



Search r/Tak

[Posts](#)[PlayTak.com](#)[US Tak Association](#)[Chat on Discord](#)**TABLE OF CONTENTS**[PTN File Format](#)[Header Tags](#)[Required Tags](#)[Recommended Tags](#)[Movetext](#)[Example](#)

PTN File Format

A PTN file is a file containing all of the moves of a game along with all of the information about the game which allows it to be shared, replayed, and archived for study or analysis. The PTN file is modeled after the [PGN](#) file of chess; if any areas are uncertain in this doc, it is likely that the PGN documentation can be consulted to help develop and answer.

There are 2 main parts to a PTN file.

1. The header tags.
2. The movetext.

Header Tags

Tag format: [Tag_Name "Tag Data"]

Tags are enclosed in square brackets [] and have a name and then quote-enclosed data. Tag names should be replicated exactly as they are presented here in order to be a correctly formatted



Search r/Tak



permitted.

Tag data may contain any character except for the double quote, which is used to enclose it, including spaces.

There are a number of tags which are required in a PTN file, and many more that should be included whenever possible.

Required Tags

These tags should always be included and are required for a strictly valid PTN file.

Tag_Name	Example Data	Description
Player1	"BenWo"	The (full) name of the person acting as player 1.
Player2	"ts52"	The (full) name of the person acting as player 2.
Date	"2015.11.22"	The full date the game took place in the format YYYY.MM.DD
Size	"5"	The size of the board the game took place on. Generally 4, 5, 6, or 8.
Result	"R-0", "O-F", etc	The result code. See PTN doc .

Recommended Tags

These tags should be included whenever possible, in order to have as much information about the game as possible.



Search r/Tak



Event	"First Tak tournament"	The name of the event at which a game took place, if applicable.
Site	"Chicago"	The location the game was played. Web locations are acceptable, such as playtak.com
Time	"18:03:18"	The time of day in 24 hour hh:mm:ss format when the game took place.
Round	"4"	The round number to denote games played against a single opponent in a series, for example in a tournament.
Rating1	"1547"	The rating for player 1 when the game began.
Rating2	"1489"	The rating for player 2 when the game began.
TPS	"x5/x5/x5/x5/x5 1 1"	A valid TPS string to denote the position of pieces at the start of play. See TPS Doc
Points	"37"	Number of points awarded to the winner, if points scoring was used. Points generally counted as "the board and pieces," meaning the number of squares on the board plus the number of remaining pieces for the winning player.
Clock	"10:0 +15" (d h:m:s +s)	The time controls under which the game was played, per player. Any duration is valid up to and including days, in the case of correspondence games. If a time element is specified all elements to the right must also be specified. A plus symbol indicates a per move increment follows. It can contain the same elements as the main duration component, but it is not required if there is no increment. Format abbreviations are days (d), hours (h), minutes (m), seconds(s).

Movetext

The movetext portion of a PTN file is described in the PTN specification and follows the header tag section.

See [PTN specification](#) for details.

Example

A full PTN file should appear roughly like this:

```
[Event "First Video for Tak Strategy"]
[Site "PlayTak.com"]
[Date "2015.11.15"]
[Round "1"]
```



Search r/Tak



[Size 5]

[Result "0-R"]

1. e5 a1
2. c3 d2
3. e3 Cd3
4. Cc2 d4
5. c2> Sc2
6. Sd1 c4
7. a4 b4
8. a4> c4<
9. c5 c4
10. c5- d4<
11. c3+ 2b4>
12. Sa4 c5
13. b1 d3<
14. 1d2< d5
15. Sb5 c3+
16. a4> a4
17. b5> a5
18. 2c5>11 b5
19. 2e5< 4c4+
20. 2b4> e5
21. 4d5> 1c5-
22. Sd5 3c4>12 0-R

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