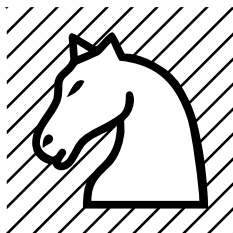


# Best Chess Games Of All Time



Pascal GILLET



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□ Paul Morphy ★<sup>12</sup>

■ Duke Karl / Count Isouard<sup>4</sup>

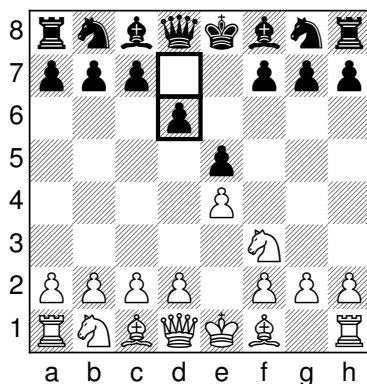
November 2, 1858<sup>3</sup>

*A night at the opera*<sup>5</sup> (?)<sup>6</sup>

1. e4 e5  
 2. ♘f3 d6  
 3. d4 ♙g4  
 7 4. dxe5 ♙xf3  
 5. ♖xf3 dxe5  
 6. ♙c4 ♘f6  
 7. ♖b3 ♖e7  
 8. ♘c3 c6

8 **Philidor Defense (C41)**

1. e4 e5 2. ♘f3 d6



<sup>1</sup>A star symbol appears next to the winner of the game.

<sup>2</sup>The white square denotes the player with the White pieces.

<sup>3</sup>The date the game was played.

<sup>4</sup>The black square denotes the player with the Black pieces.

<sup>5</sup>The event or tournament name.

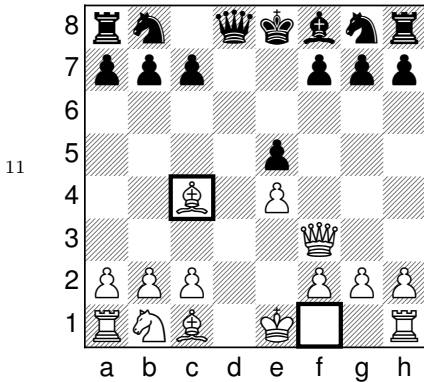
<sup>6</sup>The time control for the game (e.g., 60+1 means 60 seconds base time with a 1-second increment per move).

<sup>7</sup>The game moves are listed in figurine notation, where a symbol represents each piece.

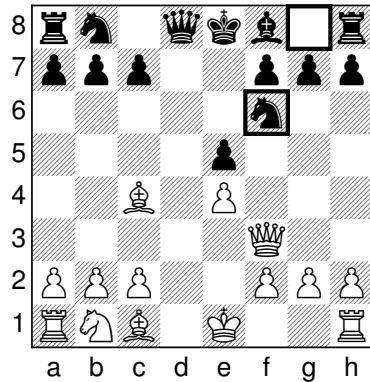
<sup>8</sup>This section details the opening played in the game. It includes the official name of the opening, its ECO (Encyclopedia of Chess Openings) code, the sequence of moves that defines it, and a diagram showing the position after these moves were made.

	White	Black
Average CPL	32.00	47.94
9 Blunders	1	0
Mistakes	0	3
Inaccuracies	0	3

## 6. Bc4 Nf6<sup>10</sup>



<sup>12</sup>Eval: +1.32cp | Loss: 23cp  
Good Move (Best: f3b3)



Eval: +2.24cp | Loss: 101cp  
Mistake (Best: d8f6)

<sup>9</sup>A summary of the computer analysis, including average centipawn loss (CPL) for each player. Lower CPL is better.

<sup>10</sup>This title shows the move pair in Standard Algebraic Notation.

<sup>11</sup>Board diagrams are shown for every move pair. The board on the left shows the position after White's move, and the board on the right shows the position after Black's response. The start and end squares of each move are highlighted. A circled king is in check; a circled king with a cross is in checkmate.

<sup>12</sup>Evaluation is always from White's perspective: a positive value indicates a White advantage, a negative value a Black advantage. The score is either a numerical value expressed in centipawns (1/100th of a pawn), or a string like MX (Mate in X moves). For example, a score of +1.50c means White is ahead by 1.5 centipawns, while -M3 means Black has a forced checkmate in 3 moves. | Loss: The centipawn loss for the move played compared to the engine's best move. (Good Move, Mistake, Blunder): A classification of the move based on the centipawn loss. Best: The engine's preferred move if it differs from the one played.

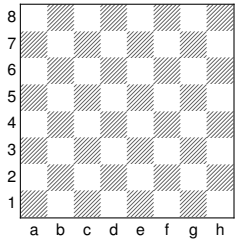






# Standard/Figurine Algebraic Notation (SAN/FAN)

Chess notation is a system for recording the moves of a game. The board is a grid where each square has a unique coordinate, from a1 to h8.



## Piece Names and Symbols

Piece	Symbol (SAN)	Symbol (FAN)
King	K	♔ / ♚
Queen	Q	♕ / ♛
Rook	R	♖ / ♜
Bishop	B	♗ / ♝
Knight	N	♘ / ♞
Pawn (letter omitted in notation)		

## Special Moves and Symbols

- **x**: Indicates a capture (e.g., Nxf3 means a Knight captures on f3).
- **e.p.**: Indicates a capture "en passant" (in passing), a special pawn capture that can occur immediately after a pawn makes a two-square advance from its starting square.
- **+**: Indicates a check. **#**: Indicates checkmate.
- **O-O**: Kingside castling. **O-O-O**: Queenside castling.
- **=Q**: Indicates a pawn promotes to a Queen (e.g., e8=Q).
- When two identical pieces can move to the same square, the starting file or rank is added to avoid ambiguity (e.g., Nbd2 or R1e2).

## Examples in Context

- **Move:** Nf3 or ♘f3 — A piece moves to a new square.
- **Capture:** Nxf3 or ♘xf3 — A piece captures an opponent's piece on a new square.
- **Kingside Castle:** 0-0 — A special move involving the King and the kingside Rook.
- **Queenside Castle:** 0-0-0 — A special move involving the King and the queenside Rook.
- **Promotion:** e8=Q — A pawn reaches the final rank and is promoted to another piece (usually a Queen).
- **Check:** Qh5+ or ♕h5+ — A move that attacks the opponent's King.
- **Checkmate:** Qh7 or ♕h7 — A move that checkmates the opponent's King, ending the game.





## Understanding Time Controls

In chess, a time control is a mechanism that limits the total time each player has to make all their moves. The games in this collection were played under various time controls, which are expressed in one of two main formats:

- The format **X+Y** (e.g., 60+1) indicates an *increment* control. Each player starts with **X** seconds on their clock, and after every move they make, an additional **Y** seconds are added to their remaining time. This ensures that a player will never run out of time as long as they move quickly enough.
- A single number (e.g., 300) indicates the total number of seconds each player has for the entire game, without any increment.
- The format **1/86400** represents a *daily* or *correspondence* time control, where players have one day (86,400 seconds) to make each move.

### Time Controls in This Collection:

, ?



□ Garry Kasparov ★  
 ■ Veselin Topalov

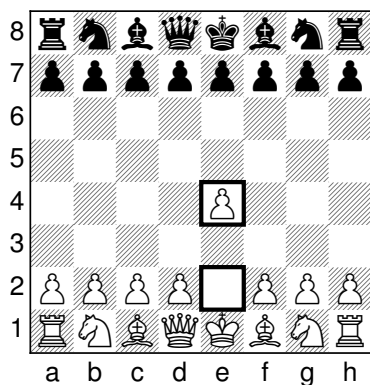
1999.??.??  
 It (cat.17) (?)

- |     |          |        |     |       |      |
|-----|----------|--------|-----|-------|------|
| 1.  | e4       | d6     | 24. | ♙xd4  | cxd4 |
| 2.  | d4       | ♜f6    | 25. | ♙e7+  | ♚b6  |
| 3.  | ♘c3      | g6     | 26. | ♙xd4+ | ♚xa5 |
| 4.  | ♙e3      | ♙g7    | 27. | b4+   | ♚a4  |
| 5.  | ♙d2      | c6     | 28. | ♙c3   | ♙xd5 |
| 6.  | f3       | b5     | 29. | ♙a7   | ♙b7  |
| 7.  | ♘ge2     | ♜bd7   | 30. | ♙xb7  | ♙c4  |
| 8.  | ♙h6      | ♙xh6   | 31. | ♙xf6  | ♚xa3 |
| 9.  | ♙xh6     | ♙b7    | 32. | ♙xa6+ | ♚xb4 |
| 10. | a3       | e5     | 33. | c3+   | ♚xc3 |
| 11. | ♚O-O-♙e7 |        | 34. | ♙a1+  | ♚d2  |
| 12. | ♙b1      | a6     | 35. | ♙b2+  | ♚d1  |
| 13. | ♘c1      | ♚O-O-O | 36. | ♙f1   | ♙d2  |
| 14. | ♘b3      | exd4   | 37. | ♙d7   | ♙xd7 |
| 15. | ♙xd4     | c5     | 38. | ♙xc4  | bxc4 |
| 16. | ♙d1      | ♜b6    | 39. | ♙xh8  | ♙d3  |
| 17. | g3       | ♚b8    | 40. | ♙a8   | c3   |
| 18. | ♘a5      | ♙a8    | 41. | ♙a4+  | ♚e1  |
| 19. | ♙h3      | d5     | 42. | f4    | f5   |
| 20. | ♙f4+     | ♚a7    | 43. | ♙c1   | ♙d2  |
| 21. | ♙he1     | d4     | 44. | ♙a7   |      |
| 22. | ♘d5      | ♜bxd5  |     |       |      |
| 23. | exd5     | ♙d6    |     |       |      |

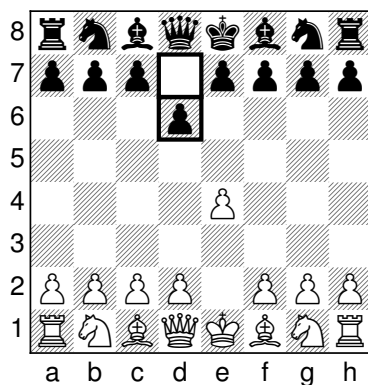
	White	Black
Average CPL	9.70	10.40
Blunders	0	0
Mistakes	0	1
Inaccuracies	0	0

# Best Chess Games Of All Time

## 1. e4 d6

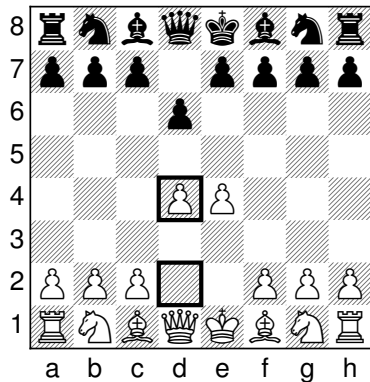


*Eval: +0.39cp (Best Move)*

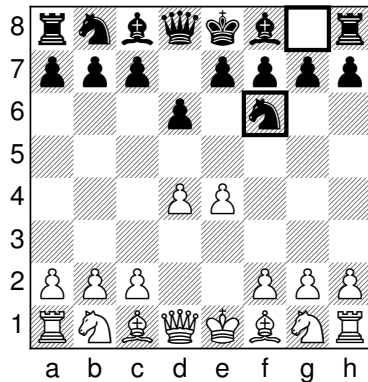


*Eval: +0.65cp | Loss: 29cp  
Good Move (Best: c7c5)*

## 2. d4 Nf6



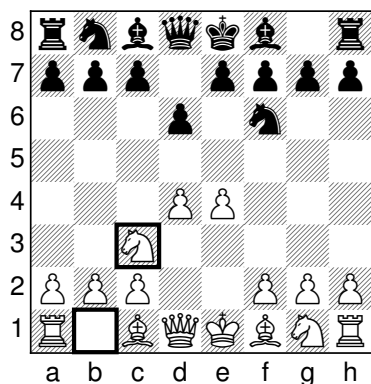
*Eval: +0.57cp (Best Move)*



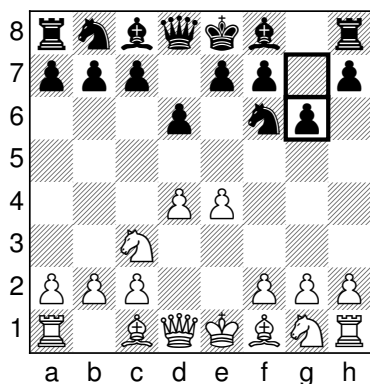
*Eval: +0.63cp (Best Move)*



### 3. Nc3 g6

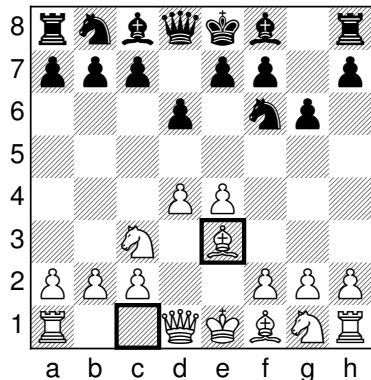


Eval: +0.48cp (Best Move)

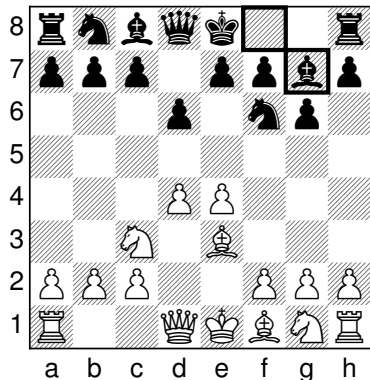


Eval: +0.63cp | Loss: 10cp  
Good Move (Best: e7e5)

### 4. Be3 Bg7

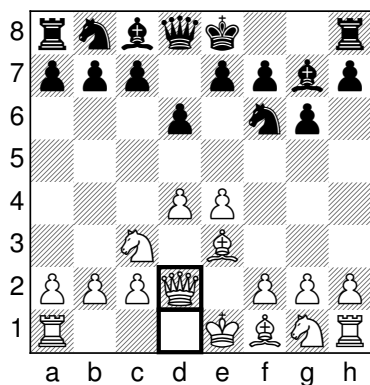


Eval: +0.74cp | Loss: 0cp  
Good Move (Best: f2f4)

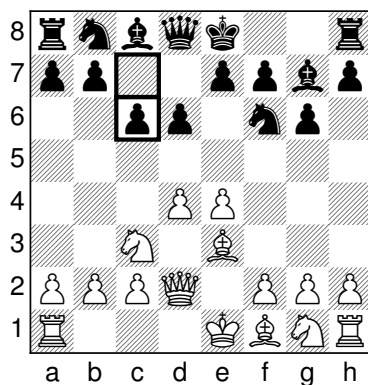


Eval: +0.76cp | Loss: 0cp  
Good Move (Best: c7c6)

## 5. Qd2 c6

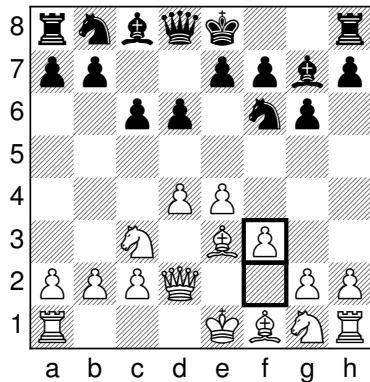


*Eval: +0.66cp (Best Move)*

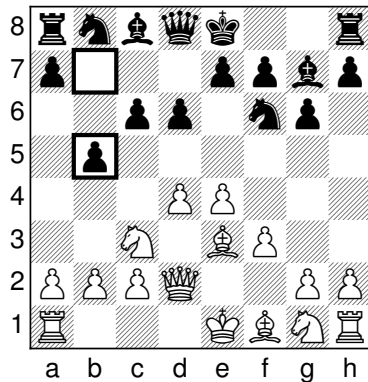


*Eval: +0.71cp (Best Move)*

## 6. f3 b5

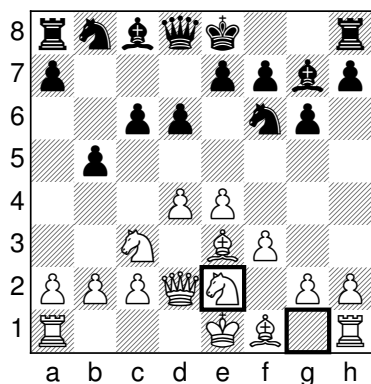


*Eval: +0.59cp | Loss: 17cp*  
*Good Move (Best: e3h6)*

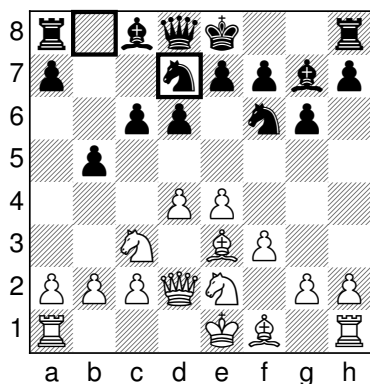


*Eval: +0.34cp (Best Move)*

## 7. Nge2 Nbd7

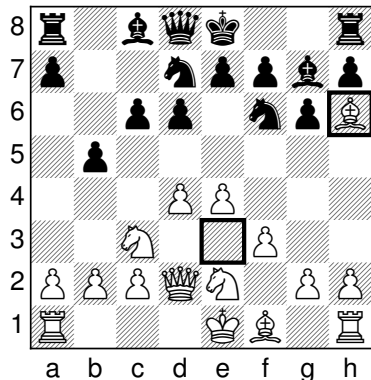


*Eval: +0.31cp (Best Move)*

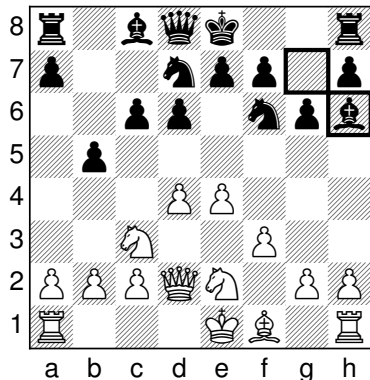


*Eval: +0.31cp (Best Move)*

## 8. Bh6 Bxh6

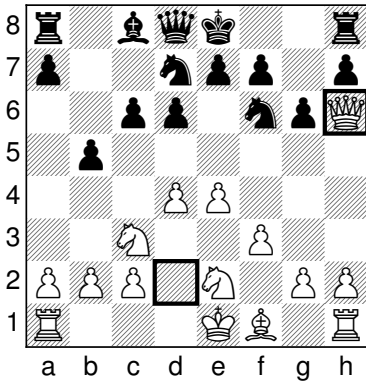


*Eval: +0.31cp (Best Move)*

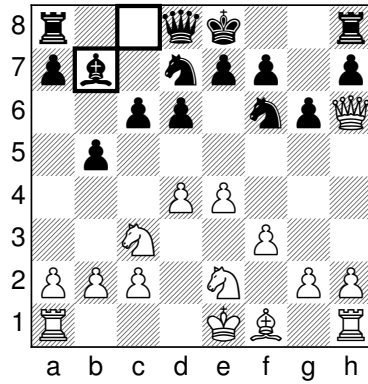


*Eval: +0.43cp (Best Move)*

9. Qxh6 Bb7

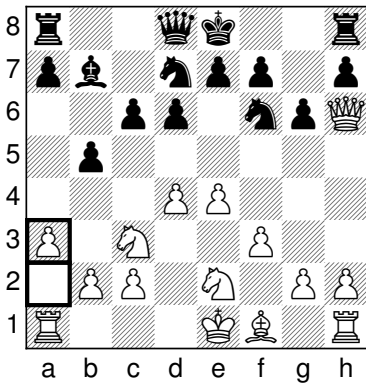


Eval: +0.40cp (Best Move)

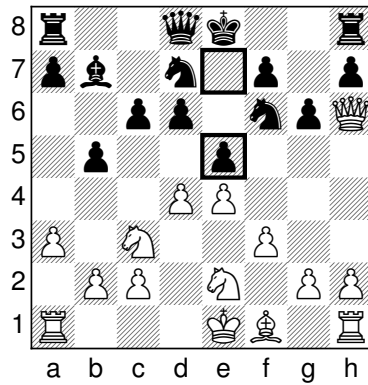


Eval: +0.23cp | Loss: 0cp  
Good Move (Best: b5b4)

10. a3 e5

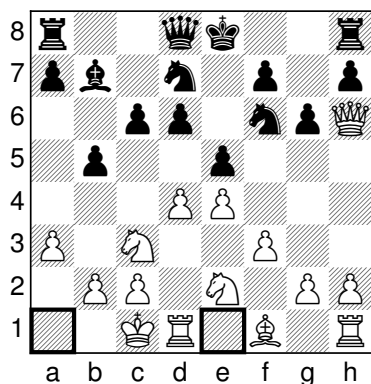


Eval: +0.24cp (Best Move)

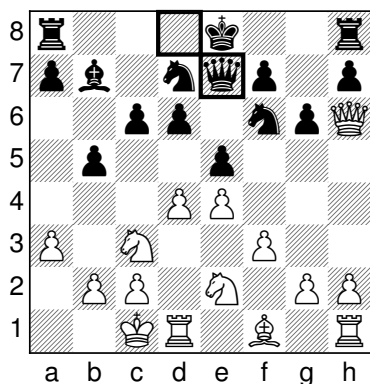


Eval: +0.48cp | Loss: 22cp  
Good Move (Best: a7a5)

# 11. O-O-O Qe7

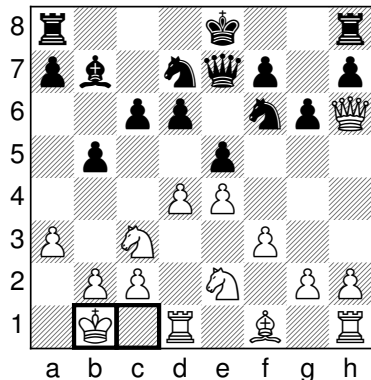


Eval: +0.34cp | Loss: 10cp  
Good Move (Best: d4e5)

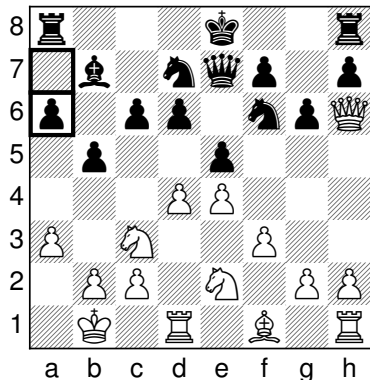


Eval: +0.27cp | Loss: 0cp  
Good Move (Best: a7a5)

# 12. Kb1 a6

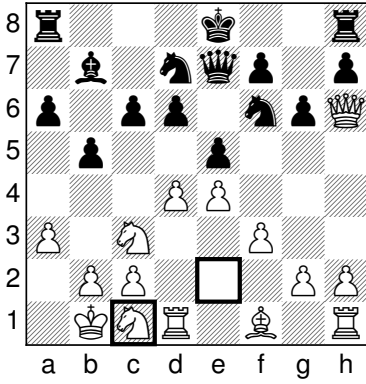


Eval: +0.42cp (Best Move)

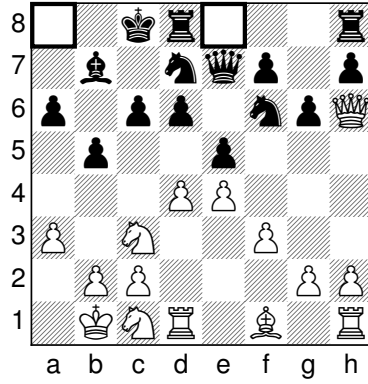


Eval: +0.63cp | Loss: 17cp  
Good Move (Best: a7a5)

### 13. Nc1 O-O-O

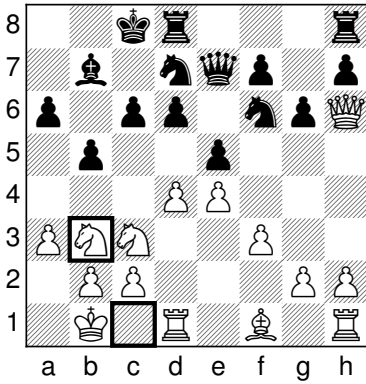


Eval: +0.34cp | Loss: 30cp  
Good Move (Best: d4e5)

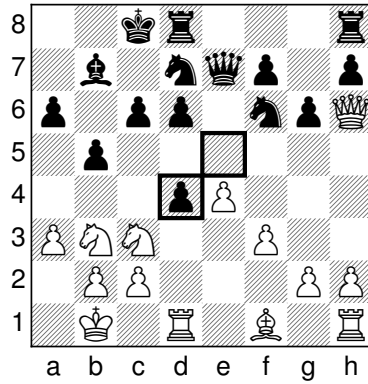


Eval: +0.65cp | Loss: 10cp  
Good Move (Best: e5d4)

### 14. Nb3 exd4

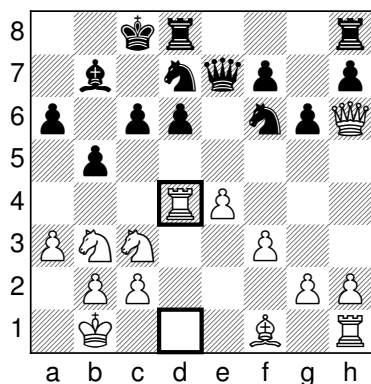


Eval: +0.56cp | Loss: 14cp  
Good Move (Best: h6e3)

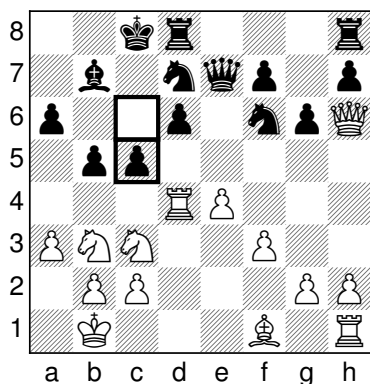


Eval: +0.40cp (Best Move)

# 15. Rxd4 c5

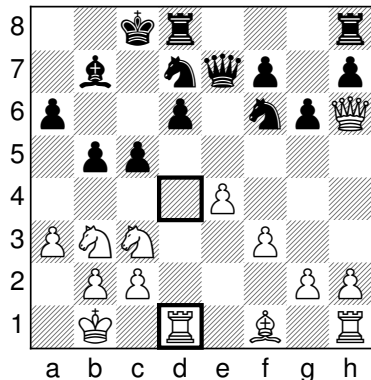


Eval: +0.44cp (Best Move)

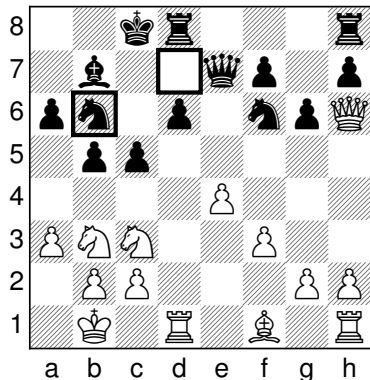


Eval: +0.45cp (Best Move)

# 16. Rd1 Nb6

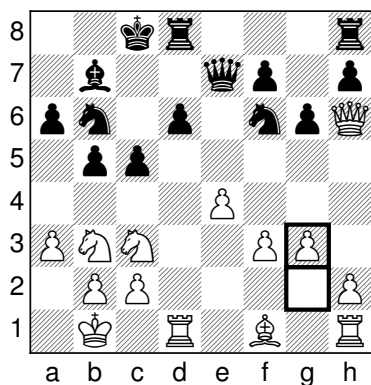


Eval: +0.37cp | Loss: 19cp  
Good Move (Best: d4d2)

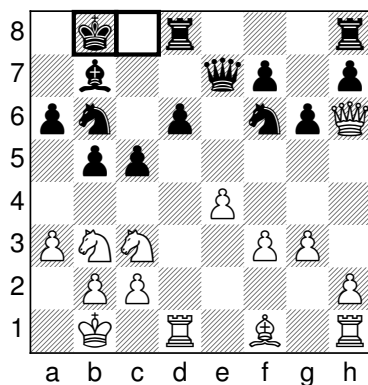


Eval: +0.37cp (Best Move)

### 17. g3 Kb8

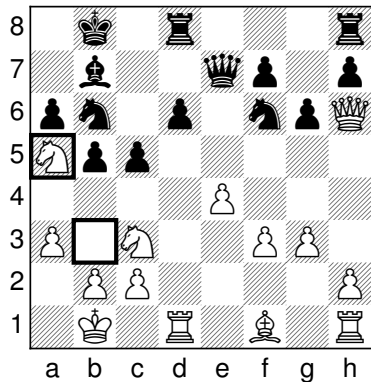


Eval:  $+0.28cp$  | Loss: 11cp  
Good Move (Best:  $h6h4$ )

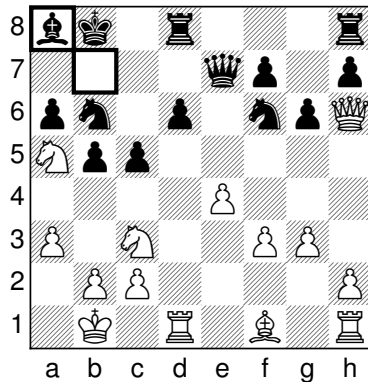


Eval:  $+0.29cp$  (Best Move)

### 18. Na5 Ba8



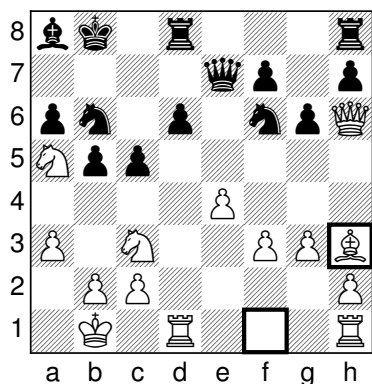
Eval:  $-0.15cp$  | Loss: 46cp  
Good Move (Best:  $h6f4$ )



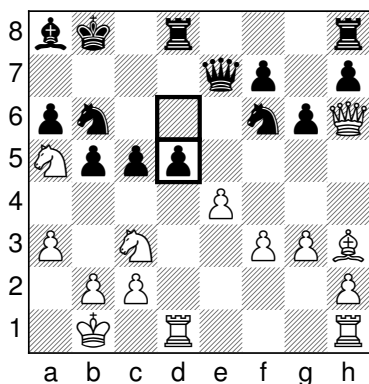
Eval:  $+0.00cp$  (Best Move)



## 19. Bh3 d5

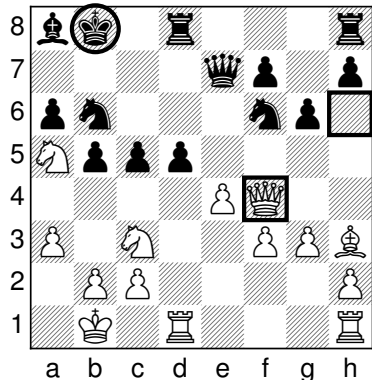


Eval: -0.40cp | Loss: 40cp  
Good Move (Best: h6f4)

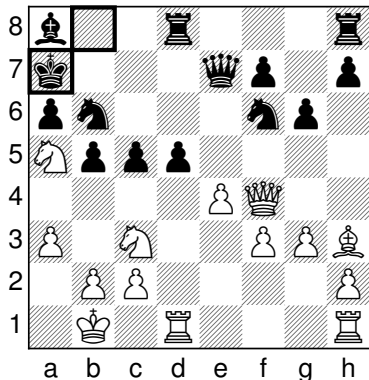


Eval: -0.47cp (Best Move)

## 20. Qf4+ Ka7

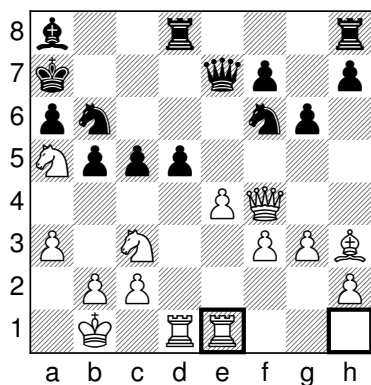


Eval: -0.36cp | Loss: 0cp  
Good Move (Best: h1e1)

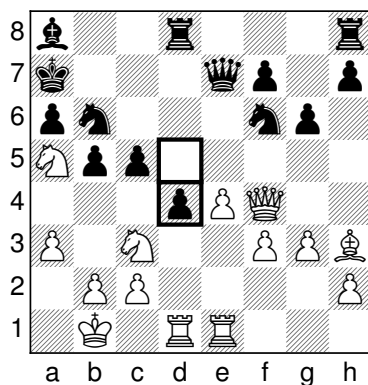


Eval: -0.42cp (Best Move)

## 21. Rhe1 d4

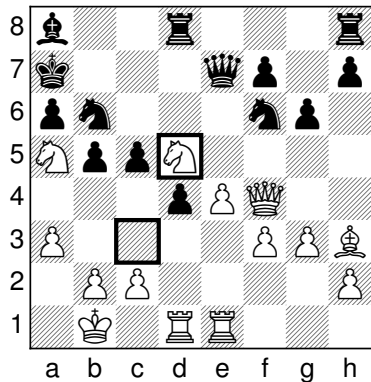


*Eval: -0.44cp (Best Move)*

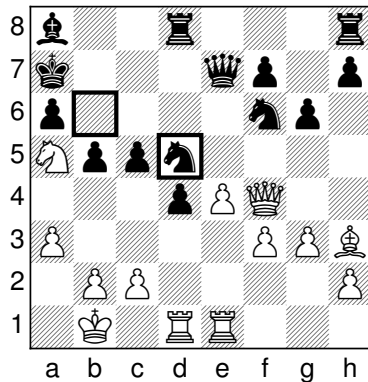


*Eval: -0.40cp (Best Move)*

## 22. Nd5 Nbxd5

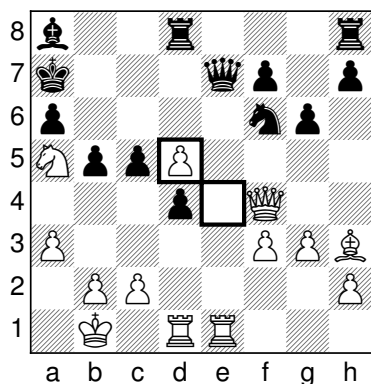


*Eval: -0.31cp (Best Move)*

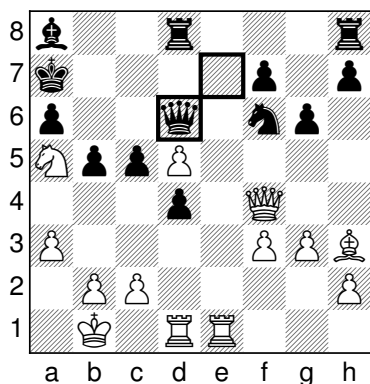


*Eval: -0.28cp (Best Move)*

### 23. exd5 Qd6

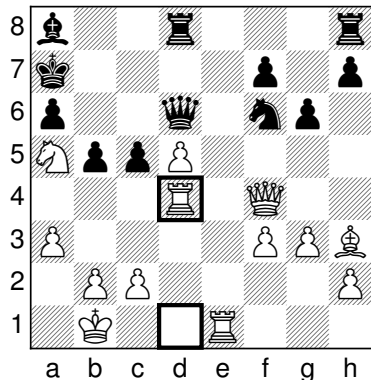


*Eval: -0.26cp (Best Move)*

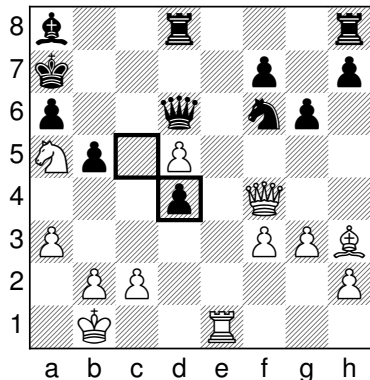


*Eval: -0.32cp (Best Move)*

### 24. Rxd4 cxd4

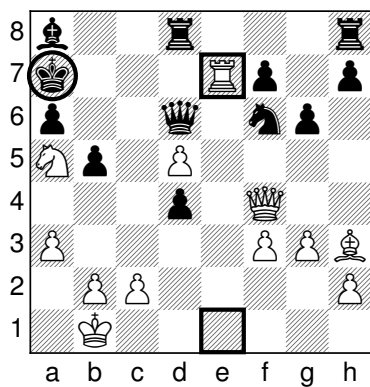


*Eval: -0.41cp (Best Move)*

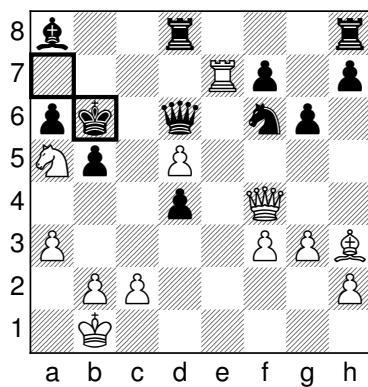


*Eval: +0.93cp | Loss: 128cp  
Mistake (Best: a7b6)*

## 25. Re7+ Kb6

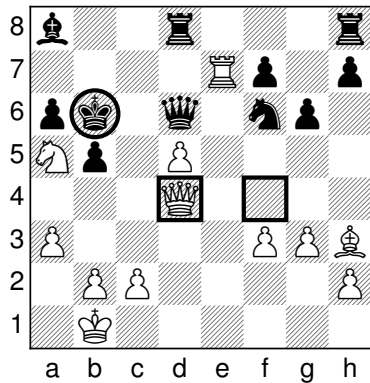


*Eval: +0.65cp (Best Move)*

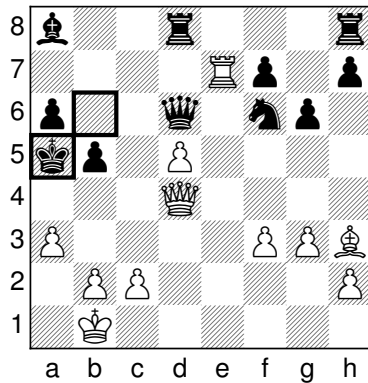


*Eval: +0.74cp (Best Move)*

## 26. Qxd4+ Kxa5

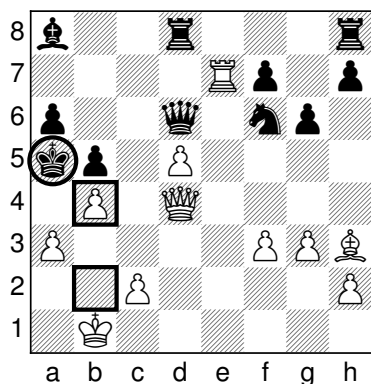


*Eval: +0.65cp (Best Move)*

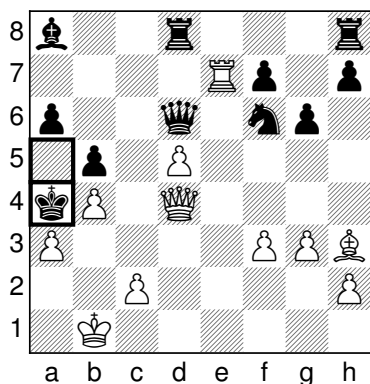


*Eval: +0.98cp (Best Move)*

27. b4+ Ka4

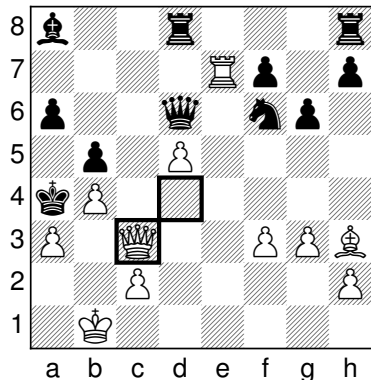


Eval: +0.52cp (Best Move)

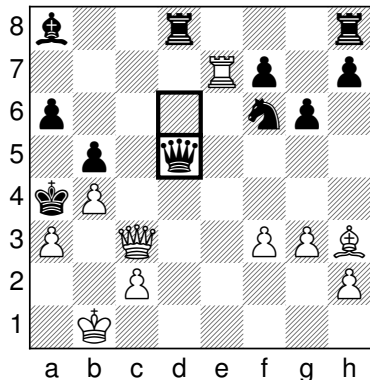


Eval: +0.68cp (Best Move)

28. Qc3 Qxd5

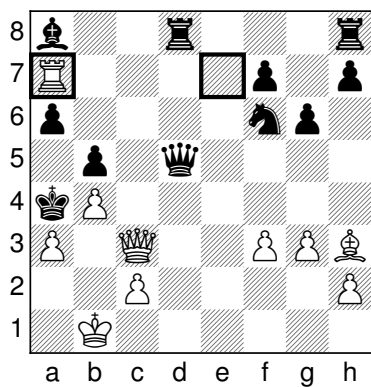


Eval: +0.56cp (Best Move)

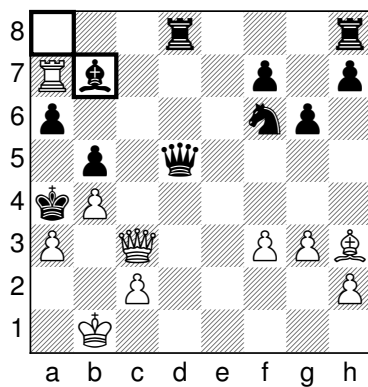


Eval: +0.44cp (Best Move)

# 29. Ra7 Bb7

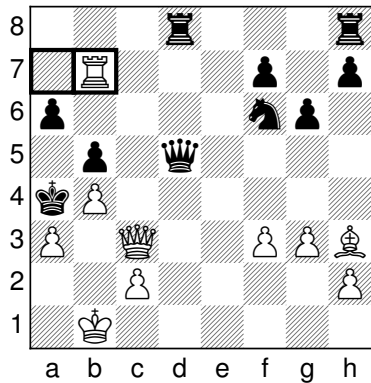


*Eval: +0.50cp (Best Move)*

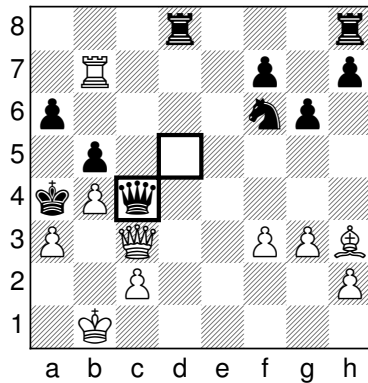


*Eval: +0.69cp (Best Move)*

# 30. Rxb7 Qc4

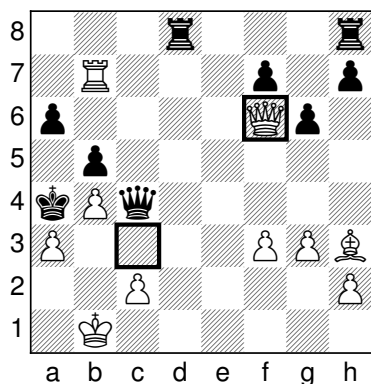


*Eval: +0.57cp (Best Move)*

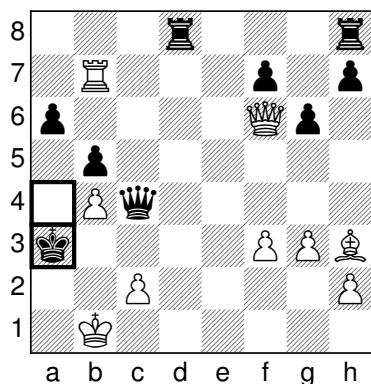


*Eval: +0.41cp (Best Move)*

### 31. Qxf6 Kxa3

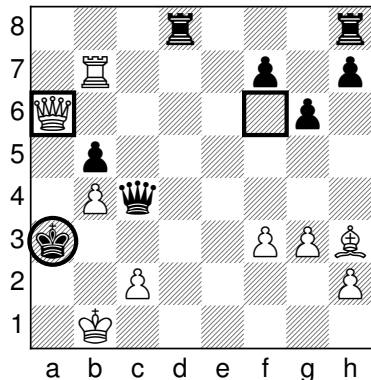


Eval: +0.48cp (Best Move)

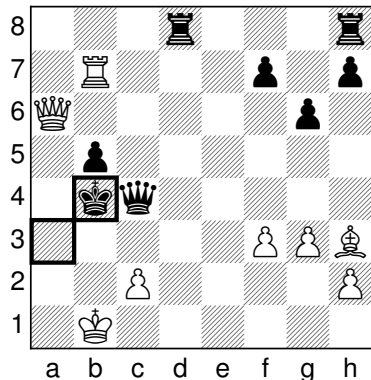


Eval: +0.37cp (Best Move)

### 32. Qxa6+ Kxb4

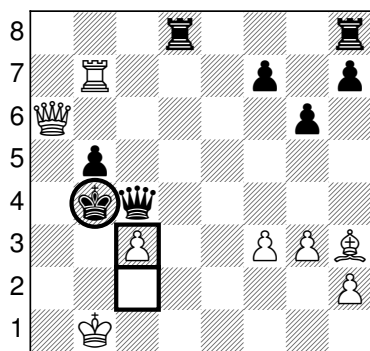


Eval: +0.32cp (Best Move)

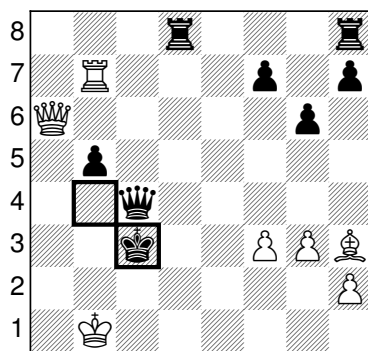


Eval: +0.33cp (Best Move)

### 33. c3+ Kxc3

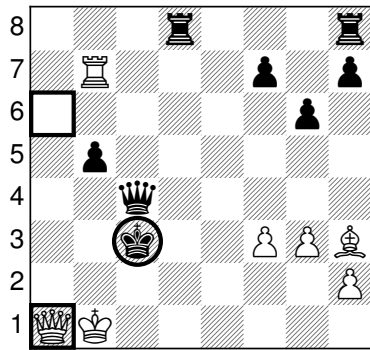


Eval: +0.00cp | Loss: 32cp  
Good Move (Best: h3d7)

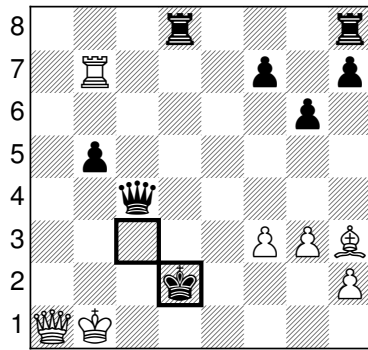


Eval: +0.00cp (Best Move)

### 34. Qa1+ Kd2



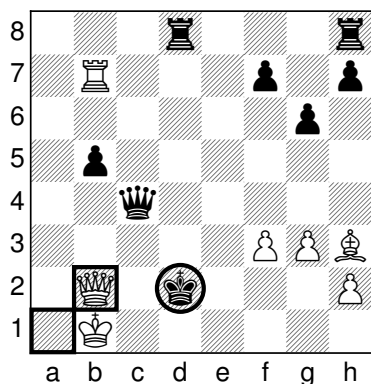
Eval: -0.01cp (Best Move)



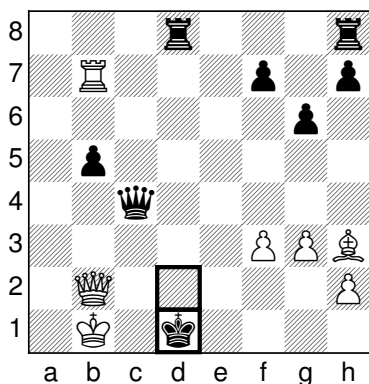
Eval: +0.00cp (Best Move)



### 35. Qb2+ Kd1

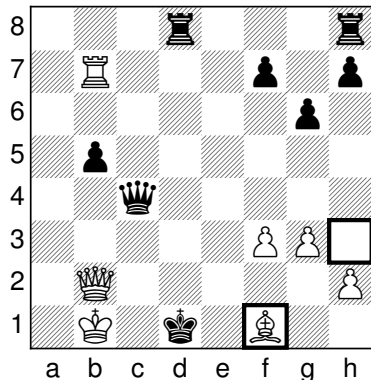


*Eval: +2.04cp (Best Move)*

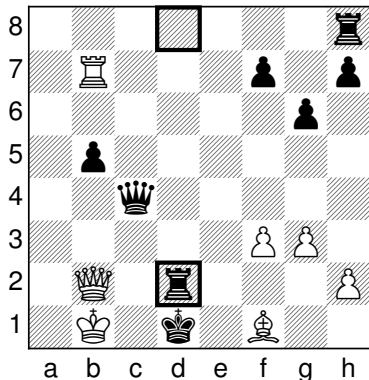


*Eval: +2.20cp (Best Move)*

### 36. Bf1 Rd2

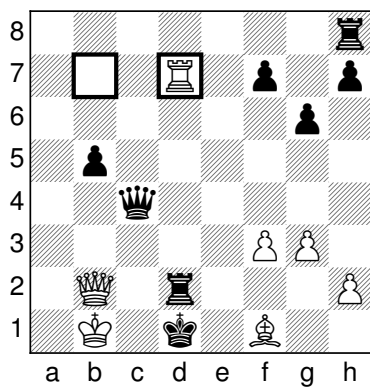


*Eval: +2.42cp (Best Move)*

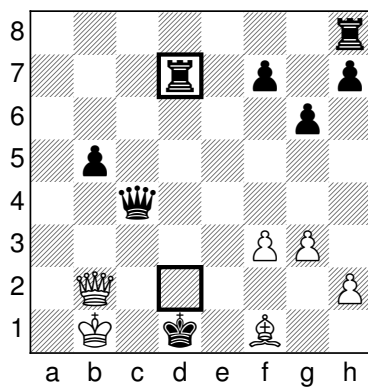


*Eval: +2.64cp | Loss: 45cp  
Good Move (Best: d1e1)*

### 37. Rd7 Rxd7

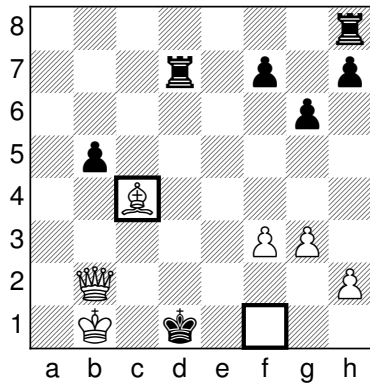


*Eval: +2.74cp (Best Move)*

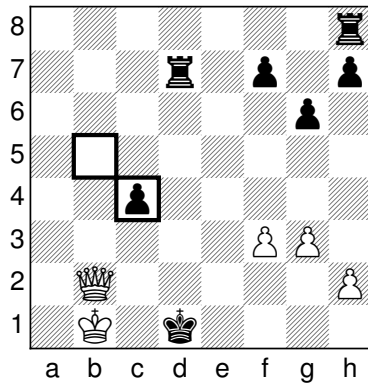


*Eval: +2.80cp (Best Move)*

### 38. Bxc4 bxc4

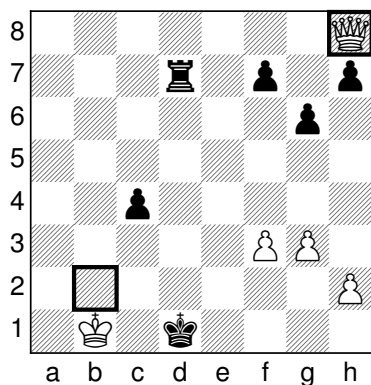


*Eval: +2.82cp (Best Move)*

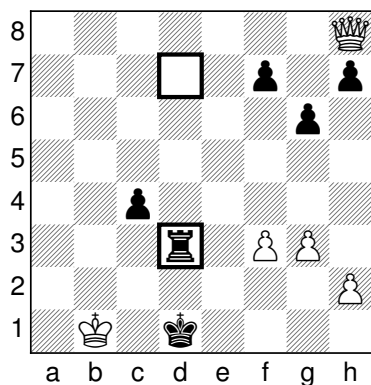


*Eval: +2.81cp (Best Move)*

### 39. Qxh8 Rd3

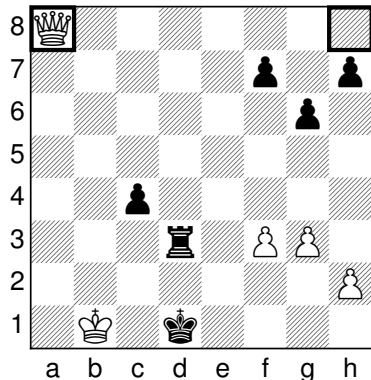


Eval: +2.74cp (Best Move)

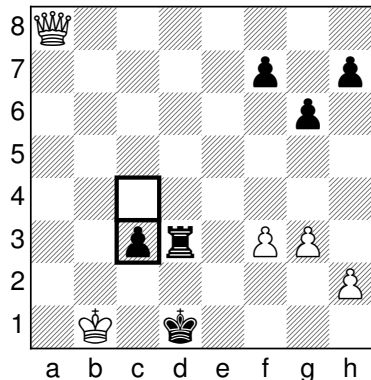


Eval: +2.82cp (Best Move)

### 40. Qa8 c3

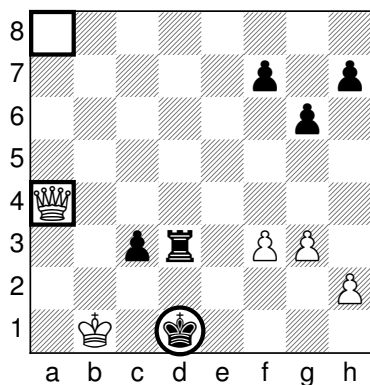


Eval: +2.69cp (Best Move)

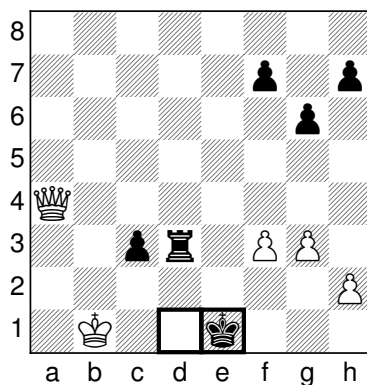


Eval: +2.91cp | Loss: 28cp  
Good Move (Best: f7f5)

# 41. Qa4+ Ke1

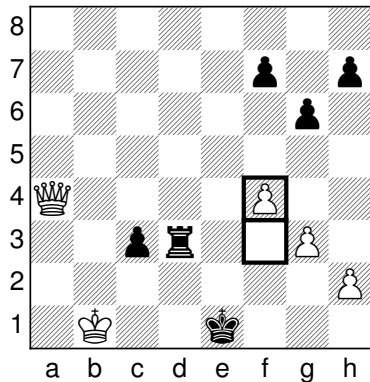


Eval: +3.27cp | Loss: 0cp  
Good Move (Best: a8c6)

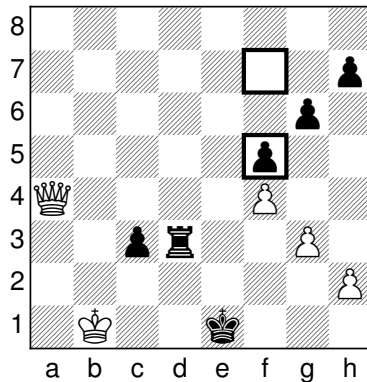


Eval: +3.42cp (Best Move)

# 42. f4 f5

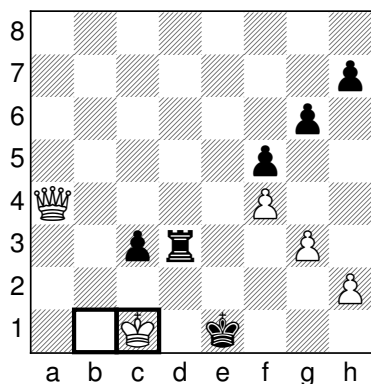


Eval: +3.09cp | Loss: 33cp  
Good Move (Best: a4e4)

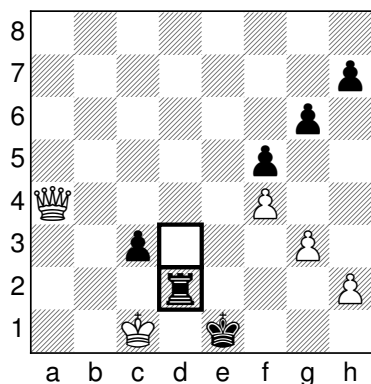


Eval: +3.43cp (Best Move)

### 43. Kc1 Rd2

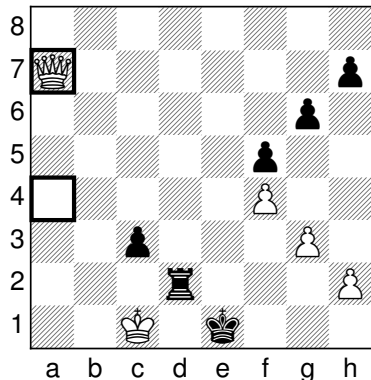


Eval: +3.55cp | Loss: 0cp  
Good Move (Best: g3g4)



Eval: +4.18cp (Best Move)

### 44. Qa7



Eval: +4.20cp (Best Move)

Best Chess Games Of All Time

□

Paul Morphy ★

■

Duke of Brunswick and Count Isouard

1858.??.??

Paul Morphy - Duke Karl


Count Isouard (1858.??.??) (?)

---

1.


e4

e5
2.


f3


d6
3.

d4


g4
4.


dxe5


xf3
5.


xf3


dxe5
6.

c4


f6
7.

b3


e7
8.

c3


c6
9.


g5


b5
10.


xb5


cxb5
11.


xb5+


bd7
12.


O-O-O


d8
13.


xd7


xd7
14.


d1


e6
15.

xd7+

xd7
16.

b8+

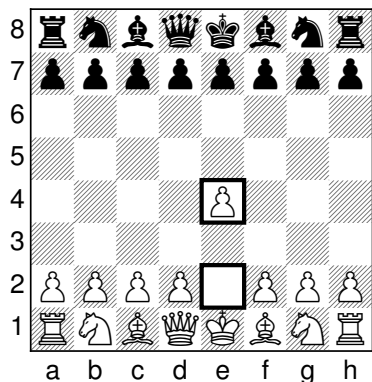
xb8
17.

d8#

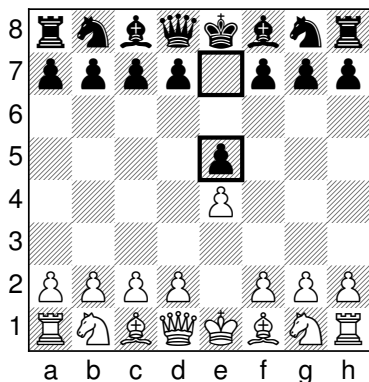
	White	Black
Average CPL	8.82	55.88
Blunders	0	1
Mistakes	0	3
Inaccuracies	0	2

Paul Morphy vs Duke of Brunswick and Count Isouard (1-0) - Paul Morphy  
 - Duke Karl Count Isouard (1858.??.??)

1. e4 e5

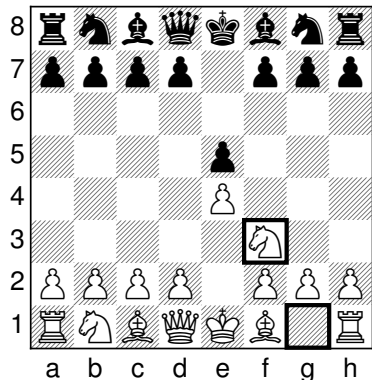


Eval: +0.33cp (Best Move)

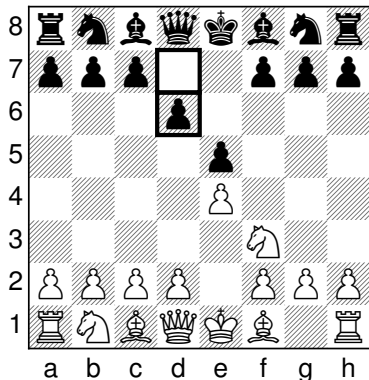


Eval: +0.34cp | Loss: 0cp  
 Good Move (Best: c7c5)

2. Nf3 d6

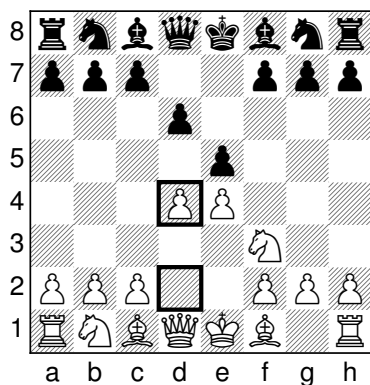


Eval: +0.35cp (Best Move)

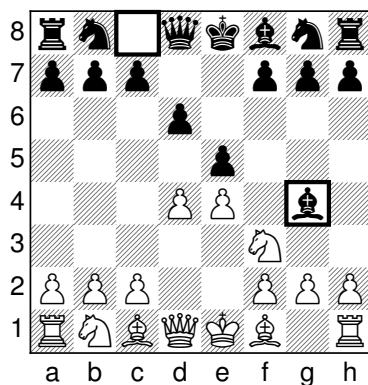


Eval: +0.49cp | Loss: 17cp  
 Good Move (Best: b8c6)

### 3. d4 Bg4

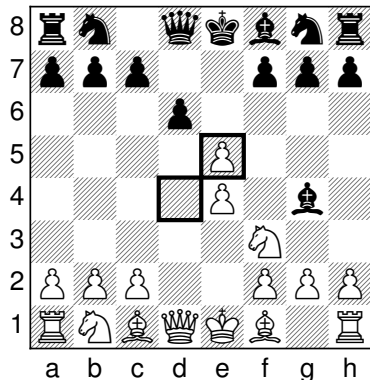


Eval: +0.58cp (Best Move)

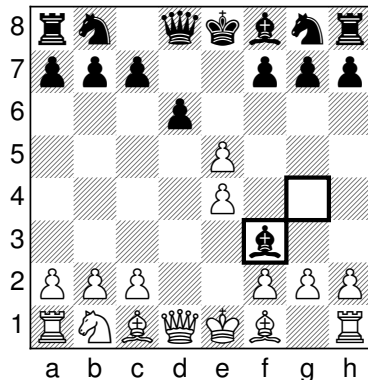


Eval: +0.94cp | Loss: 36cp  
Good Move (Best: g8f6)

### 4. dxe5 Bxf3



Eval: +0.93cp | Loss: 27cp  
Good Move (Best: b1c3)

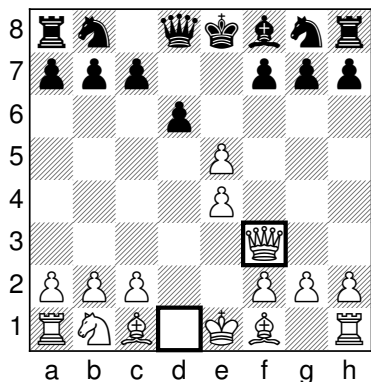


Eval: +1.54cp | Loss: 58cp  
Inaccuracy (Best: b8d7)

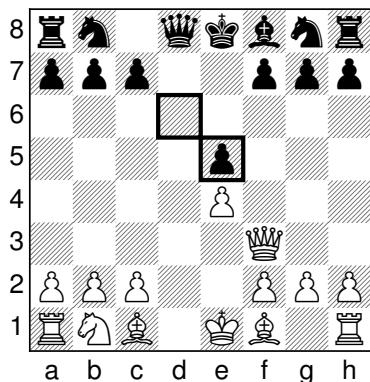


Paul Morphy vs Duke of Brunswick and Count Isouard (1-0) - Paul Morphy  
 - Duke Karl Count Isouard (1858.??.??)

5. Qxf3 dxe5

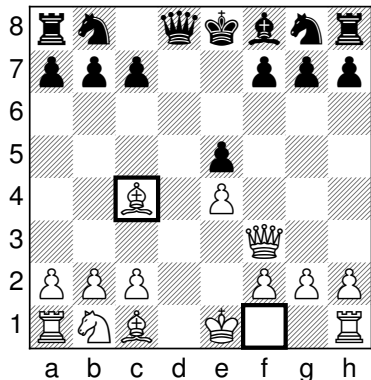


Eval: +1.49cp (Best Move)

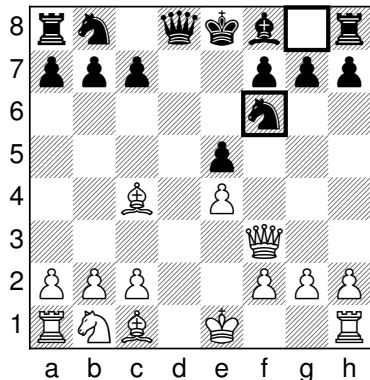


Eval: +1.66cp (Best Move)

6. Bc4 Nf6

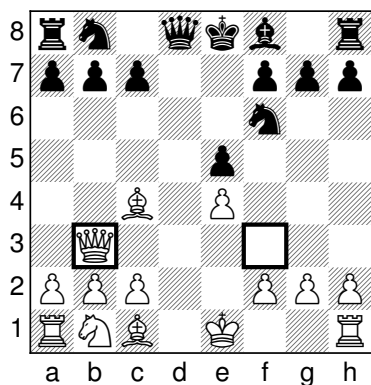


Eval: +1.27cp | Loss: 35cp  
 Good Move (Best: f3b3)

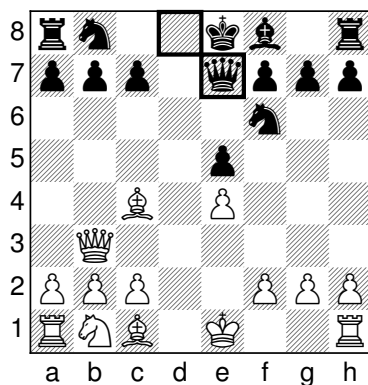


Eval: +2.40cp | Loss: 116cp  
 Mistake (Best: d8f6)

# 7. Qb3 Qe7

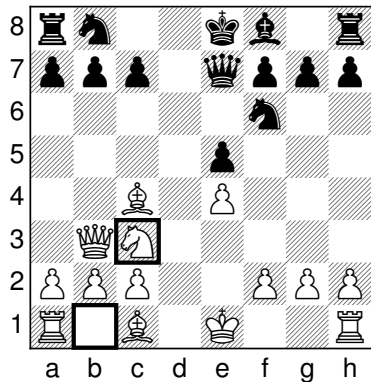


Eval: +2.27cp (Best Move)

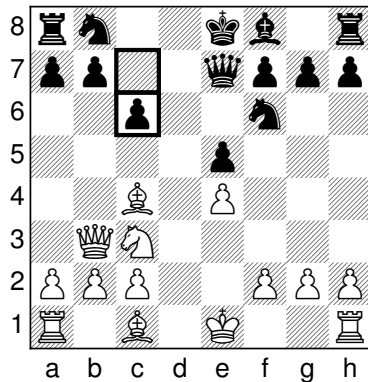


Eval: +2.52cp | Loss: 25cp  
Good Move (Best: f8c5)

# 8. Nc3 c6



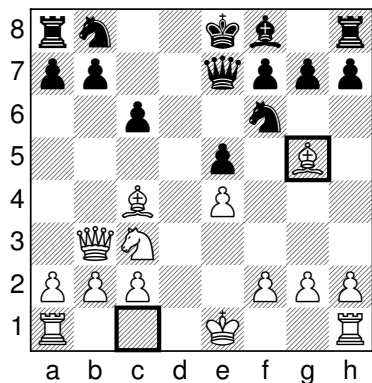
Eval: +2.36cp | Loss: 21cp  
Good Move (Best: b3b7)



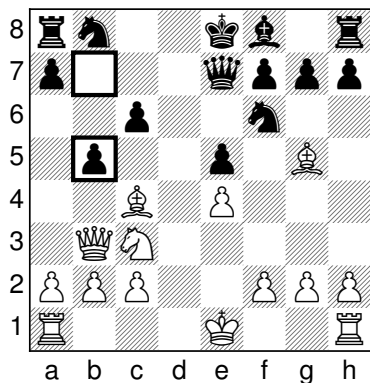
Eval: +2.31cp (Best Move)

Paul Morphy vs Duke of Brunswick and Count Isouard (1-0) - Paul Morphy  
 - Duke Karl Count Isouard (1858.??.??)

9. Bg5 b5

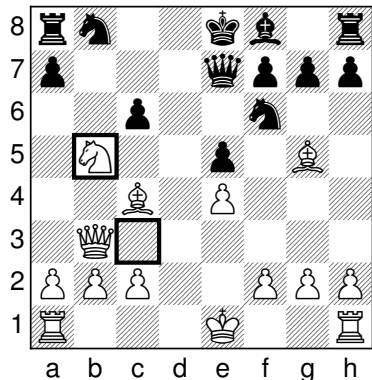


Eval: +2.31cp (Best Move)

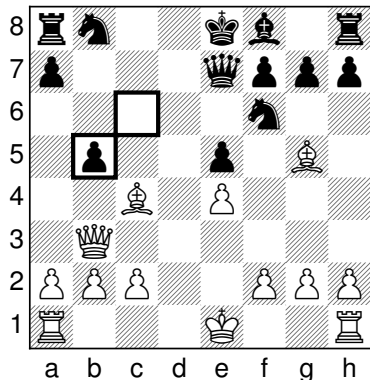


Eval: +3.33cp | Loss: 105cp  
 Mistake (Best: b8a6)

10. Nxb5 cxb5

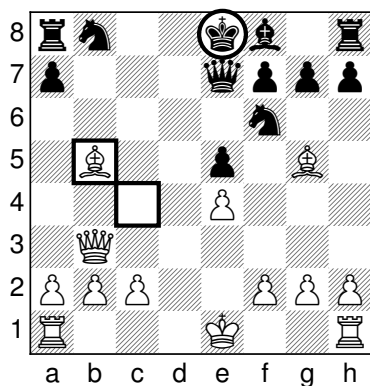


Eval: +3.33cp (Best Move)

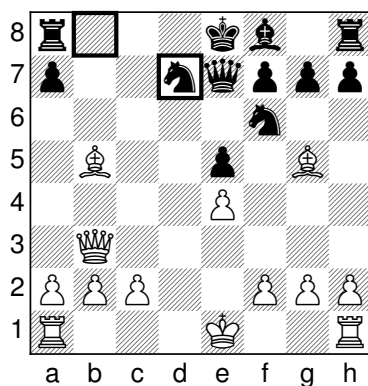


Eval: +5.45cp | Loss: 219cp  
 Blunder (Best: e7b4)

# 11. Bxb5+ Nbd7

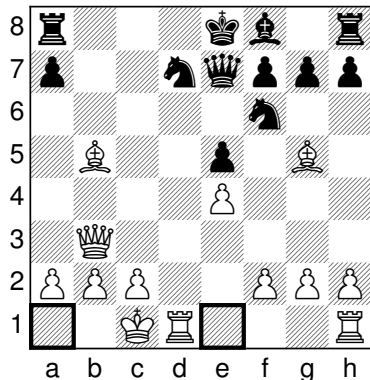


*Eval: +5.36cp (Best Move)*

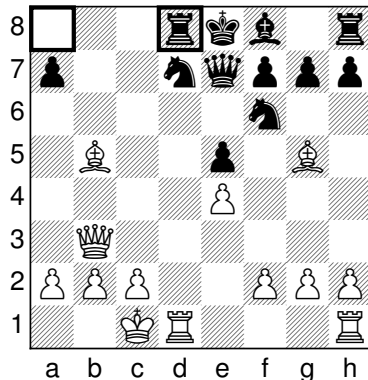


*Eval: +5.43cp (Best Move)*

# 12. O-O-O Rd8



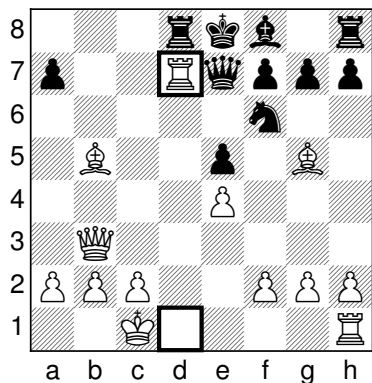
*Eval: +5.35cp (Best Move)*



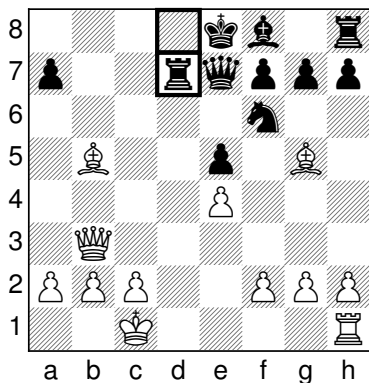
*Eval: +5.50cp (Best Move)*

Paul Morphy vs Duke of Brunswick and Count Isouard (1-0) - Paul Morphy  
 - Duke Karl Count Isouard (1858.??.??)

13. Rxd7 Rxd7

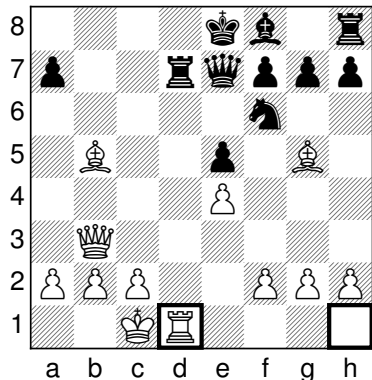


*Eval: +5.33cp (Best Move)*

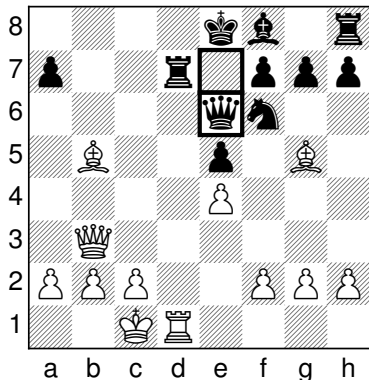


*Eval: +5.95cp | Loss: 67cp  
 Inaccuracy (Best: f6d7)*

14. Rd1 Qe6

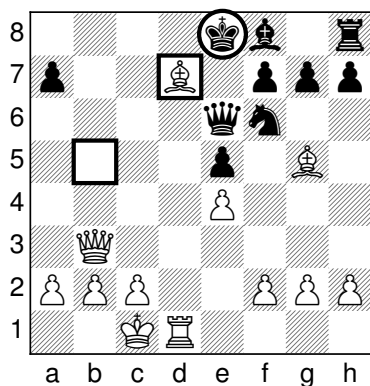


*Eval: +6.51cp (Best Move)*

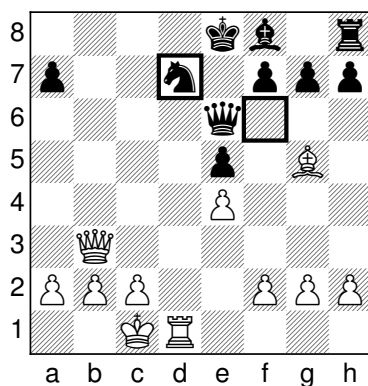


*Eval: +8.51cp | Loss: 196cp  
 Mistake (Best: g7g6)*

# 15. Bxd7+ Nxd7

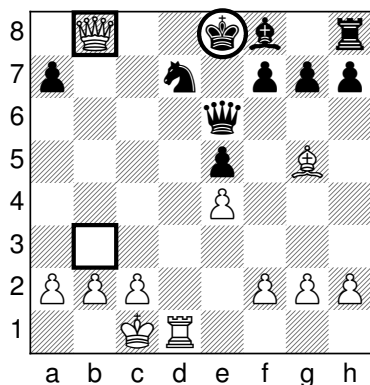


Eval: +8.91cp (Best Move)

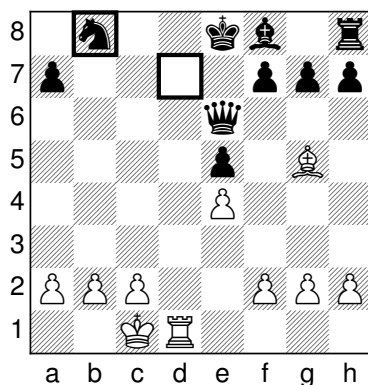


Eval: +M2 | Loss: 0cp  
Good Move (Best: e6d7)

# 16. Qb8+ Nxb8



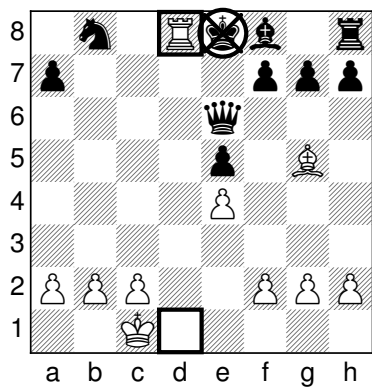
Eval: +M1 (Best Move)



Eval: +M1 (Best Move)

Paul Morphy vs Duke of Brunswick and Count Isouard (1-0) - Paul Morphy  
 - Duke Karl Count Isouard (1858.??.??)

17. **Rd8#**



*Eval: 0 (Best Move)*
































# Best Chess Games Of All Time

□ **Levon Aronian**

■ **Viswanathan Anand** ★

*January 15, 2013*

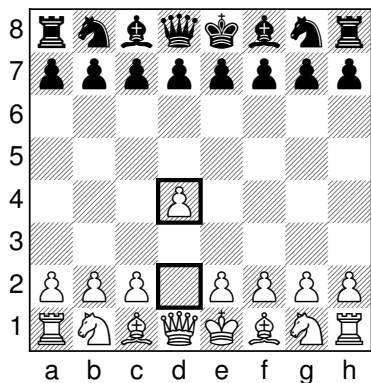
*75th Tata Steel GpA (?)*

- |     |  |  |
|-----|--|--|
| 1.  | d4   | d5   |
| 2.  | c4   | c6   |
| 3.  |  f3   |  f6   |
| 4.  |  c3   | e6   |
| 5.  | e3   |  bd7  |
| 6.  |  d3   | dx c4  |
| 7.  |  xc4  | b5   |
| 8.  |  d3   |  d6   |
| 9.  |  O-O  |  O-O  |
| 10. |  c2   |  b7   |
| 11. | a3   |  c8   |
| 12. |  g5   | c5   |
| 13. |  xh7  |  g4   |
| 14. | f4   | cxd4   |
| 15. | exd4   |  c5   |
| 16. |  e2   |  de5  |
| 17. |  xg4  |  xd4+ |
| 18. |  h1   |  xg4  |
| 19. |  xf8  | f5   |
| 20. |  g6   |  f6   |
| 21. | h3   |  xg6  |
| 22. |  e2 |  h5 |
| 23. |  d3 |  e3 |

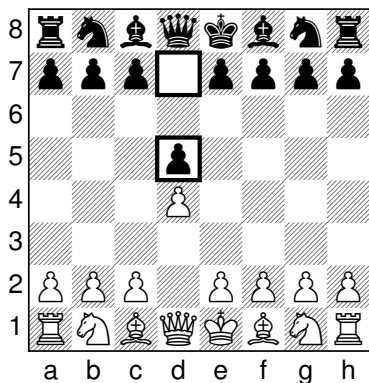
	White	Black
Average CPL	28.74	5.26
Blunders	1	0
Mistakes	0	0
Inaccuracies	4	1



1. d4 d5

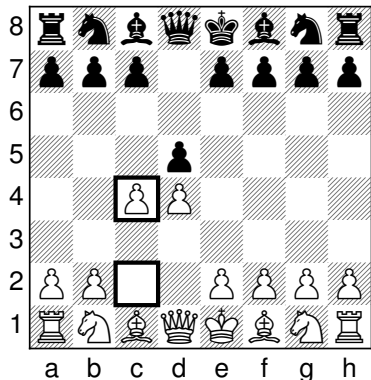


Eval: +0.27cp | Loss: 14cp  
Good Move (Best: e2e4)

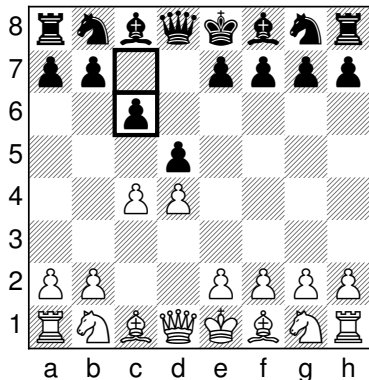


Eval: +0.30cp | Loss: 3cp  
Good Move (Best: g8f6)

2. c4 c6

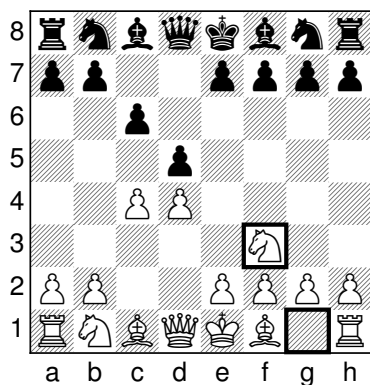


Eval: +0.32cp (Best Move)

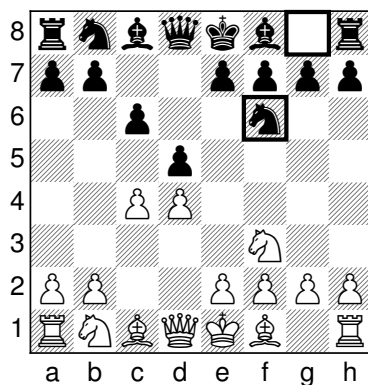


Eval: +0.32cp | Loss: 0cp  
Good Move (Best: e7e6)

### 3. Nf3 Nf6

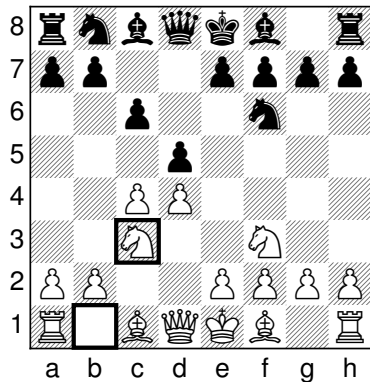


Eval: +0.28cp | Loss: 4 cp  
Good Move (Best: e2e3)

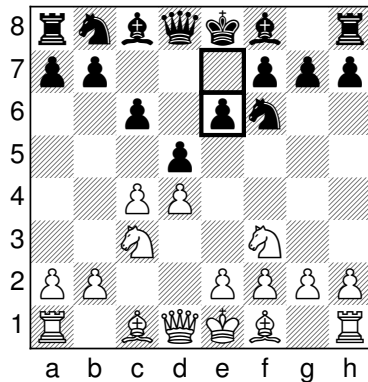


Eval: +0.39cp (Best Move)

### 4. Nc3 e6

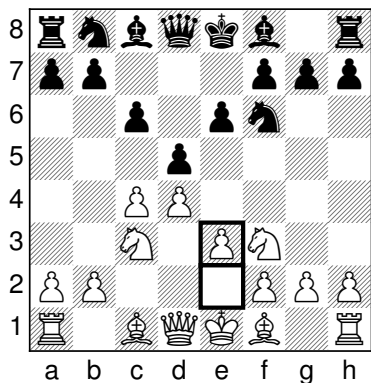


Eval: +0.33cp (Best Move)

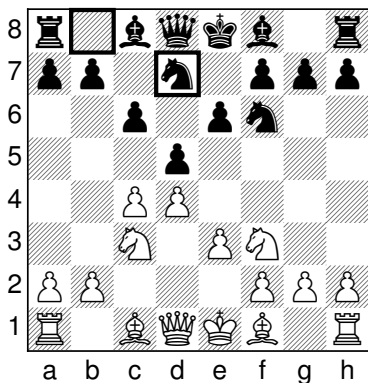


Eval: +0.37cp | Loss: 1cp  
Good Move (Best: d5c4)

5. e3 Nbd7

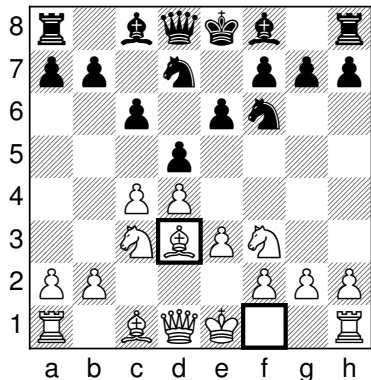


Eval: +0.29cp (Best Move)

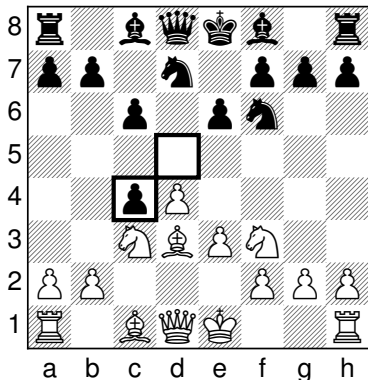


Eval: +0.27cp (Best Move)

6. Bd3 dxc4

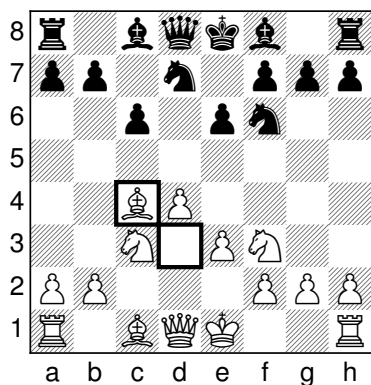


Eval: +0.28cp (Best Move)

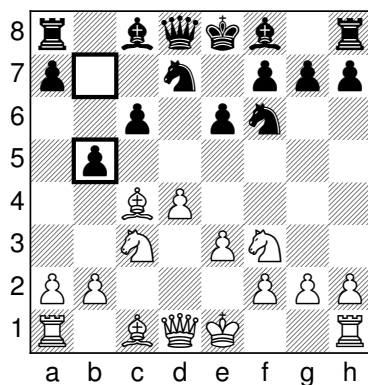


Eval: +0.31cp (Best Move)

# 7. Bxc4 b5

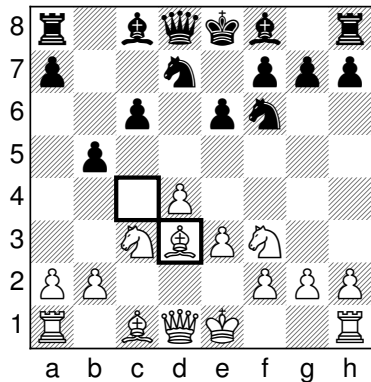


*Eval: +0.28cp (Best Move)*

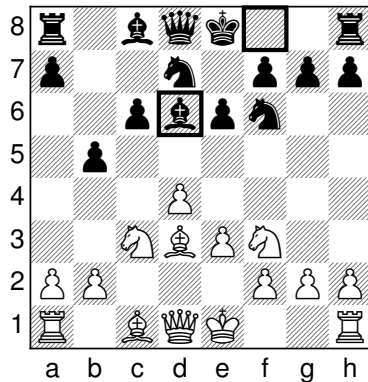


*Eval: +0.27cp (Best Move)*

# 8. Bd3 Bd6

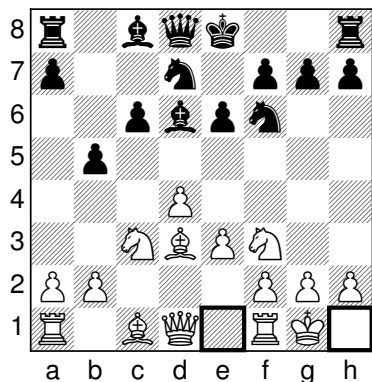


*Eval: +0.28cp (Best Move)*

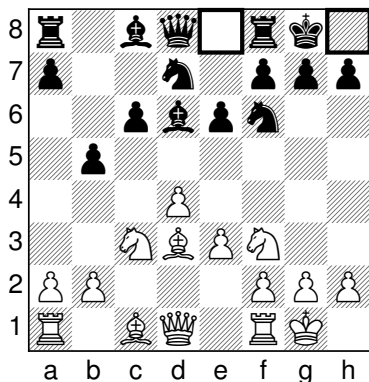


*Eval: +0.50cp (Best Move)*

### 9. O-O O-O

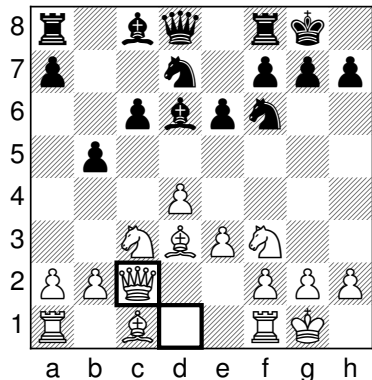


Eval: +0.39cp | Loss: 6cp  
Good Move (Best: d1c2)

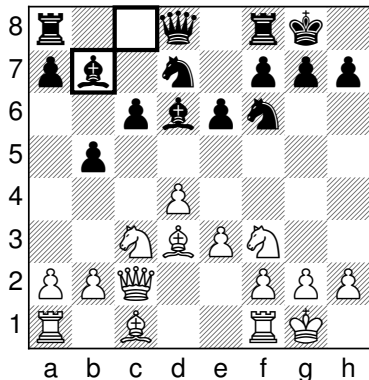


Eval: +0.35cp (Best Move)

### 10. Qc2 Bb7

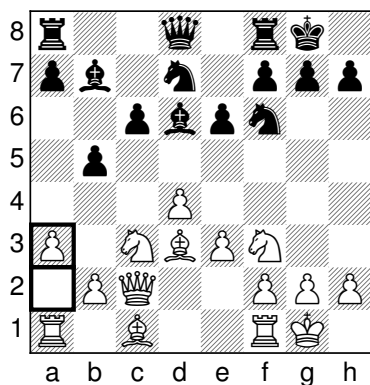


Eval: +0.38cp (Best Move)

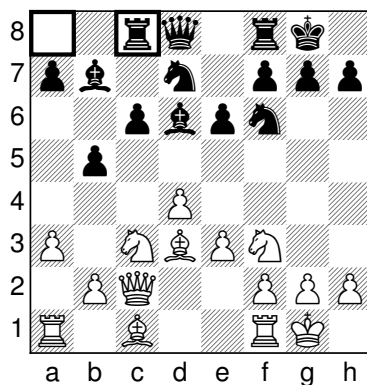


Eval: +0.42cp (Best Move)

# 11. a3 Rc8

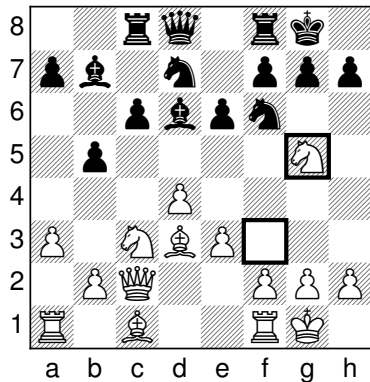


Eval: +0.31cp | Loss: 2cp  
Good Move (Best: e3e4)

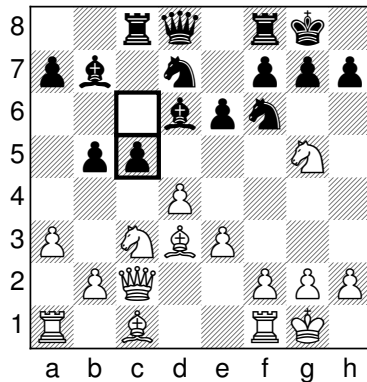


Eval: +0.40cp | Loss: 9cp  
Good Move (Best: h7h6)

# 12. Ng5 c5

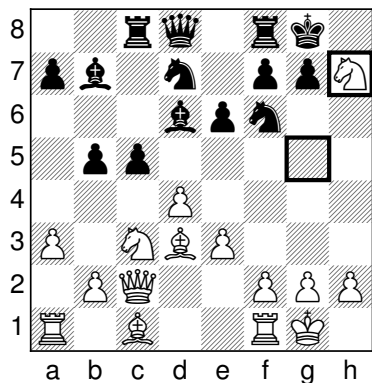


Eval: +0.62cp (Best Move)

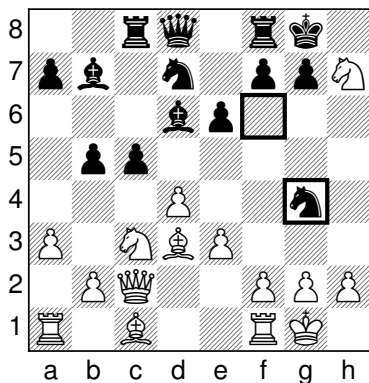


Eval: +0.47cp (Best Move)

### 13. Nxh7 Ng4

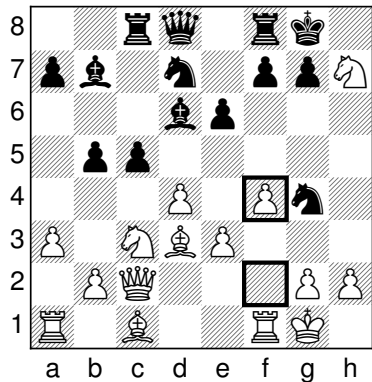


Eval: -0.11cp | Loss: 71cp  
Inaccuracy (Best: d3h7)

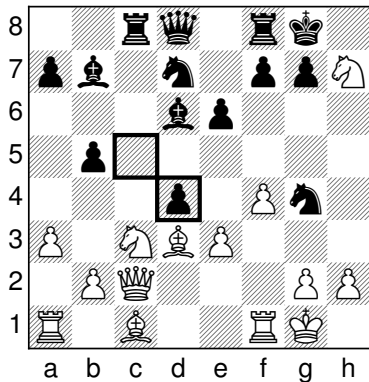


Eval: +0.00cp (Best Move)

### 14. f4 cxd4

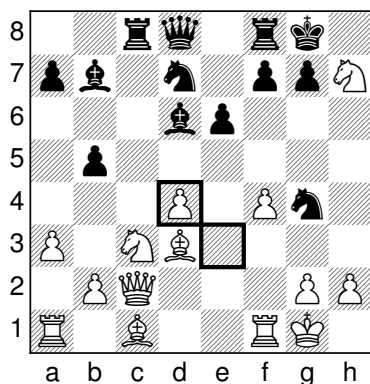


Eval: -0.79cp | Loss: 79cp  
Inaccuracy (Best: h2h3)

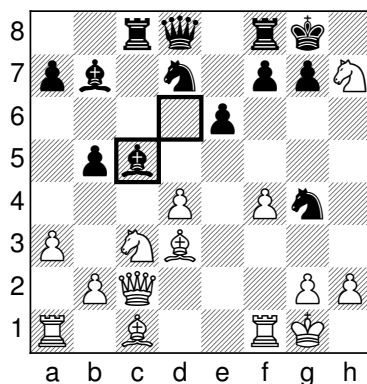


Eval: -0.40cp (Best Move)

# 15. exd4 Bc5

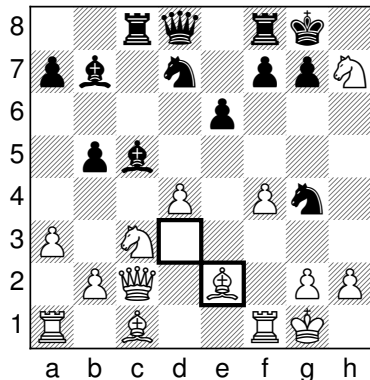


Eval: -0.74cp | Loss: 38cp  
Good Move (Best: h7f8)

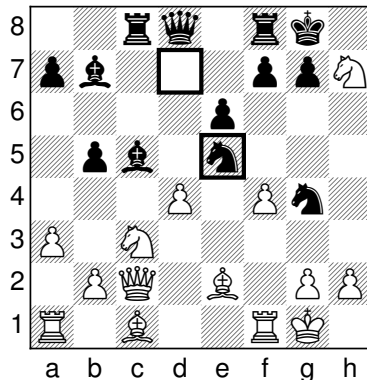


Eval: -0.67cp (Best Move)

# 16. Be2 Nde5



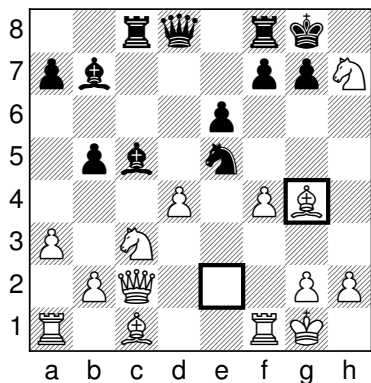
Eval: -1.53cp | Loss: 97cp  
Inaccuracy (Best: d4c5)



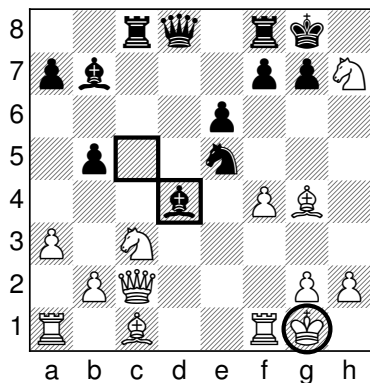
Eval: -1.86cp | Loss: 0cp  
Good Move (Best: c5d4)



17. Bxg4 Bxd4+

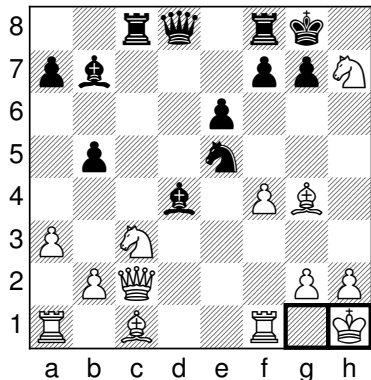


Eval: -1.96cp (Best Move)

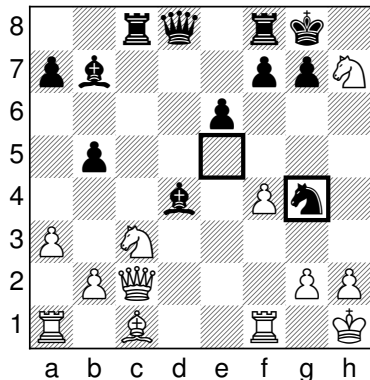


Eval: -1.81cp (Best Move)

18. Kh1 Nxg4

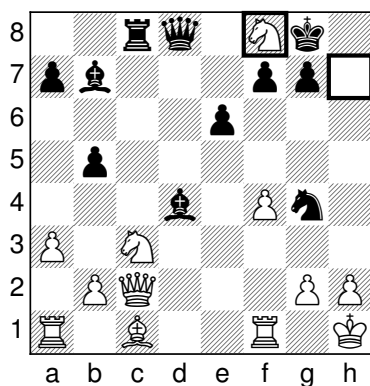


Eval: -1.91cp (Best Move)

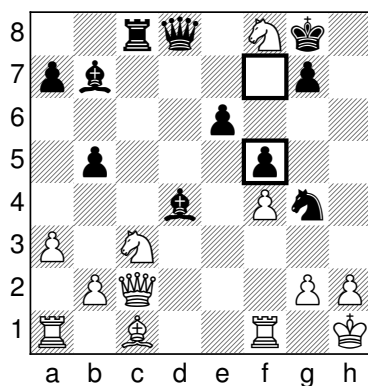


Eval: -1.95cp (Best Move)

# 19. Nxf8 f5

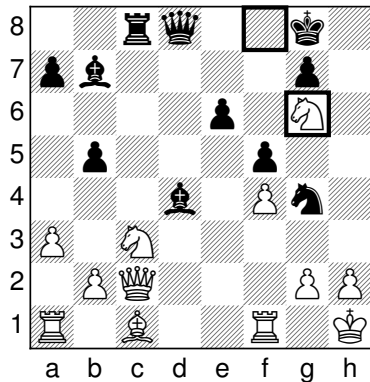


Eval: -2.80cp | Loss: 68cp  
Inaccuracy (Best: h7g5)

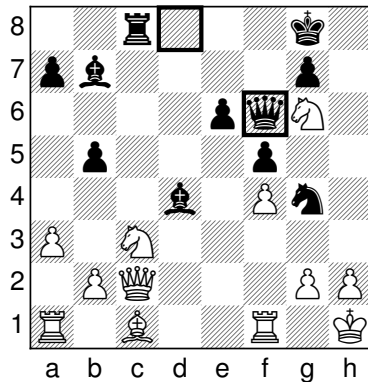


Eval: -3.24cp (Best Move)

# 20. Ng6 Qf6

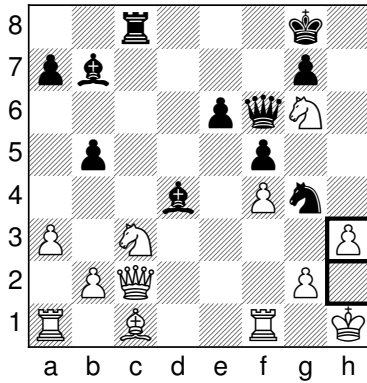


Eval: -3.37cp (Best Move)

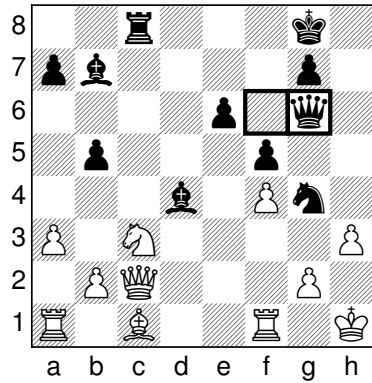


Eval: -2.94cp | Loss: 62cp  
Inaccuracy (Best: g8h7)

21. h3 Qxg6

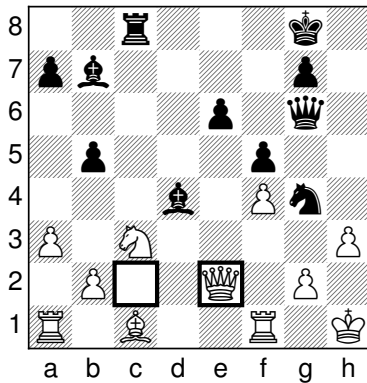


Eval: -3.37cp | Loss: 27cp  
Good Move (Best: c2d3)

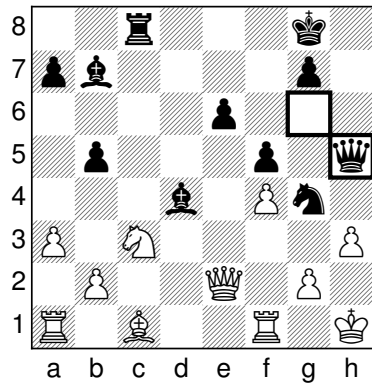


Eval: -3.51cp (Best Move)

22. Qe2 Qh5

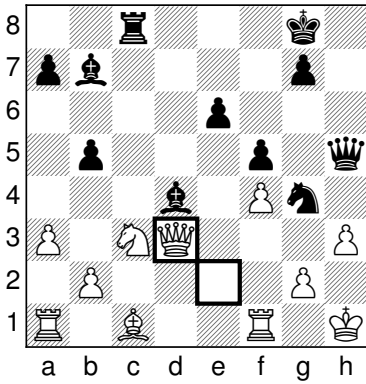


Eval: -3.50cp (Best Move)

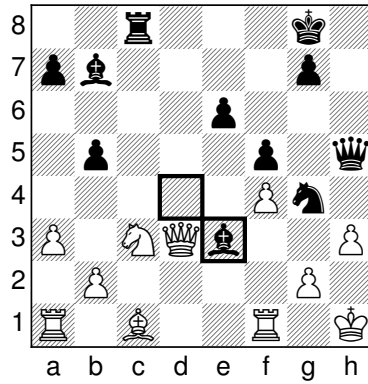


Eval: -3.59cp (Best Move)

23. Qd3 Be3



*Eval: -5.73cp | Loss: 227cp*  
**Blunder** (*Best: f1f3*)



*Eval: -7.01cp | Loss: 0cp*  
**Good Move** (*Best: h5h4*)

# Anatoly Karpov vs Garry Kasparov (0-1) - Ch World (match)

□ Anatoly Karpov  
 ■ Garry Kasparov ★

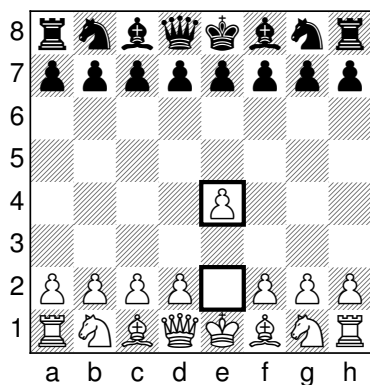
1985.??.??  
 Ch World (match) (?)

1.	e4	c5	22.	♙xd6	♚xd6
2.	♘f3	e6	23.	g3	♜d7
3.	d4	cxd4	24.	♙g2	♚f6
4.	♘xd4	♞c6	25.	a3	a5
5.	♘b5	d6	26.	axb4	axb4
6.	c4	♞f6	27.	♞a2	♙g6
7.	♘1c3	a6	28.	d6	g4
8.	♘a3	d5	29.	♞d2	♚g7
9.	cxd5	exd5	30.	f3	♚xd6
10.	exd5	♞b4	31.	fxg4	♚d4+
11.	♙e2	♙c5	32.	♚h1	♜f6
12.	♚O-O	♚O-O	33.	♙f4	♜e4
13.	♙f3	♙f5	34.	♞xd3	♜f2+
14.	♙g5	♞e8	35.	♙xf2	♙xd3
15.	♞d2	b5	36.	♙fd2	♚e3
16.	♞ad1	♞d3	37.	♙xd3	♞c1
17.	♘ab1	h6	38.	♘b2	♚f2
18.	♙h4	b4	39.	♘d2	♞xd1+
19.	♘a4	♙d6	40.	♘xd1	♞e1+
20.	♙g3	♞c8			
21.	b3	g5			

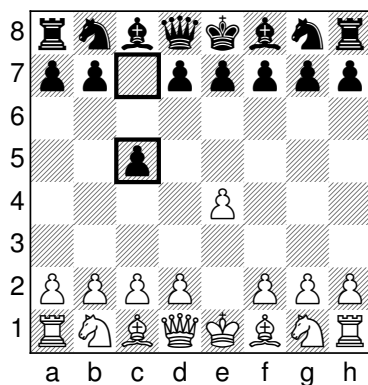
	White	Black
Average CPL	33.00	7.00
Blunders	1	0
Mistakes	1	0
Inaccuracies	3	1

# Best Chess Games Of All Time

## 1. e4 c5

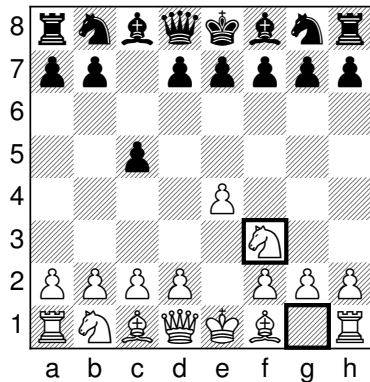


*Eval: +0.42cp (Best Move)*

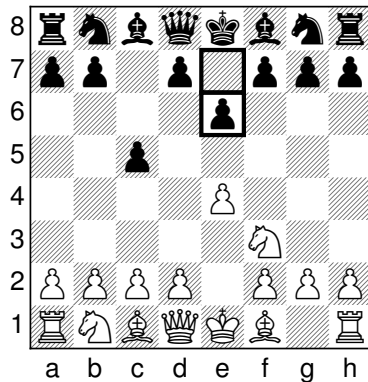


*Eval: +0.39cp | Loss: 0cp*  
*Good Move (Best: e7e5)*

## 2. Nf3 e6

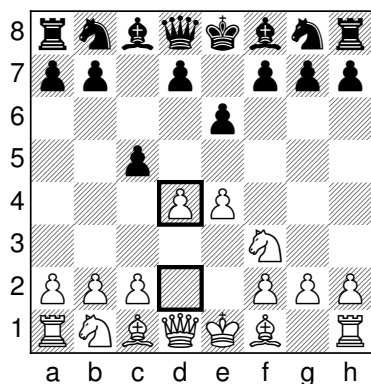


*Eval: +0.35cp (Best Move)*

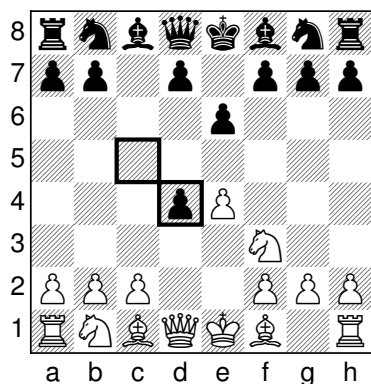


*Eval: +0.58cp | Loss: 17cp*  
*Good Move (Best: b8c6)*

### 3. d4 cxd4

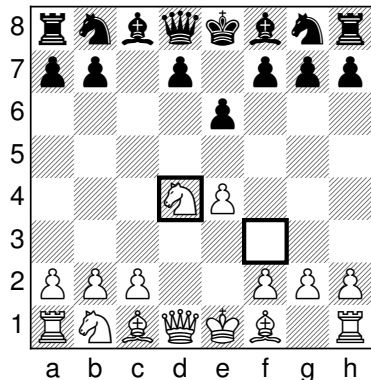


*Eval: +0.49cp (Best Move)*

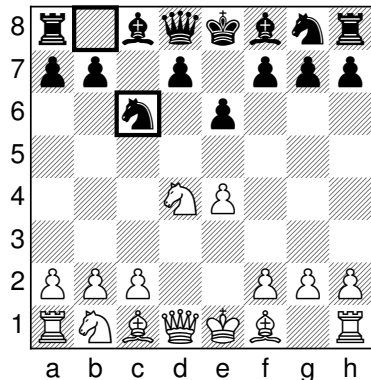


*Eval: +0.41cp (Best Move)*

### 4. Nxd4 Nc6

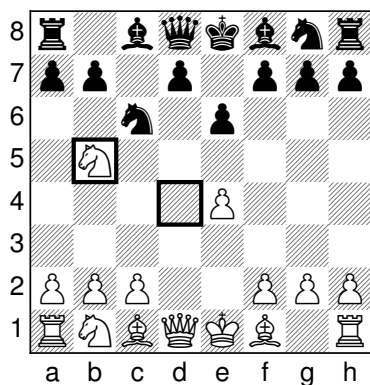


*Eval: +0.48cp (Best Move)*

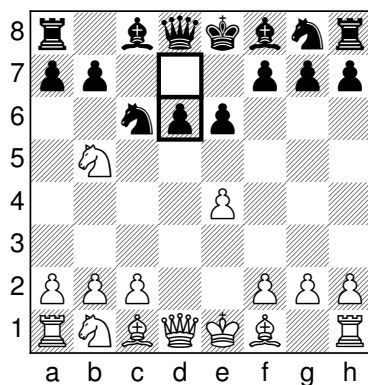


*Eval: +0.49cp (Best Move)*

## 5. Nb5 d6

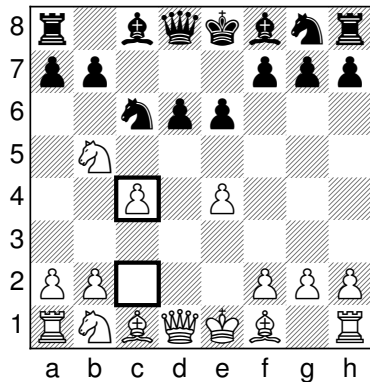


Eval:  $+0.46cp$  | Loss: 10cp  
Good Move (*Best: b1c3*)

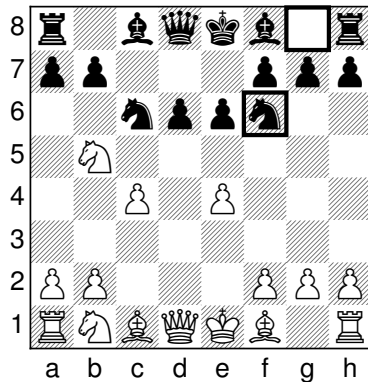


Eval:  $+0.35cp$  (*Best Move*)

## 6. c4 Nf6



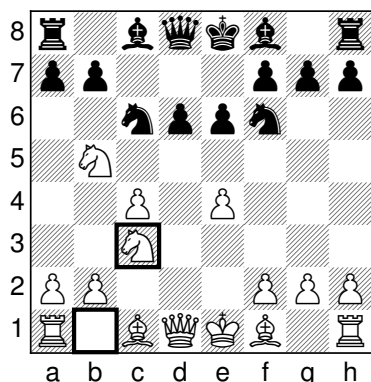
Eval:  $+0.35cp$  (*Best Move*)



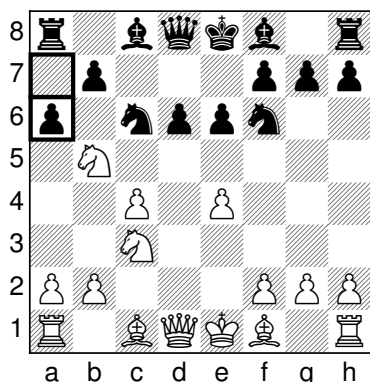
Eval:  $+0.24cp$  (*Best Move*)



## 7. N1c3 a6

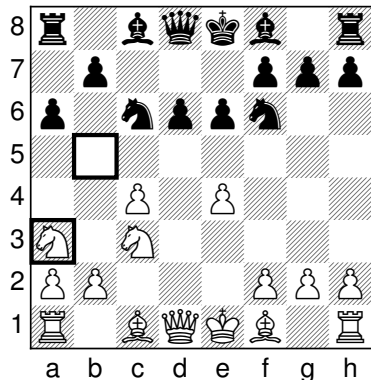


Eval: +0.24cp (Best Move)

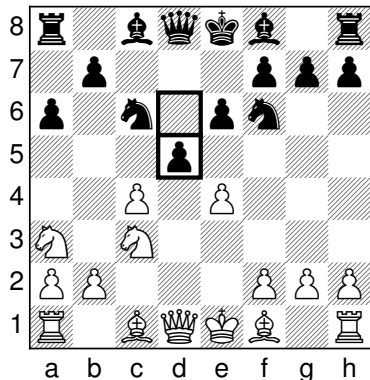


Eval: +0.25cp | Loss: 0cp  
Good Move (Best: f8e7)

## 8. Na3 d5

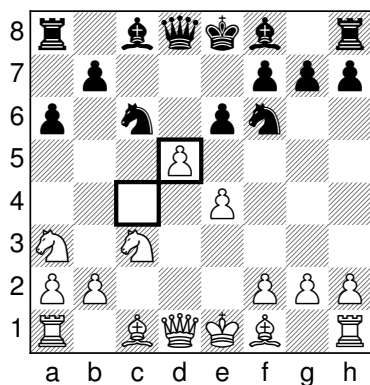


Eval: +0.29cp (Best Move)

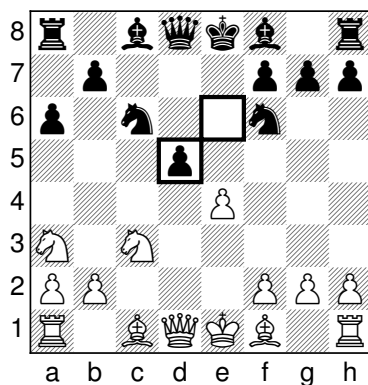


Eval: +0.44cp | Loss: 19cp  
Good Move (Best: f8e7)

# 9. cxd5 exd5

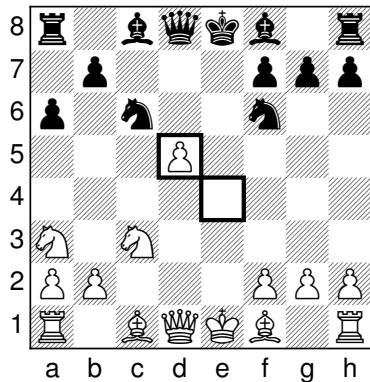


*Eval: +0.37cp (Best Move)*

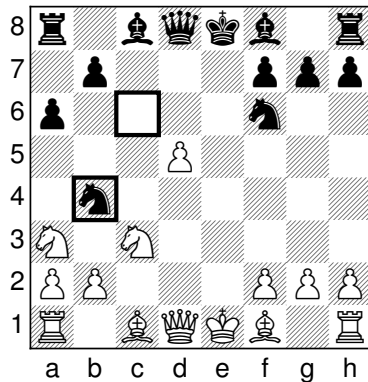


*Eval: +0.46cp (Best Move)*

# 10. exd5 Nb4

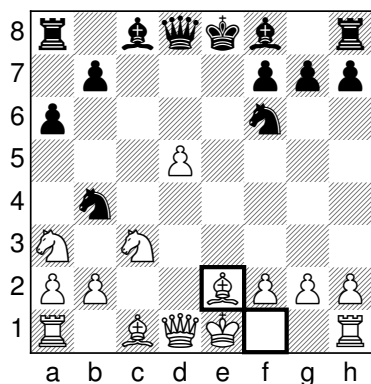


*Eval: +0.45cp (Best Move)*

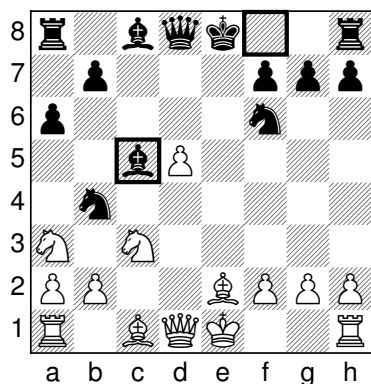


*Eval: +0.47cp (Best Move)*

# 11. Be2 Bc5

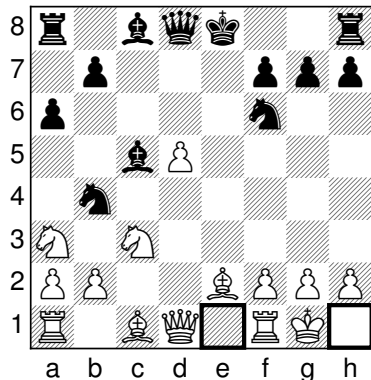


Eval: +0.29cp | Loss: 9cp  
Good Move (Best: f1c4)

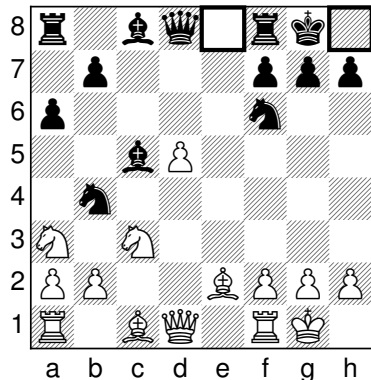


Eval: +0.60cp | Loss: 29cp  
Good Move (Best: b4d5)

# 12. O-O O-O

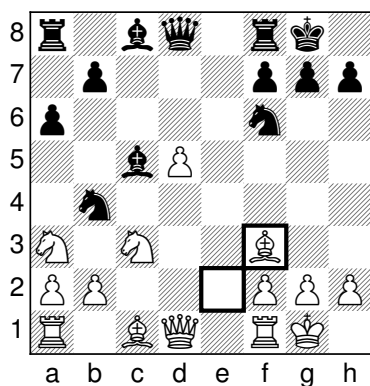


Eval: +0.23cp | Loss: 20cp  
Good Move (Best: c1e3)

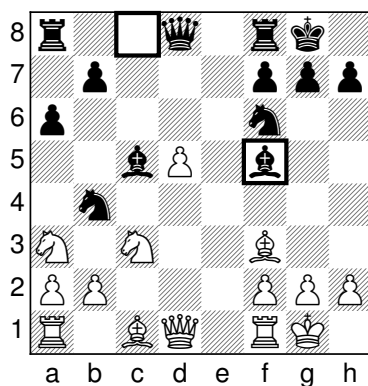


Eval: +0.39cp (Best Move)

### 13. Bf3 Bf5

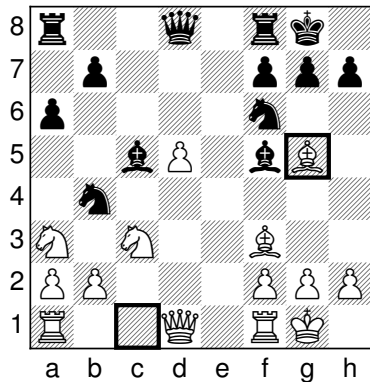


Eval: +0.34cp (Best Move)

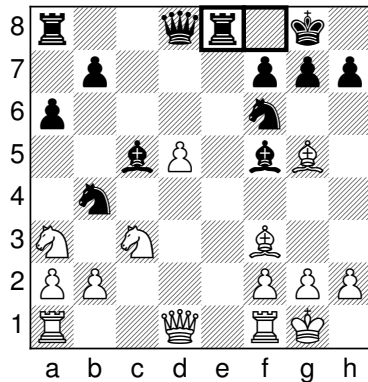


Eval: +0.44cp (Best Move)

### 14. Bg5 Re8

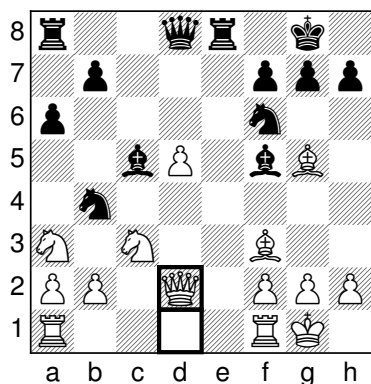


Eval: +0.22cp | Loss: 18cp  
Good Move (Best: c1e3)

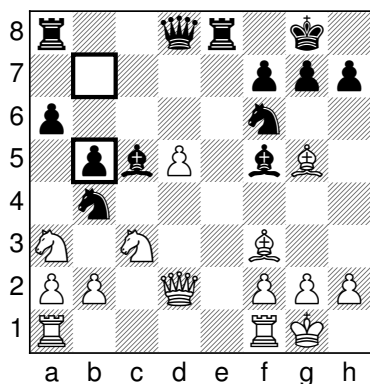


Eval: +0.39cp | Loss: 15cp  
Good Move (Best: h7h6)

### 15. Qd2 b5

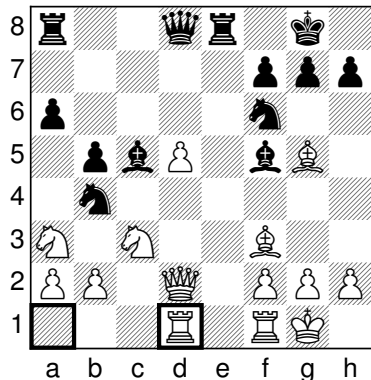


*Eval: -0.40cp | Loss: 73cp*  
*Inaccuracy (Best: a3c4)*

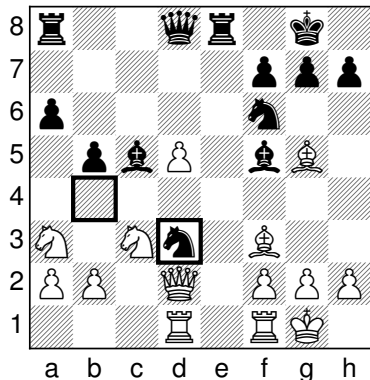


*Eval: -0.37cp (Best Move)*

### 16. Rad1 Nd3

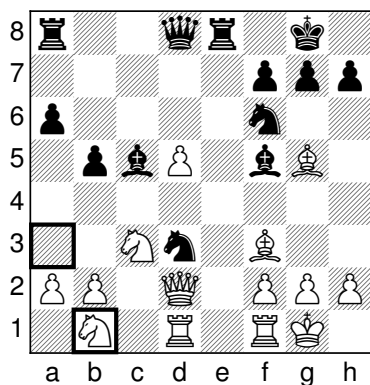


*Eval: -0.54cp | Loss: 45cp*  
*Good Move (Best: d5d6)*

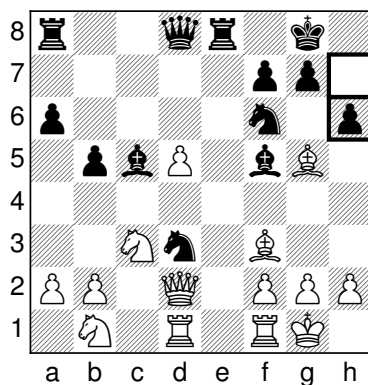


*Eval: -0.55cp | Loss: 0cp*  
*Good Move (Best: d8d6)*

# 17. Nab1 h6

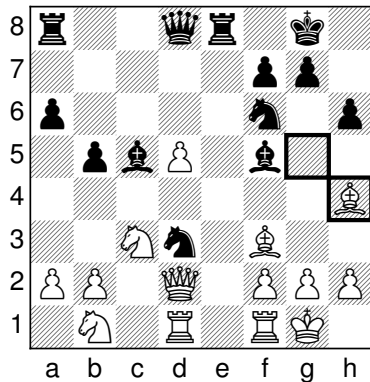


Eval: -1.77cp | Loss: 161cp  
Mistake (Best: d5d6)

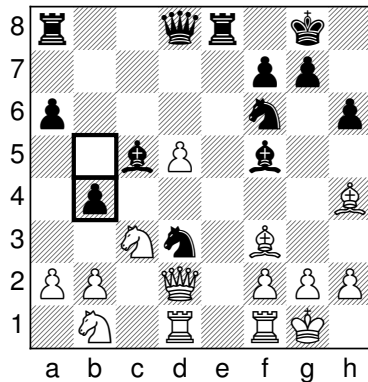


Eval: -1.57cp | Loss: 6cp  
Good Move (Best: b5b4)

# 18. Bh4 b4

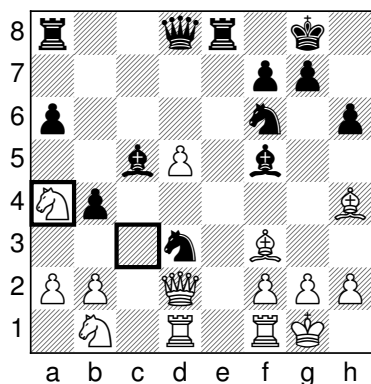


Eval: -1.72cp (Best Move)

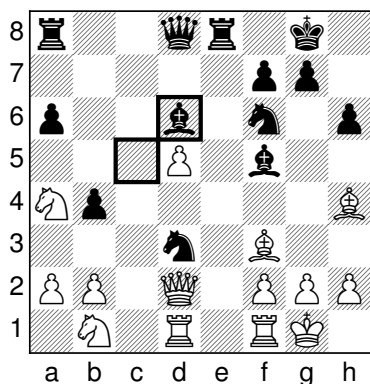


Eval: -1.60cp (Best Move)

## 19. Na4 Bd6

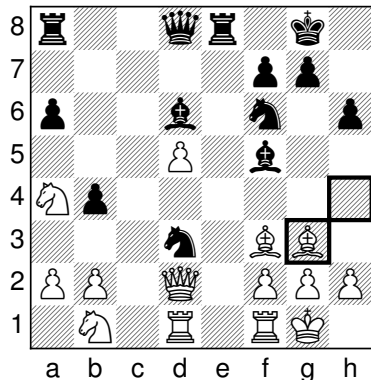


Eval: -1.82cp (Best Move)

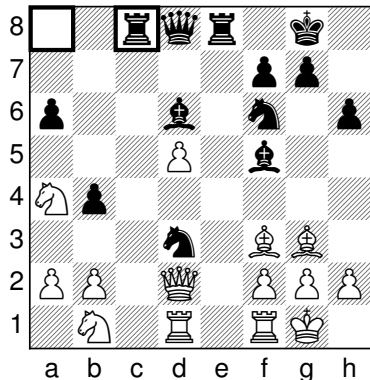


Eval: -1.72cp | Loss: 0cp  
Good Move (Best: c5a7)

## 20. Bg3 Rc8

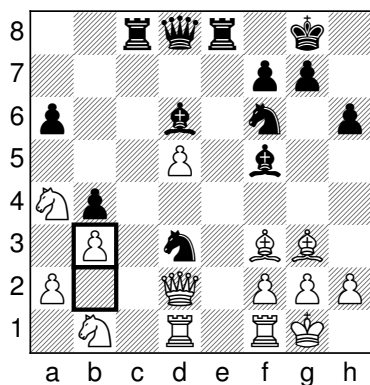


Eval: -1.61cp (Best Move)

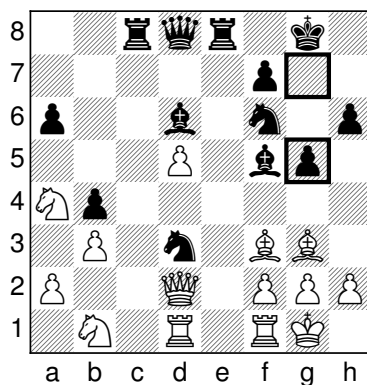


Eval: -1.59cp (Best Move)

## 21. b3 g5

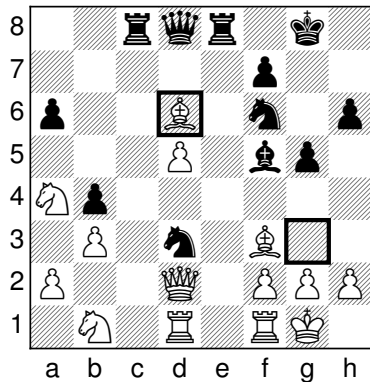


*Eval: -1.68cp (Best Move)*

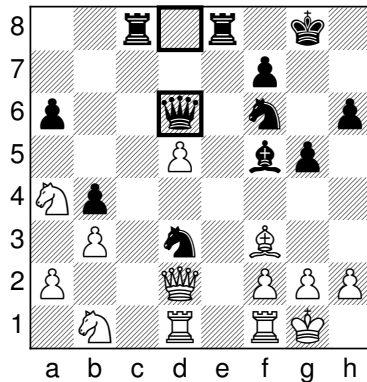


*Eval: -1.71cp | Loss: 0cp  
Good Move (Best: d6e5)*

## 22. Bxd6 Qxd6



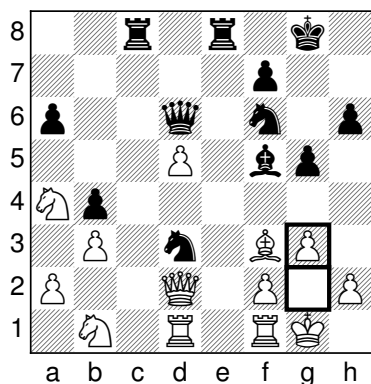
*Eval: -1.69cp (Best Move)*



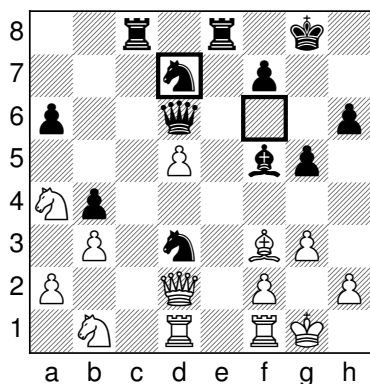
*Eval: -1.85cp (Best Move)*



23. g3 Nd7

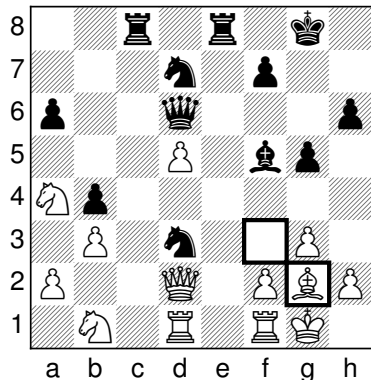


Eval: -1.90cp (Best Move)

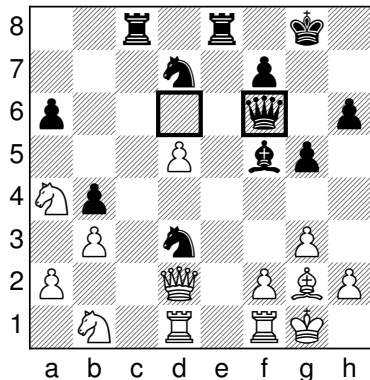


Eval: -1.28cp | Loss: 55cp  
Inaccuracy (Best: f5g6)

24. Bg2 Qf6

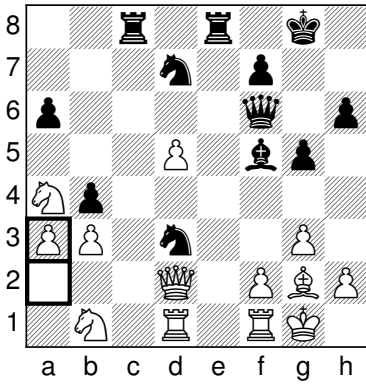


Eval: -2.24cp | Loss: 71cp  
Inaccuracy (Best: a4b2)

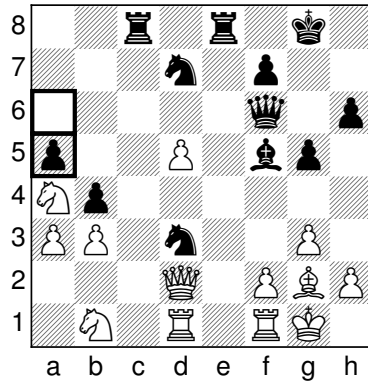


Eval: -2.67cp (Best Move)

25. a3 a5

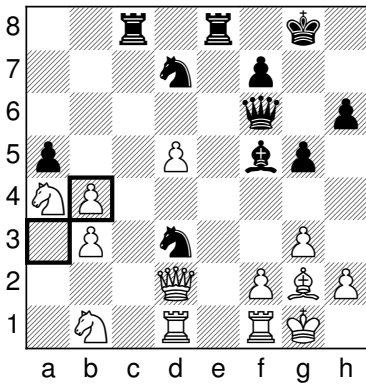


Eval: -2.72cp (Best Move)

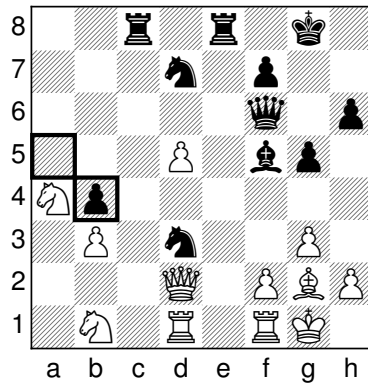


Eval: -2.66cp (Best Move)

26. axb4 axb4

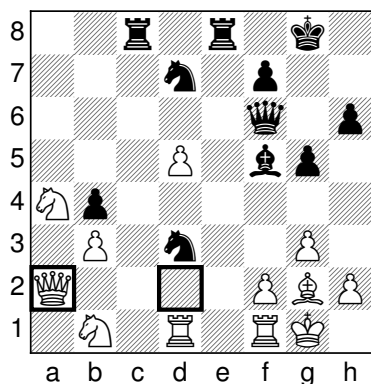


Eval: -2.73cp | Loss: 0cp  
Good Move (Best: h2h3)

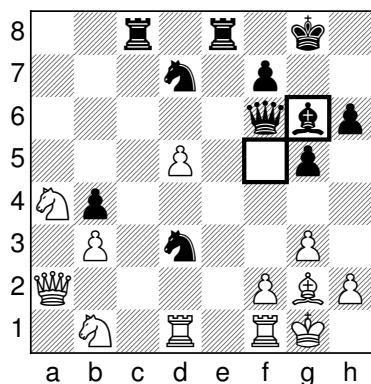


Eval: -2.84cp (Best Move)

## 27. Qa2 Bg6

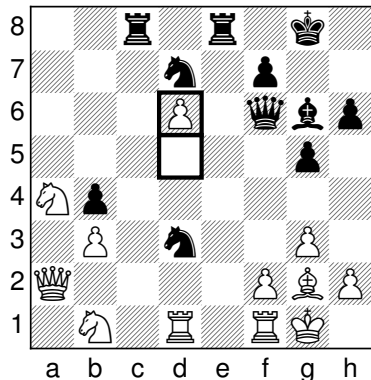


Eval: -3.12cp | Loss: 16cp  
Good Move (Best: h2h3)

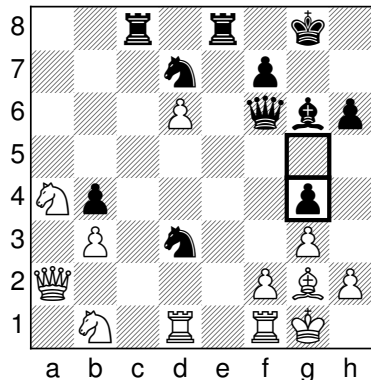


Eval: -2.73cp | Loss: 21cp  
Good Move (Best: g5g4)

## 28. d6 g4

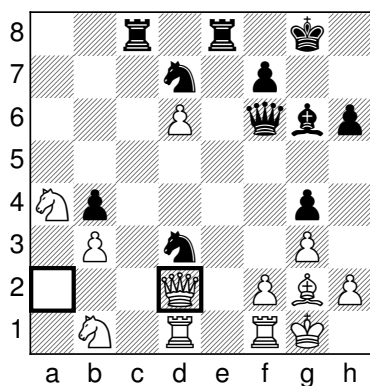


Eval: -2.64cp (Best Move)

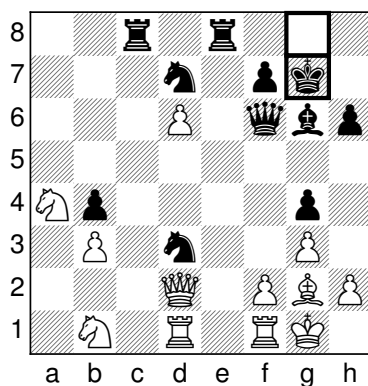


Eval: -2.54cp | Loss: 15cp  
Good Move (Best: h6h5)

# 29. Qd2 Kg7

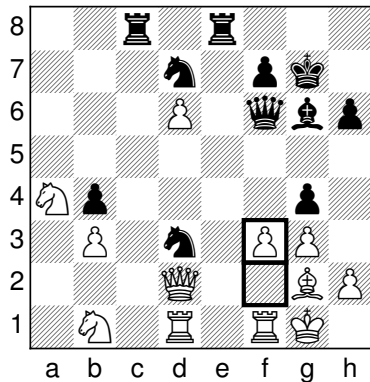


Eval: -2.91cp | Loss: 25cp  
Good Move (Best: g2b7)

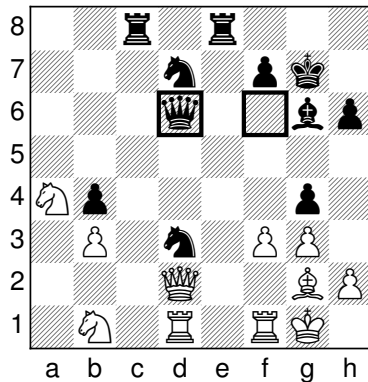


Eval: -2.66cp (Best Move)

# 30. f3 Qxd6

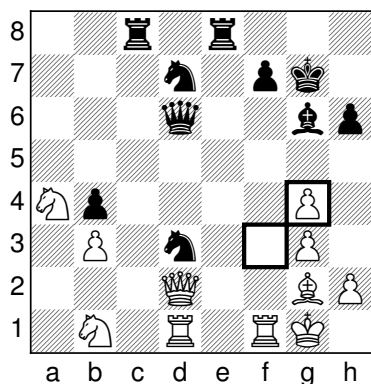


Eval: -3.63cp | Loss: 81cp  
Inaccuracy (Best: h2h3)

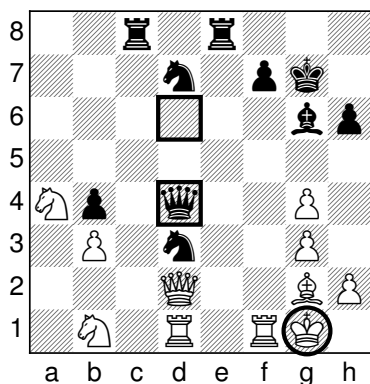


Eval: -3.66cp (Best Move)

31. fxg4 Qd4+

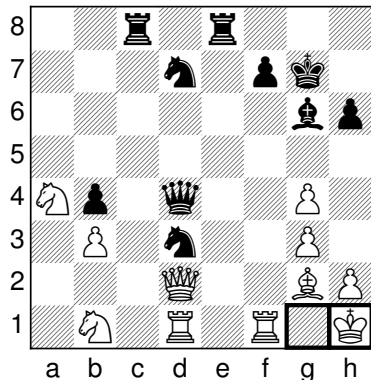


Eval: -4.19cp | Loss: 20cp  
Good Move (Best: a4b2)

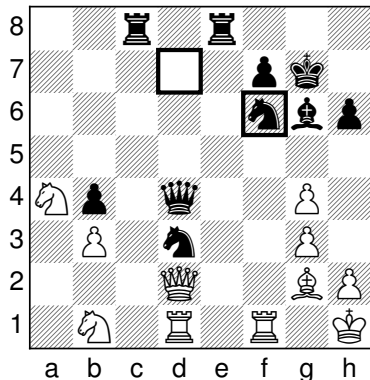


Eval: -4.68cp (Best Move)

32. Kh1 Nf6

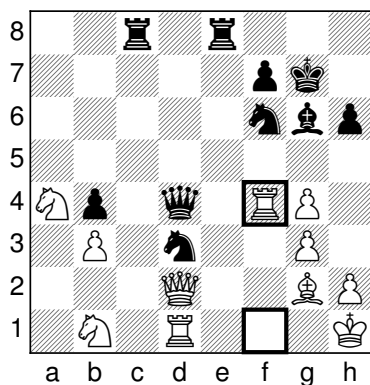


Eval: -4.94cp (Best Move)

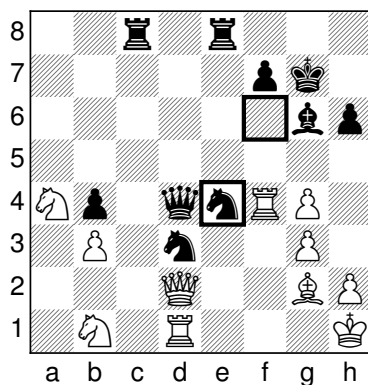


Eval: -4.96cp (Best Move)

### 33. Rf4 Ne4

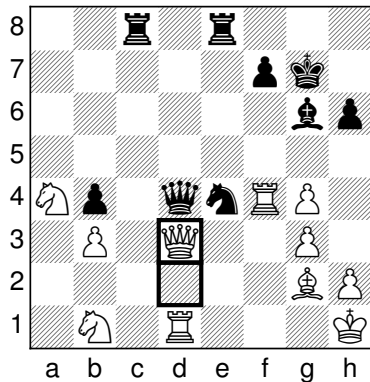


Eval: -4.07cp | Loss: 0cp  
Good Move (Best: h2h3)

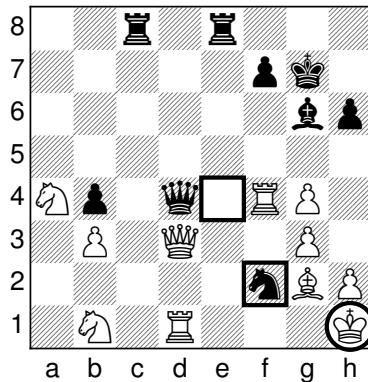


Eval: -5.36cp (Best Move)

### 34. Qxd3 Nf2+

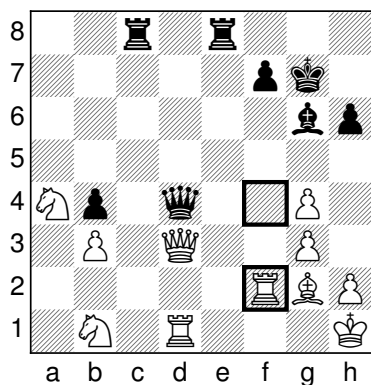


Eval: -5.61cp (Best Move)

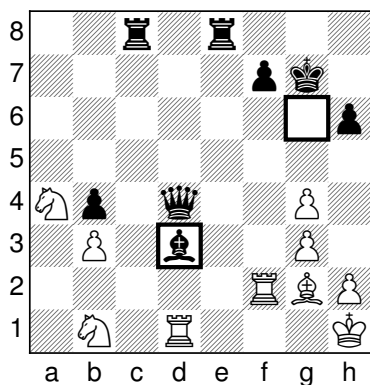


Eval: -5.19cp (Best Move)

### 35. Rxf2 Bxd3

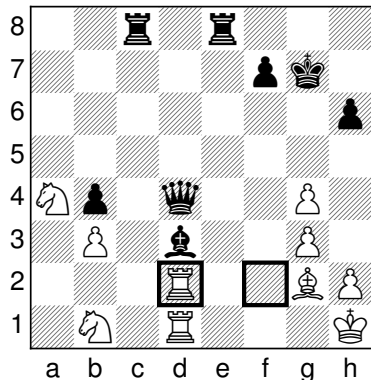


*Eval: -5.63cp (Best Move)*

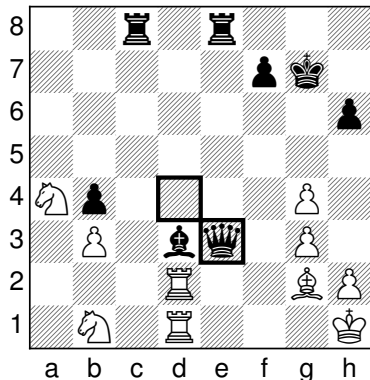


*Eval: -5.63cp (Best Move)*

### 36. Rfd2 Qe3

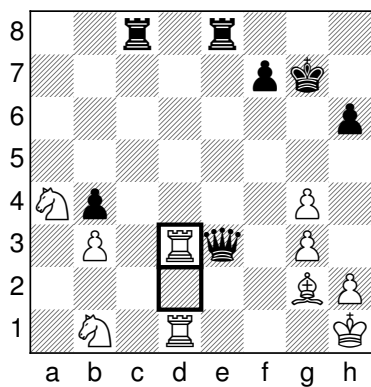


*Eval: -5.60cp (Best Move)*

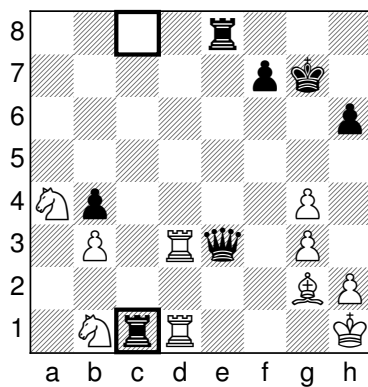


*Eval: -5.72cp (Best Move)*

### 37. Rxd3 Rc1

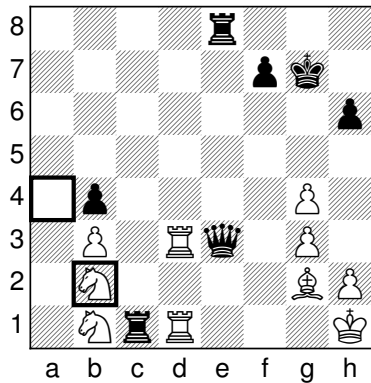


*Eval: -5.64cp (Best Move)*

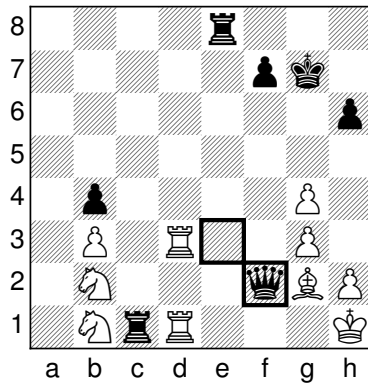


*Eval: -5.73cp (Best Move)*

### 38. Nb2 Qf2



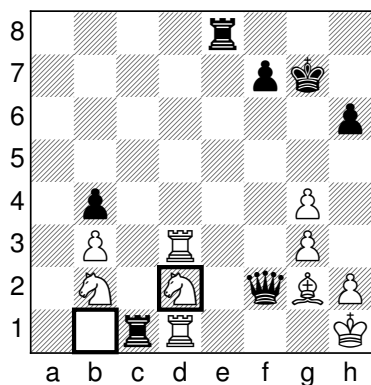
*Eval: -10.42cp | Loss: 483cp*  
**Blunder** (Best: b1c3)



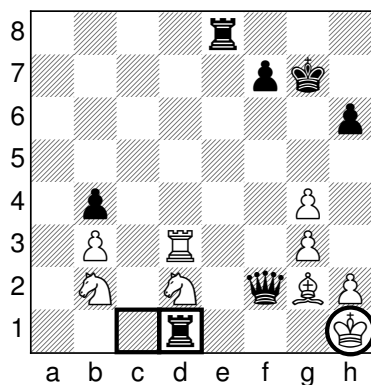
*Eval: -M4 (Best Move)*



39. Nd2 Rxd1+

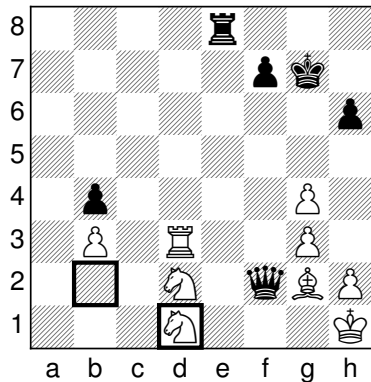


*Eval: -M2 (Best Move)*

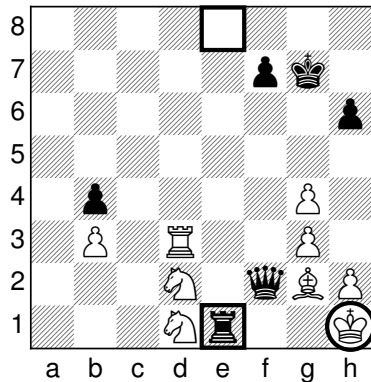


*Eval: -M3 (Best Move)*

40. Nxd1 Re1+



*Eval: -M3 (Best Move)*



*Eval: -M2 (Best Move)*


# Best Chess Games Of All Time

□ Donald Byrne

■ Bobby Fischer ★

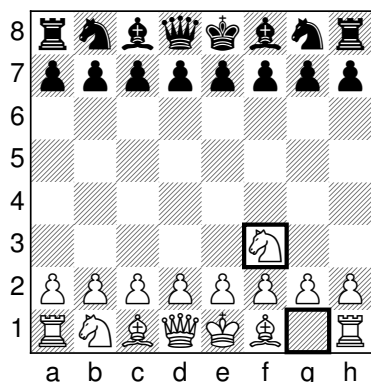
1956.??.??

Memorial Rosenwald (?)

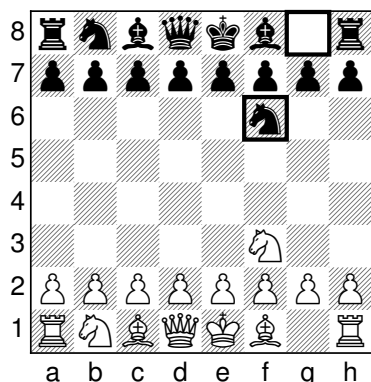
- |     |  |  |     |  |   |
|-----|--|--|-----|--|---|
| 1.  |  f3   |  f6     | 22. |  f1   |  c3+   |
| 2.  | c4   | g6   | 23. |  g1   | axb6  |
| 3.  |  c3   |  g7     | 24. |  b4   |  a4    |
| 4.  | d4   |  O-O    | 25. |  xb6  |  xd1   |
| 5.  |  f4   | d5   | 26. | h3   |  xa2   |
| 6.  |  b3   | dx c4  | 27. |  h2   |  xf2   |
| 7.  |  xc4  | c6   | 28. |  e1   |  xe1   |
| 8.  | e4   |  bd7    | 29. |  d8+  |  f8    |
| 9.  |  d1   |  b6     | 30. |  xe1  |  d5    |
| 10. |  c5   |  g4     | 31. |  f3   |  e4    |
| 11. |  g5   |  a4     | 32. |  b8   | b5  |
| 12. |  a3   |  xc3    | 33. | h4   | h5  |
| 13. | bxc3   |  xe4    | 34. |  e5   |  g7    |
| 14. |  xe7  |  b6     | 35. |  g1   |  c5+   |
| 15. |  c4   |  xc3    | 36. |  f1   |  g3+   |
| 16. |  c5   |  fe8+   | 37. |  e1   |  b4+   |
| 17. |  f1   |  e6     | 38. |  d1   |  b3+   |
| 18. |  xb6  |  xc4+   | 39. |  c1   |  e2+   |
| 19. |  g1  |  e2+   | 40. |  b1  |  c3+  |
| 20. |  f1 |  xd4+ | 41. |  c1 |  c2# |
| 21. |  g1 |  e2+  |     |  |   |

	White	Black
Average CPL	27.32	12.54
Blunders	2	0
Mistakes	1	2
Inaccuracies	3	0

1. Nf3 Nf6

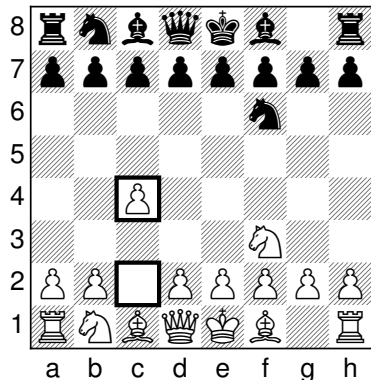


Eval: +0.21cp | Loss: 11cp  
Good Move (Best: e2e4)

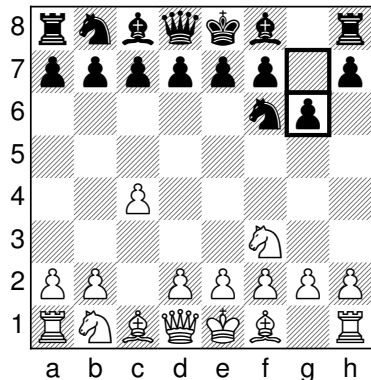


Eval: +0.21cp | Loss: 0cp  
Good Move (Best: d7d5)

2. c4 g6

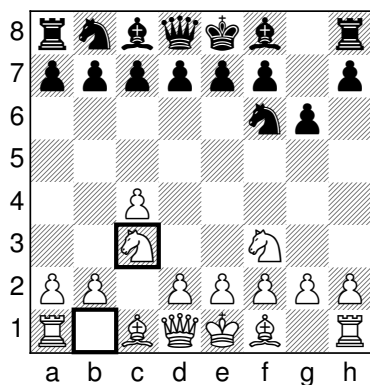


Eval: +0.31cp (Best Move)

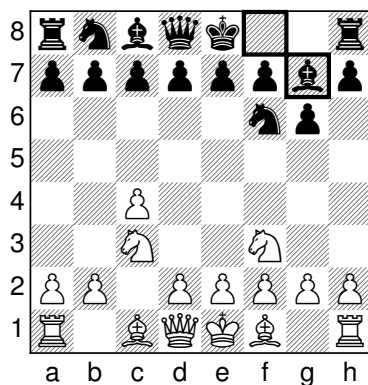


Eval: +0.34cp | Loss: 6cp  
Good Move (Best: c7c5)

### 3. Nc3 Bg7

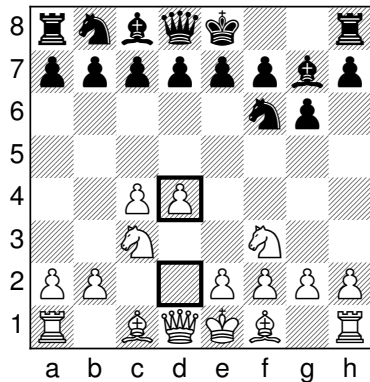


Eval: +0.43cp (Best Move)

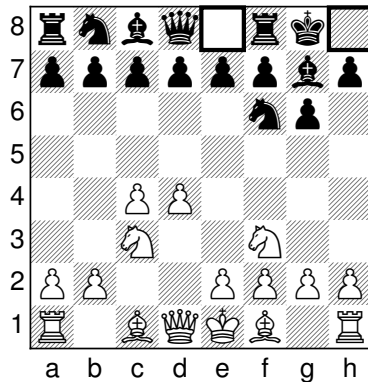


Eval: +0.50cp | Loss: 7cp  
Good Move (Best: c7c5)

### 4. d4 O-O

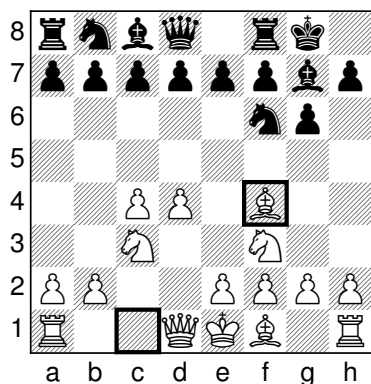


Eval: +0.31cp | Loss: 19cp  
Good Move (Best: e2e4)

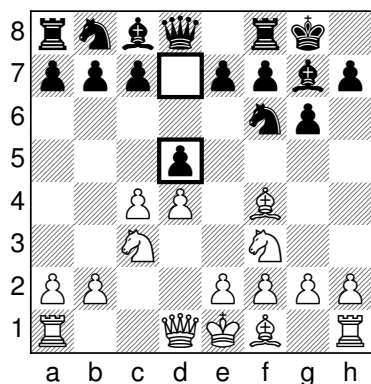


Eval: +0.45cp | Loss: 8cp  
Good Move (Best: d7d5)

## 5. Bf4 d5

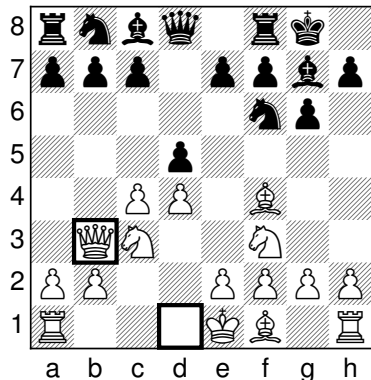


Eval: +0.04cp | Loss: 43cp  
Good Move (Best: e2e4)

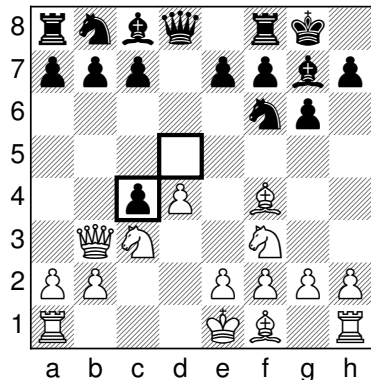


Eval: +0.03cp (Best Move)

## 6. Qb3 dxc4

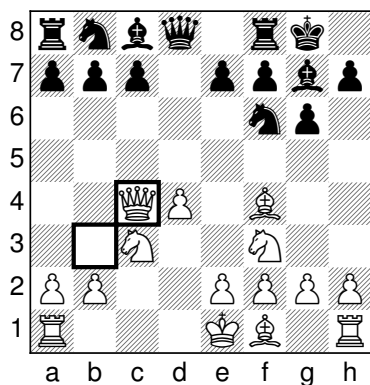


Eval: -0.13cp | Loss: 32cp  
Good Move (Best: a1c1)

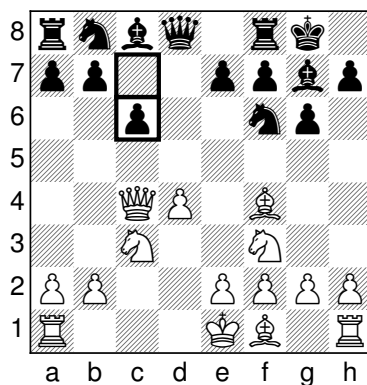


Eval: +0.15cp | Loss: 41cp  
Good Move (Best: c7c5)

7. Qxc4 c6

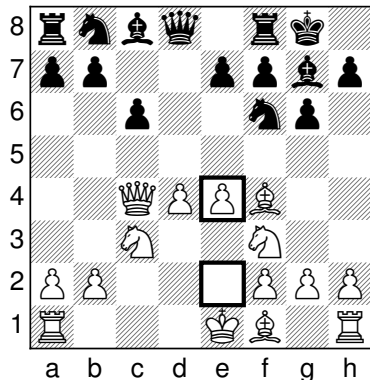


Eval: +0.22cp (Best Move)

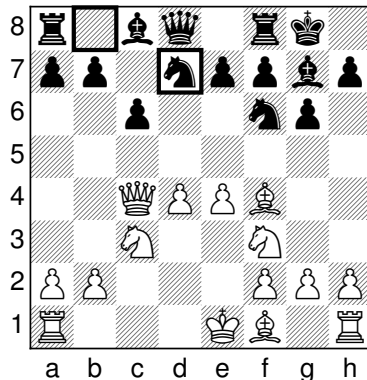


Eval: +0.28cp | Loss: 2cp  
Good Move (Best: c8f5)

8. e4 Nbd7

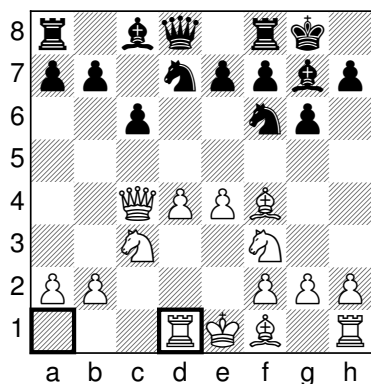


Eval: +0.24cp (Best Move)

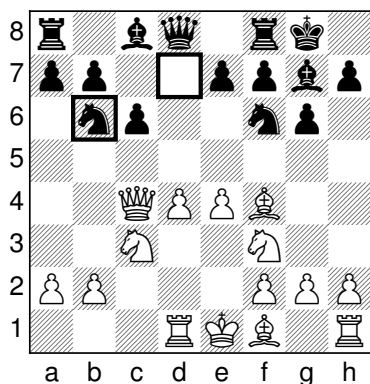


Eval: +0.68cp | Loss: 46cp  
Good Move (Best: b7b5)

## 9. Rd1 Nb6

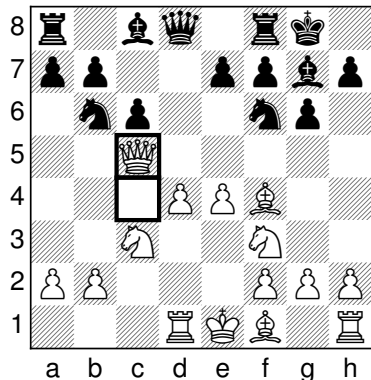


Eval: +0.75cp | Loss: 0cp  
Good Move (Best: f1e2)

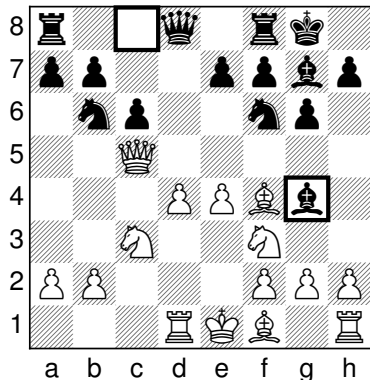


Eval: +0.91cp | Loss: 27cp  
Good Move (Best: d8a5)

## 10. Qc5 Bg4

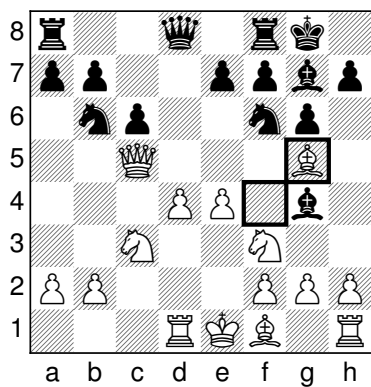


Eval: +0.30cp | Loss: 57cp  
Inaccuracy (Best: c4b3)

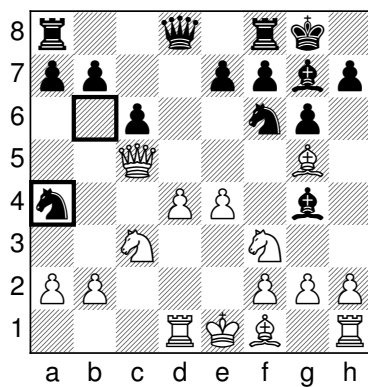


Eval: +0.28cp (Best Move)

# 11. Bg5 Na4

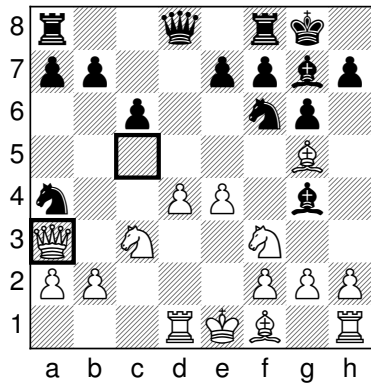


*Eval: -2.32cp | Loss: 268cp*  
**Blunder** (*Best: f1e2*)

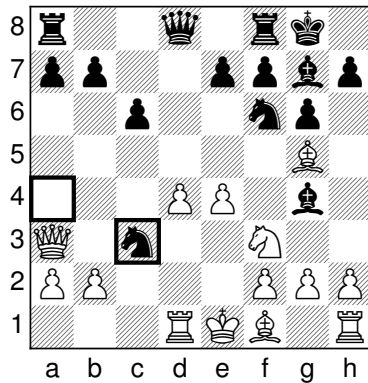


*Eval: -2.49cp (Best Move)*

# 12. Qa3 Nxc3



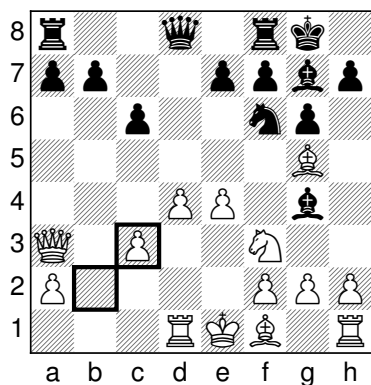
*Eval: -2.47cp (Best Move)*



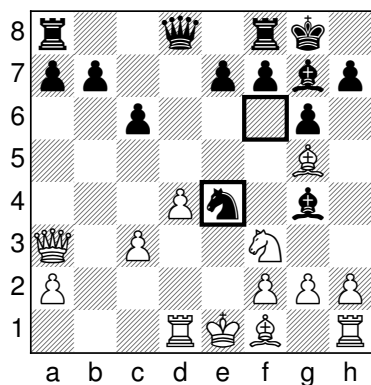
*Eval: -2.20cp (Best Move)*



13. bxc3 Nxe4

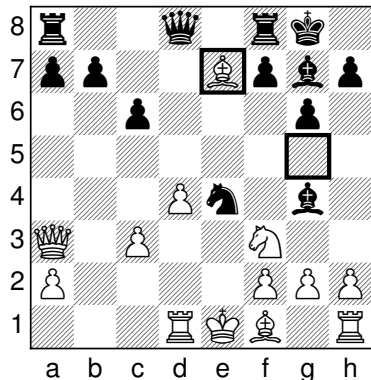


Eval: -2.05cp (Best Move)

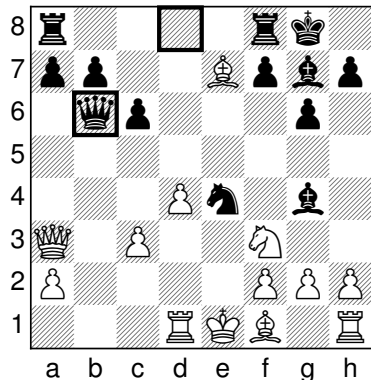


Eval: -2.13cp (Best Move)

14. Bxe7 Qb6

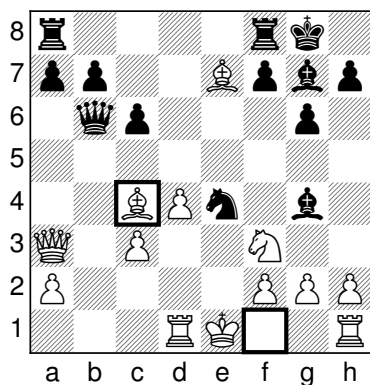


Eval: -2.75cp | Loss: 51cp  
Inaccuracy (Best: g5e3)

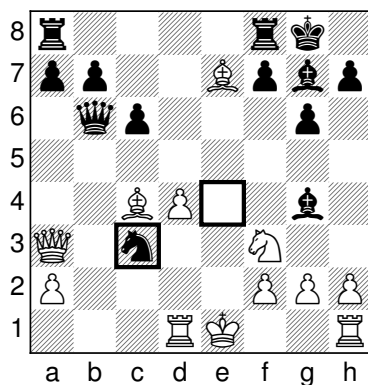


Eval: -1.59cp | Loss: 118cp  
Mistake (Best: d8d5)

# 15. Bc4 Nxc3

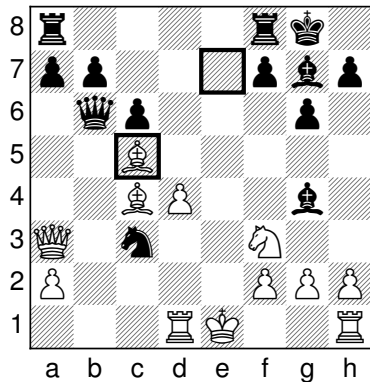


Eval: -1.89cp (Best Move)

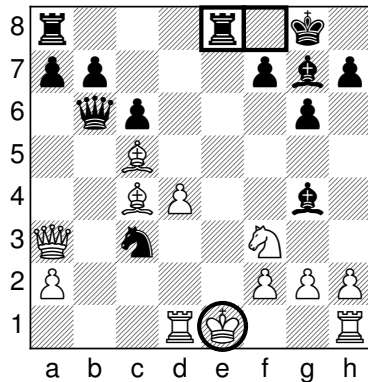


Eval: -2.04cp (Best Move)

# 16. Bc5 Rfe8+

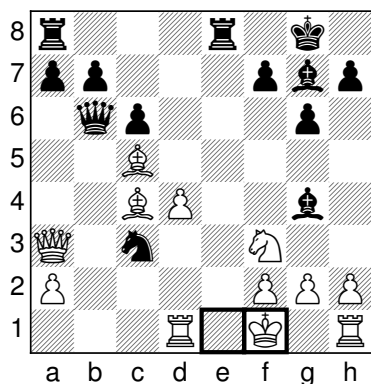


Eval: -2.61cp | Loss: 45cp  
Good Move (Best: a3c3)

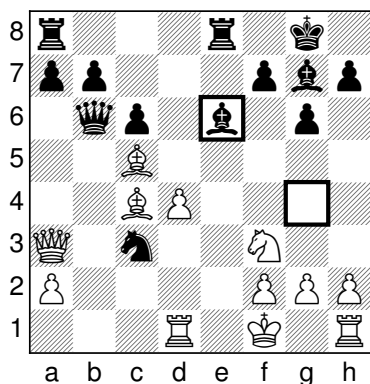


Eval: -2.41cp (Best Move)

17. Kf1 Be6

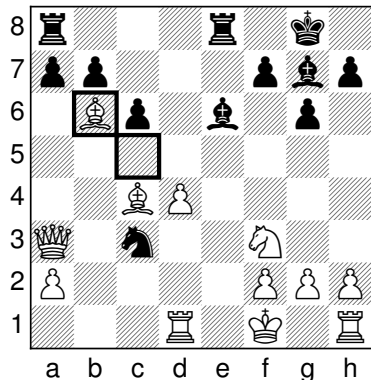


Eval: -2.30cp (Best Move)

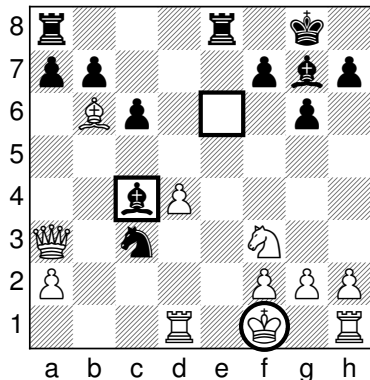


Eval: -2.38cp (Best Move)

18. Bxb6 Bxc4+

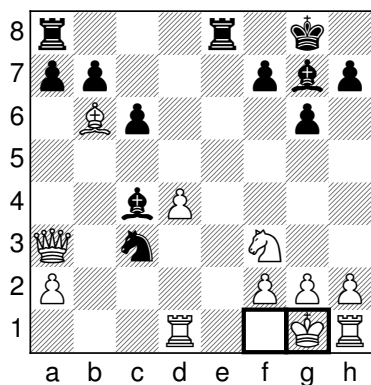


Eval: -4.75cp | Loss: 228cp  
Blunder (Best: a3c3)

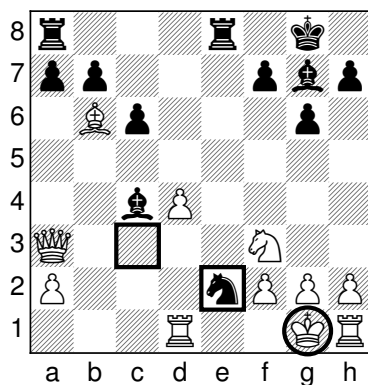


Eval: -5.12cp (Best Move)

19. Kg1 Ne2+

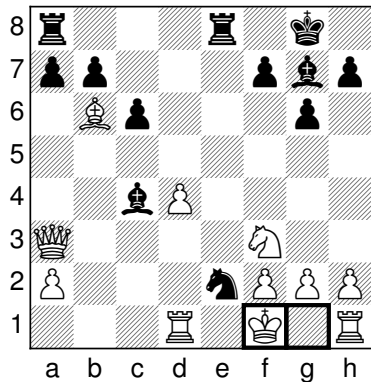


Eval: -5.52cp (Best Move)

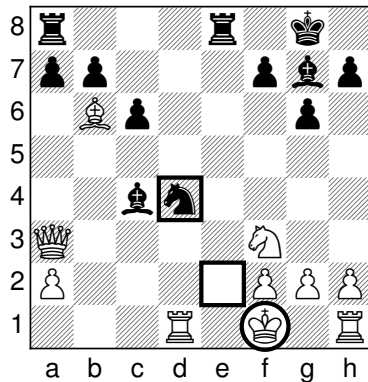


Eval: -5.41cp (Best Move)

20. Kf1 Nxd4+

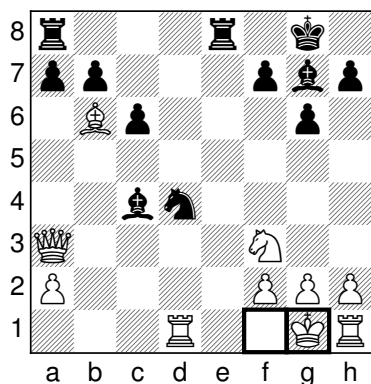


Eval: -5.50cp (Best Move)

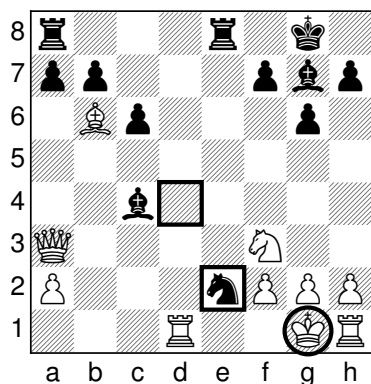


Eval: -5.42cp | Loss: 13cp  
Good Move (Best: e2c3)

21. Kg1 Ne2+

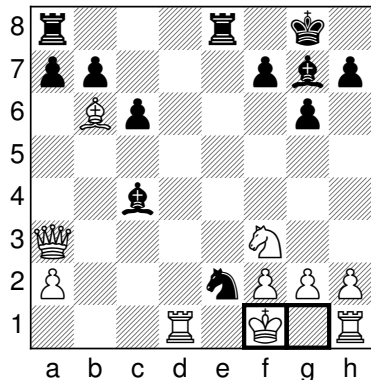


Eval: -5.51cp (Best Move)

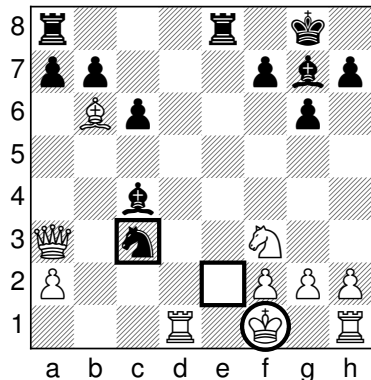


Eval: -5.48cp (Best Move)

22. Kf1 Nc3+

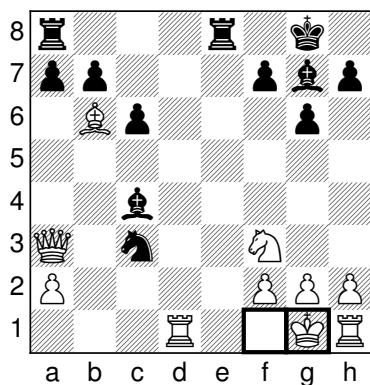


Eval: -5.36cp (Best Move)

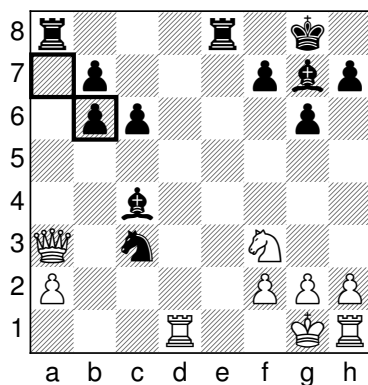


Eval: -5.71cp (Best Move)

### 23. Kg1 axb6

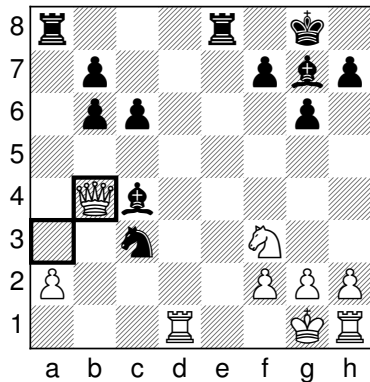


Eval: -5.51cp (Best Move)

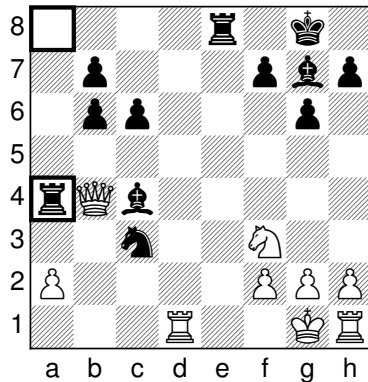


Eval: -5.55cp | Loss: 0cp  
Good Move (Best: c3e2)

### 24. Qb4 Ra4

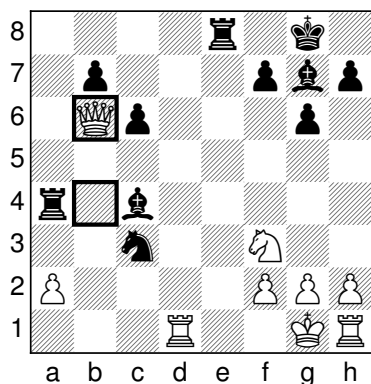


Eval: -5.45cp (Best Move)

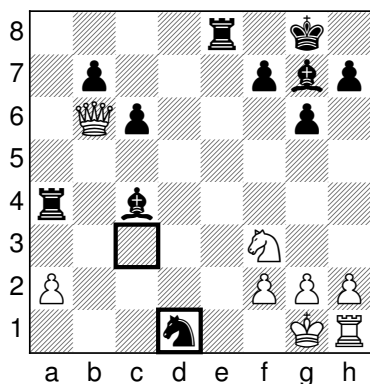


Eval: -5.42cp (Best Move)

## 25. Qxb6 Nxd1

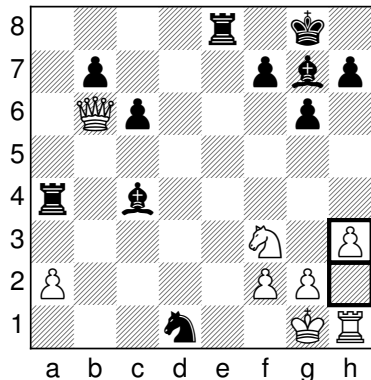


Eval: -5.70cp | Loss: 14cp  
Good Move (Best: b4d6)

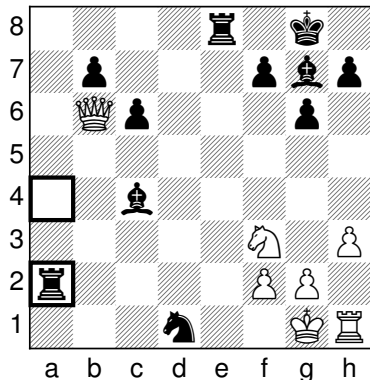


Eval: -5.99cp (Best Move)

## 26. h3 Rxa2

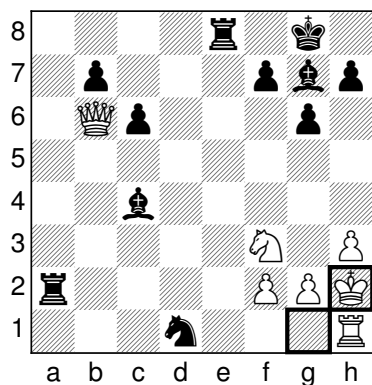


Eval: -5.93cp | Loss: 6cp  
Good Move (Best: a2a3)

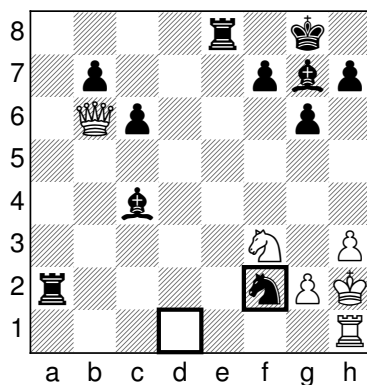


Eval: -5.77cp | Loss: 12cp  
Good Move (Best: c4d5)

# 27. Kh2 Nxf2

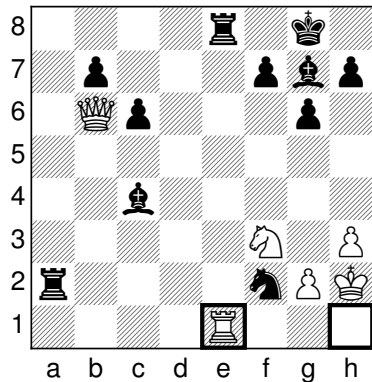


*Eval: -5.94cp (Best Move)*

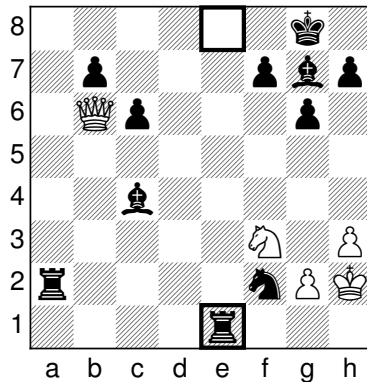


*Eval: -6.06cp (Best Move)*

# 28. Re1 Rxe1



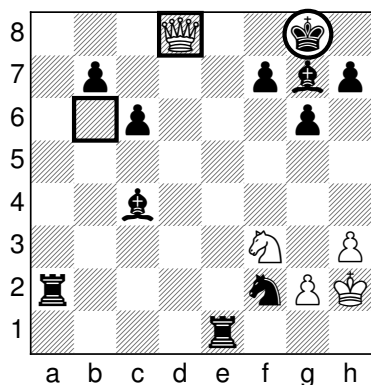
*Eval: -6.02cp (Best Move)*



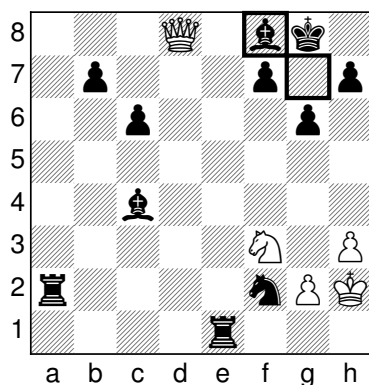
*Eval: -6.28cp (Best Move)*



## 29. Qd8+ Bf8

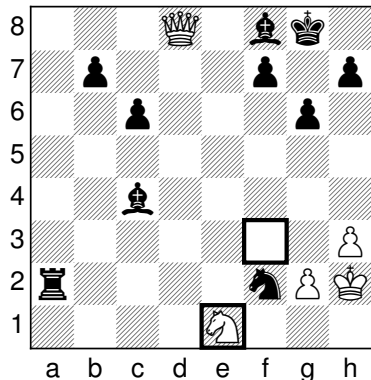


Eval: -6.60cp | Loss: 46cp  
Good Move (Best: f3e1)

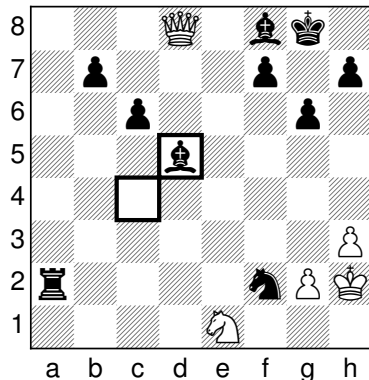


Eval: -6.47cp (Best Move)

## 30. Nxe1 Bd5

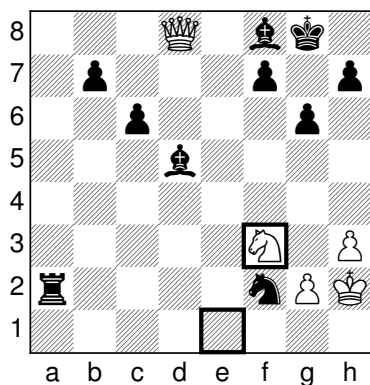


Eval: -6.57cp (Best Move)

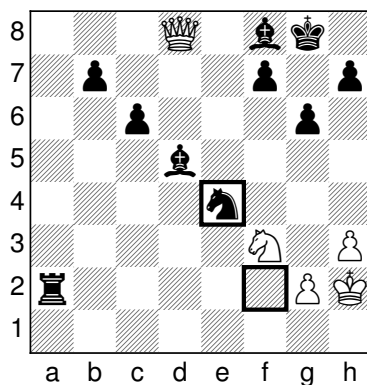


Eval: -6.79cp | Loss: 0cp  
Good Move (Best: h7h5)

### 31. Nf3 Ne4

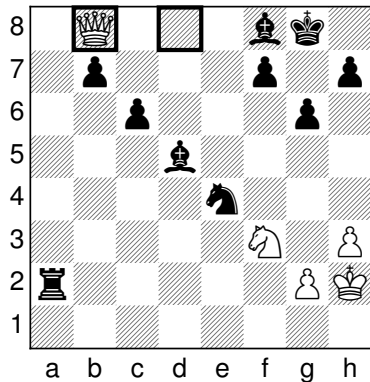


*Eval: -6.87cp (Best Move)*

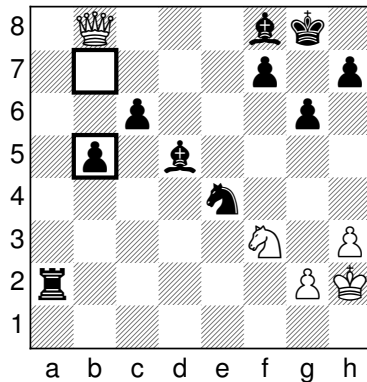


*Eval: -5.72cp | Loss: 115cp  
Mistake (Best: h7h5)*

### 32. Qb8 b5

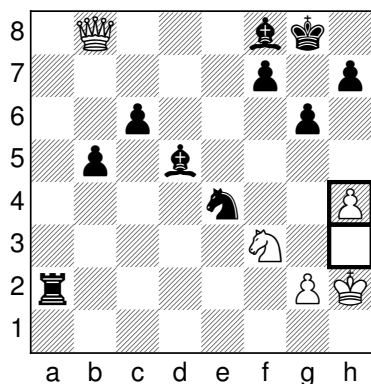


*Eval: -6.96cp | Loss: 100cp  
Mistake (Best: f3e5)*

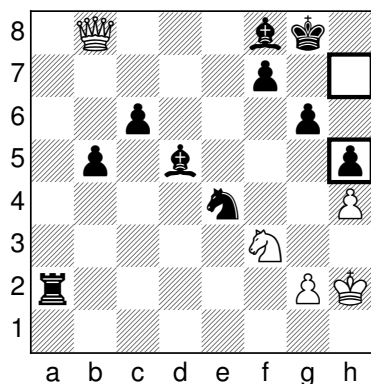


*Eval: -6.82cp | Loss: 0cp  
Good Move (Best: h7h5)*

### 33. h4 h5

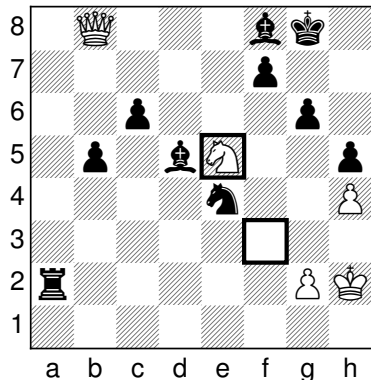


Eval: -7.25cp | Loss: 0cp  
Good Move (Best: h2g1)

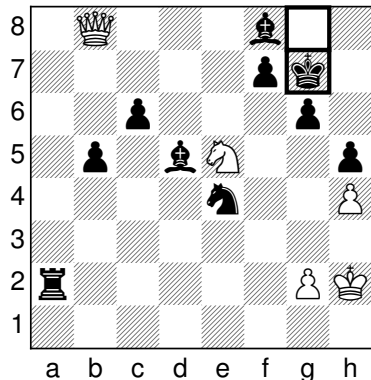


Eval: -7.50cp (Best Move)

### 34. Ne5 Kg7

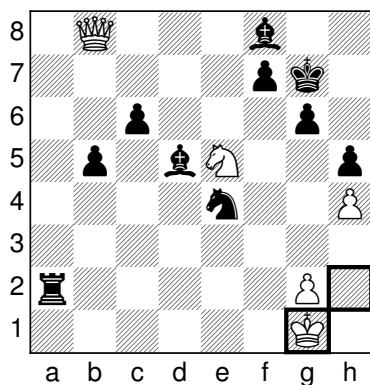


Eval: -8.20cp | Loss: 65cp  
Inaccuracy (Best: h2h1)

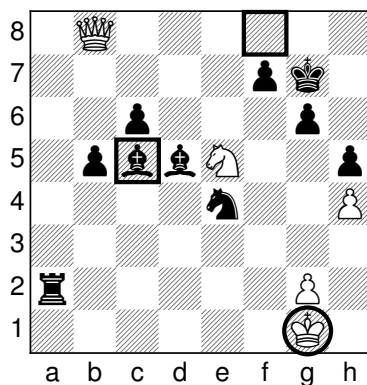


Eval: -8.49cp (Best Move)

### 35. Kg1 Bc5+

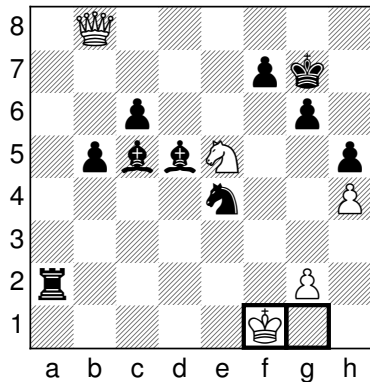


Eval: -8.68cp | Loss: 41cp  
Good Move (Best: e5f7)

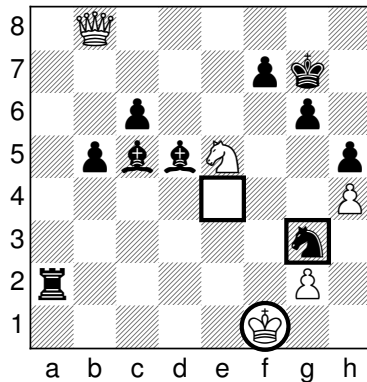


Eval: -9.12cp | Loss: 0cp  
Good Move (Best: f8d6)

### 36. Kf1 Ng3+

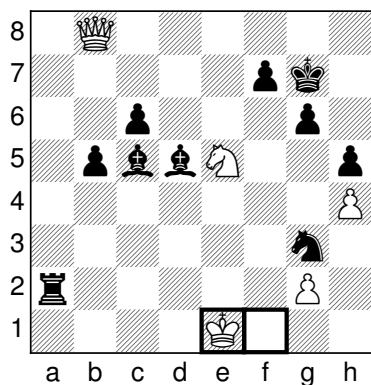


Eval: -M5 | Loss: 0cp  
Good Move (Best: g1h2)

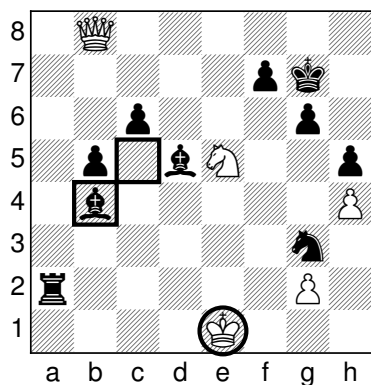


Eval: -M4 (Best Move)

37. Ke1 Bb4+

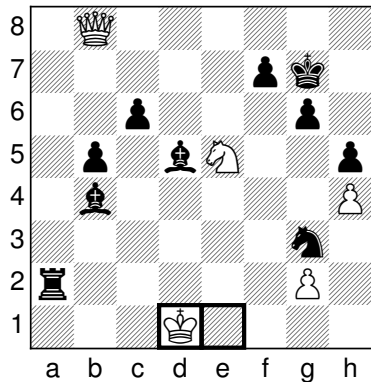


Eval:  $-M_4$  (Best Move)

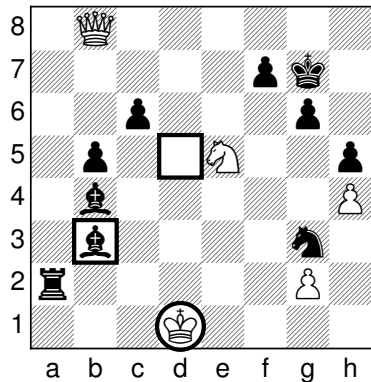


Eval:  $-M_4$  (Best Move)

38. Kd1 Bb3+

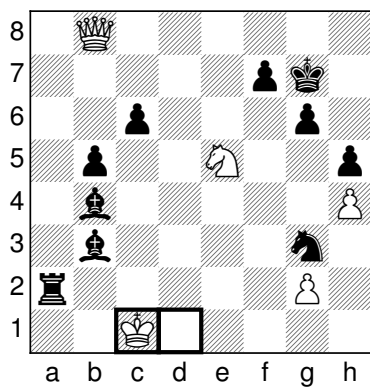


Eval:  $-M_4$  (Best Move)

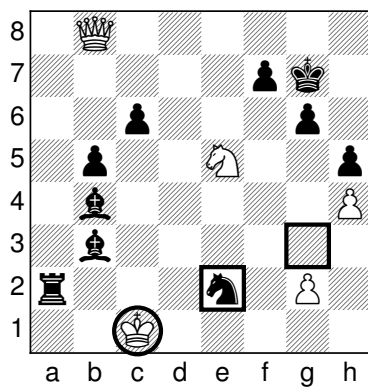


Eval:  $-M_3$  (Best Move)

39. Kc1 Ne2+

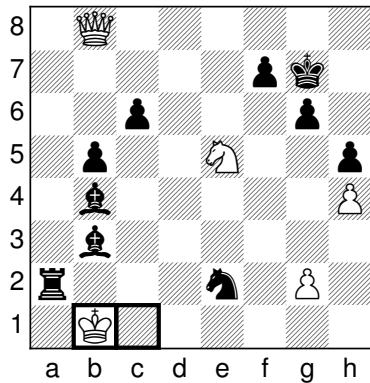


*Eval: -M3 (Best Move)*

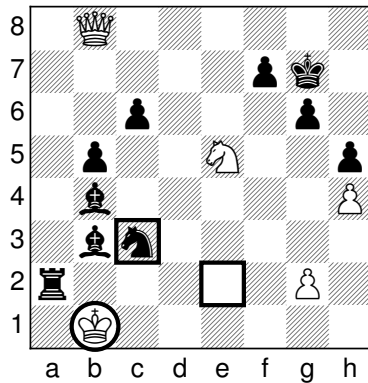


*Eval: -M2 (Best Move)*

40. Kb1 Nc3+

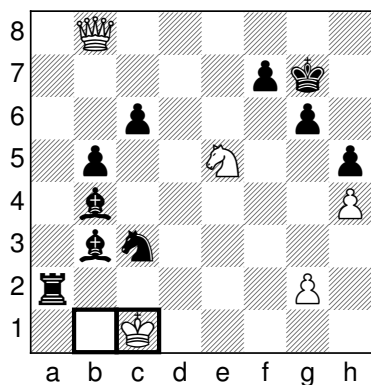


*Eval: -M2 (Best Move)*

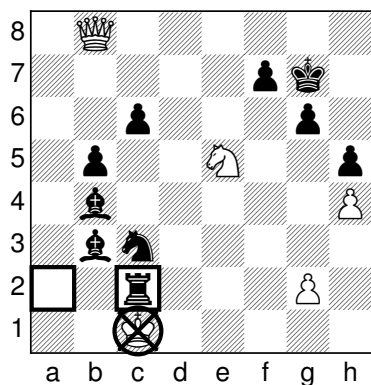


*Eval: -M1 (Best Move)*

41. Kc1 Rc2#



*Eval: -M1 (Best Move)*



*Eval: 0 (Best Move)*

Best Chess Games Of All Time

□ Vassily Ivanchuk  
■ Artur Yusupov ★

1991.???.??  
*Ch World (match) (cand.) (1/4) (?)*

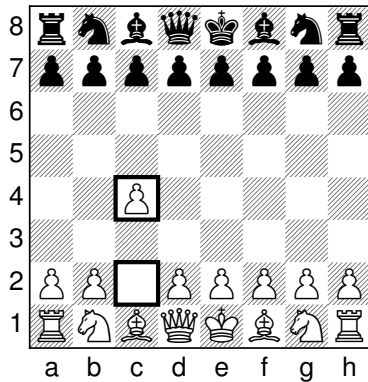
---

- |     |      |      |     |       |      |
|-----|------|------|-----|-------|------|
| 1.  | c4   | e5   | 21. | ♔xd6  | ♜g6  |
| 2.  | g3   | d6   | 22. | ♞d5   | ♚h5  |
| 3.  | ♔g2  | g6   | 23. | h4    | ♜xh4 |
| 4.  | d4   | ♜d7  | 24. | gxh4  | ♚xh4 |
| 5.  | ♞c3  | ♜g7  | 25. | ♞de7+ | ♚h8  |
| 6.  | ♞f3  | ♜gf6 | 26. | ♞xf5  | ♚h2+ |
| 7.  | ♚O-O | ♚O-O | 27. | ♚f1   | ♚e6  |
| 8.  | ♚c2  | ♚e8  | 28. | ♚b7   | ♚g6  |
| 9.  | ♚d1  | c6   | 29. | ♚xa8+ | ♚h7  |
| 10. | b3   | ♚e7  | 30. | ♚g8+  | ♚xg8 |
| 11. | ♔a3  | e4   | 31. | ♞ce7+ | ♚h7  |
| 12. | ♞g5  | e3   | 32. | ♞xg6  | fxg6 |
| 13. | f4   | ♜f8  | 33. | ♞xg7  | ♜f2  |
| 14. | b4   | ♜f5  | 34. | ♔xf4  | ♚xf4 |
| 15. | ♚b3  | h6   | 35. | ♞e6   | ♚h2  |
| 16. | ♞f3  | ♜g4  | 36. | ♚db1  | ♜h3  |
| 17. | b5   | g5   | 37. | ♚b7+  | ♚h8  |
| 18. | bxc6 | bxc6 | 38. | ♚b8+  | ♚xb8 |
| 19. | ♞e5  | gxf4 | 39. | ♔xh3  | ♚g3  |
| 20. | ♞xc6 | ♚g5  |     |       |      |

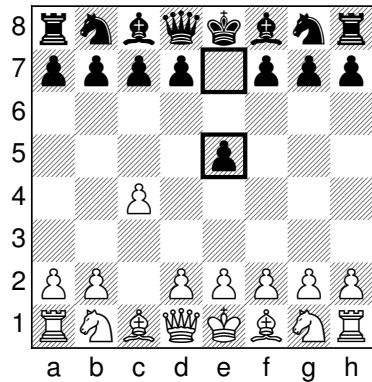
	White	Black
Average CPL	41.69	32.03
Blunders	1	1
Mistakes	2	4
Inaccuracies	4	0



1. c4 e5

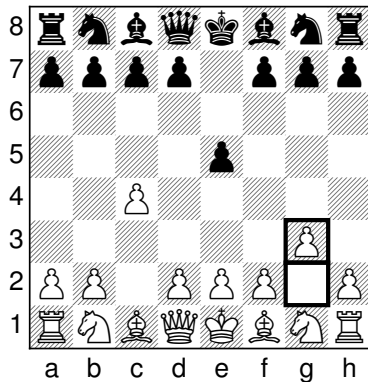


Eval: -0.10cp | Loss: 41cp  
Good Move (Best: e2e4)

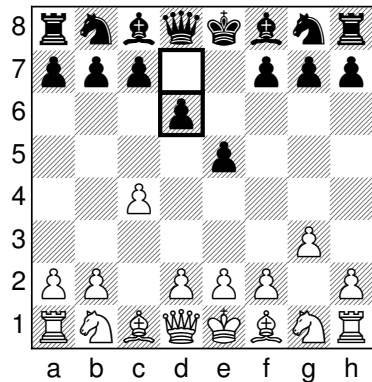


Eval: -0.03cp (Best Move)

2. g3 d6

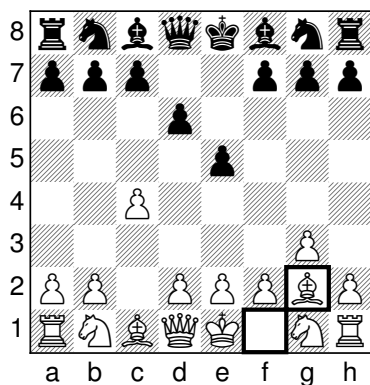


Eval: +0.10cp | Loss: 0cp  
Good Move (Best: b1c3)

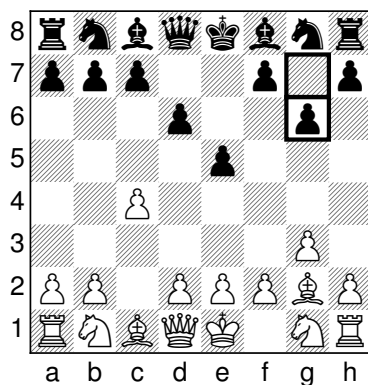


Eval: +0.34cp | Loss: 22cp  
Good Move (Best: c7c6)

### 3. Bg2 g6

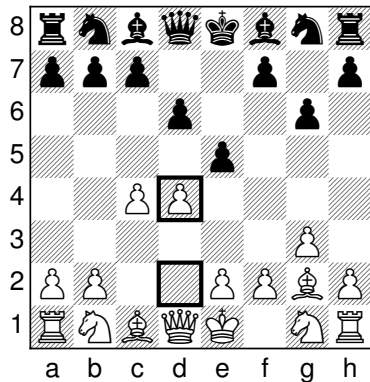


Eval: +0.22cp (Best Move)

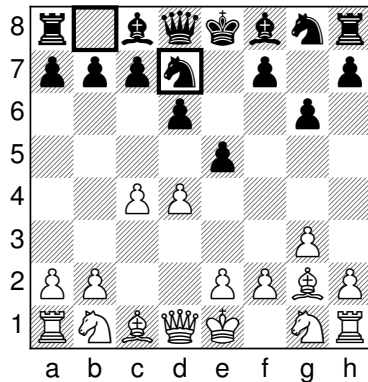


Eval: +0.44cp | Loss: 24cp  
Good Move (Best: b8c6)

### 4. d4 Nd7

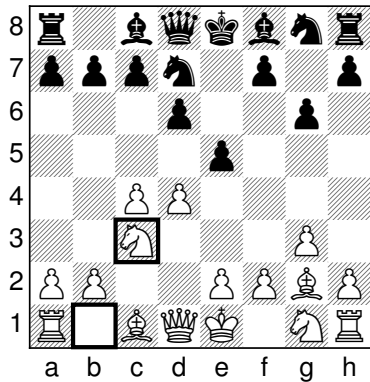


Eval: +0.32cp (Best Move)

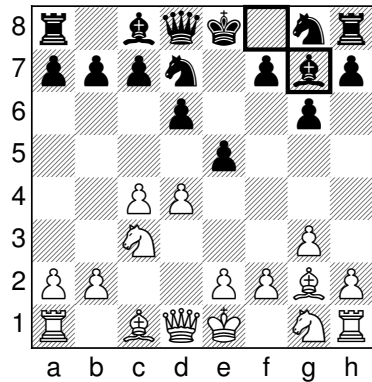


Eval: +0.35cp | Loss: 0cp  
Good Move (Best: e5d4)

### 5. Nc3 Bg7

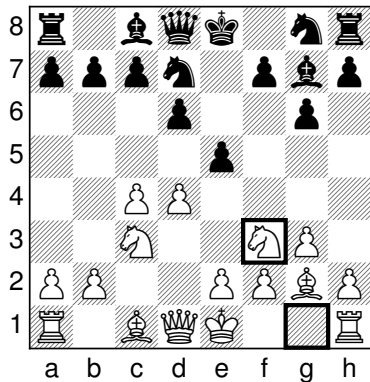


Eval: +0.33cp | Loss: 4 cp  
Good Move (Best: g1f3)

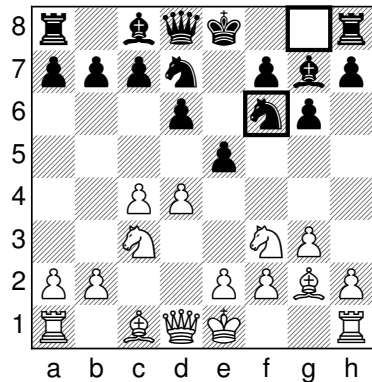


Eval: +0.34cp (Best Move)

### 6. Nf3 Ngf6

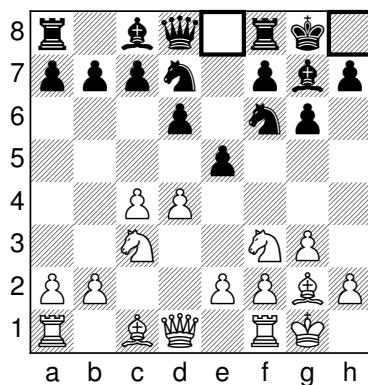
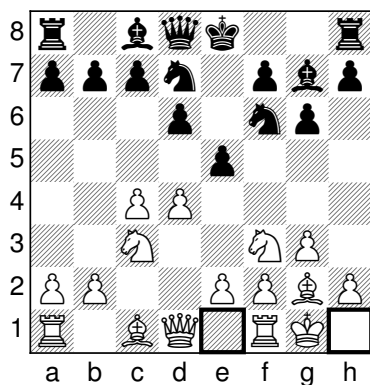


Eval: +0.34cp (Best Move)

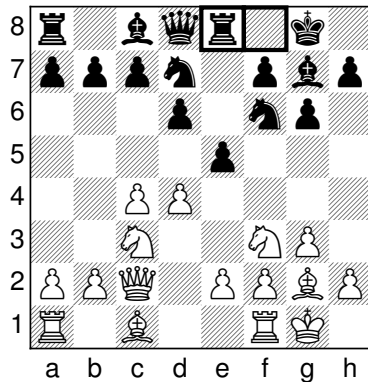
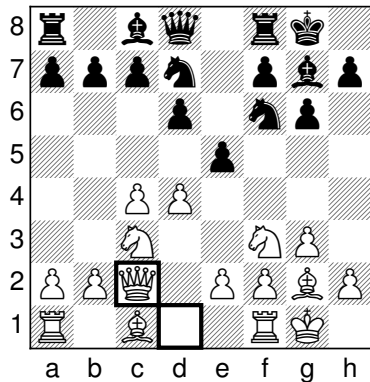


Eval: +0.43cp (Best Move)

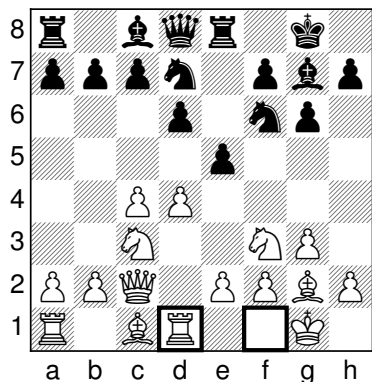
## 7. O-O O-O



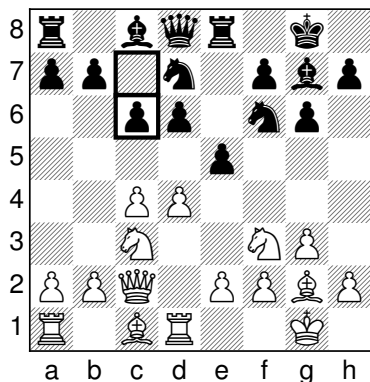
## 8. Qc2 Re8



## 9. Rd1 c6

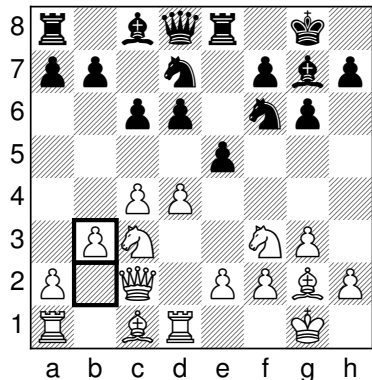


Eval: +0.27cp (Best Move)

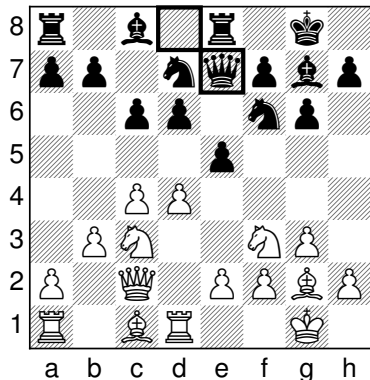


Eval: +0.58cp | Loss: 26cp  
Good Move (Best: d8e7)

## 10. b3 Qe7

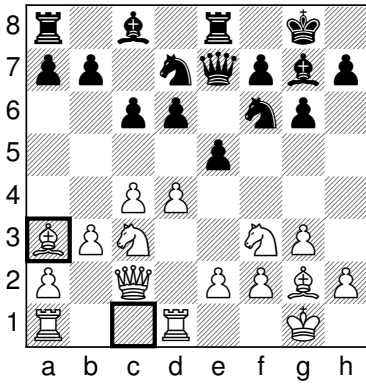


Eval: +0.14cp | Loss: 50cp  
Inaccuracy (Best: e2e4)

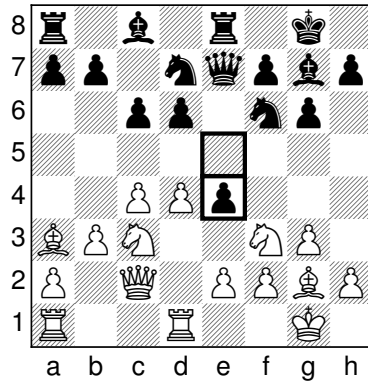


Eval: +0.33cp | Loss: 12cp  
Good Move (Best: e5e4)

11. Ba3 e4

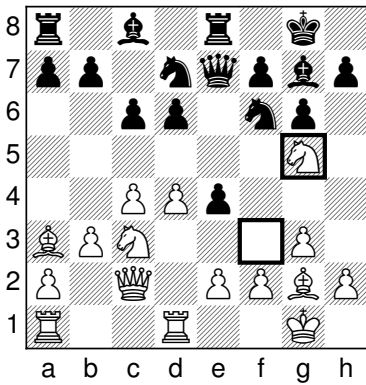


Eval: +0.19cp | Loss: 16cp  
Good Move (Best: d4e5)

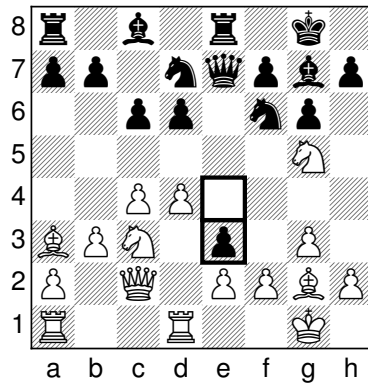


Eval: +0.42cp | Loss: 34cp  
Good Move (Best: e5d4)

12. Ng5 e3

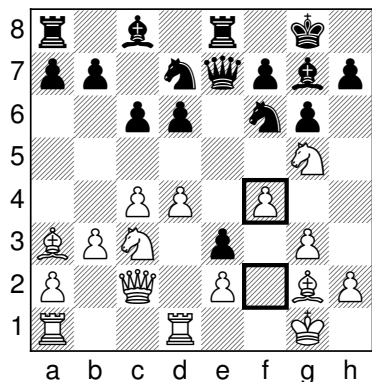


Eval: +0.31cp (Best Move)

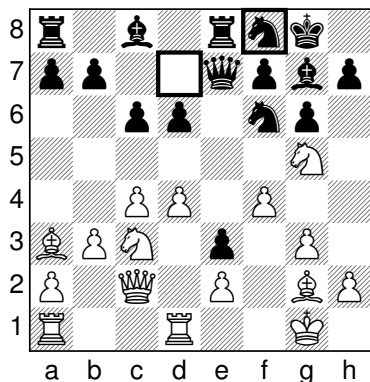


Eval: +0.38cp (Best Move)

13. f4 Nf8

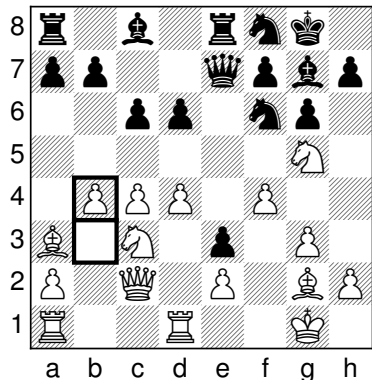


Eval: -0.49cp | Loss: 69cp  
Inaccuracy (Best: f2f3)

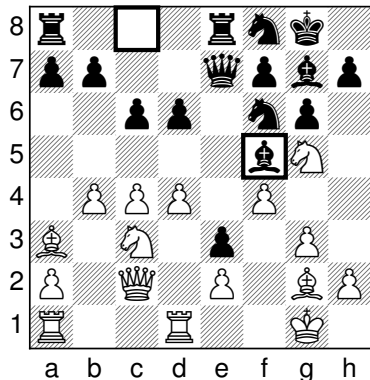


Eval: -0.50cp (Best Move)

14. b4 Bf5

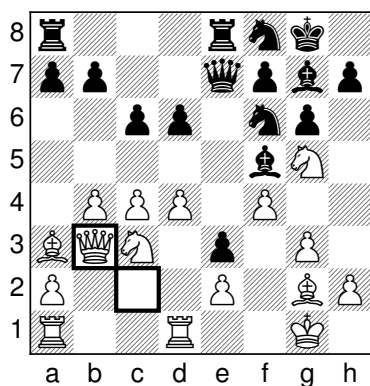


Eval: -0.86cp | Loss: 41cp  
Good Move (Best: c2c1)

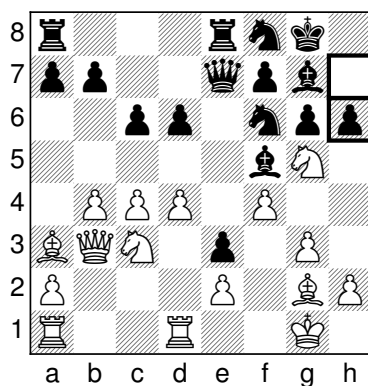


Eval: -0.77cp (Best Move)

# 15. Qb3 h6

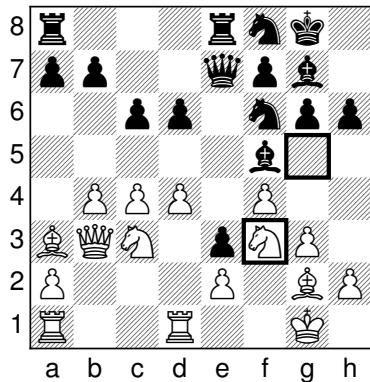


Eval: -0.75cp (Best Move)

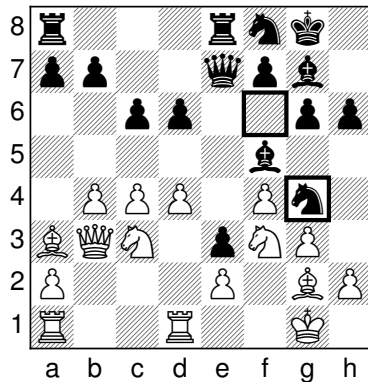


Eval: -0.67cp | Loss: 2cp  
Good Move (Best: a8c8)

# 16. Nf3 Ng4



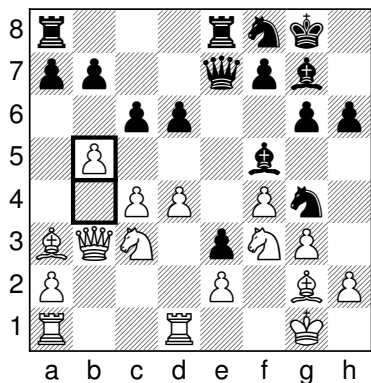
Eval: -0.50cp (Best Move)



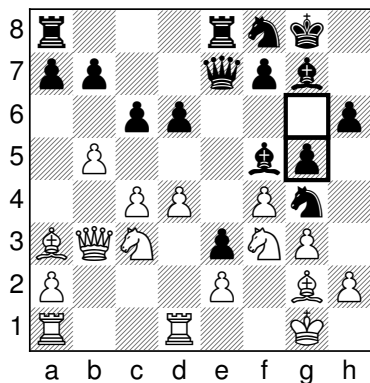
Eval: -0.25cp | Loss: 22cp  
Good Move (Best: a7a6)



17. b5 g5

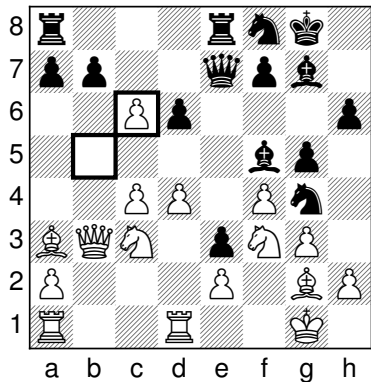


Eval: -0.66cp | Loss: 48cp  
Good Move (Best: d4d5)

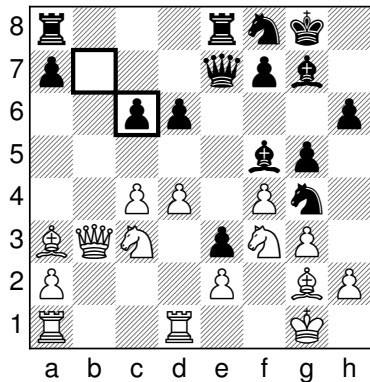


Eval: -0.54cp | Loss: 25cp  
Good Move (Best: g4f2)

18. bxc6 bxc6

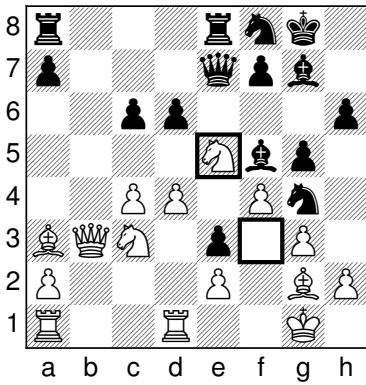


Eval: -0.70cp | Loss: 16cp  
Good Move (Best: d1f1)

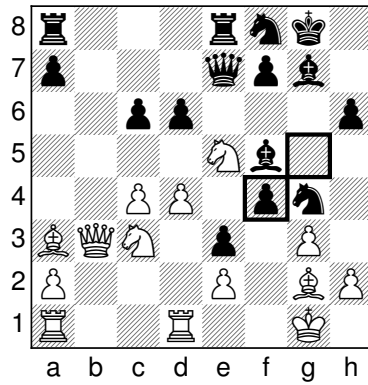


Eval: -0.73cp (Best Move)

19. Ne5 gxf4

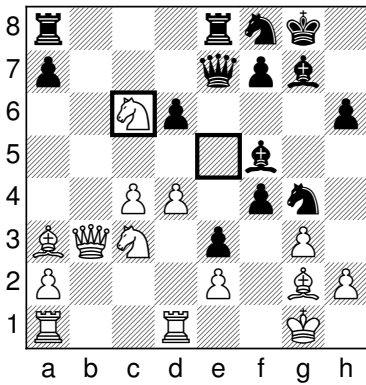


Eval: -1.09cp | Loss: 29cp  
Good Move (Best: b3a4)

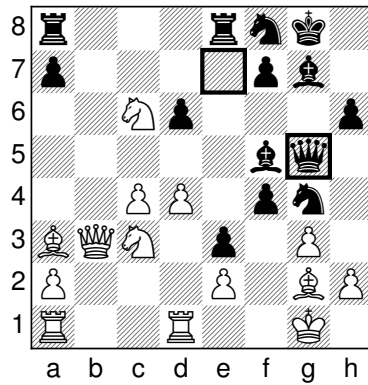


Eval: -1.16cp (Best Move)

20. Nxc6 Qg5

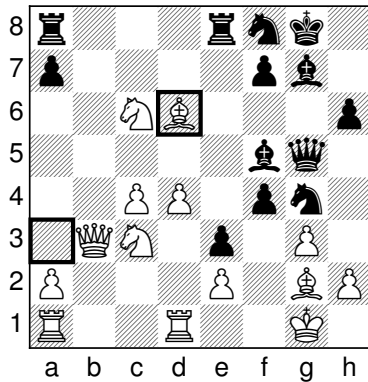


Eval: -1.04cp (Best Move)

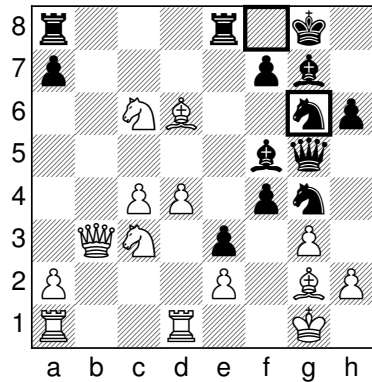


Eval: -1.12cp (Best Move)

## 21. Bxd6 Ng6

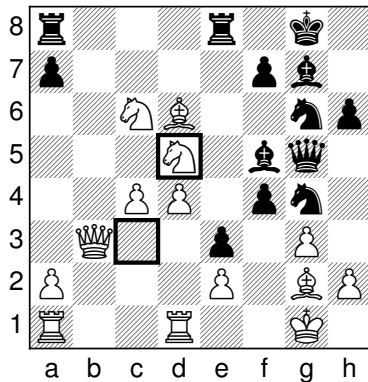


Eval: -1.04cp | Loss: 2cp  
Good Move (Best: h2h4)

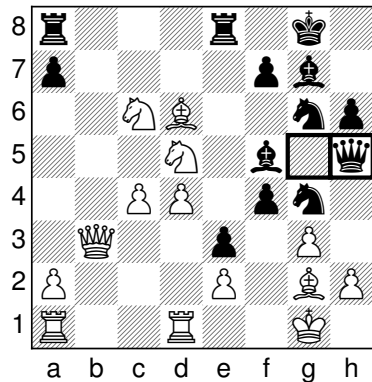


Eval: -1.01cp (Best Move)

## 22. Nd5 Qh5

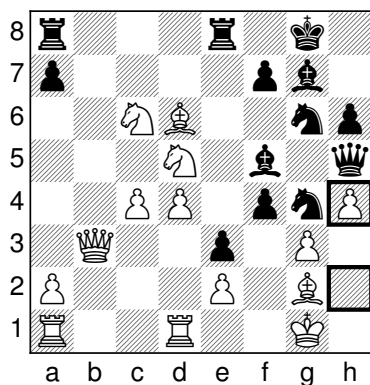


Eval: -1.29cp | Loss: 8cp  
Good Move (Best: h2h4)

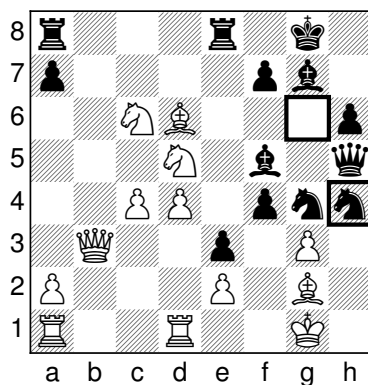


Eval: -1.07cp (Best Move)

### 23. h4 Nxh4

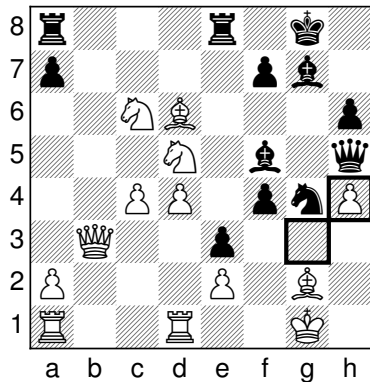


*Eval: -1.21cp (Best Move)*

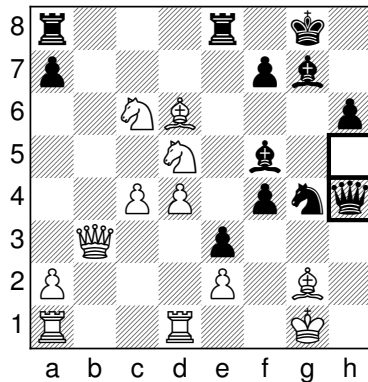


*Eval: +0.39cp | Loss: 156cp*  
**Mistake** (Best: f4g3)

### 24. gxh4 Qxh4

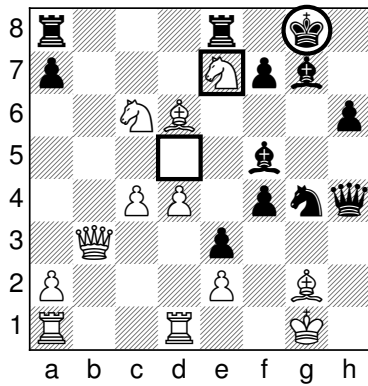


*Eval: +0.00cp (Best Move)*

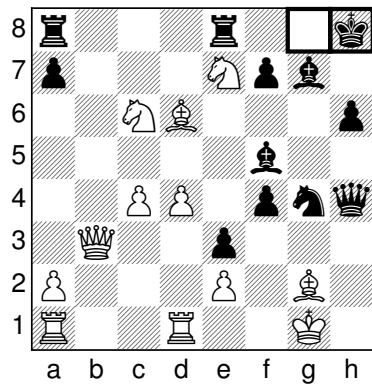


*Eval: +1.98cp | Loss: 198cp*  
**Mistake** (Best: f5e4)

## 25. Nde7+ Kh8

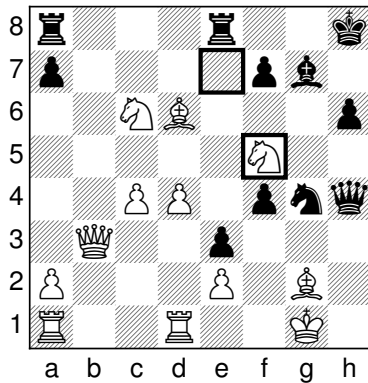


Eval: +1.33cp | Loss: 87cp  
Inaccuracy (Best: c6e7)

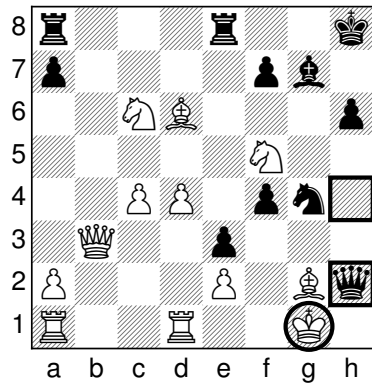


Eval: +0.77cp (Best Move)

## 26. Nxf5 Qh2+

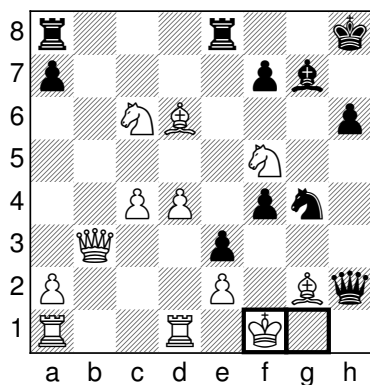


Eval: +0.54cp (Best Move)

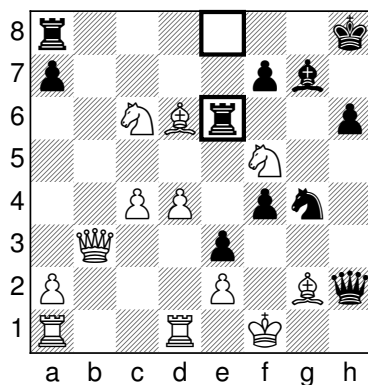


Eval: +0.41cp (Best Move)

## 27. Kf1 Re6

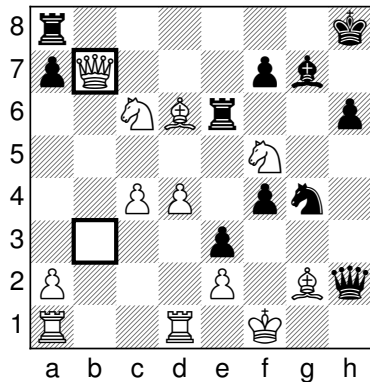


Eval: +0.40cp (Best Move)

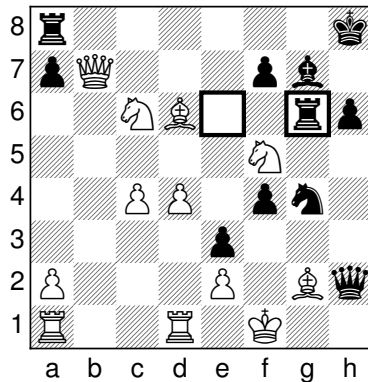


Eval: +2.03cp | Loss: 167cp  
Mistake (Best: g7f6)

## 28. Qb7 Rg6

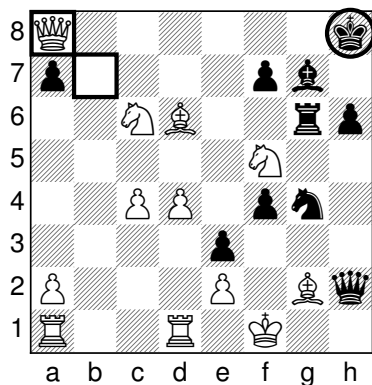


Eval: +2.35cp (Best Move)

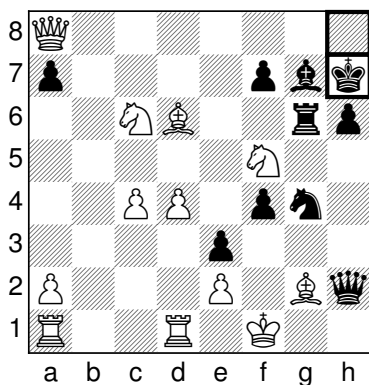


Eval: +5.04cp | Loss: 269cp  
Blunder (Best: a8g8)

### 29. Qxa8+ Kh7

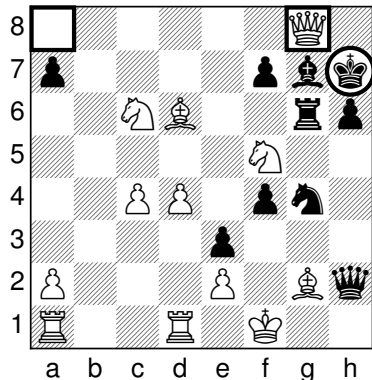


Eval: +4.07cp (Best Move)

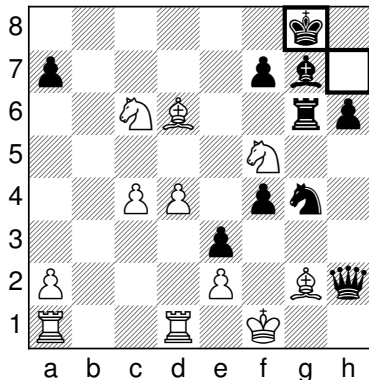


Eval: +5.23cp (Best Move)

### 30. Qg8+ Kxg8

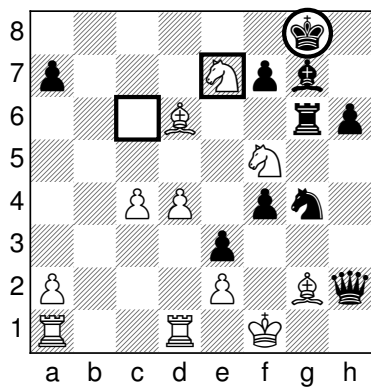


Eval: -1.65cp | Loss: 720cp  
Blunder (Best: c6e7)

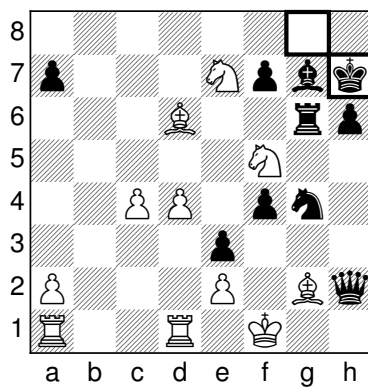


Eval: -1.61cp (Best Move)

### 31. Nce7+ Kh7

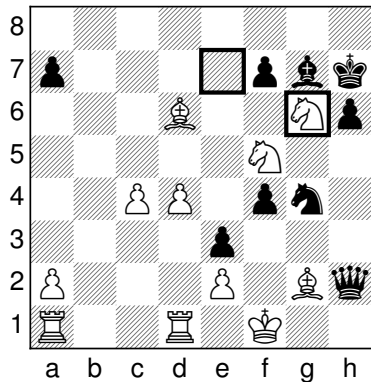


*Eval: -1.65cp (Best Move)*

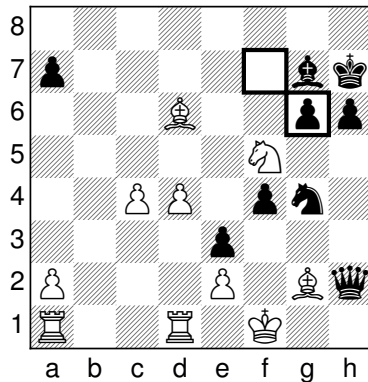


*Eval: -1.51cp (Best Move)*

### 32. Nxc6 fxc6



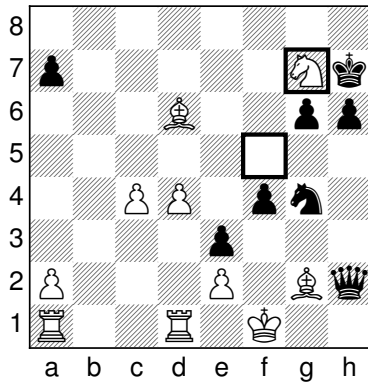
*Eval: -2.09cp (Best Move)*



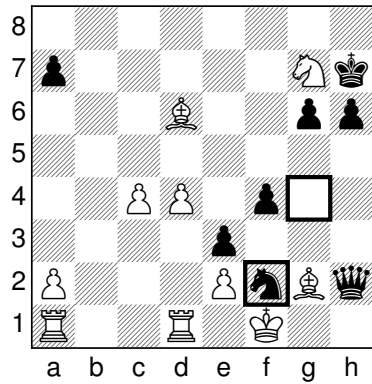
*Eval: -2.73cp (Best Move)*



### 33. Nxg7 Nf2

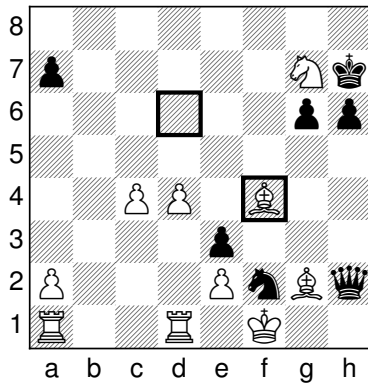


*Eval: -3.02cp (Best Move)*

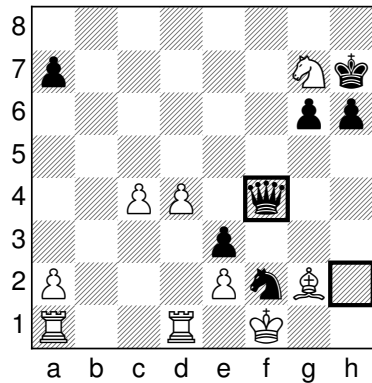


*Eval: -3.88cp | Loss: 0cp  
Good Move (Best: h2g3)*

### 34. Bxf4 Qxf4



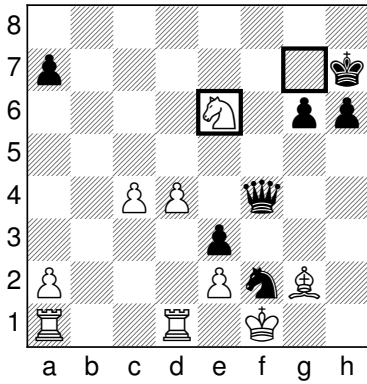
*Eval: -4.07cp (Best Move)*



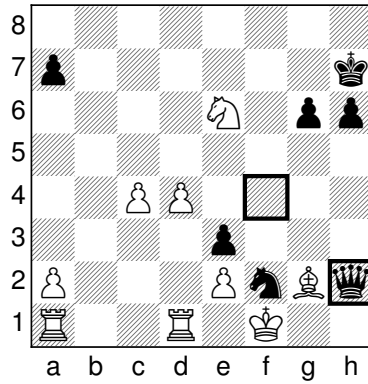
*Eval: -4.24cp (Best Move)*

# Best Chess Games Of All Time

## 35. Ne6 Qh2

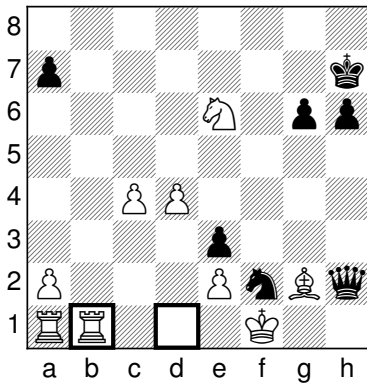


Eval: -4.53cp (Best Move)

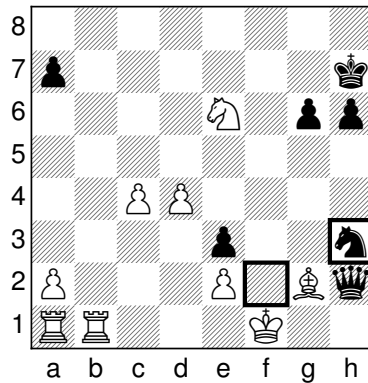


Eval: -4.54cp (Best Move)

## 36. Rdb1 Nh3

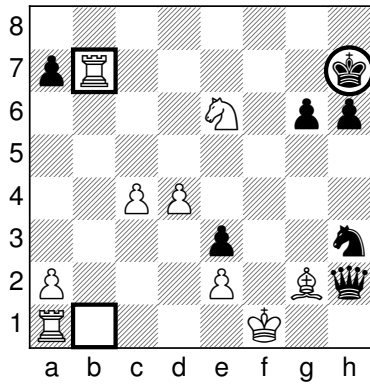


Eval: -4.61cp (Best Move)

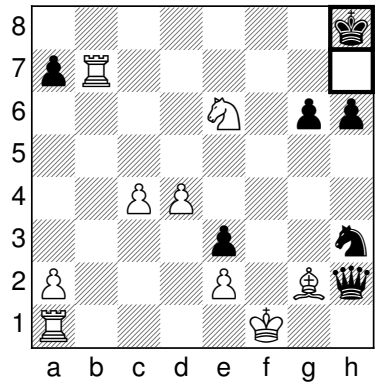


Eval: -4.62cp (Best Move)

### 37. Rb7+ Kh8

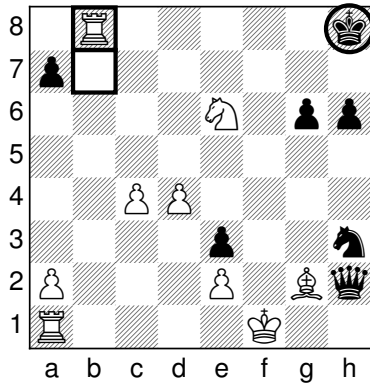


Eval: -4.58cp (Best Move)

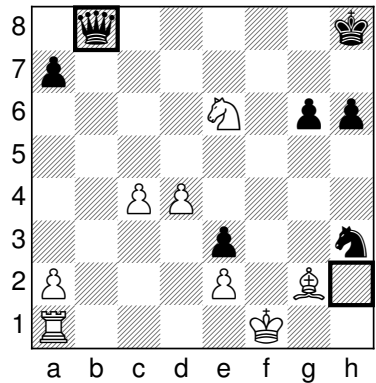


Eval: -4.90cp (Best Move)

### 38. Rb8+ Qxb8

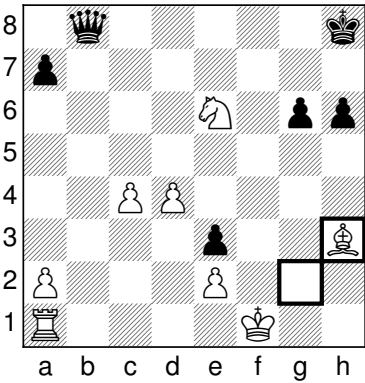


Eval: -6.24cp | Loss: 142cp  
Mistake (Best: f1e1)

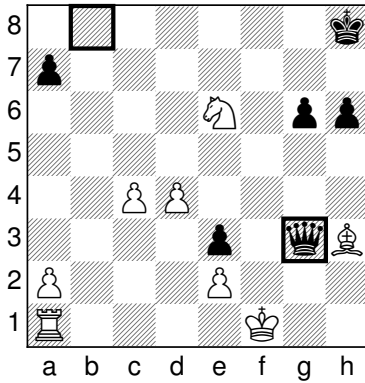


Eval: -6.57cp (Best Move)

39. Bxh3 Qg3



*Eval: -M2 | Loss: 0cp*  
*Good Move (Best: f1e1)*



*Eval: -M1 (Best Move)*

□ Nigel D Short ★  
■ Jan H Timman

1991.??.??  
It (cat.17) (?)

1. e4 ♟f6

2. e5 ♜d5

3. d4 d6

4. ♘f3 g6

5. ♙c4 ♜b6

6. ♙b3 ♙g7

7. ♖e2 ♜c6

8. ♔O-O ♚O-O

9. h3 a5

10. a4 dxe5

11. dxe5 ♜d4

12. ♘xd4 ♚xd4

13. ♖e1 e6

14. ♘d2 ♜d5

15. ♘f3 ♚c5

16. ♖e4 ♚b4

17. ♙c4 ♜b6

18. b3 ♜xc4

19. bxc4 ♚e8

20. ♖d1 ♚c5

21. ♖h4 b6

22. ♙e3 ♚c6

23. ♙h6 ♙h8

24. ♖d8 ♙b7

25. ♖ad1 ♙g7

26. ♖8d7 ♚f8

27. ♙xg7 ♚xg7

28. ♖1d4 ♚ae8

29. ♖f6+ ♚g8

30. h4 h5

31. ♙h2 ♚c8

32. ♙g3 ♚ce8

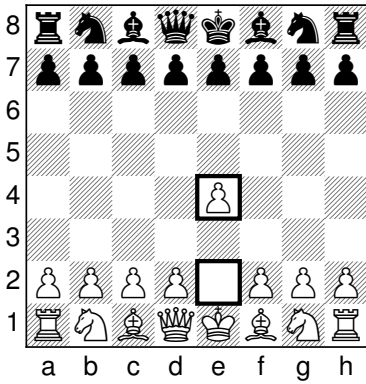
33. ♙f4 ♙c8

34. ♙g5

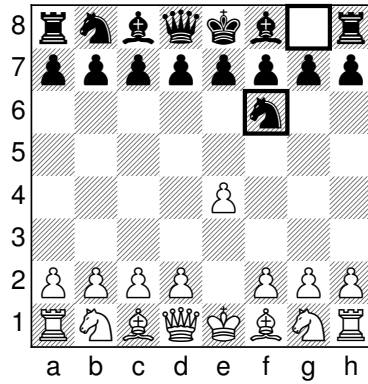
	White	Black
Average CPL	16.12	32.70
Blunders	1	1
Mistakes	0	2
Inaccuracies	2	5

# Best Chess Games Of All Time

## 1. e4 Nf6

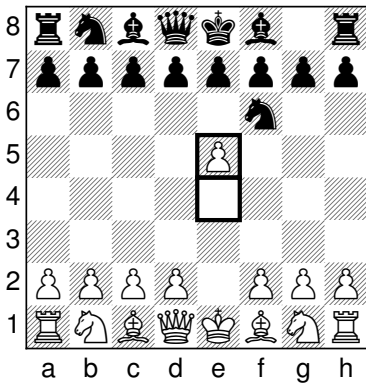


*Eval: +0.28cp (Best Move)*

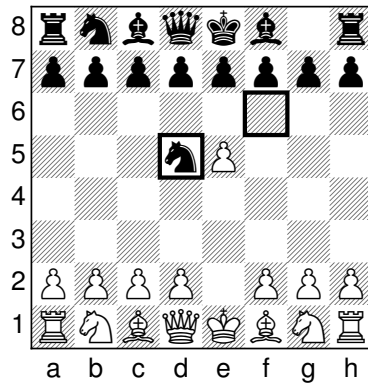


*Eval: +0.57cp | Loss: 31cp  
Good Move (Best: c7c5)*

## 2. e5 Nd5

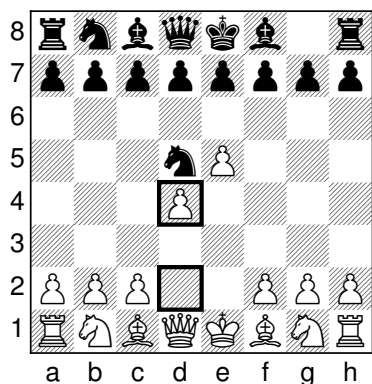


*Eval: +0.57cp (Best Move)*

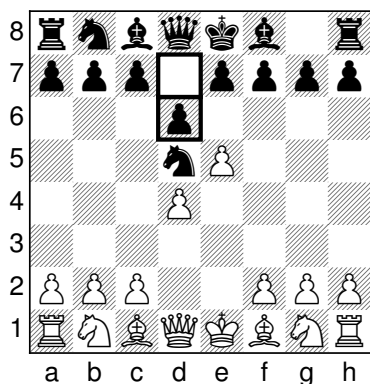


*Eval: +0.68cp (Best Move)*

### 3. d4 d6

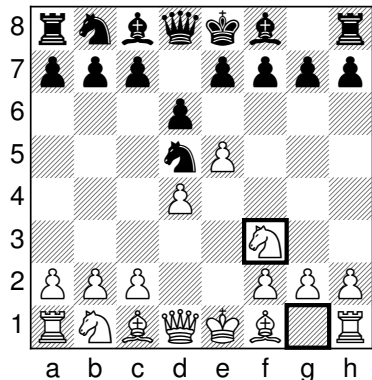


Eval: +0.54cp (Best Move)

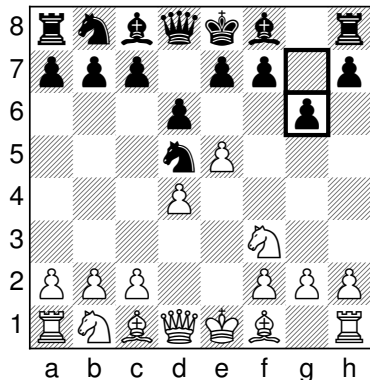


Eval: +0.63cp (Best Move)

### 4. Nf3 g6

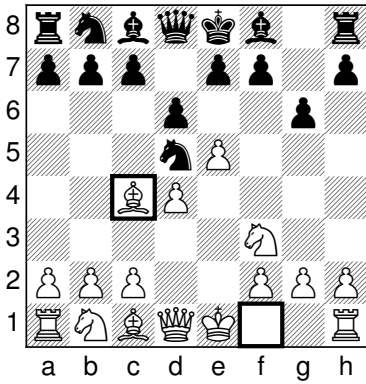


Eval: +0.47cp | Loss: 14cp  
Good Move (Best: c2c4)

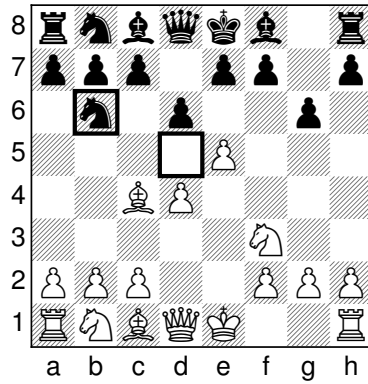


Eval: +0.58cp | Loss: 11cp  
Good Move (Best: d6e5)

## 5. Bc4 Nb6

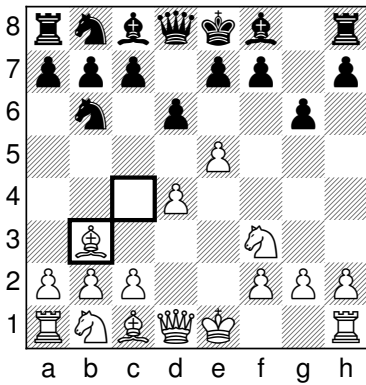


Eval: +0.58cp | Loss: 2cp  
Good Move (Best: c2c4)

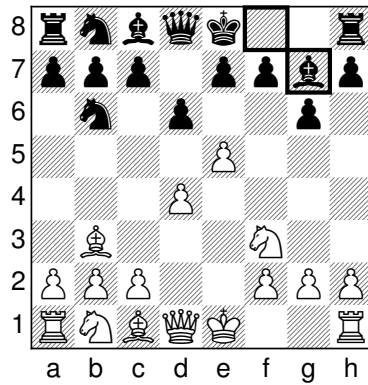


Eval: +0.74cp | Loss: 16cp  
Good Move (Best: c7c6)

## 6. Bb3 Bg7



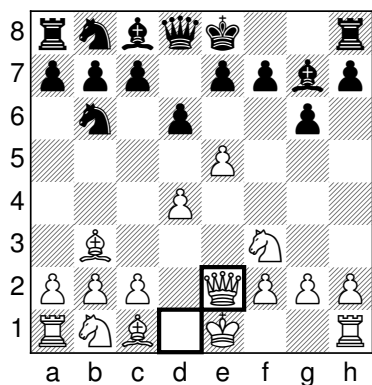
Eval: +0.55cp (Best Move)



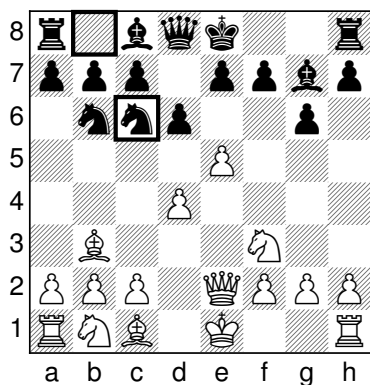
Eval: +0.66cp (Best Move)



## 7. Qe2 Nc6

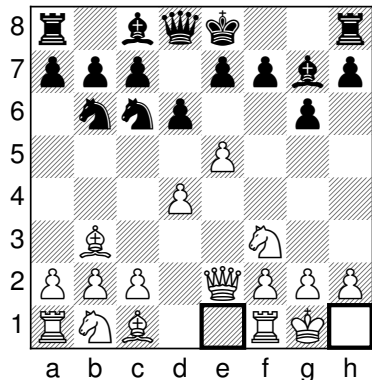


Eval: +0.59cp (Best Move)

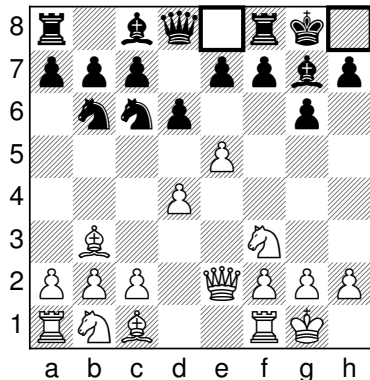


Eval: +0.52cp (Best Move)

## 8. O-O O-O

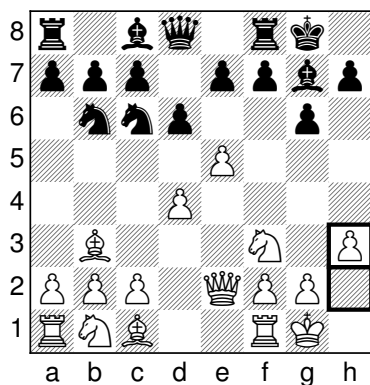


Eval: +0.64cp (Best Move)

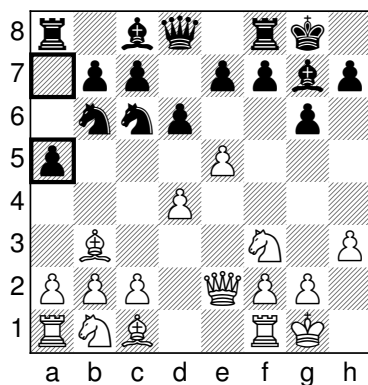


Eval: +0.62cp | Loss: 4cp  
Good Move (Best: d6e5)

# 9. h3 a5

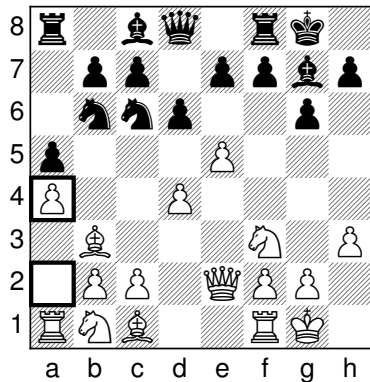


*Eval: +0.59cp (Best Move)*

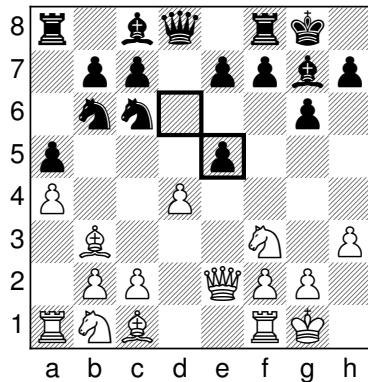


*Eval: +0.63cp | Loss: 5cp  
Good Move (Best: c6a5)*

# 10. a4 dxe5

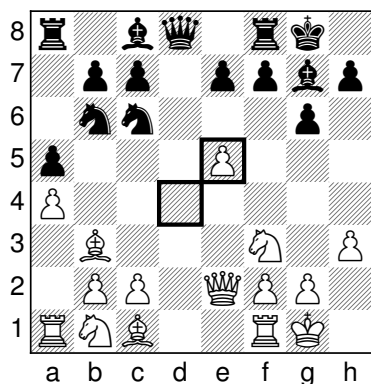


*Eval: +0.64cp (Best Move)*

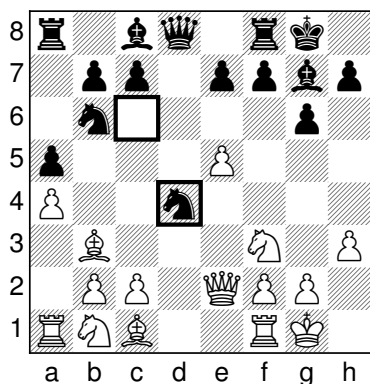


*Eval: +0.73cp (Best Move)*

11. dxe5 Nd4

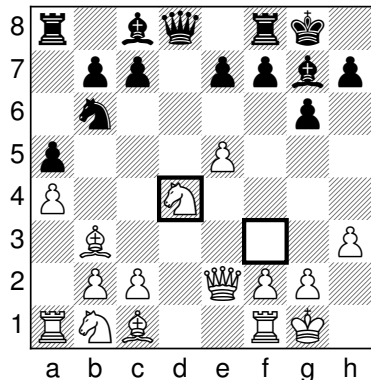


Eval: +0.67cp (Best Move)

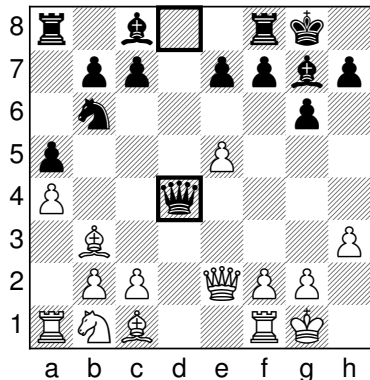


Eval: +0.63cp (Best Move)

12. Nxd4 Qxd4

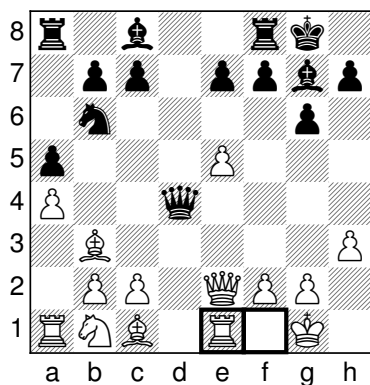


Eval: +0.53cp (Best Move)

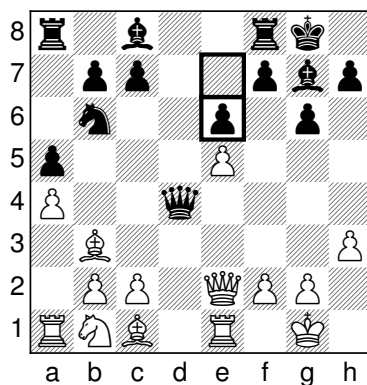


Eval: +0.60cp (Best Move)

### 13. Re1 e6

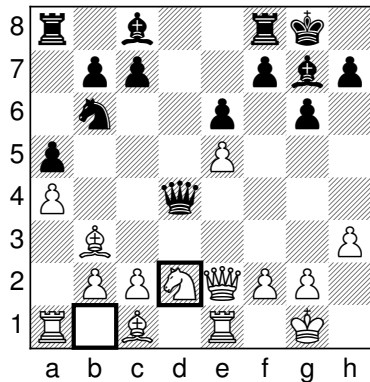


*Eval: +0.79cp (Best Move)*

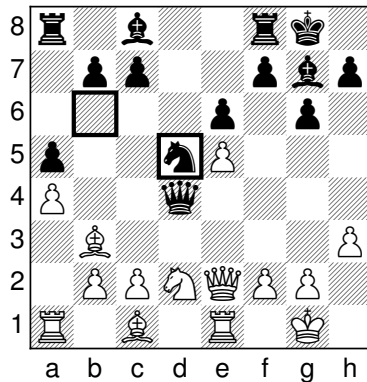


*Eval: +1.32cp | Loss: 59cp  
Inaccuracy (Best: c8d7)*

### 14. Nd2 Nd5

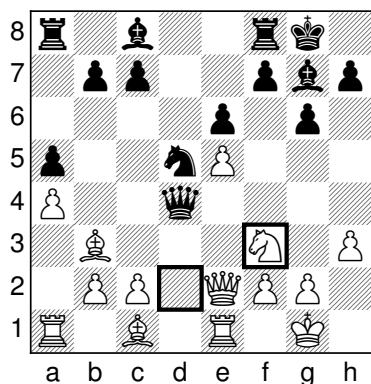


*Eval: +0.82cp | Loss: 52cp  
Inaccuracy (Best: c2c3)*

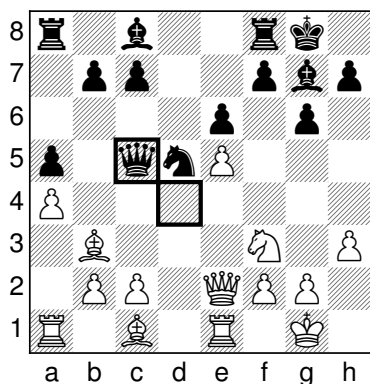


*Eval: +1.34cp | Loss: 53cp  
Inaccuracy (Best: c8d7)*

### 15. Nf3 Qc5

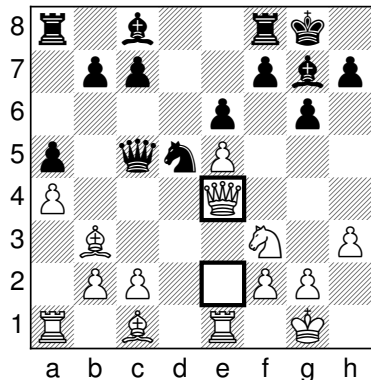


Eval: +1.51cp (Best Move)

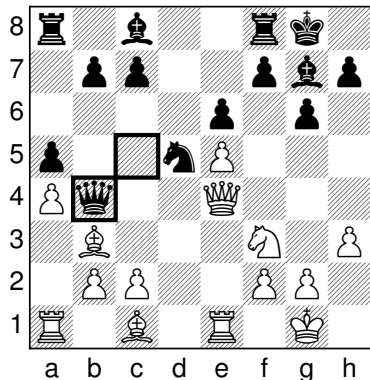


Eval: +1.64cp | Loss: 21cp  
Good Move (Best: d4b6)

### 16. Qe4 Qb4

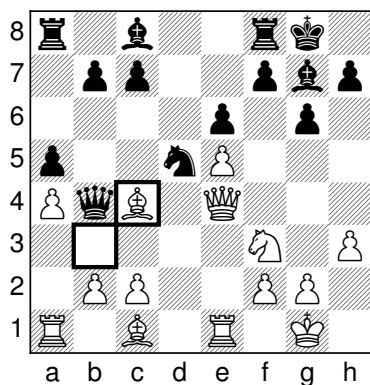


Eval: +1.33cp | Loss: 8cp  
Good Move (Best: c2c3)

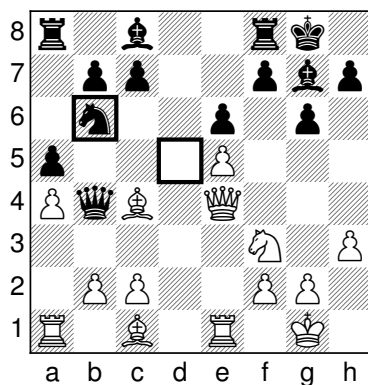


Eval: +1.23cp | Loss: 0cp  
Good Move (Best: d5e7)

# 17. Bc4 Nb6

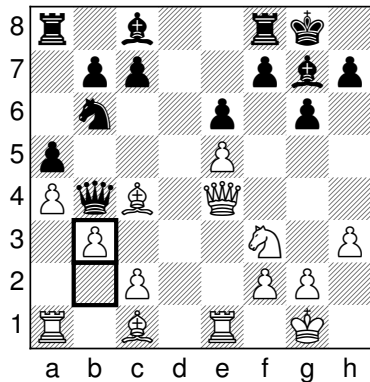


*Eval: +1.58cp (Best Move)*

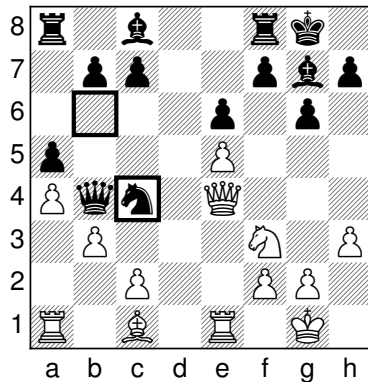


*Eval: +1.51cp | Loss: 3cp  
Good Move (Best: c8d7)*

# 18. b3 Nxc4

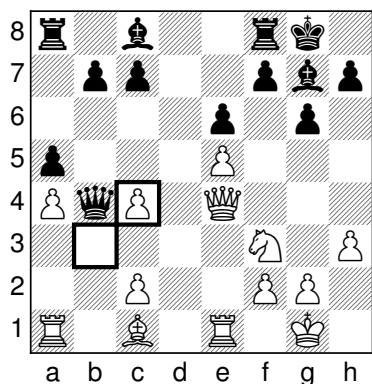


*Eval: +1.49cp (Best Move)*

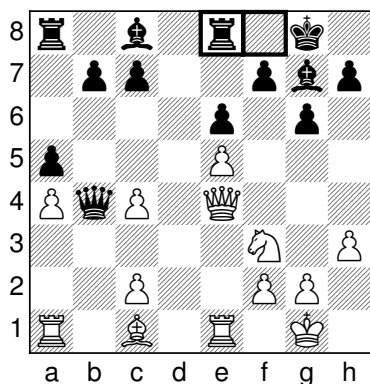


*Eval: +1.33cp (Best Move)*

19. bxc4 Re8

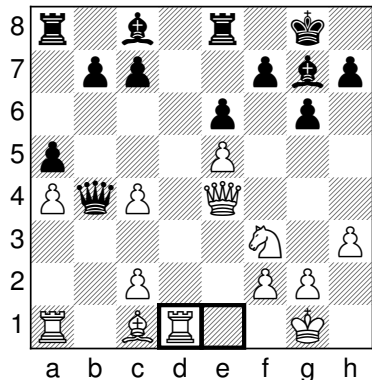


Eval: +1.43cp (Best Move)

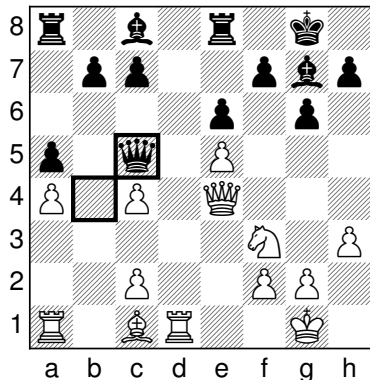


Eval: +1.32cp (Best Move)

20. Rd1 Qc5

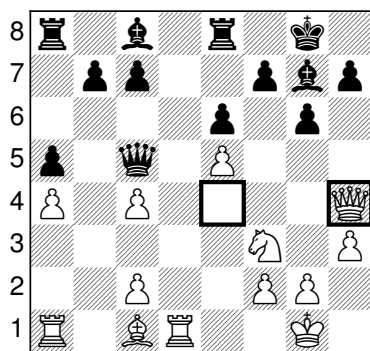


Eval: +1.12cp (Best Move)

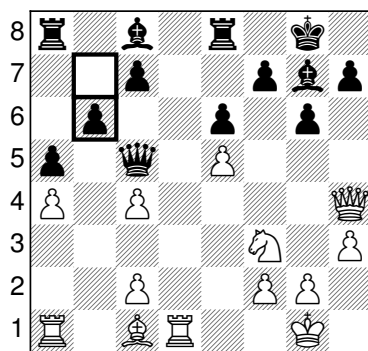


Eval: +1.52cp | Loss: 23cp  
Good Move (Best: a8b8)

## 21. Qh4 b6

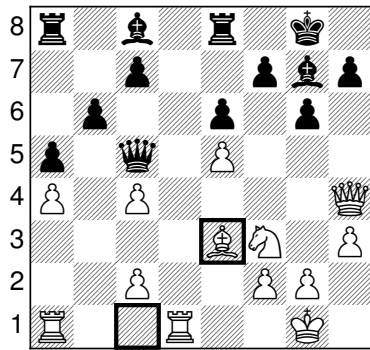


Eval: +1.53cp | Loss: 49cp  
Good Move (Best: a1a3)

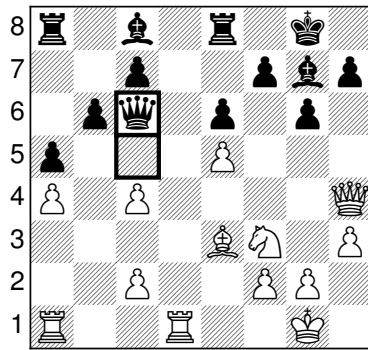


Eval: +1.41cp (Best Move)

## 22. Be3 Qc6



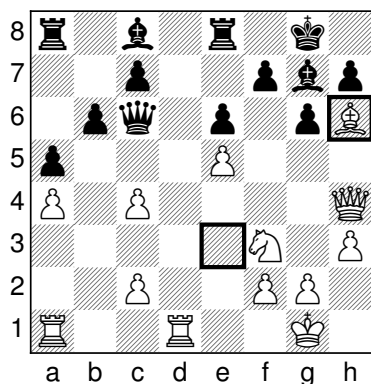
Eval: +1.46cp (Best Move)



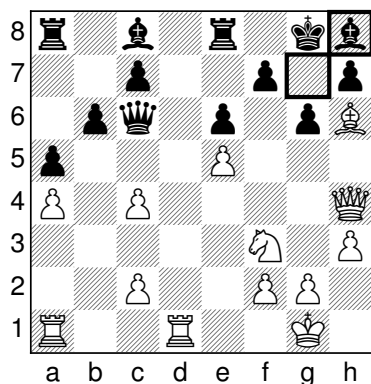
Eval: +2.03cp | Loss: 51cp  
Inaccuracy (Best: c5f8)



### 23. Bh6 Bh8

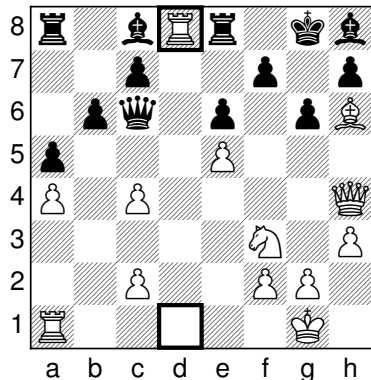


Eval: +2.73cp (Best Move)

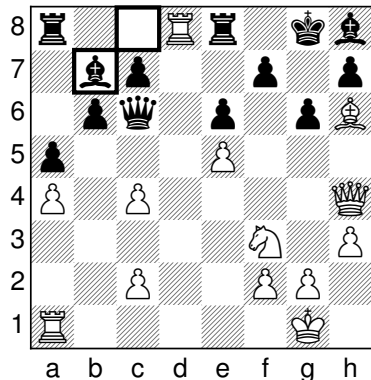


Eval: +2.52cp (Best Move)

### 24. Rd8 Bb7

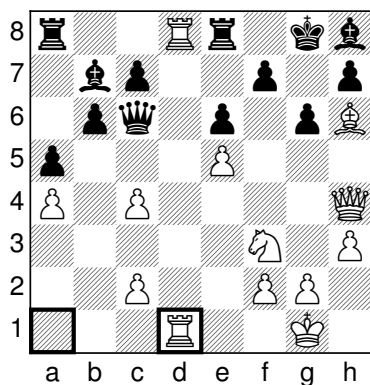


Eval: +2.98cp (Best Move)

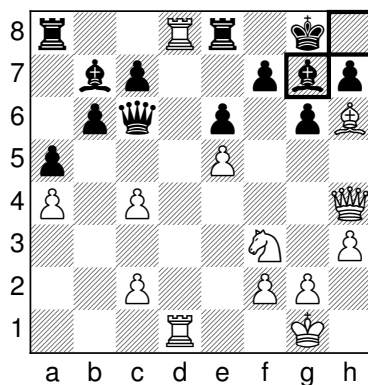


Eval: +3.09cp (Best Move)

## 25. Rad1 Bg7

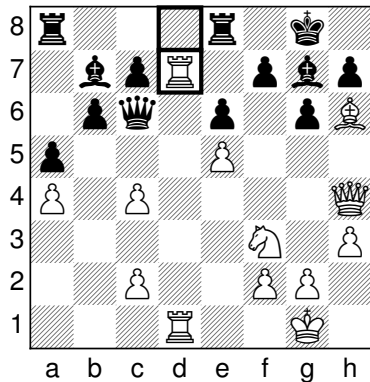


*Eval: +2.65cp (Best Move)*

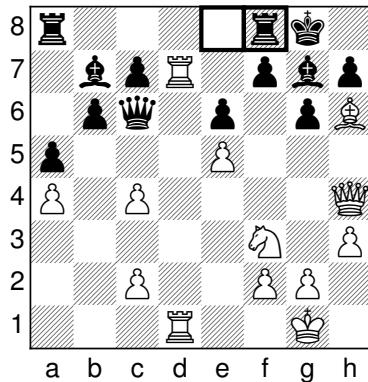


*Eval: +3.85cp | Loss: 78cp  
Inaccuracy (Best: a8d8)*

## 26. R8d7 Rf8

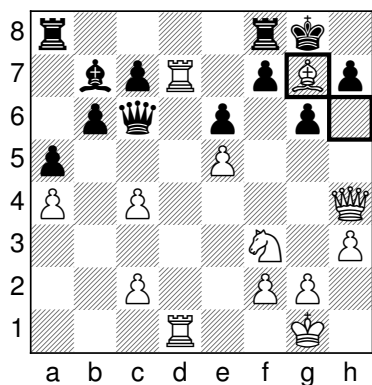


*Eval: +3.54cp (Best Move)*

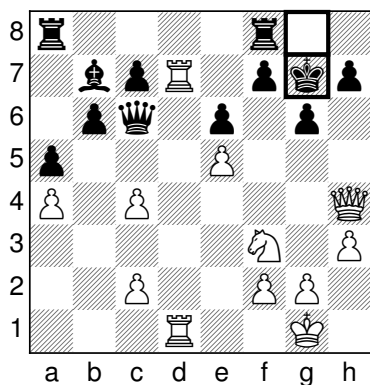


*Eval: +4.95cp | Loss: 107cp  
Mistake (Best: c6e4)*

## 27. Bxg7 Kxg7

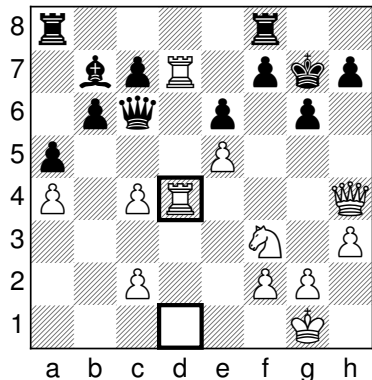


Eval: +5.11cp (Best Move)

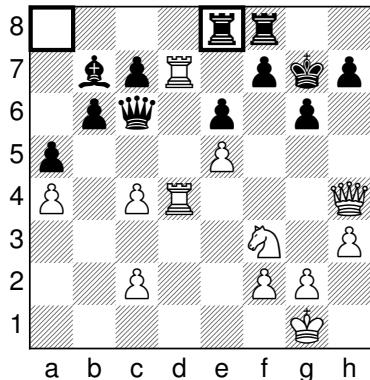


Eval: +5.57cp (Best Move)

## 28. R1d4 Rae8

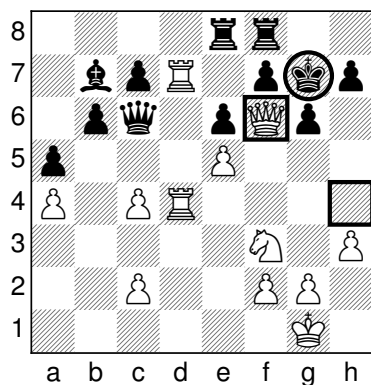


Eval: +5.50cp (Best Move)

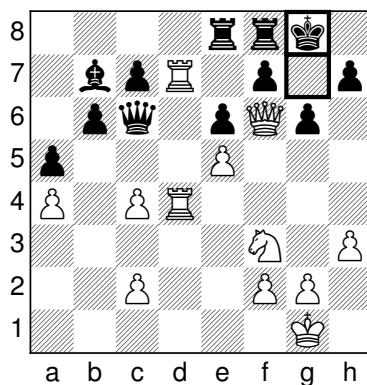


Eval: +5.48cp (Best Move)

# 29. Qf6+ Kg8

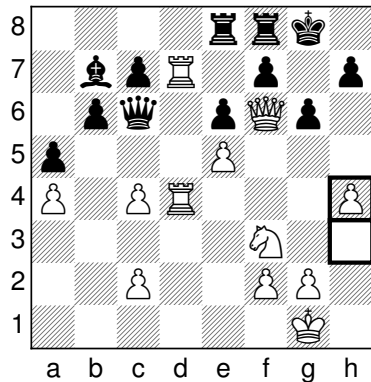


Eval: +4.68cp | Loss: 64cp  
Inaccuracy (Best: h4g5)

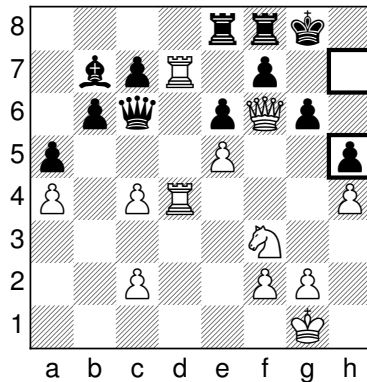


Eval: +4.87cp (Best Move)

# 30. h4 h5

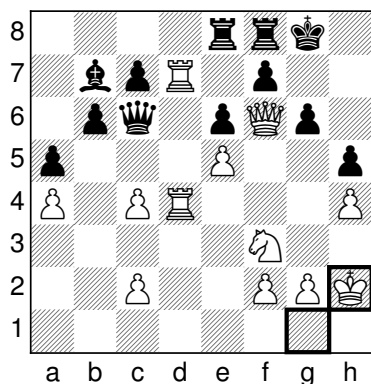


Eval: +2.37cp | Loss: 253cp  
**Blunder** (Best: f6f4)

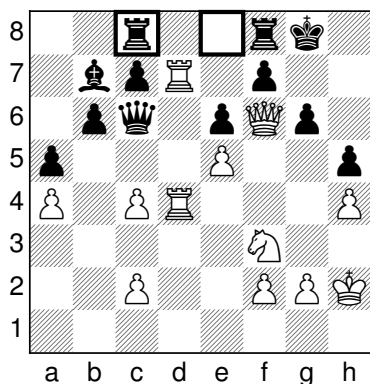


Eval: +2.33cp (Best Move)

### 31. Kh2 Rc8

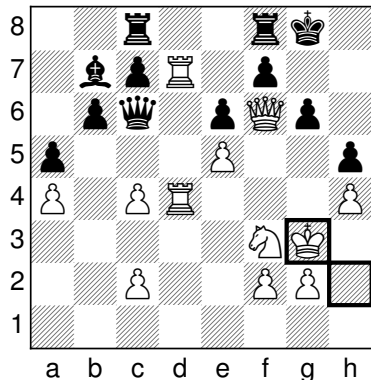


Eval: +2.52cp | Loss: 46cp  
Good Move (Best: f6f4)

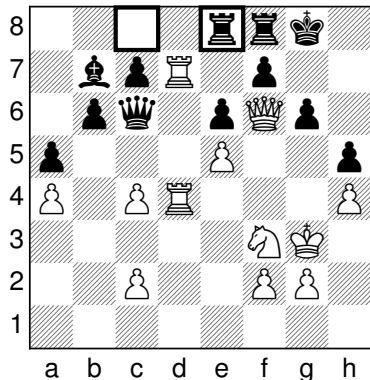


Eval: +2.75cp (Best Move)

### 32. Kg3 Rce8

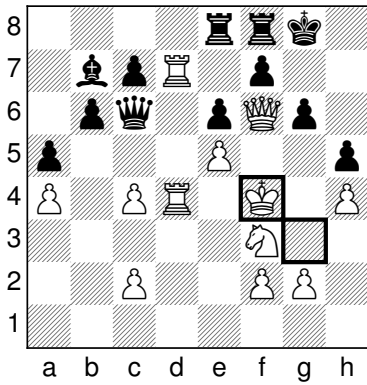


Eval: +5.44cp | Loss: 0cp  
Good Move (Best: f6f4)

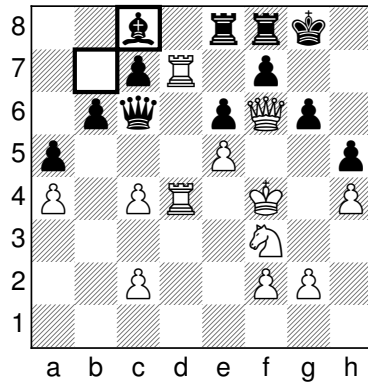


Eval: +7.34cp | Loss: 152cp  
Mistake (Best: c6d7)

### 33. Kf4 Bc8

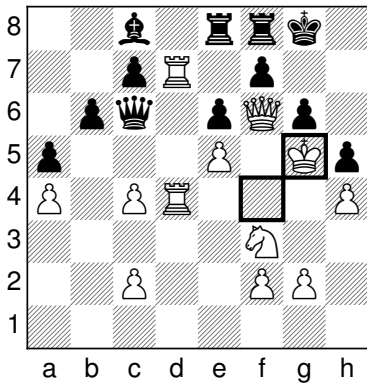


*Eval: +8.77cp (Best Move)*



*Eval: +11.84cp | Loss: 301cp*  
**Blunder (Best: c6f3)**

### 34. Kg5



*Eval: +M7 (Best Move)*

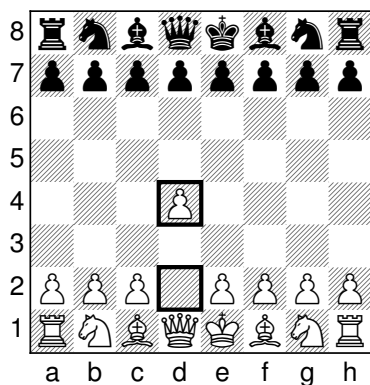
□ Jinshi Bai  
 ■ Ding Liren ★

November 4, 2017  
 Chinese Chess League (?)

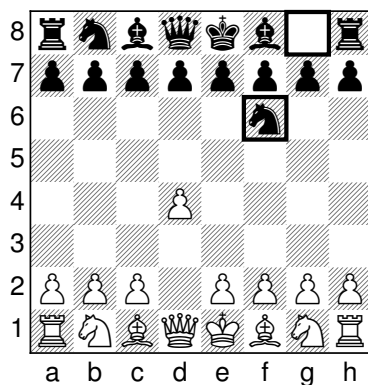
- |     |      |      |     |      |      |
|-----|------|------|-----|------|------|
| 1.  | d4   | ♠f6  | 18. | ♖xb2 | ♜a4  |
| 2.  | c4   | e6   | 19. | ♖c2  | ♜c3+ |
| 3.  | ♘c3  | ♙b4  | 20. | ♗f3  | ♞d4  |
| 4.  | ♘f3  | ♚O-O | 21. | h3   | h5   |
| 5.  | ♙g5  | c5   | 22. | ♙h2  | g4+  |
| 6.  | e3   | cxd4 | 23. | ♗g3  | ♞d2  |
| 7.  | ♖xd4 | ♜c6  | 24. | ♖b3  | ♜e4+ |
| 8.  | ♖d3  | h6   | 25. | ♗h4  | ♙e7+ |
| 9.  | ♙h4  | d5   | 26. | ♗xh5 | ♚g7  |
| 10. | ♞d1  | g5   | 27. | ♙f4  | ♙f5  |
| 11. | ♙g3  | ♜e4  | 28. | ♙h6+ | ♚h7  |
| 12. | ♘d2  | ♜c5  | 29. | ♖xb7 | ♞xf2 |
| 13. | ♖c2  | d4   | 30. | ♙g5  | ♞h8  |
| 14. | ♘f3  | e5   | 31. | ♘xf7 | ♙g6+ |
| 15. | ♘xe5 | dx3  | 32. | ♗xg4 | ♜e5+ |
| 16. | ♞xd8 | cx2+ |     |      |      |
| 17. | ♗e2  | ♞xd8 |     |      |      |

	White	Black
Average CPL	22.59	12.44
Blunders	1	0
Mistakes	0	1
Inaccuracies	2	1

1. d4 Nf6

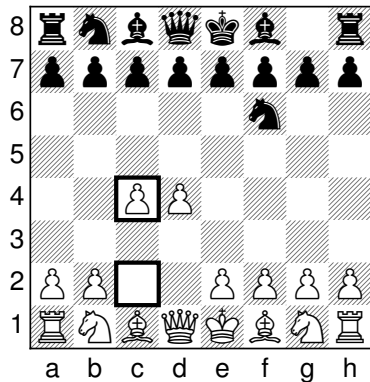


Eval: +0.27cp | Loss: 7cp  
Good Move (Best: e2e4)

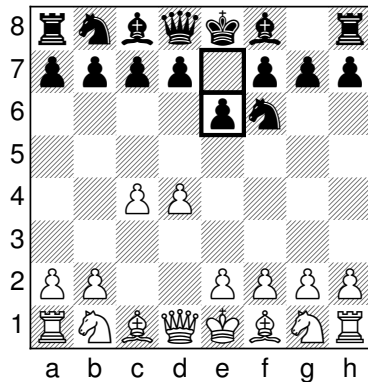


Eval: +0.24cp | Loss: 6cp  
Good Move (Best: d7d5)

2. c4 e6



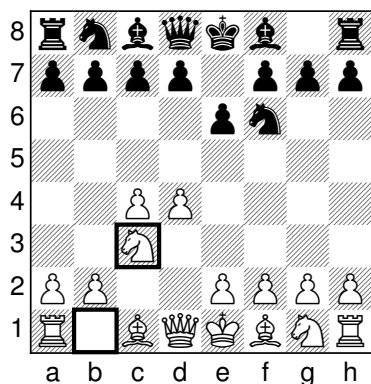
Eval: +0.26cp (Best Move)



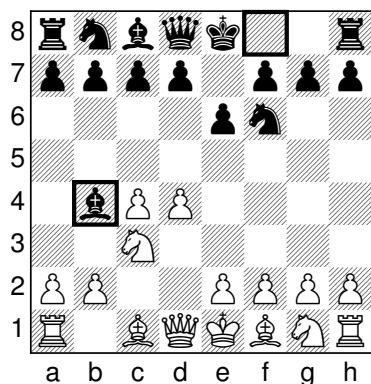
Eval: +0.26cp (Best Move)



### 3. Nc3 Bb4

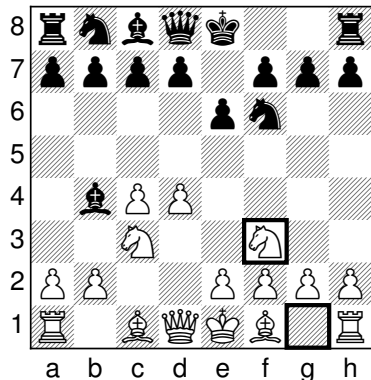


Eval: +0.20cp (Best Move)

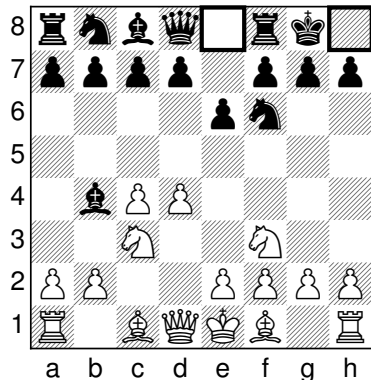


Eval: +0.24cp | Loss: 7cp  
Good Move (Best: d7d5)

### 4. Nf3 O-O

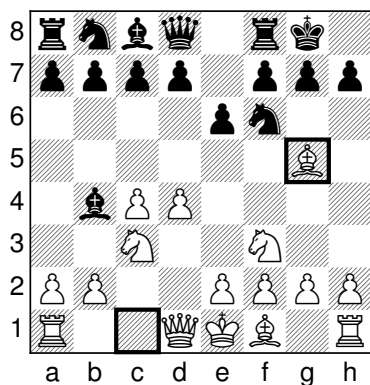


Eval: +0.14cp | Loss: 7cp  
Good Move (Best: e2e3)

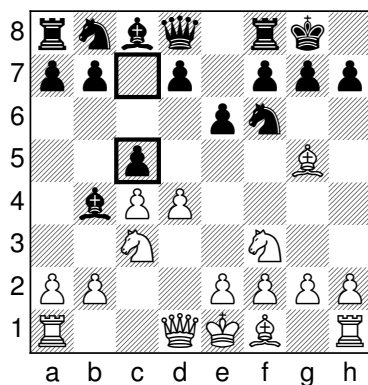


Eval: +0.20cp | Loss: 5cp  
Good Move (Best: b7b6)

# 5. Bg5 c5

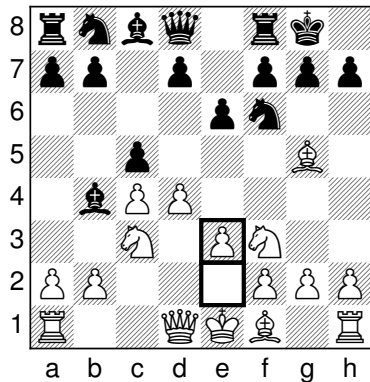


*Eval: +0.17cp (Best Move)*

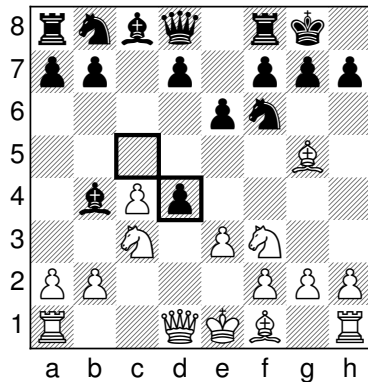


*Eval: +0.16cp (Best Move)*

# 6. e3 cxd4

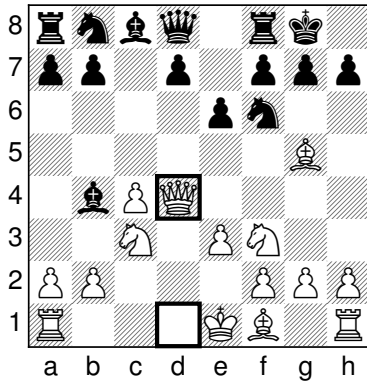


*Eval: +0.13cp (Best Move)*

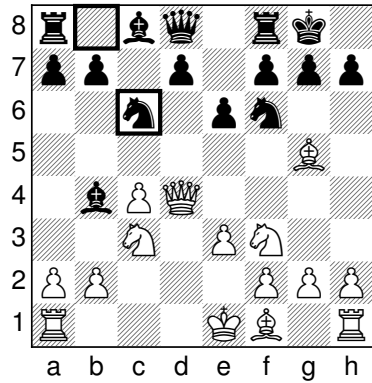


*Eval: +0.12cp (Best Move)*

7. Qxd4 Nc6

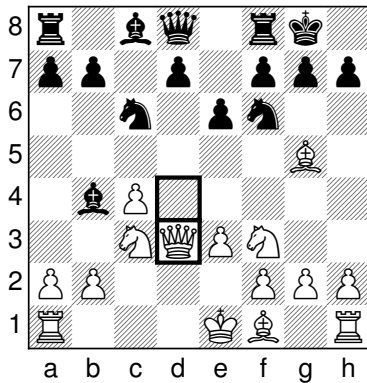


Eval: -0.11cp | Loss: 19cp  
Good Move (Best: e3d4)

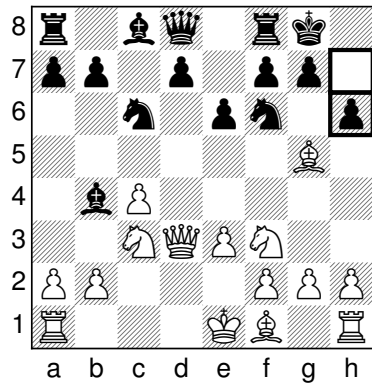


Eval: -0.06cp (Best Move)

8. Qd3 h6

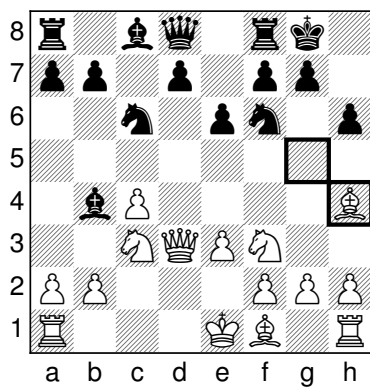


Eval: -0.08cp | Loss: 0cp  
Good Move (Best: d4h4)

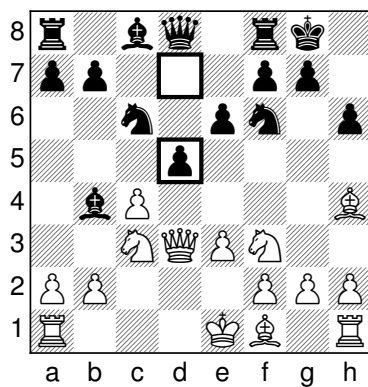


Eval: -0.02cp (Best Move)

# 9. Bh4 d5

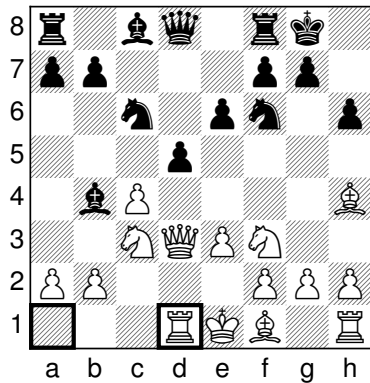


Eval: +0.05cp (Best Move)

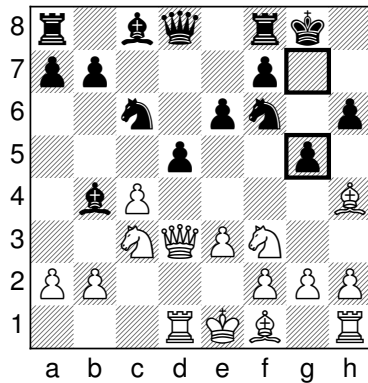


Eval: +0.04cp (Best Move)

# 10. Rd1 g5

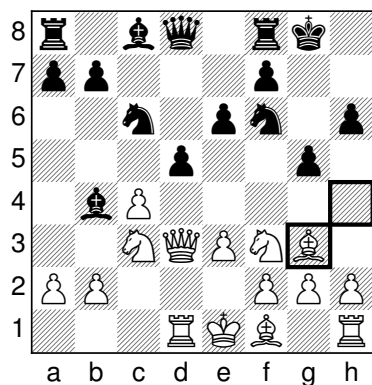


Eval: -0.46cp | Loss: 49cp  
Good Move (Best: d3c2)

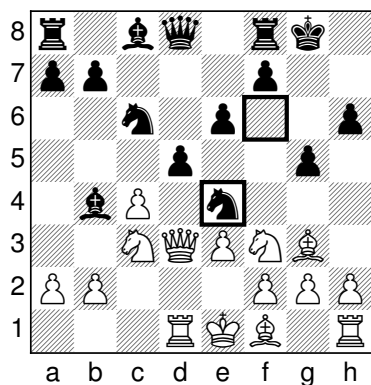


Eval: -0.30cp (Best Move)

# 11. Bg3 Ne4

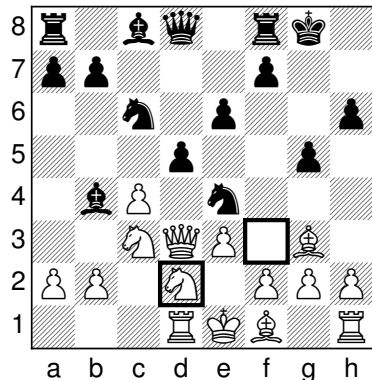


Eval: -0.44cp (Best Move)

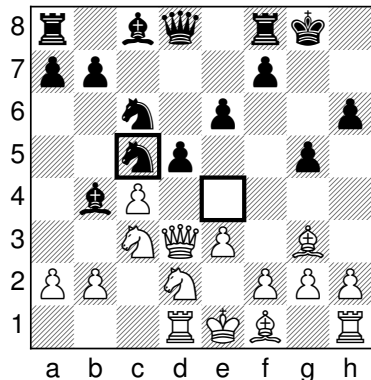


Eval: -0.34cp (Best Move)

# 12. Nd2 Nc5

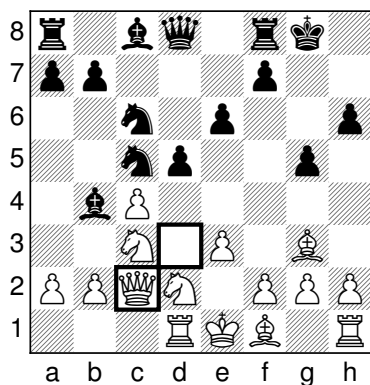


Eval: -0.44cp (Best Move)

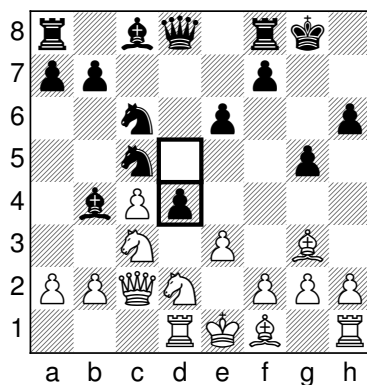


Eval: +0.00cp (Best Move)

### 13. Qc2 d4

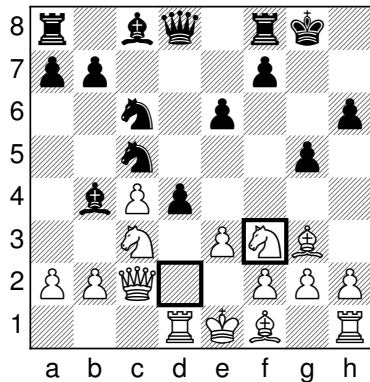


Eval: +0.01cp | Loss: 4 cp  
Good Move (Best: d3b1)

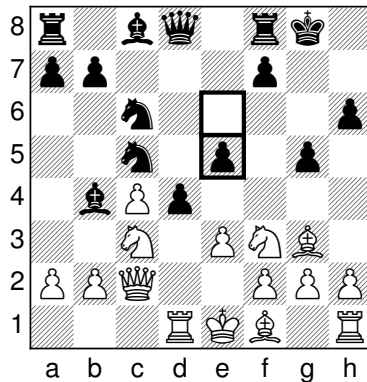


Eval: +0.01cp (Best Move)

### 14. Nf3 e5

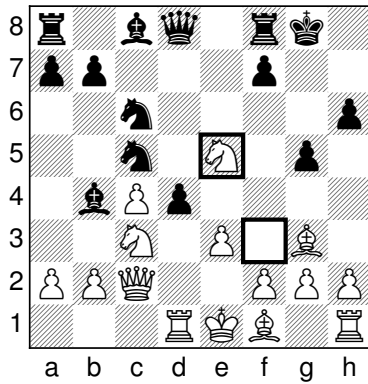


Eval: -0.11cp (Best Move)

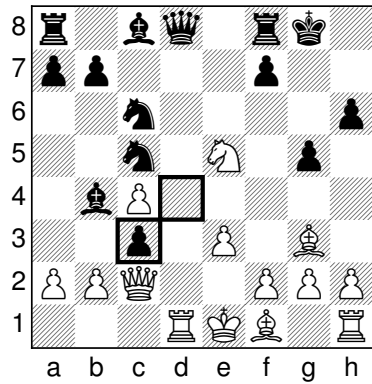


Eval: -0.11cp (Best Move)

15. Nxe5 dxc3

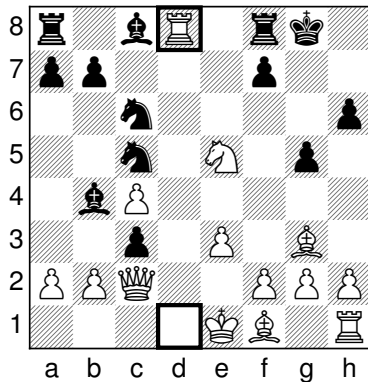


Eval: -0.57cp | Loss: 44cp  
Good Move (Best: g3e5)

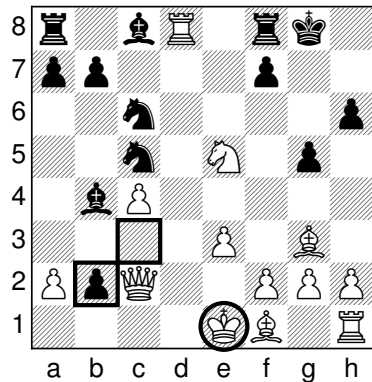


Eval: +0.31cp | Loss: 76cp  
Inaccuracy (Best: d8f6)

16. Rxd8 cxb2+

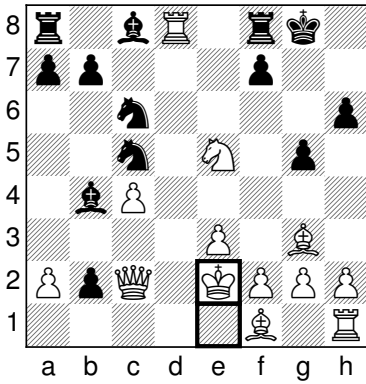


Eval: +0.21cp (Best Move)

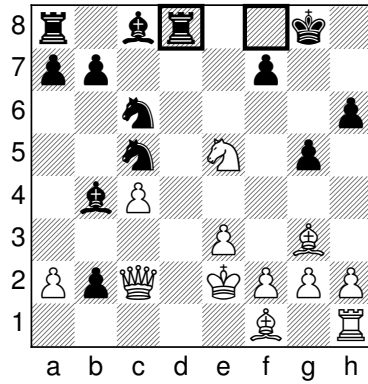


Eval: +0.19cp (Best Move)

17. Ke2 Rxd8

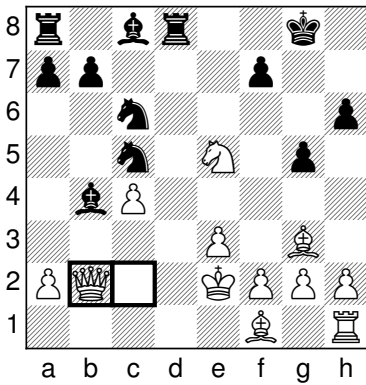


Eval: -1.91cp | Loss: 213cp  
Blunder (Best: d8d2)

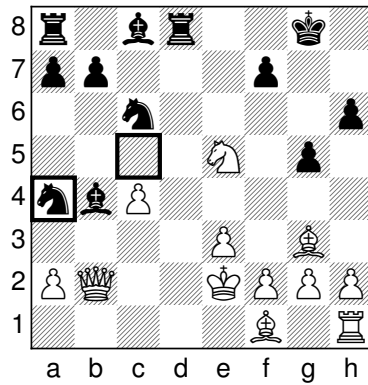


Eval: -2.15cp (Best Move)

18. Qxb2 Na4



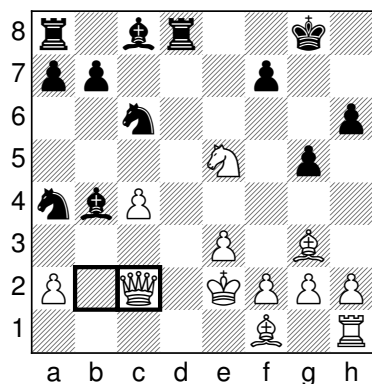
Eval: -2.20cp (Best Move)



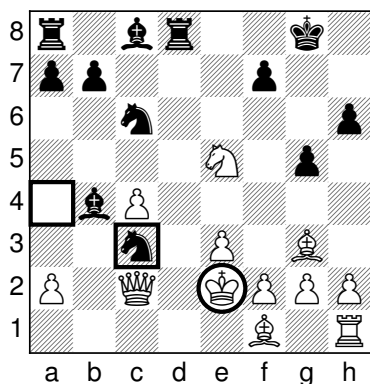
Eval: -2.95cp (Best Move)



### 19. Qc2 Nc3+

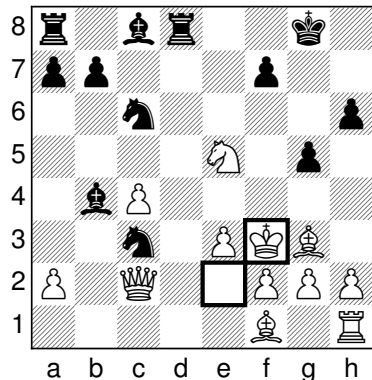


Eval: -3.24cp (Best Move)

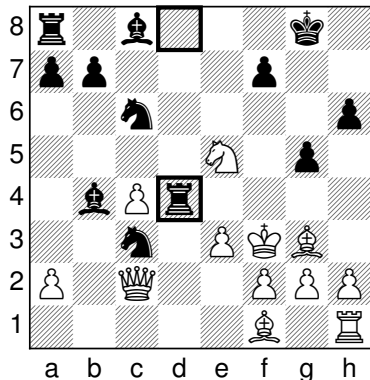


Eval: -3.75cp (Best Move)

### 20. Kf3 Rd4

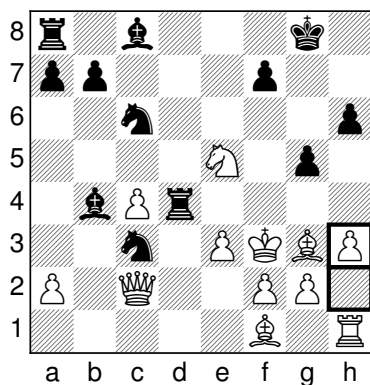


Eval: -3.88cp (Best Move)

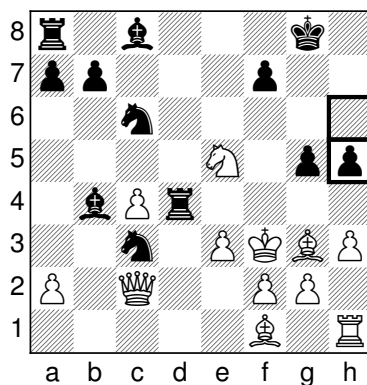


Eval: -3.25cp | Loss: 47cp  
Good Move (Best: h6h5)

## 21. h3 h5

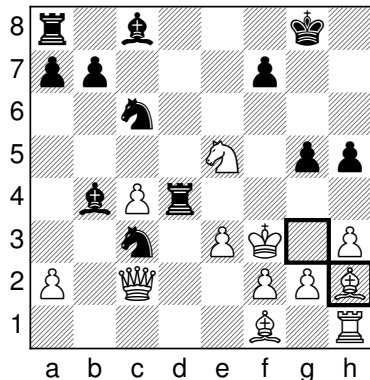


Eval: -3.67cp | Loss: 46cp  
Good Move (Best: c2c3)

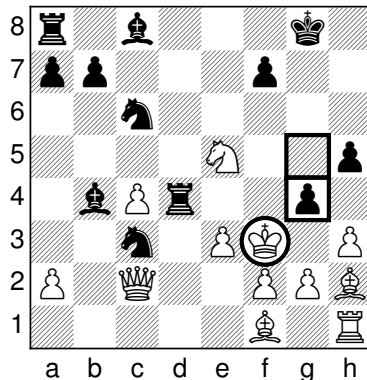


Eval: -3.71cp (Best Move)

## 22. Bh2 g4+

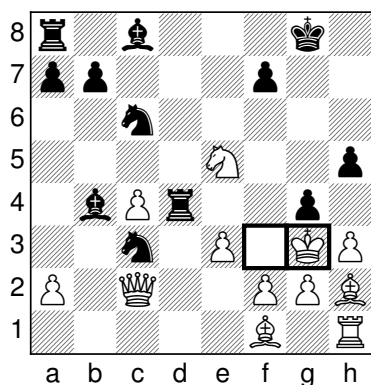


Eval: -3.63cp | Loss: 0cp  
Good Move (Best: c2c3)

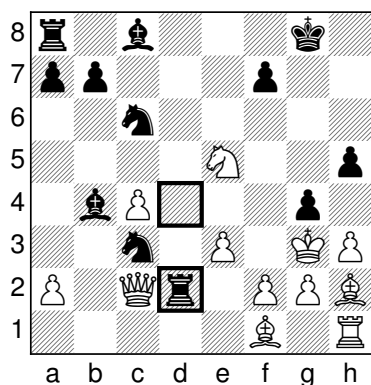


Eval: -3.85cp (Best Move)

### 23. Kg3 Rd2

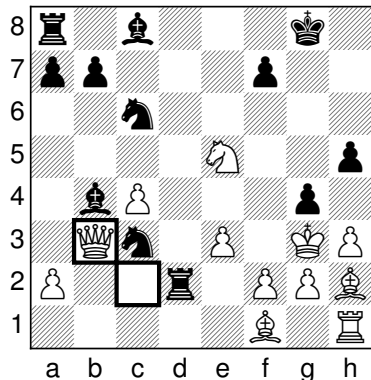


Eval: -4.02cp | Loss: 3cp  
Good Move (Best: h3g4)

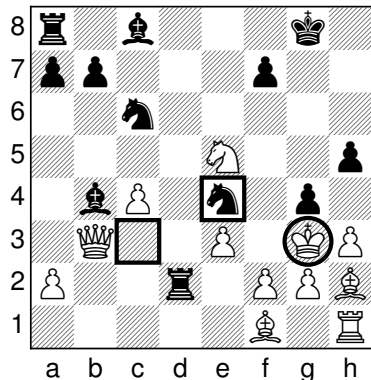


Eval: -3.88cp (Best Move)

### 24. Qb3 Ne4+

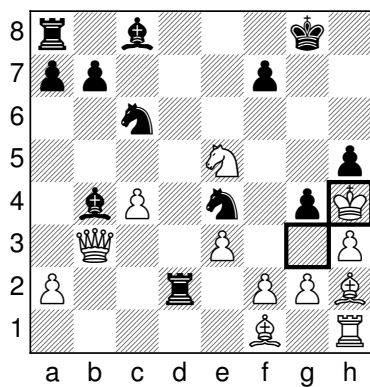


Eval: -4.57cp | Loss: 71cp  
Inaccuracy (Best: e5c6)

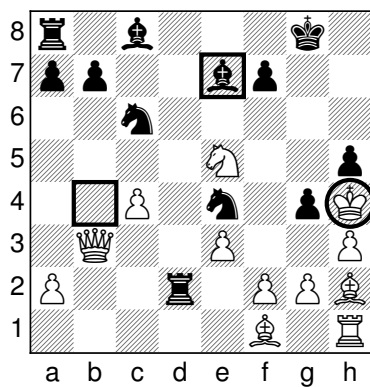


Eval: -5.01cp (Best Move)

25. Kh4 Be7+

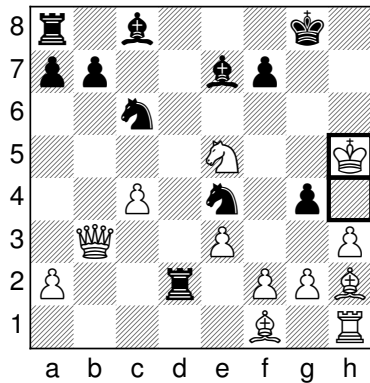


Eval: -5.46cp (Best Move)

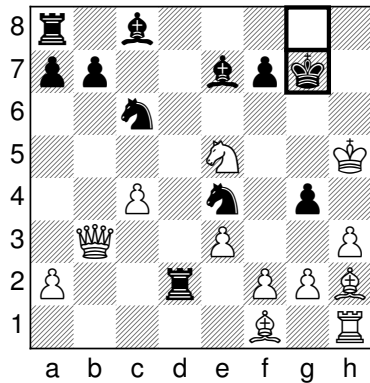


Eval: -5.62cp (Best Move)

26. Kxh5 Kg7

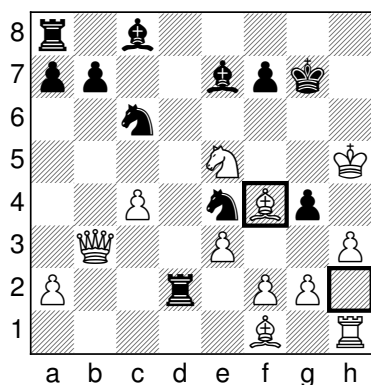


Eval: -5.93cp (Best Move)

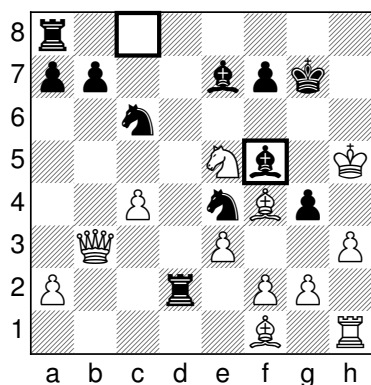


Eval: -5.75cp | Loss: 3cp  
Good Move (Best: d2f2)

## 27. Bf4 Bf5

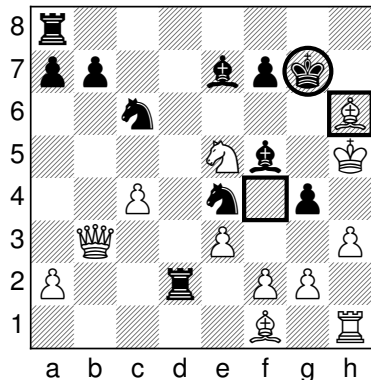


Eval: -6.45cp (Best Move)

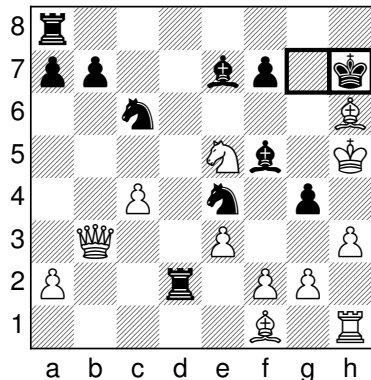


Eval: -4.67cp | Loss: 172cp  
Mistake (Best: d2f2)

## 28. Bh6+ Kh7

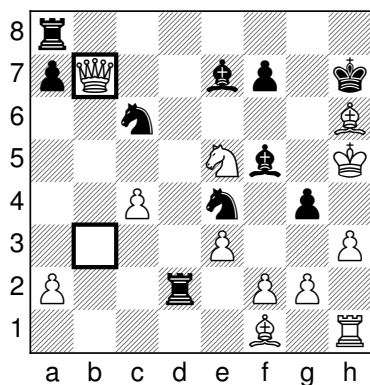


Eval: -5.80cp (Best Move)

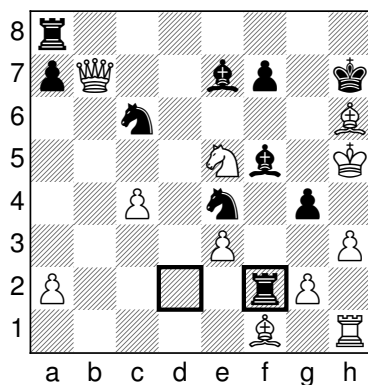


Eval: -5.54cp (Best Move)

# 29. Qxb7 Rxf2

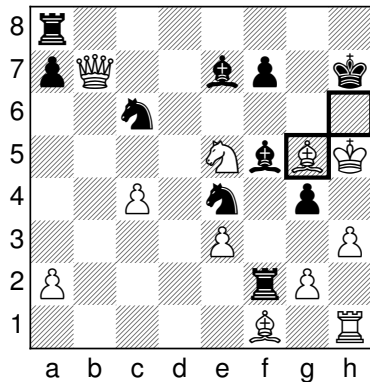


Eval: -5.67cp (Best Move)

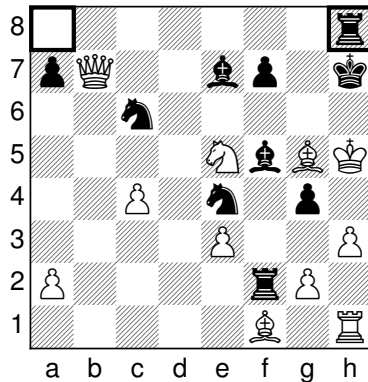


Eval: -5.67cp (Best Move)

# 30. Bg5 Rh8

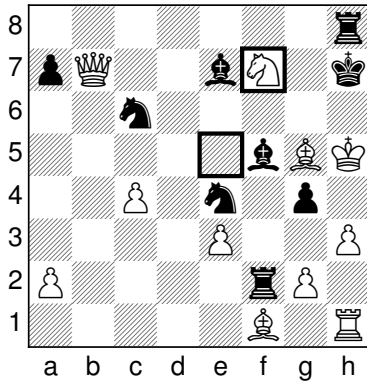


Eval: -5.67cp (Best Move)

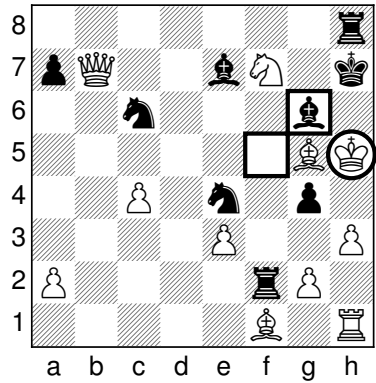


Eval: -8.97cp | Loss: 0cp  
Good Move (Best: a8g8)

31. Nxf7 Bg6+

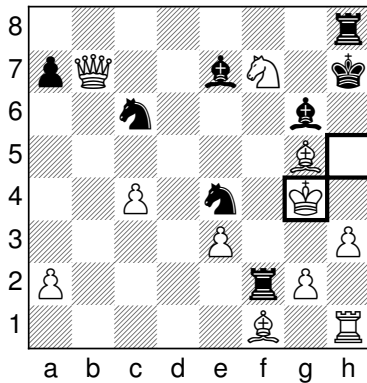


Eval: -M5 | Loss: 0cp  
Good Move (Best: b7b8)

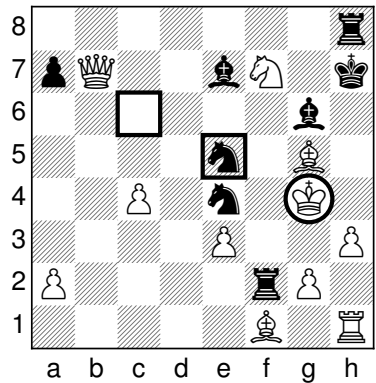


Eval: -M4 (Best Move)

32. Kxg4 Ne5+



Eval: -M4 (Best Move)



Eval: -M3 (Best Move)

□ Georg Rotlevi

■ Akiba Rubinstein ★

1907.??.??

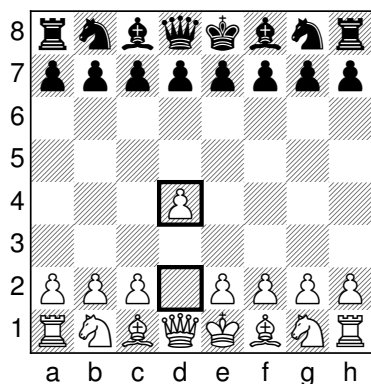
Ch Russia (?)

1.	d4	d5
2.	♘f3	e6
3.	e3	c5
4.	c4	♞c6
5.	♘c3	♞f6
6.	dx c5	♙xc5
7.	a3	a6
8.	b4	♙d6
9.	♙b2	♚O-O
10.	♖d2	♗e7
11.	♙d3	dx c4
12.	♙xc4	b5
13.	♙d3	♞d8
14.	♖e2	♙b7
15.	♚O-O	♞e5
16.	♘xe5	♙xe5
17.	f4	♙c7
18.	e4	♞ac8
19.	e5	♙b6+
20.	♚h1	♞g4
21.	♙e4	♗h4
22.	g3	♞xc3
23.	gxh4	♞d2
24.	♖xd2	♙xe4+
25.	♖g2	♞h3

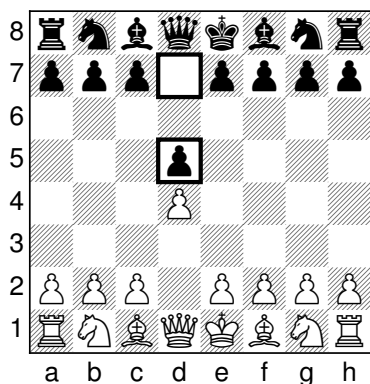
	White	Black
Average CPL	37.40	7.00
Blunders	2	0
Mistakes	1	0
Inaccuracies	2	1



1. d4 d5

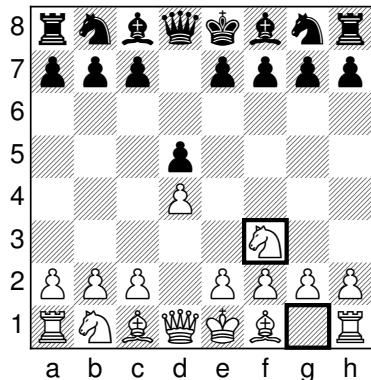


Eval: +0.17cp | Loss: 17cp  
Good Move (Best: e2e4)

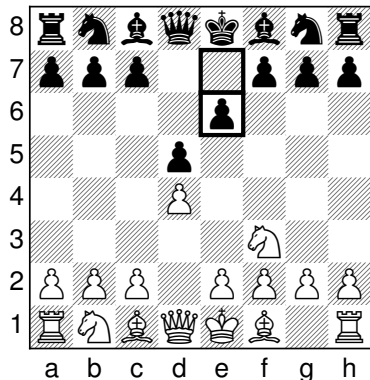


Eval: +0.15cp (Best Move)

2. Nf3 e6



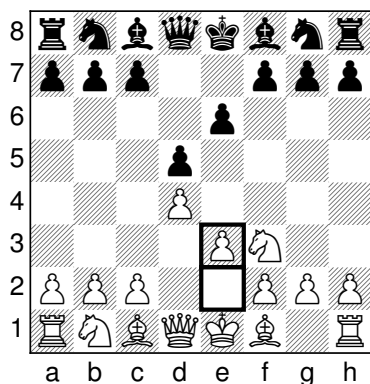
Eval: +0.14cp | Loss: 5cp  
Good Move (Best: c2c4)



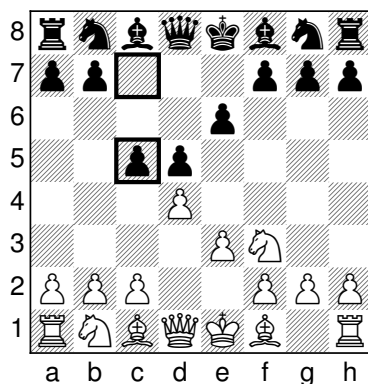
Eval: +0.15cp | Loss: 0cp  
Good Move (Best: g8f6)

# Best Chess Games Of All Time

## 3. e3 c5

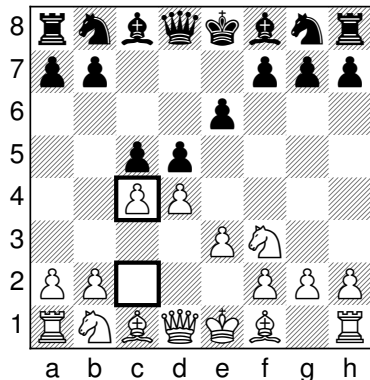


Eval:  $-0.02cp$  | Loss: 14cp  
Good Move (Best: c2c4)

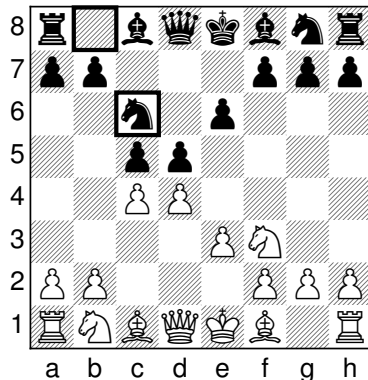


Eval:  $+0.08cp$  | Loss: 12cp  
Good Move (Best: g8f6)

## 4. c4 Nc6

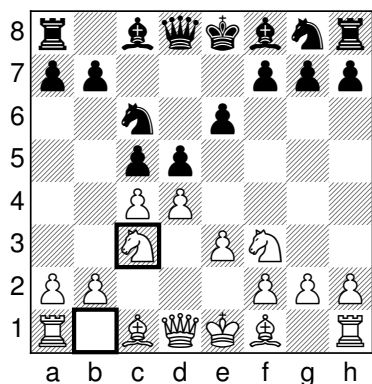


Eval:  $+0.16cp$  (Best Move)

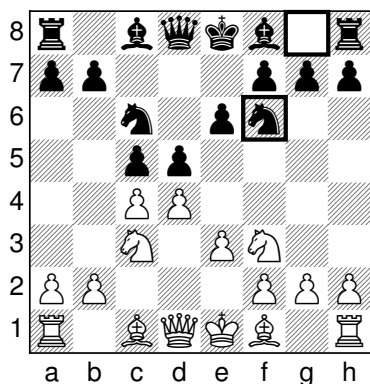


Eval:  $+0.16cp$  | Loss: 0cp  
Good Move (Best: a7a6)

5. Nc3 Nf6

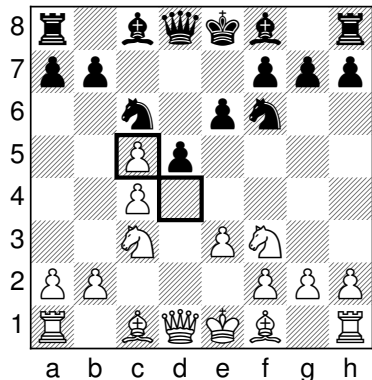


Eval: +0.06cp | Loss: 11cp  
Good Move (Best: a2a3)

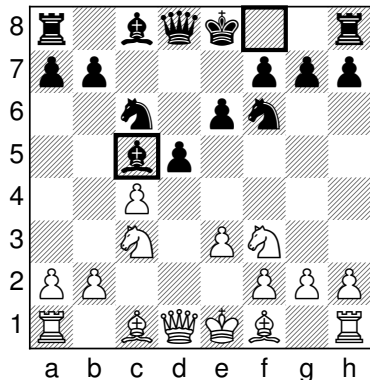


Eval: +0.06cp (Best Move)

6. dxc5 Bxc5

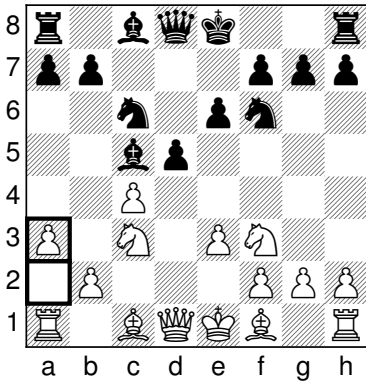


Eval: -0.12cp | Loss: 17cp  
Good Move (Best: c4d5)

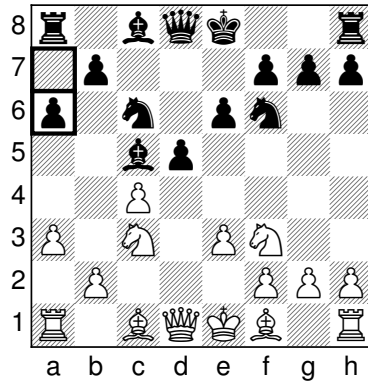


Eval: -0.22cp (Best Move)

7. a3 a6

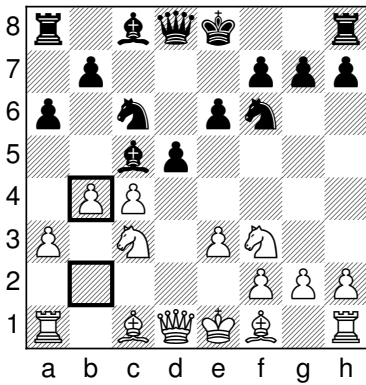


*Eval: -0.20cp (Best Move)*

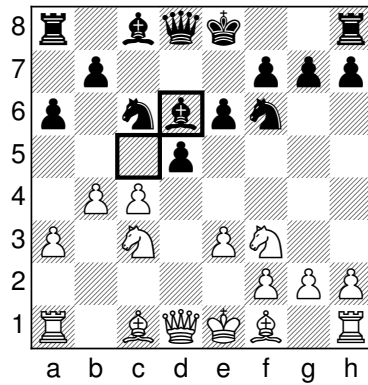


*Eval: +0.13cp | Loss: 34cp  
Good Move (Best: e8g8)*

8. b4 Bd6

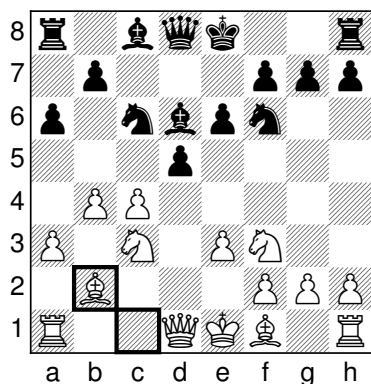


*Eval: +0.24cp (Best Move)*

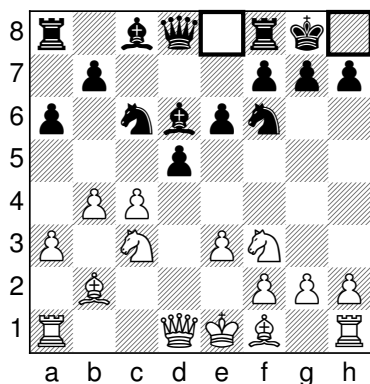


*Eval: +0.16cp (Best Move)*

## 9. Bb2 O-O

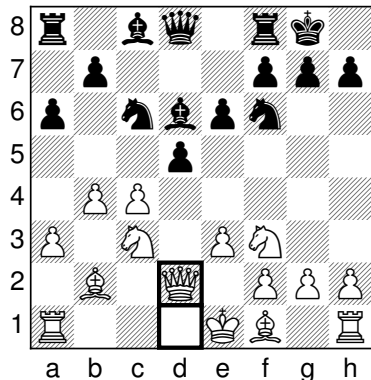


Eval: +0.10cp (Best Move)

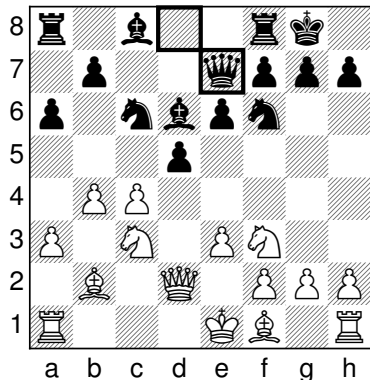


Eval: +0.16cp (Best Move)

## 10. Qd2 Qe7

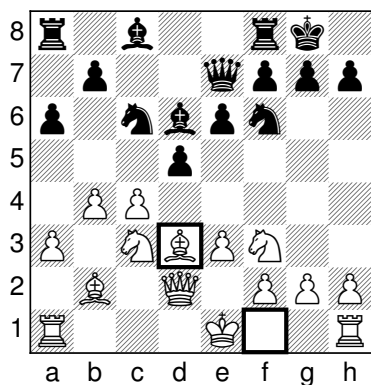


Eval: -0.15cp | Loss: 36cp  
Good Move (Best: c4d5)

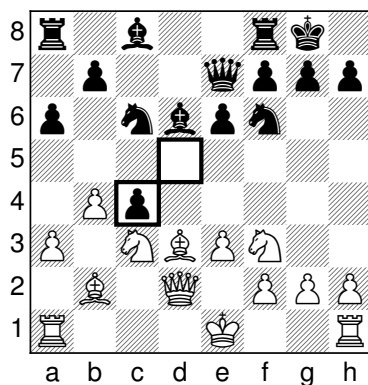


Eval: +0.01cp (Best Move)

# 11. Bd3 dxc4

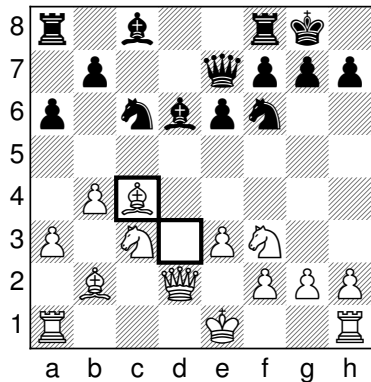


Eval: -0.69cp | Loss: 75cp  
Inaccuracy (Best: c4d5)

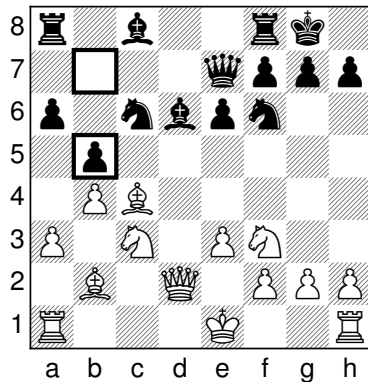


Eval: -0.82cp (Best Move)

# 12. Bxc4 b5

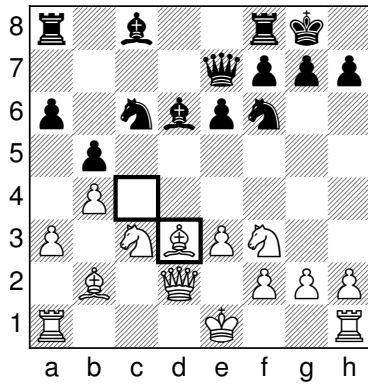


Eval: -0.72cp (Best Move)

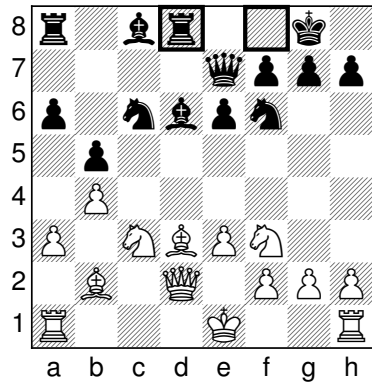


Eval: -0.63cp | Loss: 10cp  
Good Move (Best: f8d8)

### 13. Bd3 Rd8

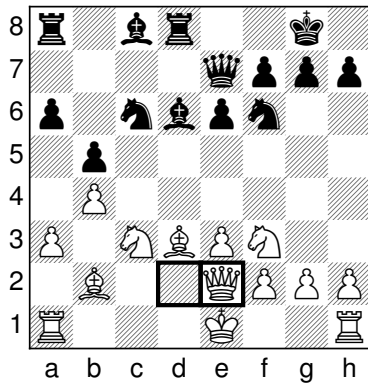


Eval: -0.85cp (Best Move)

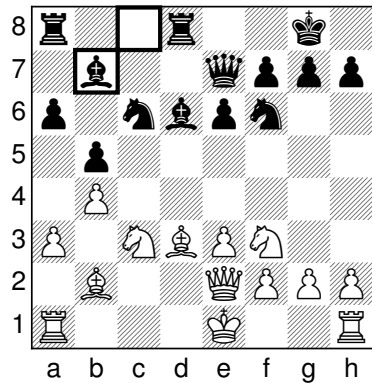


Eval: -0.68cp | Loss: 0cp  
Good Move (Best: c8b7)

### 14. Qe2 Bb7

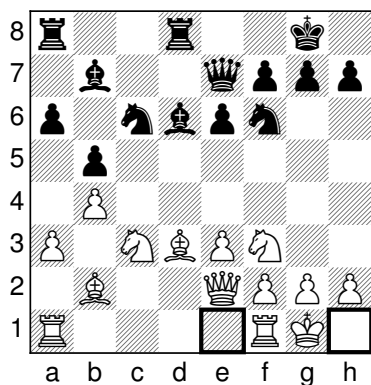


Eval: -0.70cp | Loss: 0cp  
Good Move (Best: e1g1)

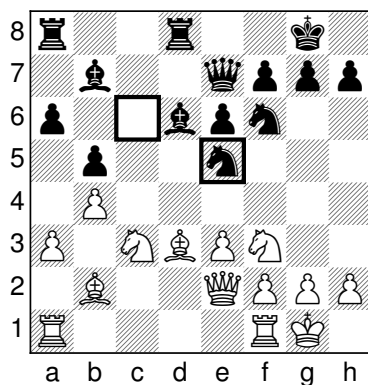


Eval: -0.70cp (Best Move)

# 15. O-O Ne5

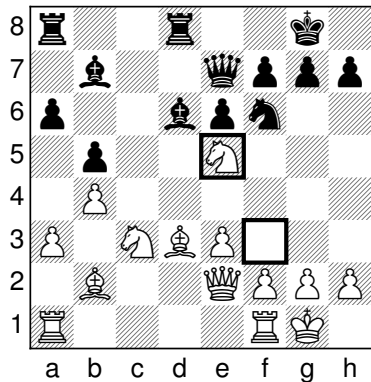


*Eval: -0.74cp (Best Move)*

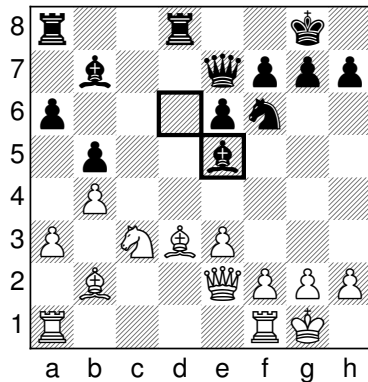


*Eval: -0.77cp (Best Move)*

# 16. Nxe5 Bxe5



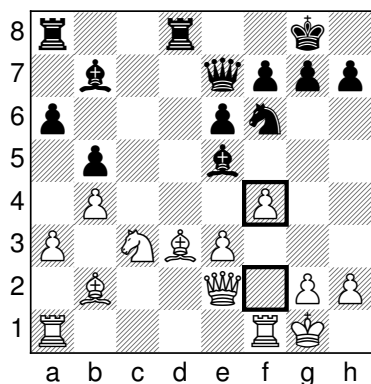
*Eval: -0.72cp (Best Move)*



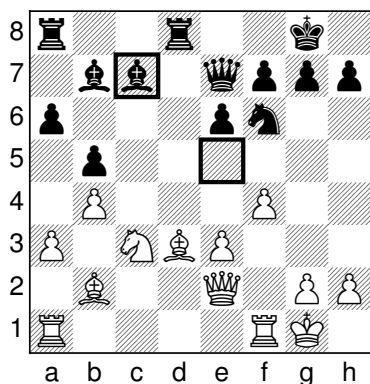
*Eval: -0.60cp (Best Move)*



17. f4 Bc7

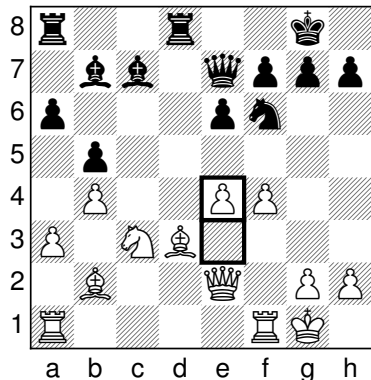


Eval: -1.40cp | Loss: 67cp  
Inaccuracy (Best: f1d1)

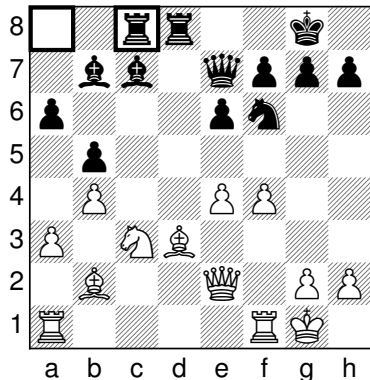


Eval: -1.45cp (Best Move)

18. e4 Rac8

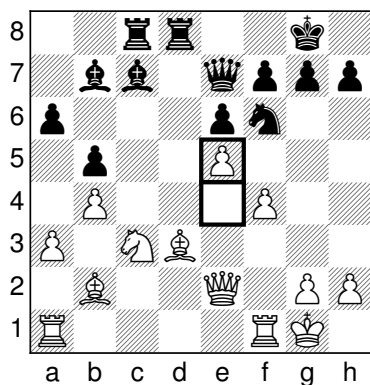


Eval: -1.77cp | Loss: 22cp  
Good Move (Best: a1c1)



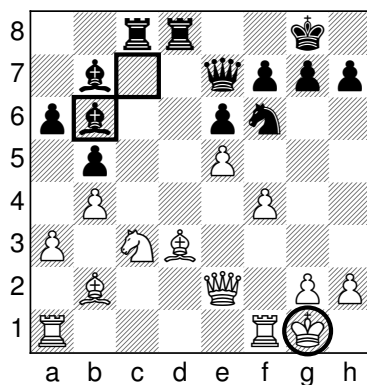
Eval: -1.88cp | Loss: 0cp  
Good Move (Best: f6h5)

19. e5 Bb6+



Eval: -3.09cp | Loss: 125cp

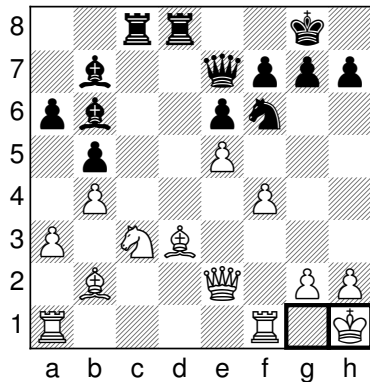
Mistake (Best: g1h1)



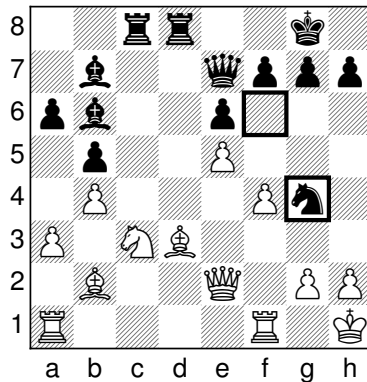
Eval: -3.27cp | Loss: 0cp

Good Move (Best: f6g4)

20. Kh1 Ng4

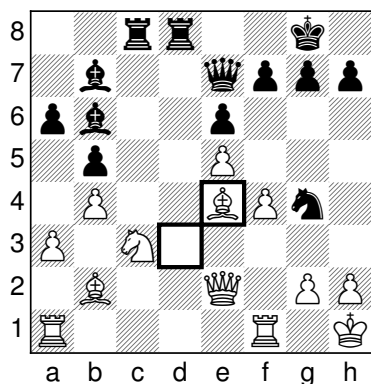


Eval: -3.33cp (Best Move)

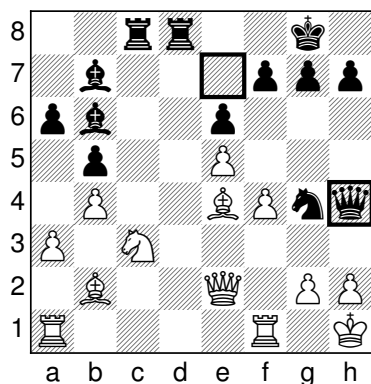


Eval: -3.28cp (Best Move)

## 21. Be4 Qh4

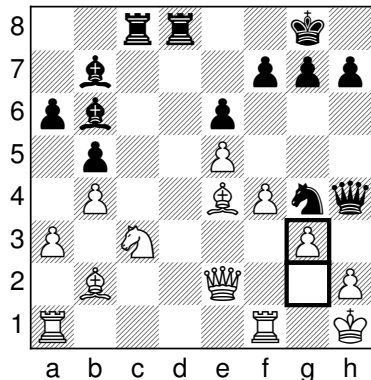


Eval: -3.52cp (Best Move)

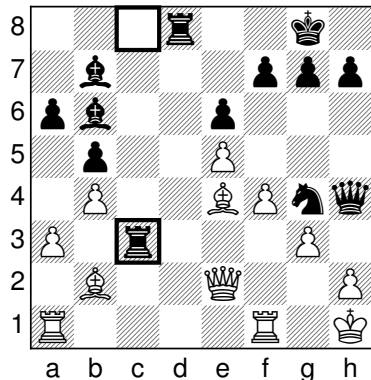


Eval: -2.50cp | Loss: 73cp  
Inaccuracy (Best: g4h2)

## 22. g3 Rxc3

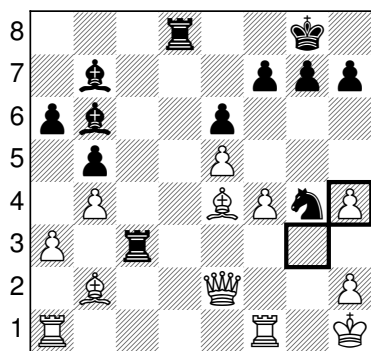


Eval: -5.53cp | Loss: 215cp  
**Blunder** (Best: h2h3)

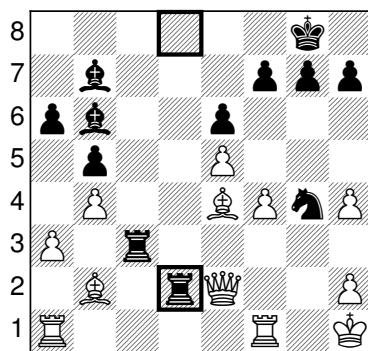


Eval: -5.75cp (Best Move)

### 23. gxf4 Rd2

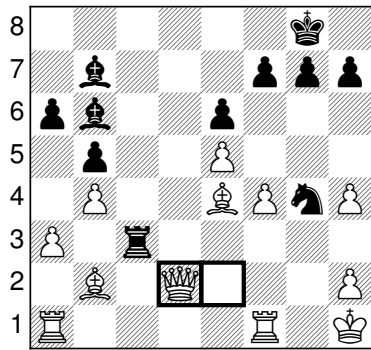


Eval: -9.03cp | Loss: 284cp  
Blunder (Best: e4b7)

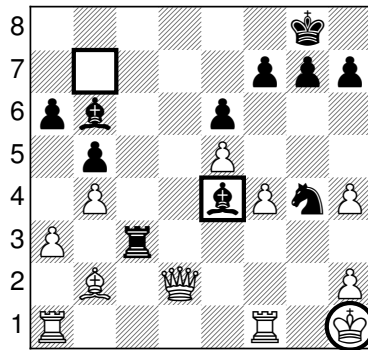


Eval: -10.47cp (Best Move)

### 24. Qxd2 Bxe4+

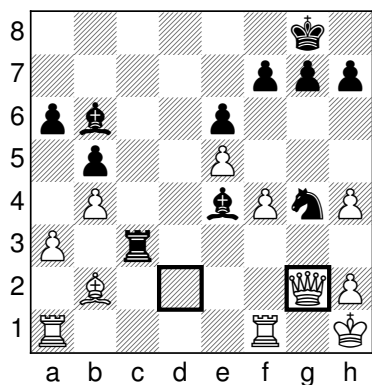


Eval: -M6 (Best Move)

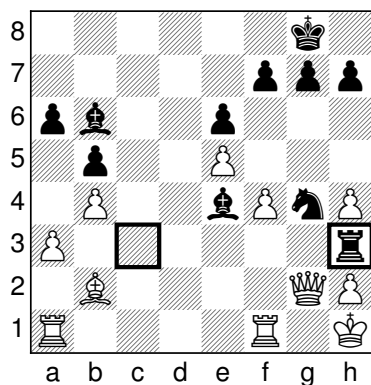


Eval: -M4 (Best Move)

25. Qg2 Rh3



Eval:  $-M_4$  (Best Move)



Eval:  $-M_3$  (Best Move)

Best Chess Games Of All Time

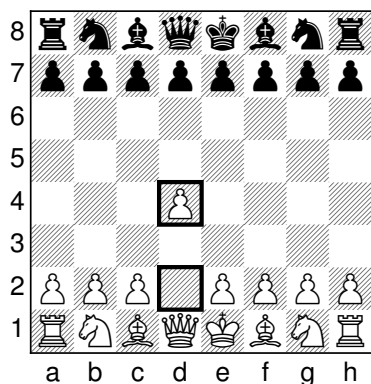
□ **Efim P Geller**  
■ **Max Euwe** ★

1953.??.??  
*Tournament (candidates) (?)*

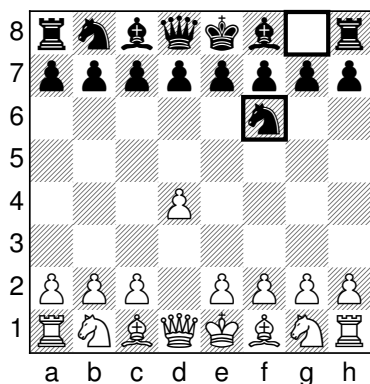
1.	d4	♟f6	15.	f5	f6
2.	c4	e6	16.	♖f4	b5
3.	♘c3	♙b4	17.	♖h4	♔b6
4.	e3	c5	18.	e5	♜xe5
5.	a3	♙xc3+	19.	fxe6	♜xd3
6.	bxc3	b6	20.	♞xd3	♞xe6
7.	♙d3	♙b7	21.	♞xh7+	♞f7
8.	f3	♜c6	22.	♙h6	♞h8
9.	♘e2	♔O-O	23.	♞xh8	♞c2
10.	♞O-O	♜a5	24.	♞c1	♞xg2+
11.	e4	♜e8	25.	♞f1	♞b3
12.	♘g3	cxd4	26.	♞e1	♞f3
13.	cxd4	♞c8			
14.	f4	♜xc4			

	White	Black
Average CPL	30.08	14.77
Blunders	1	0
Mistakes	0	1
Inaccuracies	2	2

1. d4 Nf6

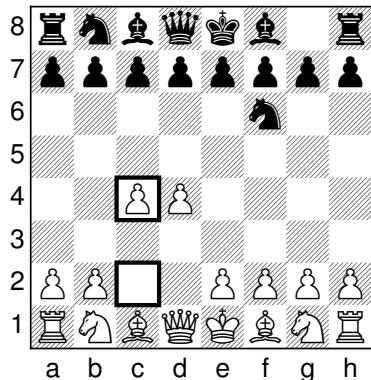


Eval: +0.15cp | Loss: 24cp  
Good Move (Best: e2e4)

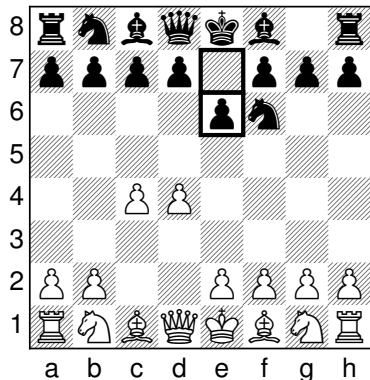


Eval: +0.18cp (Best Move)

2. c4 e6

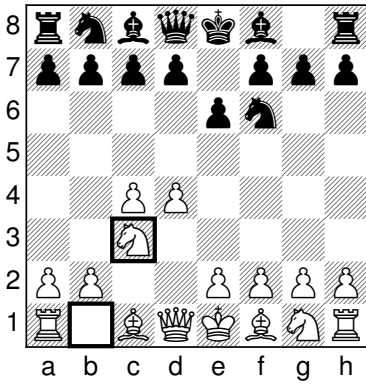


Eval: +0.16cp (Best Move)

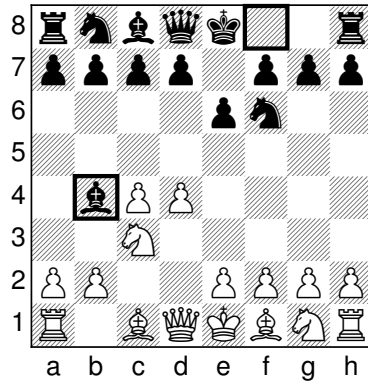


Eval: +0.22cp (Best Move)

### 3. Nc3 Bb4

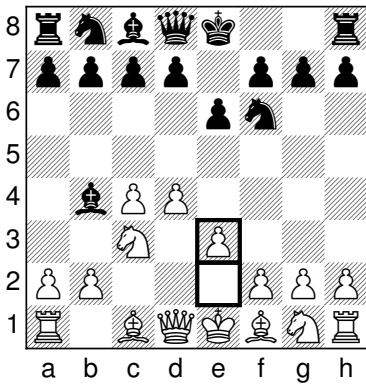


Eval: +0.13cp (Best Move)

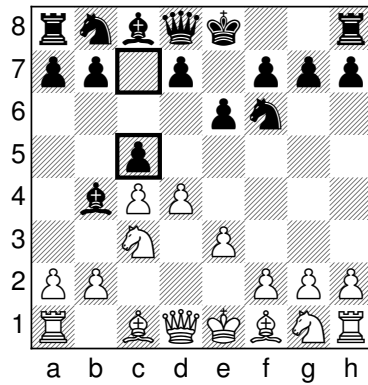


Eval: +0.17cp | Loss: 0cp  
Good Move (Best: d7d5)

### 4. e3 c5



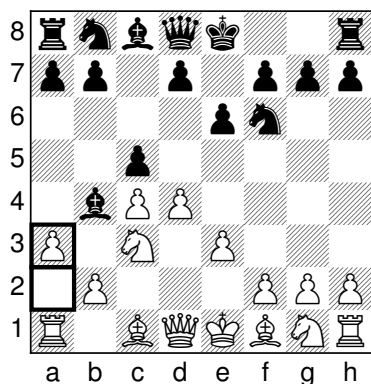
Eval: +0.16cp (Best Move)



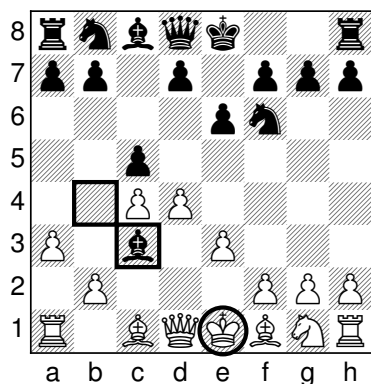
Eval: +0.18cp | Loss: 0cp  
Good Move (Best: e8g8)



5. a3 Bxc3+

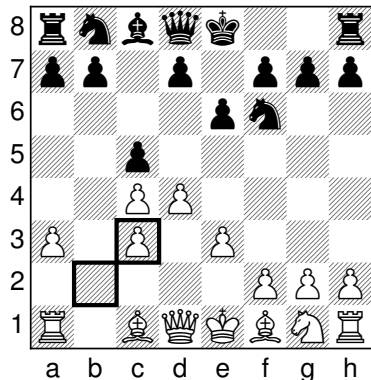


Eval: +0.12cp (Best Move)

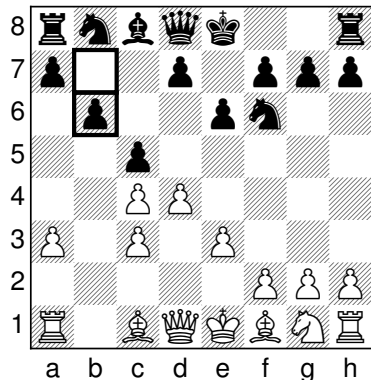


Eval: +0.15cp (Best Move)

6. bxc3 b6

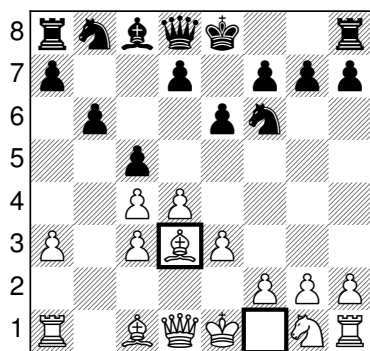


Eval: +0.13cp (Best Move)

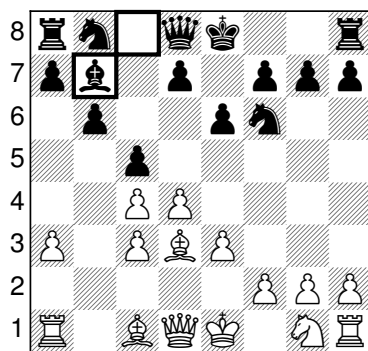


Eval: +0.04cp | Loss: 0cp  
Good Move (Best: d8a5)

# 7. Bd3 Bb7

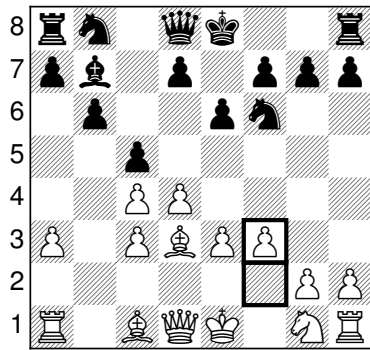


Eval:  $-0.27cp$  | Loss: 11cp  
Good Move (Best:  $e3e4$ )

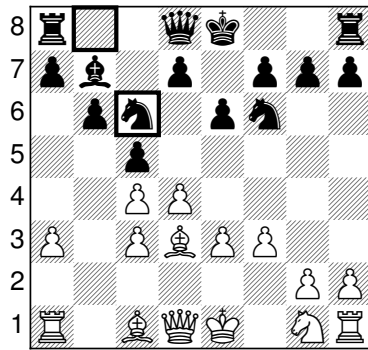


Eval:  $-0.19cp$  (Best Move)

# 8. f3 Nc6

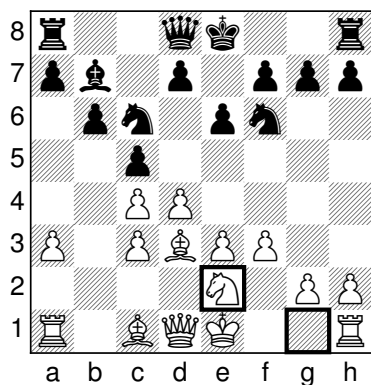


Eval:  $-0.19cp$  (Best Move)

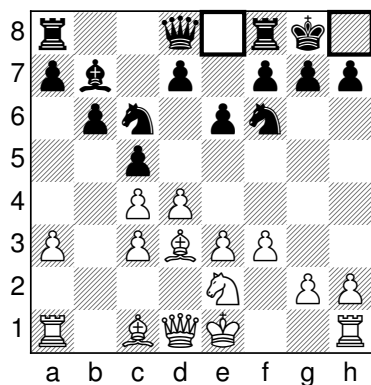


Eval:  $-0.19cp$  (Best Move)

## 9. Ne2 O-O

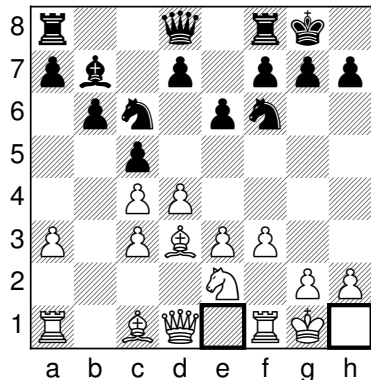


Eval: -0.13cp (Best Move)

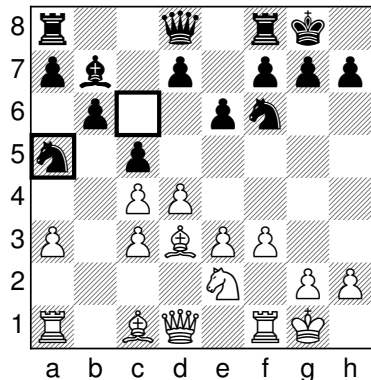


Eval: -0.18cp (Best Move)

## 10. O-O Na5

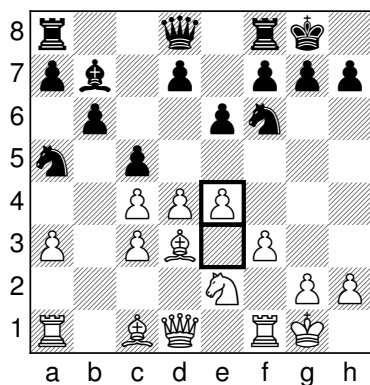


Eval: -0.25cp | Loss: 11cp  
Good Move (Best: e3e4)

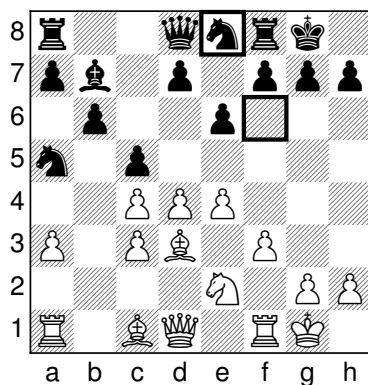


Eval: -0.09cp | Loss: 15cp  
Good Move (Best: b7a6)

# 11. e4 Ne8

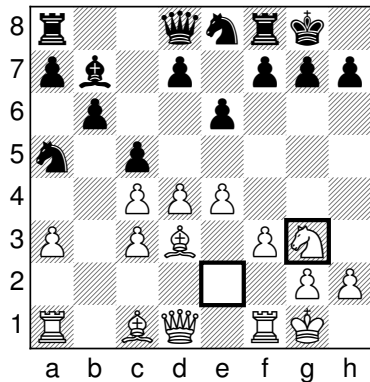


Eval: -0.03cp (Best Move)

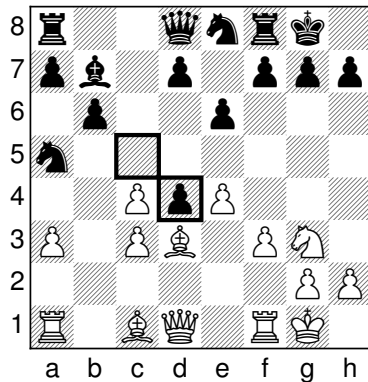


Eval: -0.14cp (Best Move)

# 12. Ng3 cxd4

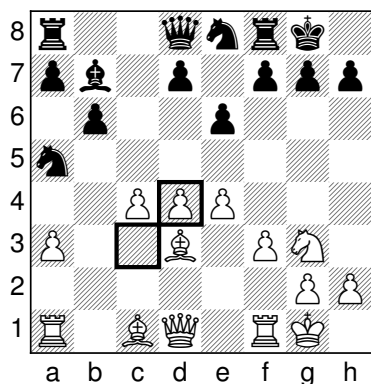


Eval: -0.35cp | Loss: 15cp  
Good Move (Best: d4c5)

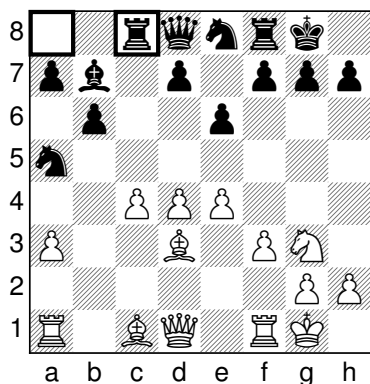


Eval: +0.33cp | Loss: 62cp  
Inaccuracy (Best: b7a6)

13. cxd4 Rc8

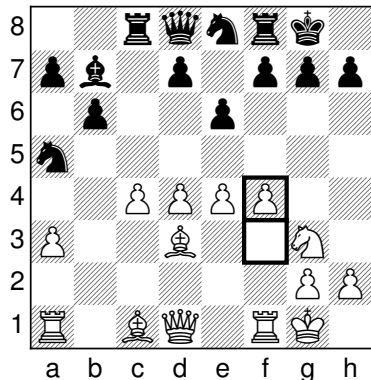


Eval: +0.40cp (Best Move)

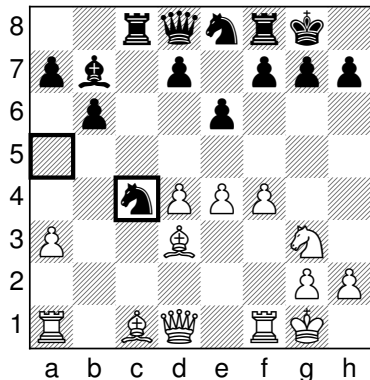


Eval: +0.53cp | Loss: 19cp  
Good Move (Best: b7a6)

14. f4 Nxc4



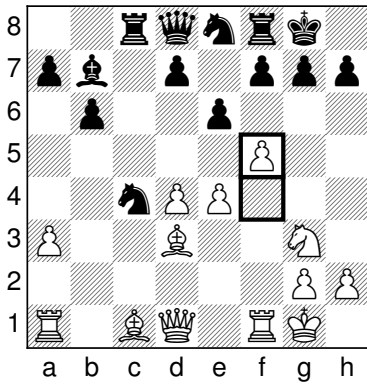
Eval: -0.43cp | Loss: 97cp  
Inaccuracy (Best: c4c5)



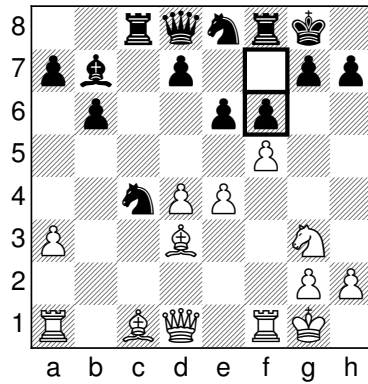
Eval: -0.36cp (Best Move)

# Best Chess Games Of All Time

## 15. f5 f6

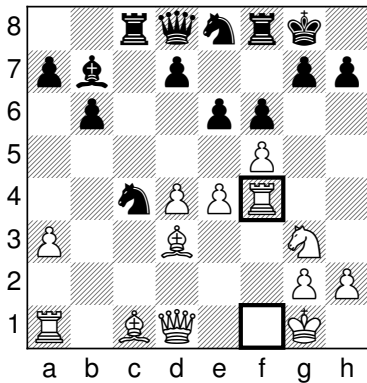


Eval:  $-0.59cp$  | Loss: 23cp  
Good Move (Best: a3a4)

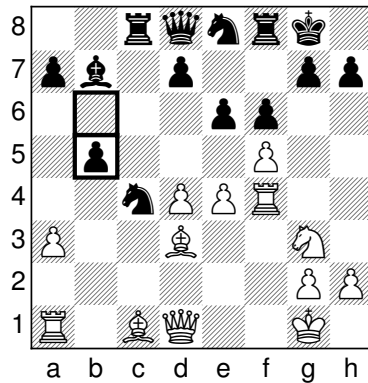


Eval:  $-0.38cp$  | Loss: 6cp  
Good Move (Best: b6b5)

## 16. Rf4 b5

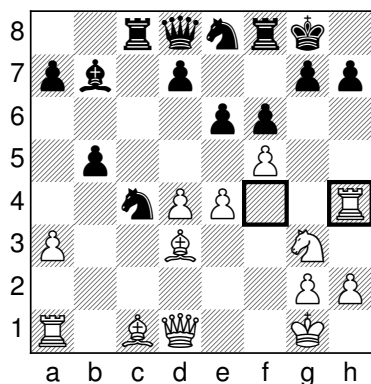


Eval:  $-1.03cp$  | Loss: 79cp  
Inaccuracy (Best: a3a4)

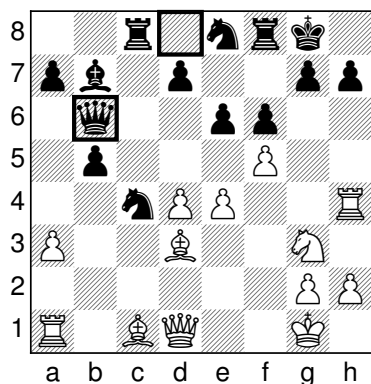


Eval:  $-1.04cp$  (Best Move)

### 17. Rh4 Qb6

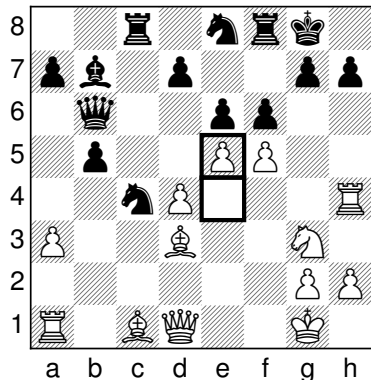


Eval: -0.96cp (Best Move)

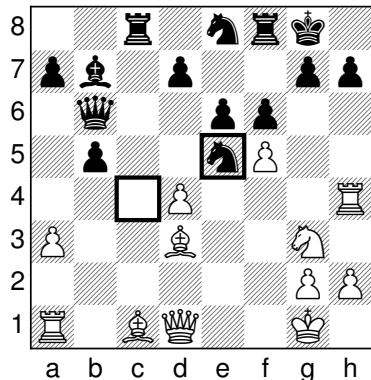


Eval: -1.04cp (Best Move)

### 18. e5 Nxe5

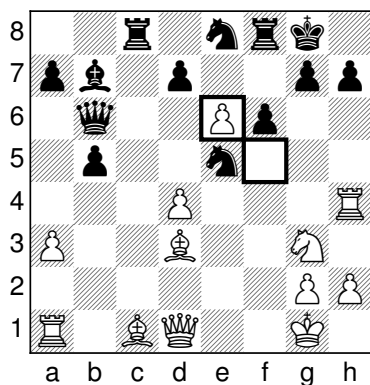


Eval: -0.85cp (Best Move)

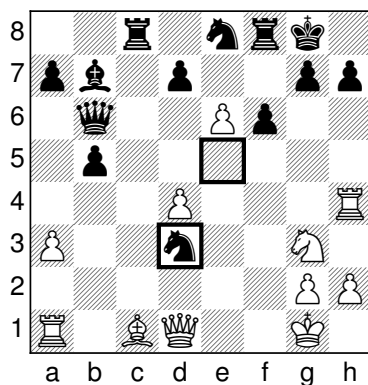


Eval: -0.08cp | Loss: 84cp  
Inaccuracy (Best: h7h6)

19. fxe6 Nxd3

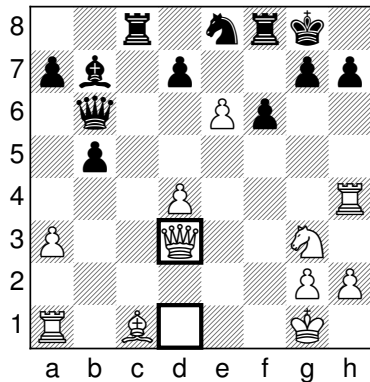


*Eval: +0.00cp (Best Move)*

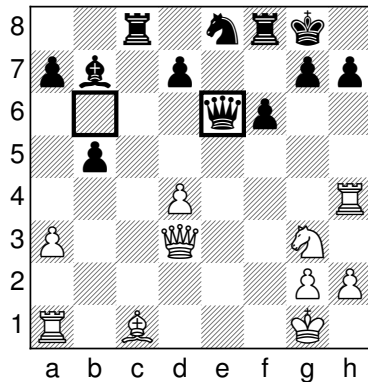


*Eval: +0.00cp (Best Move)*

20. Qxd3 Qxe6



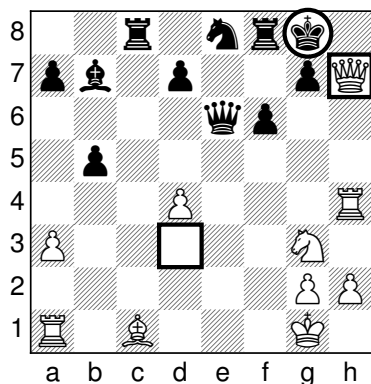
*Eval: -0.60cp (Best Move)*



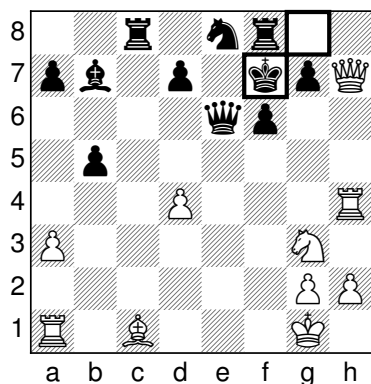
*Eval: -0.59cp (Best Move)*



## 21. Qxh7+ Kf7

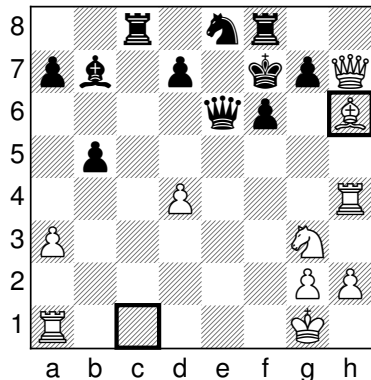


Eval: -0.92cp (Best Move)

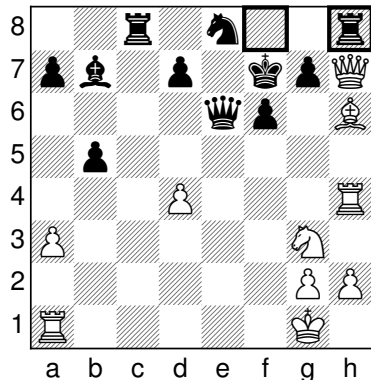


Eval: -0.80cp (Best Move)

## 22. Bh6 Rh8

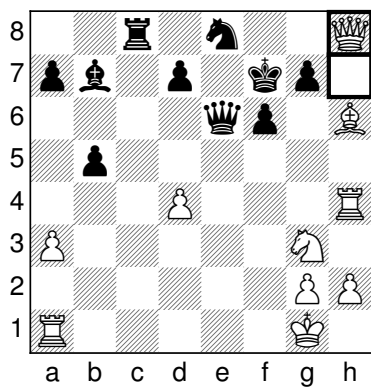


Eval: -0.99cp (Best Move)

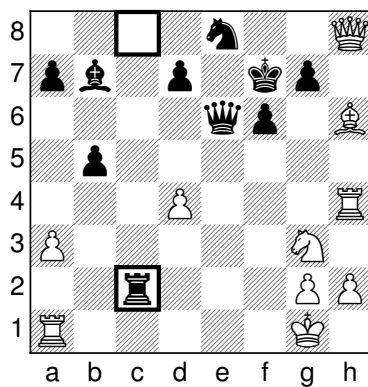


Eval: +0.54cp | Loss: 139cp  
Mistake (Best: c8c3)

### 23. Qxh8 Rc2

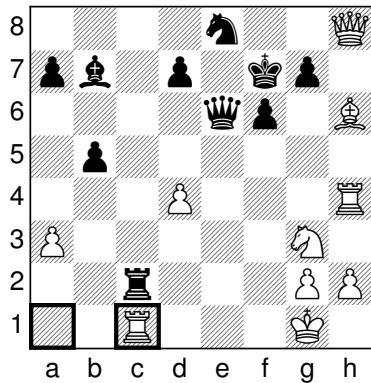


Eval: +0.13cp (Best Move)

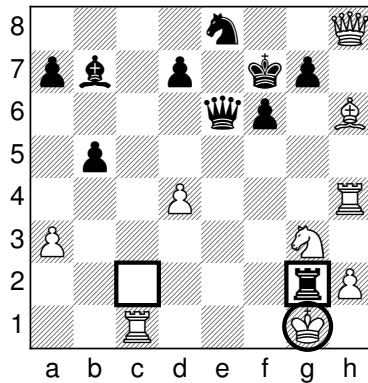


Eval: +0.00cp (Best Move)

### 24. Rc1 Rxcg2+

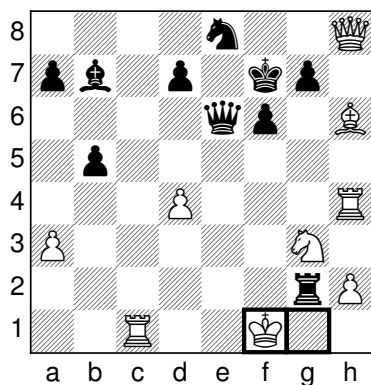


Eval: -4.14cp | Loss: 414cp  
Blunder (Best: d4d5)

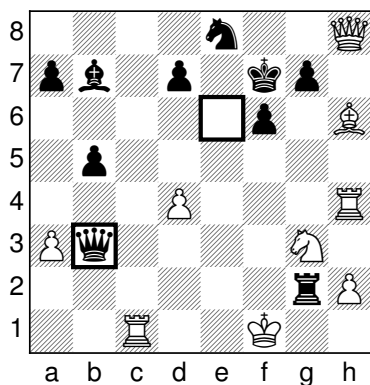


Eval: -7.76cp (Best Move)

## 25. Kf1 Qb3

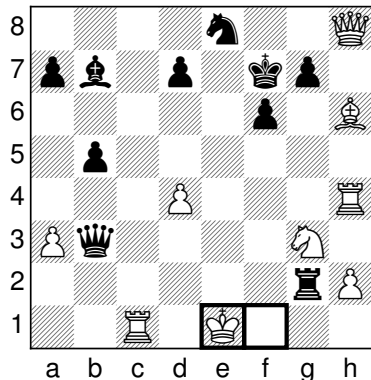


Eval: -8.28cp (Best Move)

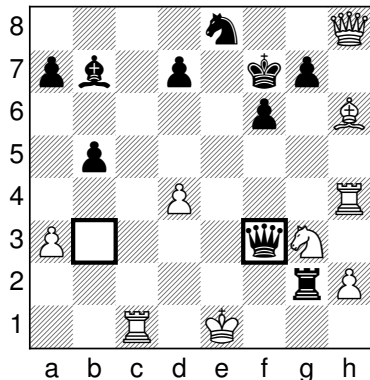


Eval: -8.33cp (Best Move)

## 26. Ke1 Qf3



Eval: -M9 | Loss: 0cp  
Good Move (Best: h8e8)



Eval: -M8 (Best Move)







