

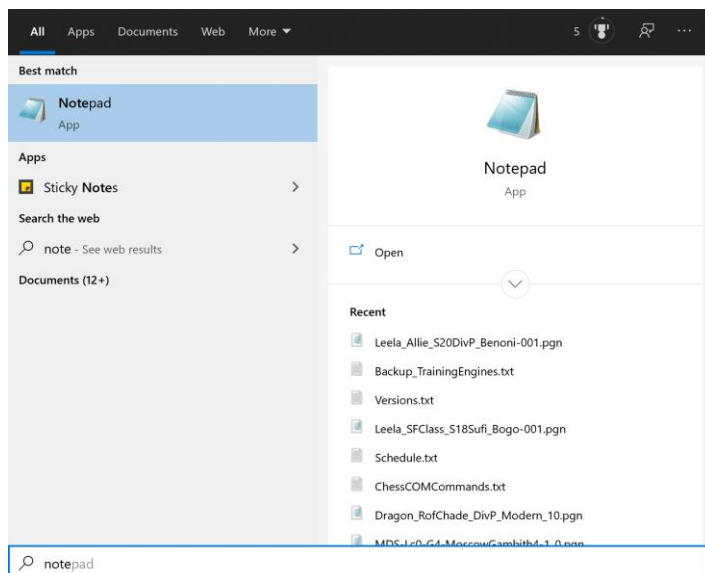
## Creating pgn files manually

When I want to create a set of positions for my engines to play out against each other, I create a pgn file in the following way. Note that there may be other (better) ways of doing it, but this is quick and easy.

1. Open your favourite chess program. I will take Chessbase 16 as an example.
2. Click on Board to create a new game
3. Enter the moves you want the engine to analyse



4. Start Notepad (On your Windows PC, click on the Windows icon on your taskbar and then type Notepad and then click Enter to start it)



5. From Chessbase, click Copy Game.
6. Paste the copied game into Notepad with Ctrl+V

```
*Untitled - Notepad
File Edit Format View Help
[Event "?"]
[Site "?"]
[Date "????..??..??"]
[Round "?"]
[White "Enter New Game"]
[Black "?"]
[Result "*"]
[PlyCount "17"]

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Bg5 c5 7. d5 e6 8. Qd2 exd5
9. cxd5 *
```

7. If I want more than 1 game to be played from this position, I paste it multiple times into Notepad.

```
*Untitled - Notepad
File Edit Format View Help
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9. cxd5 *

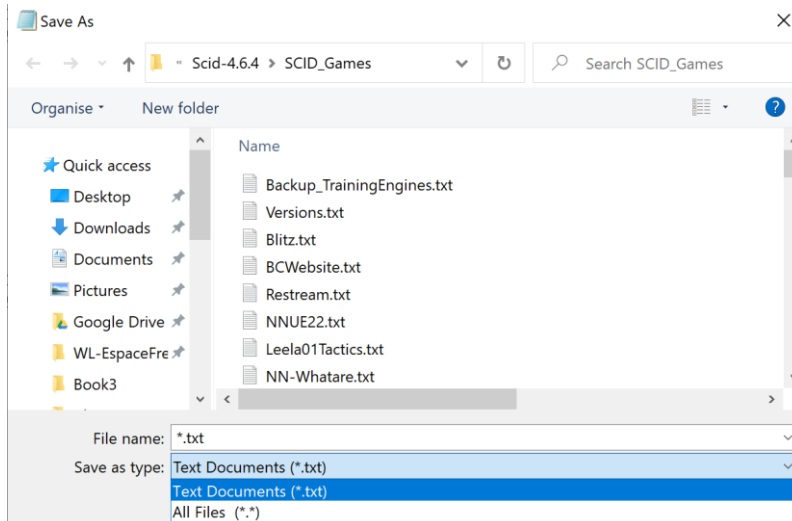
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[PlyCount "17"]

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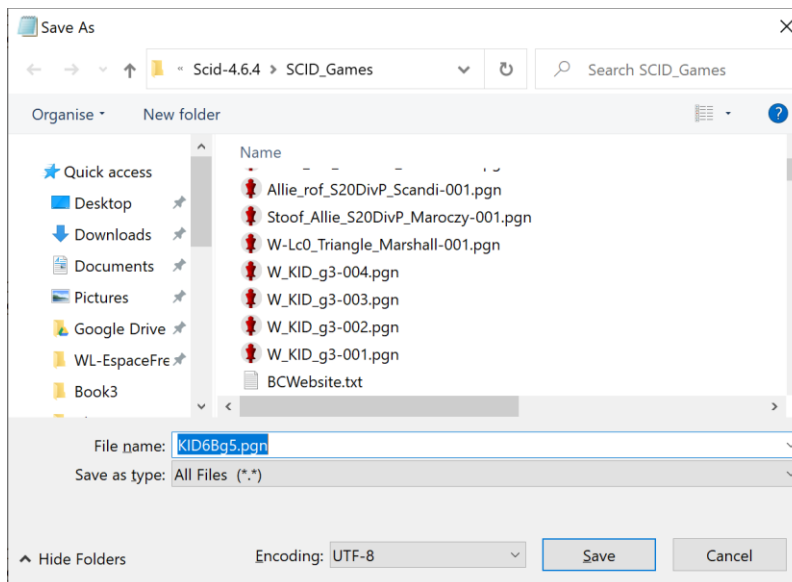
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9. cxd5 *
```

8. I can paste as many different positions as I want into the same file.
9. Save this file with a pgn extension. **Note:** a little care is required
10. Click on File | Save



11. Change the Save as type window to All files \*.\*.

12. Enter the name for the file with a .pgn extension. Save the file as (for example) **KID6Bg5.pgn**. Click on Save



13. And there you have a .pgn file that you can open in any chess program and use to set up an engine match.