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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)
```

Loaded are useful package are :

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

1.3 History

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

2 The macro

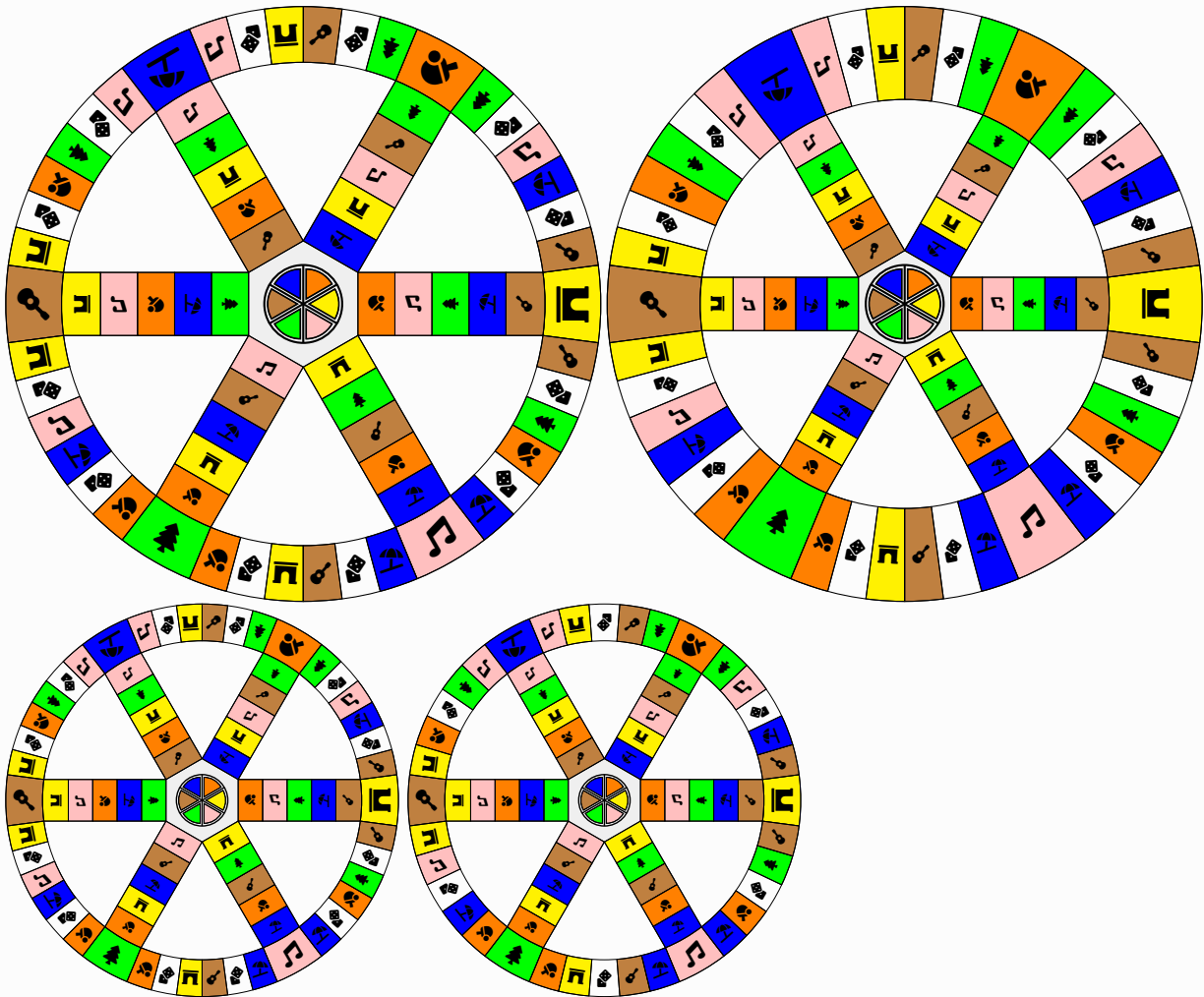
2.1 General usage

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]
```

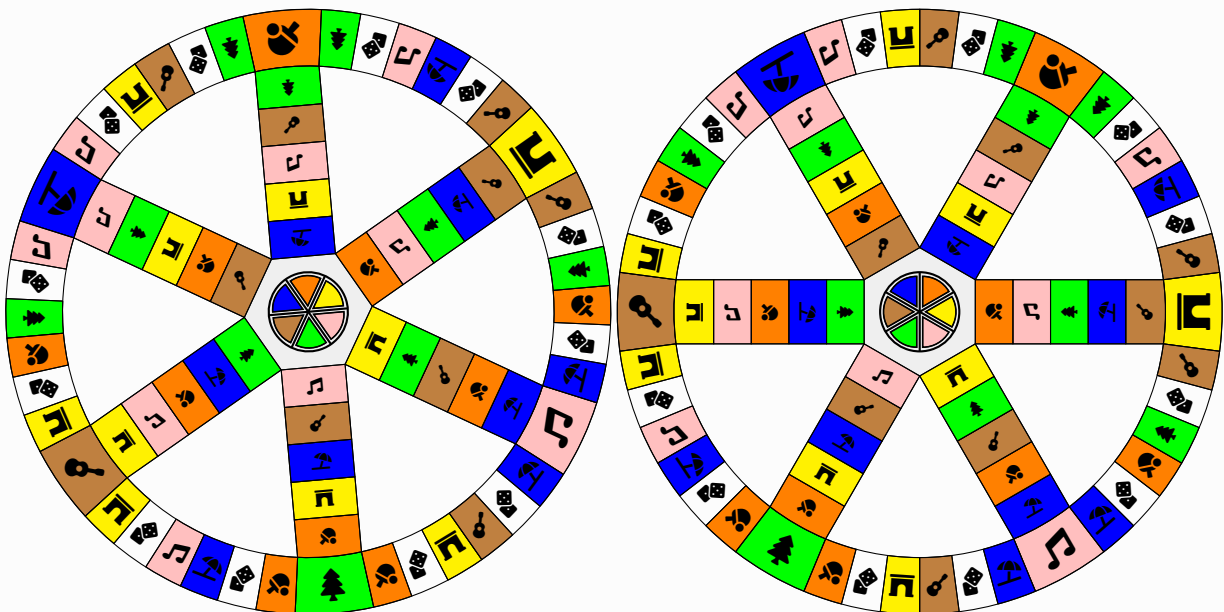


2.2 Keys and options

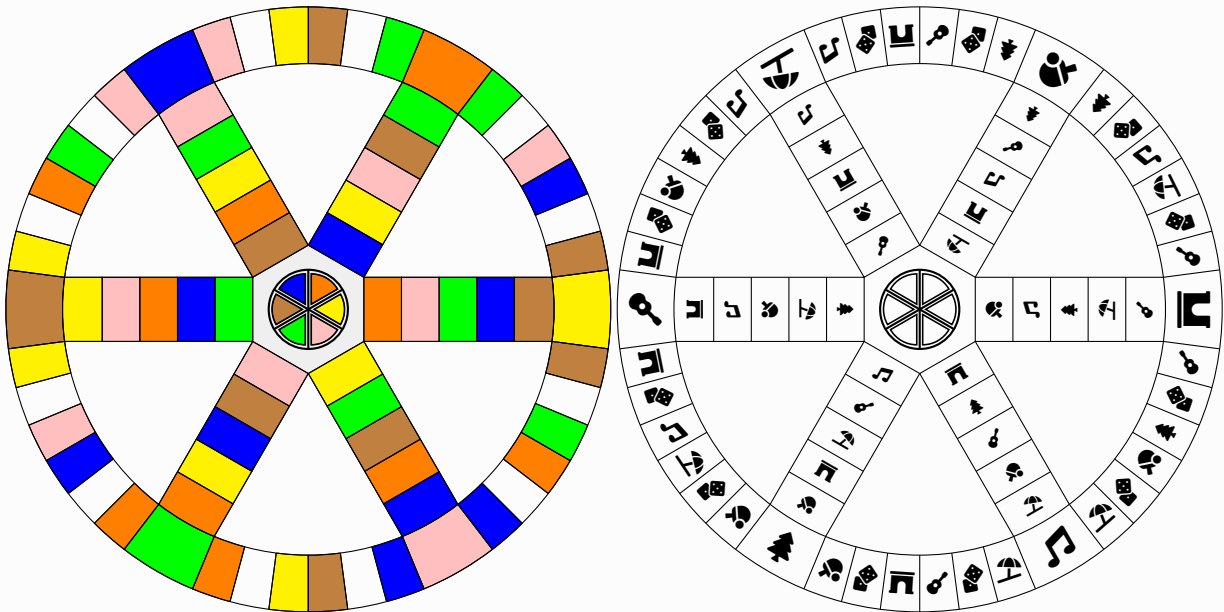
Available keys are :

- `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.

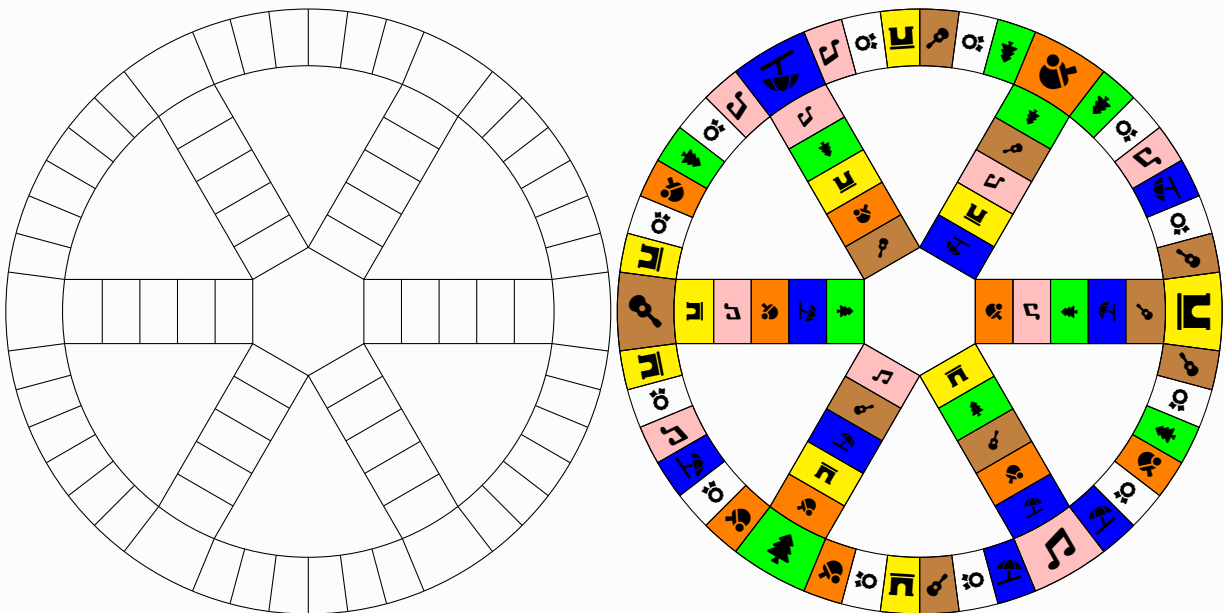
```
\BoardTrivialPursuit[Rotation=35,Unit=0.5]  
\BoardTrivialPursuit[Unit=0.5]
```



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



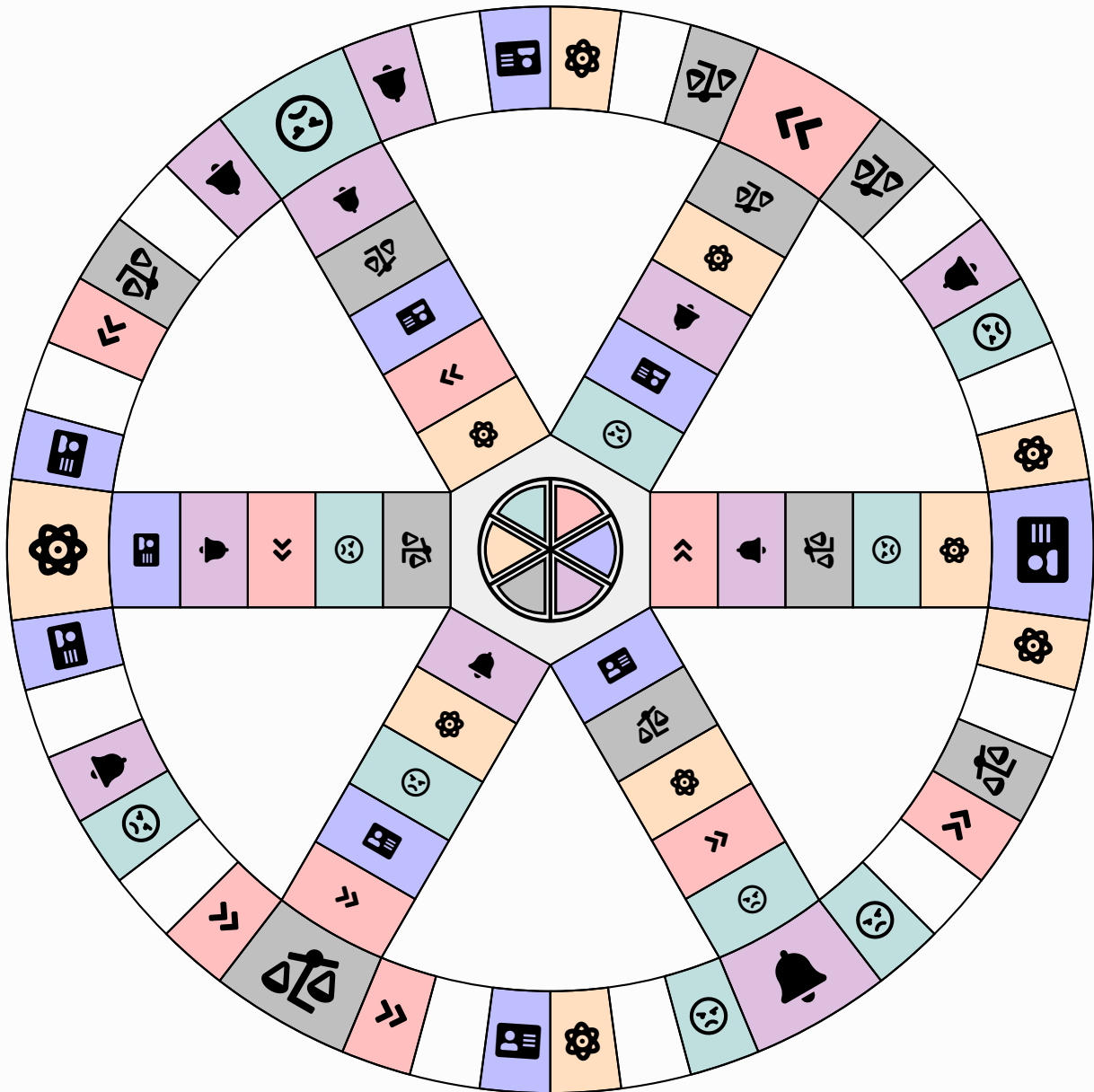
```
\BoardTrivialPursuit[Unit=0.5,Blank]
\BoardTrivialPursuit[Unit=0.5,Logo=false,Center=false,IconJoker=\faAward]
```



```

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

```



2.3 Schemes of colors

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]
```

