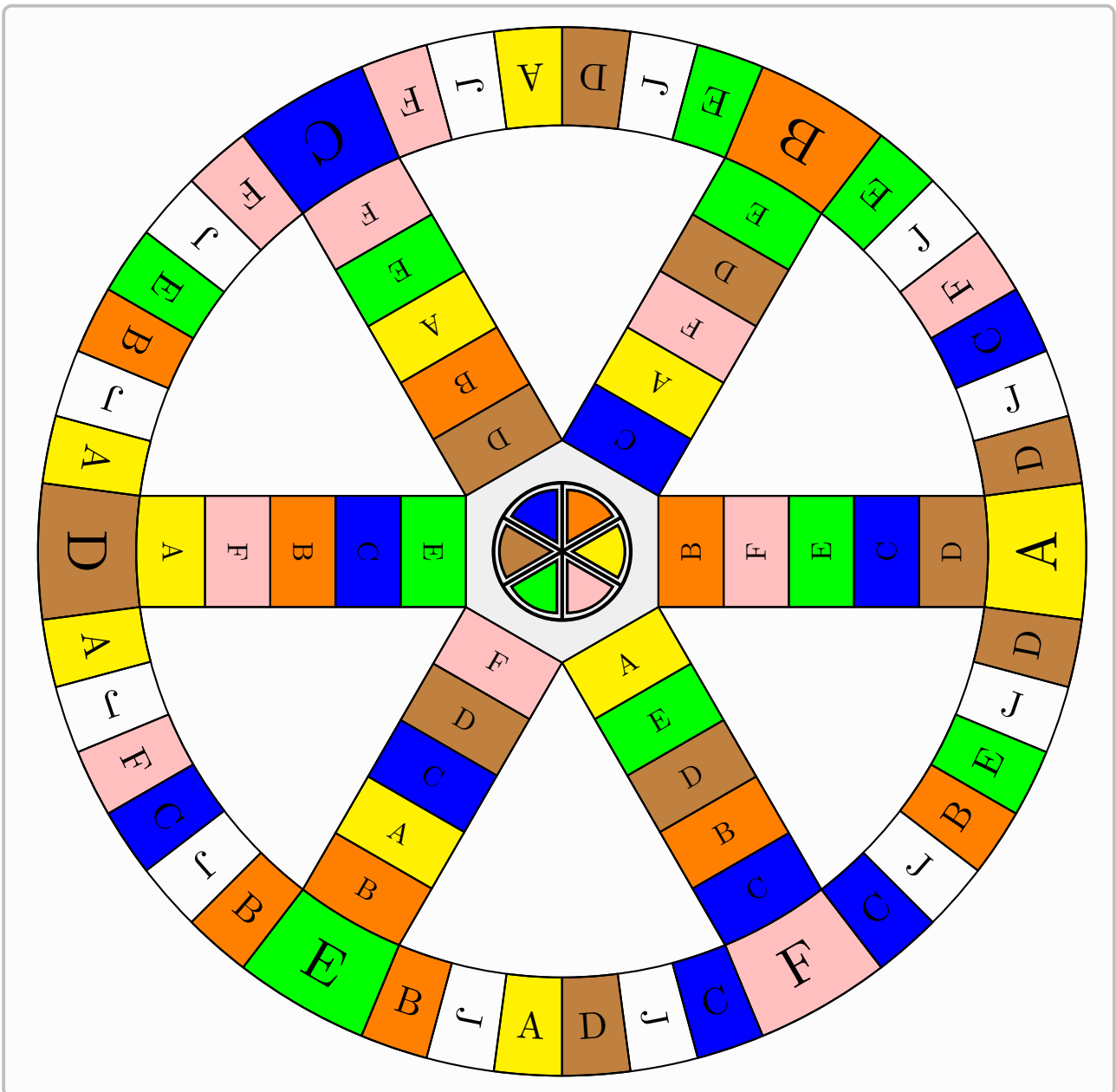
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<https://github.com/cpierquet/latex-packages/tree/main/trivialpursuit>

Trivial Pursuit™, is a trademark of Hasbro.



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1 Introduction

1.1 Description

This package provides a command to display a Trivial Pursuit (trademark of Hasbro) board, with some customization:

- of lengths (radius + height cells);
- of colors;
- of logos (with `fontawesome`).

Cells and colors are globally fixed, are came from an original board.

For the moment, limitations are:

- number of categories (6);
- logos, given by a character, eg from package `fontawesome`.

1.2 Loading

To load the package, simply add in the preamble:

```
\usepackage{TrivialPursuit}           %with fa5, default
\usepackage[fa6]{TrivialPursuit}      %with fa6 (test)
\usepackage[fa7]{TrivialPursuit}      %with fa7 (test)
\usepackage[nofa]{TrivialPursuit}     %w/o fa (test), loading manually
```

Loaded are useful package are:

- `tikz` with libraries `calc`, `positioning`;
- `calc` and `fontawesome5`;
- `simplekv`; `xintexpr` and `listofitems`.

2 History

0.1.7: Cards

0.1.6: Bugfix + pre-compatibility with fa7

0.1.5: Bugfix (compatibility with twemoji)

0.1.4: Bugfix + pre-compatibility with fa6

0.1.2: Key [ShortVersion] in order to reduce number of border cells

0.1.1: Adding two schemes of colors

0.1.0: Initial version

3 The board macro

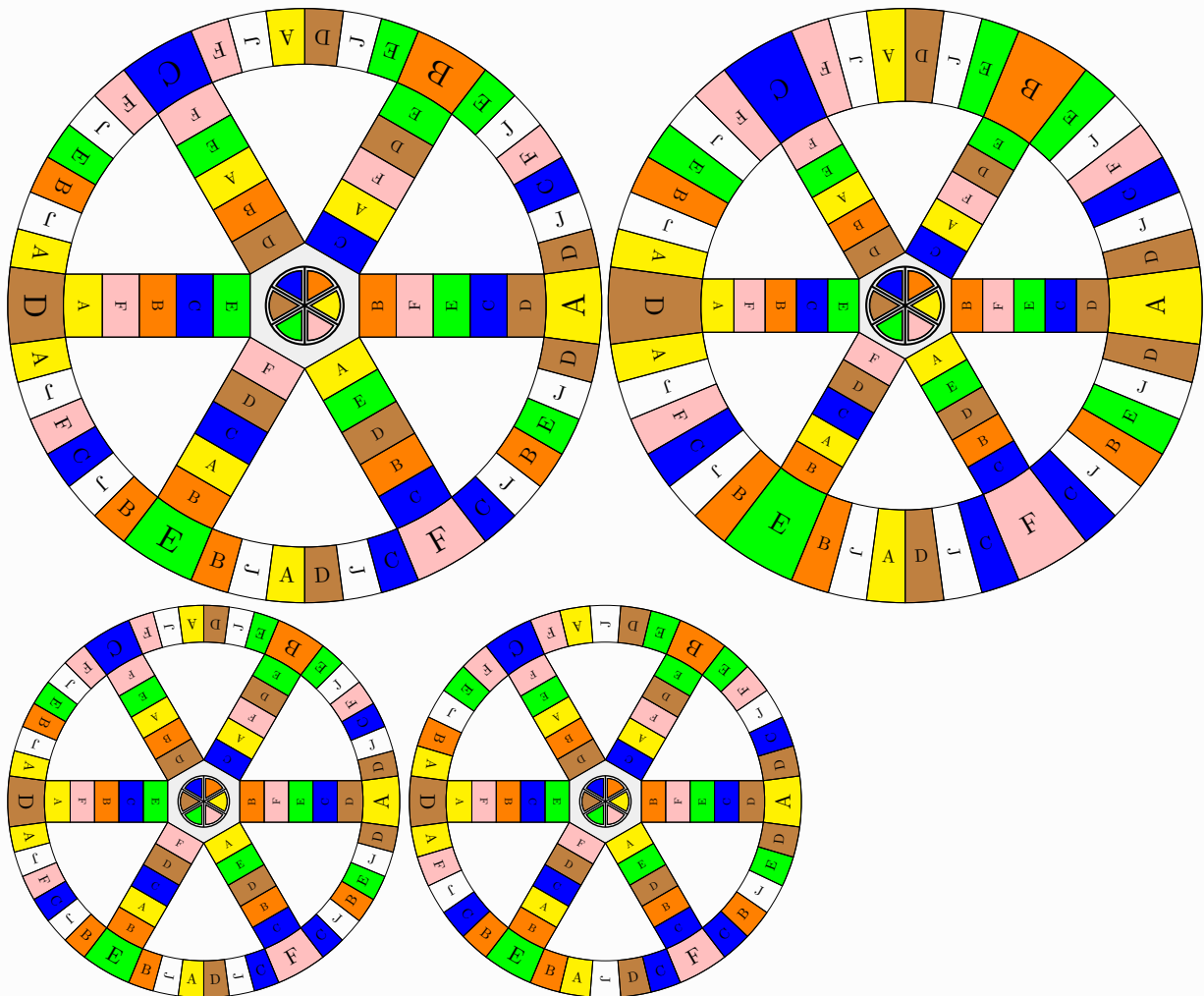
3.1 General usage

The code draw the board, with optional logos.

All the available keys are presented in the following paragraph, but concerning the dimensions, *general* are proposed by default, but it is however possible to modify them:

- either explicitly by the keys `[Radius=]` and `[BorderHeight=]`;
- or by specifying a particular unit using the `[Unit=]` key, in which case the general shape of the board will be preserved !

```
\BoardTrivialPursuit[Unit=0.5]  
%  
\BoardTrivialPursuit[Radius=4,BorderHeight=1.25] %beware of the rendering...  
  
\BoardTrivialPursuit[Unit=0.33]  
%  
\BoardTrivialPursuit[Unit=0.33,ShortVersion]
```

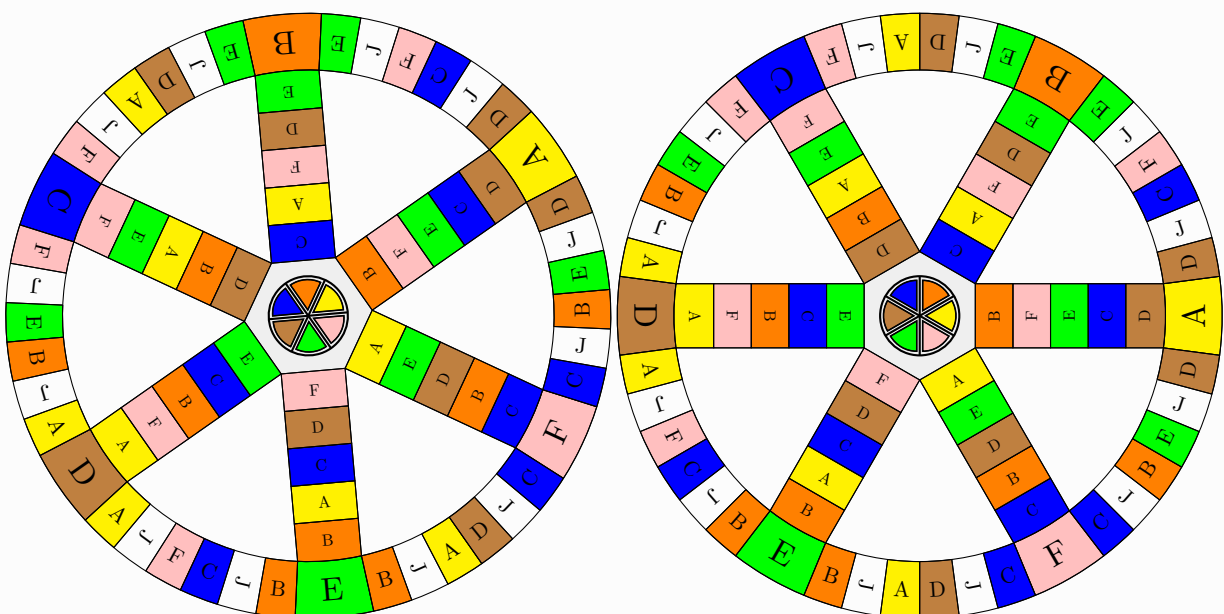


3.2 Keys and options

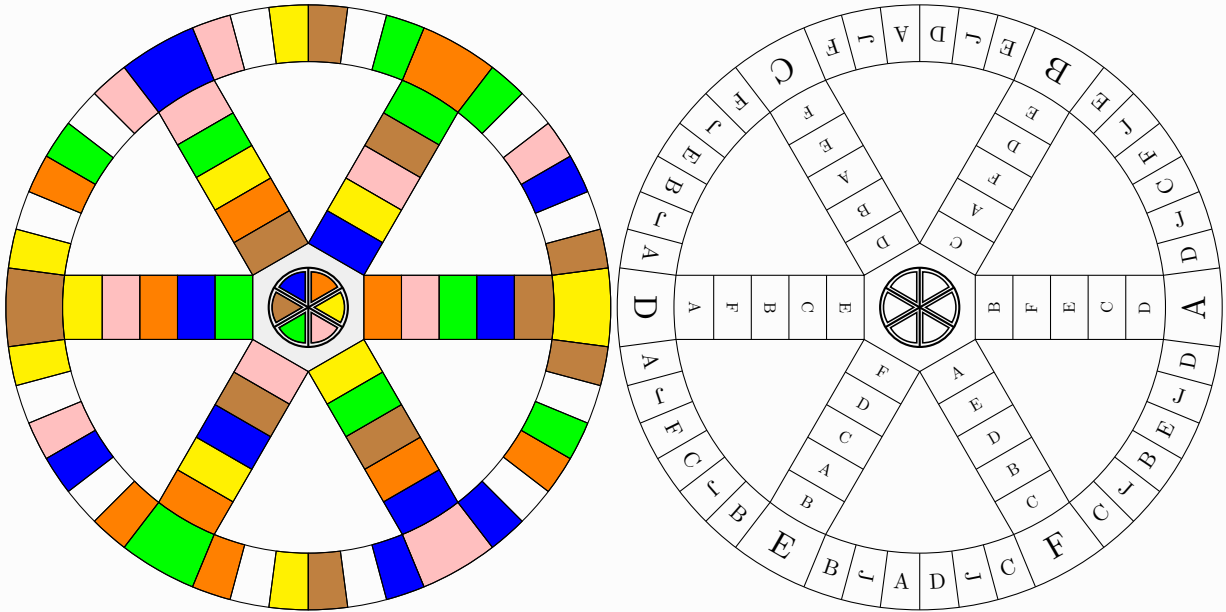
Available keys are:

- `Radius`:= radius of the board (in unit), and `8` by default;
- `BorderHeight`:= height of ext cells, and `1.5` by default;
- `ListColors`:= colors of the categories,
and `yellow,orange,blue,brown,green,pink` by default;
- `ListIcons`:= icons of categories,
`\faArchway,\faTableTennis,\faUmbrellaBeach,\faGuitar,\faTree,\faMusic` by default;
- `Icons`:= boolean for display icons, and `true` by default;
- `Center`:= boolean for filling central hexagon, and `true` by default;
- `ColorCenter`:= color of central hexagon, and `lightgray!25` by default;
- `Colors`:= boolean for printing colors, and `true` by default;
- `Logo`:= boolean for displaying logo at the center, and `true` by default;
- `Jokers`:= boolean for printing jokers, and `true` by default;
- `IconJoker`:= icon for joker, and `\faDice` by default;
- `Blank`:= boolean for an empty board, and `false` by default;
- `Unit`:= to precis an unit (better than a scale !), and `1` by default;
- `Thickness`:= thickness of the borders, and `0.8pt` by default;
- `Rotation`:= possible rotation of the board, and `0` by default;
- `ShortVersion`:= use 5 cells instead 6 between 'big cells', and `false` by default.

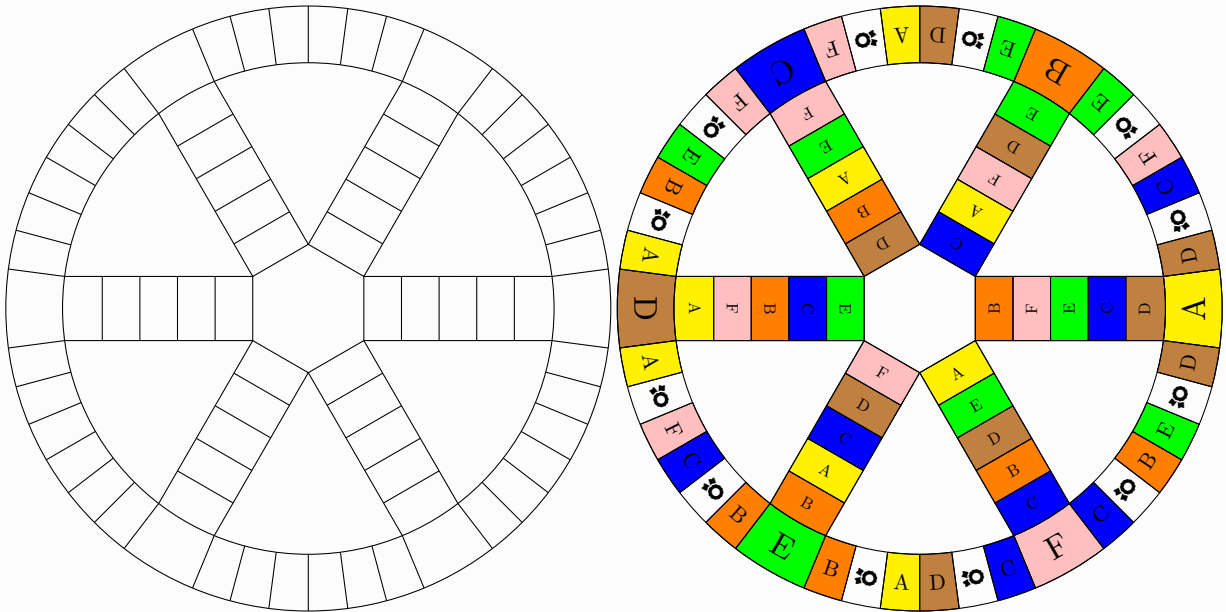
```
\BoardTrivialPursuit[Rotation=35,Unit=0.5]
\BoardTrivialPursuit[Unit=0.5]
```



\BoardTrivialPursuit[Unit=0.5,Icons=false]
 \BoardTrivialPursuit[Unit=0.5,Colors=false]



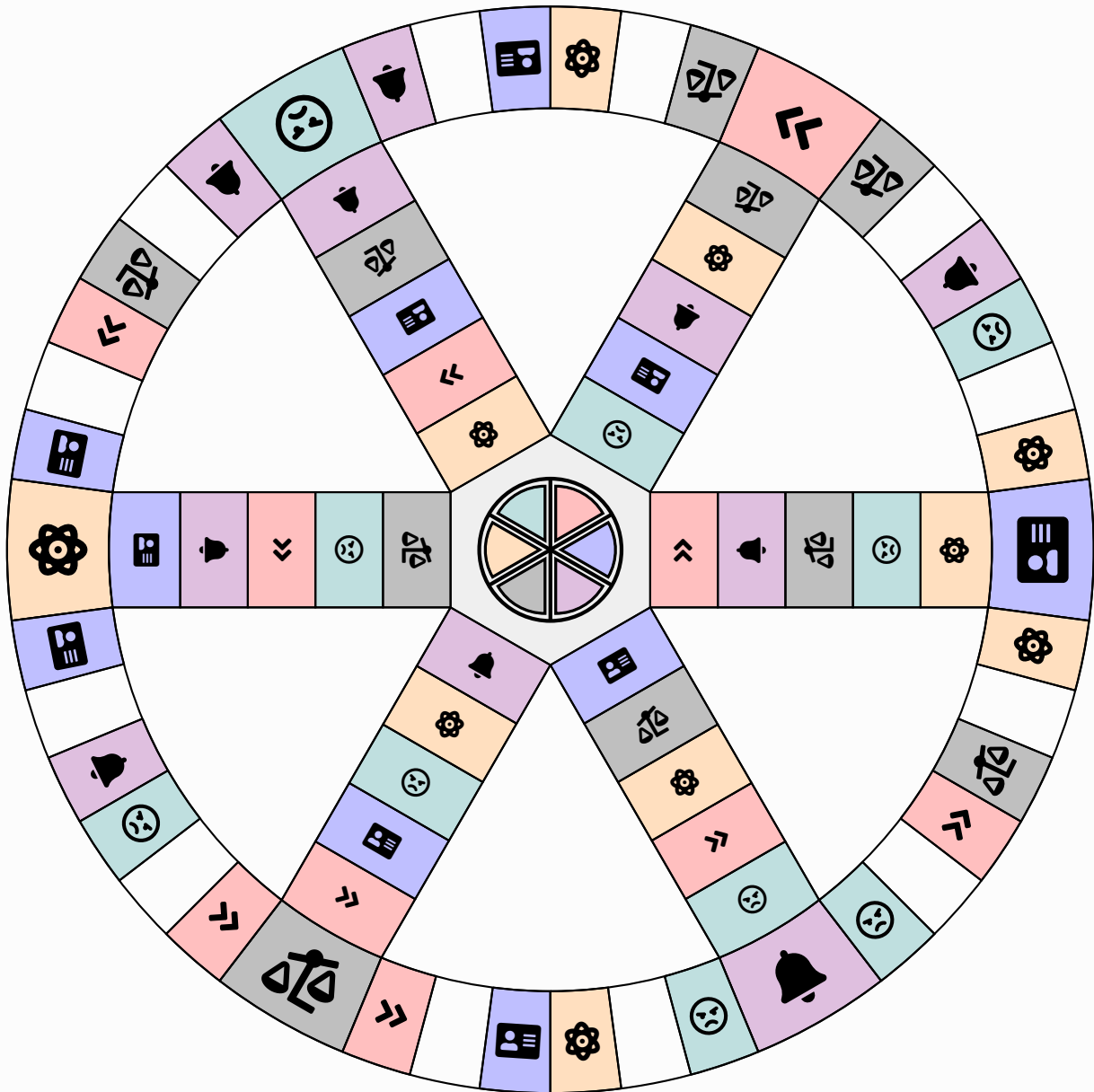
\BoardTrivialPursuit[Unit=0.5,Blank]
 \BoardTrivialPursuit[Unit=0.5,Logo=false,Center=false,IconJoker=\faAward]



```

\BoardTrivialPursuit[%
  Jokers=false,%
  ListColors={%
    blue!25,red!25,teal!25,orange!25,gray!50,violet!25},%
  ListIcons={
    \faAddressCard,\faAngleDoubleRight,\faAngry[regular],%
    \faAtom,\faBalanceScaleLeft,\faBell}
]

```

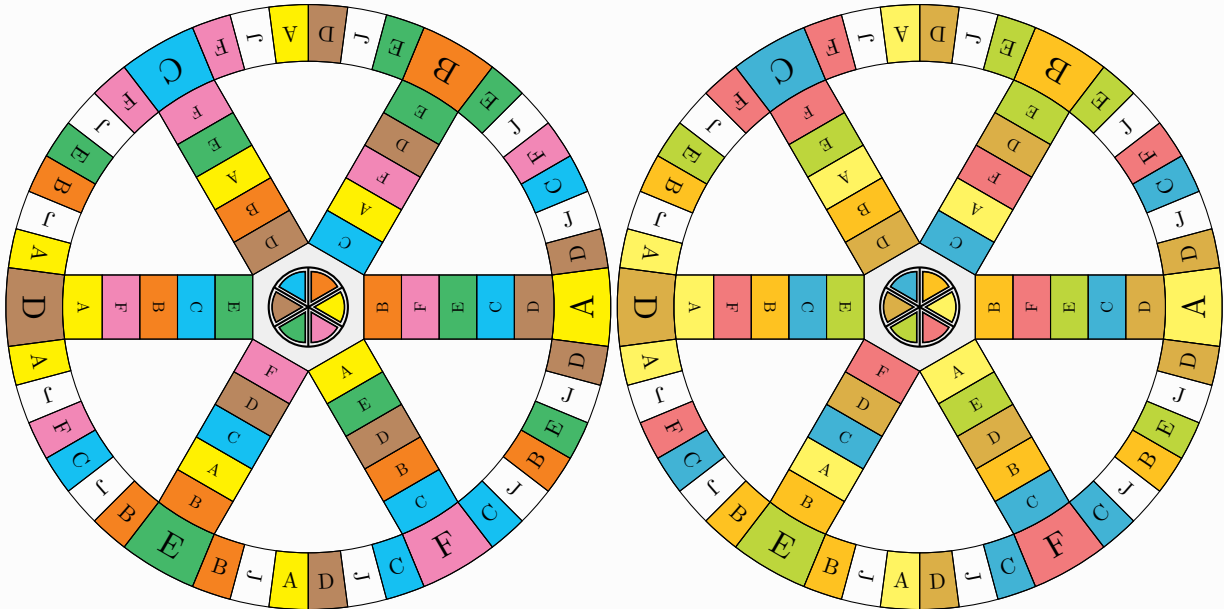


3.3 Schemes of colors, predefined fa icons

In addition (on a suggestion from quark67), two color styles have been defined internally:

```
\TPColorsA  
\TPColorsB
```

```
\BoardTrivialPursuit[Unit=0.5,ListColors=\TPColorsA]  
\BoardTrivialPursuit[Unit=0.5,ListColors=\TPColorsB]
```



```
\categorialpursuit
```


\BoardTrivialPursuit%

[ListIcons=\categorivialpursuit,ListColors=\TPColorsB,IconJoker=\faDice]



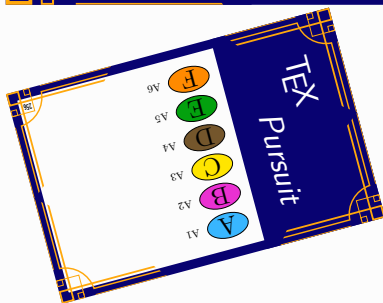
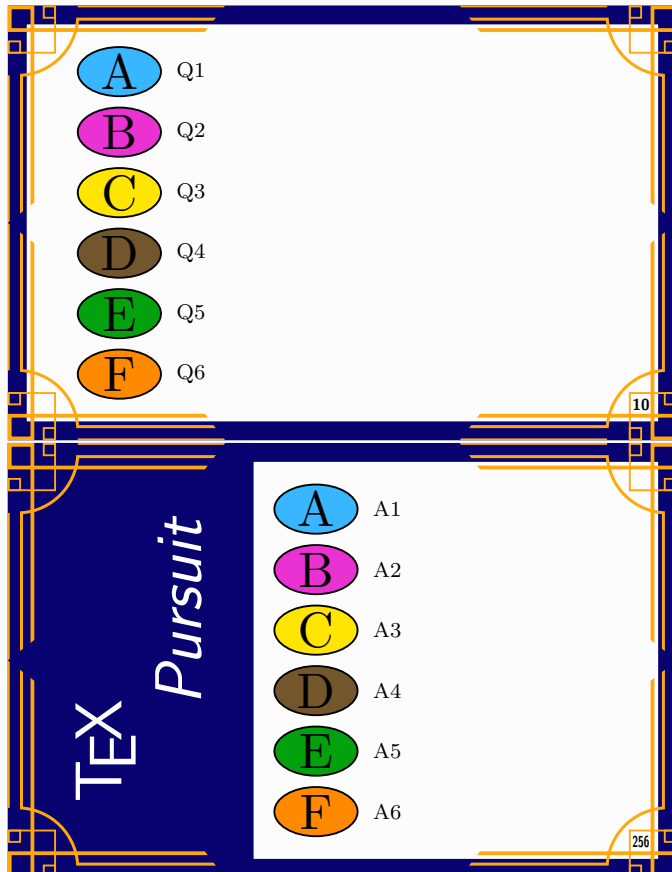
4 The card macros

4.1 Global usage

```
\CardTrivialRecto{Q1}{Q2}{Q3}{Q4}{Q5}{Q6}{10}
```

```
\CardTrivialVerso{A1}{A2}{A3}{A4}{A5}{A6}{256}
```

```
\CardTrivialVerso[scale=-0.5,rotate=15]{A1}{A2}{A3}{A4}{A5}{A6}{256}
```



```
\CardTrivialRecto%  
  [tikzpicture options]%  
  {Q1}{Q2}{Q3}{Q4}{Q5}{Q6}%  
  {card number}
```

```
\CardTrivialVerso%  
  [tikzpicture options]%  
  {A1}{A2}{A3}{A4}{A5}{A6}%  
  {card number}
```

4.2 Customization macro

```
\SetParamsCardTrivial{%
    QA font=...,           %font of Q/A
    nb font=...,          %font of number
    label font=...,       %font of categories
    categ=...,            %labels of categories
    border deco color=...,
    alt deco color=...,
    color categ A=...,
    color categ B=...,
    color categ C=...,
    color categ D=...,
    color categ E=...,
    color categ F=...,
    alt deco=TF
}
```

```
%logo verso
\def\intlogocardversotrivial{%
    \draw[white] (CARD-LOGO) node[rotate=90,text
    width=3.75cm,font=\Huge\sffamily,align=left] {\TeX} \\ \hfill{\itshape Pursuit}} ;
}
```

```
%logo recto (bg)
\def\intlogocardrectotrivial{}
```

4.3 Example

```
%\usepackage{openmoji}

\SetParamsCardTrivial{%
    border deco color=teal,
    alt deco color=orange,
    QA font={\sffamily\fontsize{8pt}{10pt}\selectfont},%
    label font={\bfseries},
    categ={No,H,Ma,Oo,A,G}
}
\def\intlogocardversotrivial{%
    \draw (CARD-LOGO) node[rotate=90]
    {\openmoji[height=2.25cm]{game die}\openmoji[height=2.25cm]{glowing star}} ;
}
\def\intlogocardrectotrivial{%
    \draw (CARD-LOGO) node[opacity=0.05]
    {\openmoji[height=4.25cm]{green apple}} ;
}
```

\CardTrivialRecto{Q1}{Q2}{Q3}{Q4}{Q5}{Q6}{12}

\CardTrivialVerso[scale=-1]{A1}{A2}{A3}{A4}{A5}{A6}{12}

