



Game Review

**♔c2# is best**

0-1

Checkmate and the game is over.



c5+

20. ♔c3

♚c2#



Show



Best



Retry

New Game



Game Review



👑 c3 is an inaccuracy

-M1

You permitted the opponent to
checkmate the king.



👑 d4

c5+

20.

👑 c3

👑 c2#



Show



Best



Retry

Next



Game Review



c5+ is best

-M5

This move still keeps their checkmate plan on track.



e2+

19. ♔d4

c5+

20. ♔c3

♔c2?



Show



Best



Retry

Next





Game Review



d4 is excellent

-M6

You step your king away from the checking queen.



18. ♔e3

19. ♕e2+

19. 19.

20. ♔d4

c5+

20. ♔c3



Show



Best



Retry

Next





Game Review



♚e2+ is a great move

-M10

This move still keeps their checkmate plan on track.



17. ♜c2+

18. ♔e3

19. ♔e2+

20. ♔d4

c5+



Show



Best



Retry

Next



Game Review



e3 is best

-M11

You dodge the check, moving your king out of harm's way.



d2

c2+

18.

e3

e2+

19. d4



Show



Best



Retry

Next





Game Review



♛c2+ is a great move

-M11

This move still keeps their checkmate plan on track.



xb1+

17. ♔d2

♛c2+

18. ♔e3 ♛e2



Show



Best



Retry

Next

10:47 PM | 228KB/s

4G 53



Game Review

**d2 is best****-M12**

You escape the check from the queen.



b1



xb1+

17.



d2



c2+

18.



e3



Show



Best



Retry

Next



Game Review

**♔xb1+ is best**

-M12

This move still keeps their checkmate plan on track. Capturing your hanging knight.



15. ♔a1+ 16. ♔b1

17. ♔xb1+

17. ♔d2

17. ♔c2



Show



Best



Retry

Next





Game Review



2b1 is forced

-M13

This was the only move.



d2

♚xa1+

16.

2b1

♚xb1+

17.

♚c



Show



Best



Retry

Next



Game Review



👑xa1+ is best

-M13

They played the strongest move available.



15.



2d2



16.

2b1



Show



Best



Retry

Next



Game Review

**2d2 is a mistake**

-M14

You are losing a queen this way.



♘ xc3+

15.



2d2

♔ xa1+

16.

♞ b



Show



Best



Retry

Next





Game Review

**♔xc3+ is a great move**

-4.59



Your opponent set up a **fork**, which will win your rook. Their move stopped you from being able to checkmate the king.



14. ?? ♔h6

♔xc3+

15. ? ♕d2



Show



Best



Retry

Next



Game Review



h6 is a blunder

-4.59

You permitted the opponent to win a rook through a fork.



2

xd3

14.



h6

xc3+

15.



Show



Best



Retry

Next



10:47 PM | 285KB/s

4G 54



Game Review



♗xd3 is best

+4.71

This is a fair trade.



0-0

13. ♔d2

♗xd3

14. ?? ♔h6



Show



Best



Retry

Next





Game Review

**♞a6 is a mistake**

+4.62

This move gives you the opportunity to win their knight. They missed a chance to tactically win a pawn.



♞f6

10. ♞g5

♝a6

11. e5

♚a3



Show



Best



Retry

Next





Game Review



O-O is an inaccuracy

+5.88

Their better move was to force the loss of castling rights.



3

12.



xf6

0-0

13.



xd3



Show



Best



Retry

Next



10:47 PM | 0.4KB/s

4G 54



Game Review



xf6 is excellent

+4.26

You captured a free knight.



a3

12.



xf6

0-0

13. d2



Show



Best



Retry

Next





Game Review



👑 a3 is good

+4.62

Your opponent pinned your pawn, limiting its movement.



♞ a6

11. e5

♚ a3

12.



♝ xf6

0



Show



Best



Retry

Next



Game Review



e5 is good

+4.09

Making a threat to the pinned piece will win you a knight.



g5

a6

11.

e5

a3

12.



Show



Best



Retry

Next



Game Review



d2 is an inaccuracy

+4.71

Your better option was to castle to the same side as the opponent.



xf6

0-0

13.

d2

xd3

14.

??



Show



Best



Retry

Next





Game Review



♗g5 is an inaccuracy

+1.55

This move loses a pawn.



bxc3

♞f6

10. ♗g5

♝a6

11. e5



Show



Best



Retry

Next



Game Review



♗g5 is an inaccuracy

+1.55

This move loses a pawn.



bxc3

♞f6

10. ♗g5

♝a6

11. e5



Show



Best



Retry

Next



Game Review

**♞f6 is an inaccuracy**

+2.51

They missed a chance to win material because the pawn is pinned.



♘xc3+

9. bxc3

♞f6

10. ♔g5

♗a6



Show



Best



Retry

Next



10:46 PM | 536KB/s

4G VoLTE VoLTE 54



Game Review



bxc3 is best

+1.69

You recaptured the piece.



d3

xc3+

9.

bxc3

f6

10.

g5



Show



Best



Retry

Next



Game Review



♗xc3+ is good

+1.69

Your opponent's move wins your pawn.



8. ♔e7

8. ♗d3

8. ♗xc3+

9. bxc3

9. ♔f6



Show



Best



Retry

Next





Game Review

**♗d3 is good**

+1.27

Develops the bishop and attacks the center.



cxd5

♔e7

8.

♗d3

♗xc3+

9. bxc3



Show



Best



Retry

Next



Game Review



♚e7 is excellent

+1.53

They are threatening to tactically **win** a pawn.



exd5

7. cxd5

♚e7

8. ♔d3

♗xc3+



Show



Best



Retry

Next





Game Review



exd5 is an inaccuracy

+1.48

Their best option was to force weakened backward pawns.



e6

6. d5

exd5

7. cxd5

e7



Show



Best



Retry

Next





Game Review



cxd5 is best

+1.48

A clear recapture.



d5

exd5

7.

cxd5

e7

8.

d3



Show



Best



Retry

Next





Game Review



d5 is good

+0.68

That pawn chain will help strengthen your pawn structure.



e4

e6

6. d5

exd5

7. cxd5



Show



Best



Retry

Next



Game Review



e4 is best

+0.87

This prepares your bishop for development.



1. ♞f3

2. ♛g7

3. e4

4. e6

5. d5



Show



Best



Retry

Next





Game Review



e6 is good

+1.13

That's not a mistake, but they did not find the best move here.



g7

5. e4

e6

6. d5

exd5



Show



Best



Retry

Next



Game Review

**♗g7 is excellent**

+0.87

Their bishop is fianchettoed, ready to influence the board from the long diagonal.



g6

4. ♔f3

♗g7

5. e4

e6



Show



Best



Retry

Next



Game Review



g6 is good

+1.07

This move prepares for their bishop to join the action.



b7

3.



2c3

g6

4.

2f3

8g7



Show



Best



Retry

Next



Game Review



♞f3 is good

+0.69

Develops the knight and attacks the center.



♞c3

g6

4. ♜f3

♝g7

5. e4



Show



Best



Retry

Next



Game Review

**c4 is a book move**

+0.51

Good move. Textbook play so far.



d4

b6

2. c4

3. ♗b7

3. ♕c



Show



Best



Retry

Next





Game Review

**♞c3 is the last book move**

+0.54

You are bringing your knight into play,
eyeing the central squares.



4

1. ♞b7

3.



2. ♞c3

g6

4. ♘f3



Show



Best



Retry

Next





Game Review



♗b7 is a book move

+0.58

Bb7 puts the bishop on the long diagonal in a move called a "fianchetto".



b6

2. c4

3. ♗b7

3. ♔c3 g6



Show



Best



Retry

Next





Game Review



d4 is a book move

+0.32

This is the second-most popular starting move.



1. d4

b6

2. c4



Show



Best



Retry

Next



Game Review

**♞c3 is the last book move**

+0.54

You are bringing your knight into play,
eyeing the central squares .



4

1. ♟b7

3.



2. ♞c3

g6

4. ♜f3



Show



Best



Retry

Next



Game Review

**b6 is a book move**

+0.86

b6 is a cautious move which looks to develop the light-squared bishop to b7 and to later undermine the center.



1. d4

b6

2. c4

♝b7



Show



Best



Retry

Next





Game Review



d5 is good

+0.68

That pawn chain will help strengthen your pawn structure.



e4

e6

6. d5

exd5

7. cxd5



Show



Best



Retry

Next