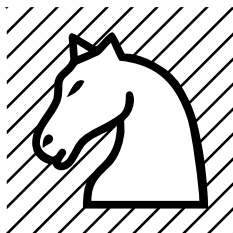


Best Chess Games Of All Time



Pascal GILLET

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□ Paul Morphy ★¹²

■ Duke Karl / Count Isouard⁴

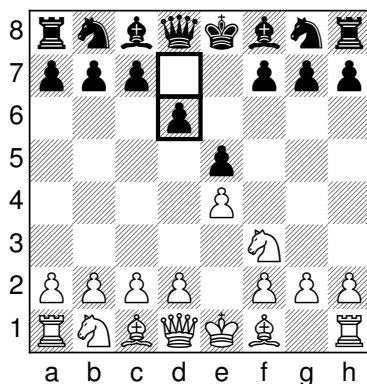
November 2, 1858³

*A night at the opera*⁵ (?)⁶

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



¹A star symbol appears next to the winner of the game.

²The white square denotes the player with the White pieces.

³The date the game was played.

⁴The black square denotes the player with the Black pieces.

⁵The event or tournament name.

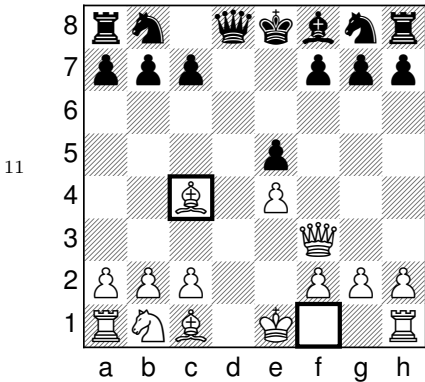
⁶The time control for the game (e.g., 60+1 means 60 seconds base time with a 1-second increment per move).

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

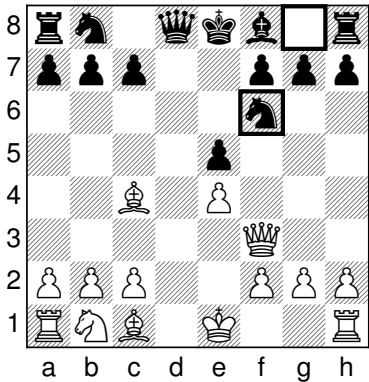
⁸This section details the opening played in the game. It includes the official name of the opening, its ECO (Encyclopedia of Chess Openings) code, the sequence of moves that defines it, and a diagram showing the position after these moves were made.

	White	Black
Average CPL	6.94	47.88
9 Blunders	0	0
Mistakes	0	4
Inaccuracies	0	3

6. Bc4 Nf6¹⁰



¹²Eval: +1.15cp | Loss: 35cp
Good Move (Best: f3b3)



Eval: +2.48cp | Loss: 112cp
Mistake (Best: d8f6)

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

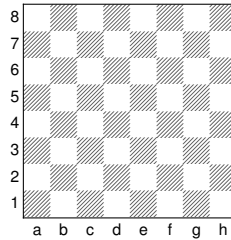
¹⁰This title shows the move pair in Standard Algebraic Notation.

¹¹Board 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.

¹²Evaluation 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

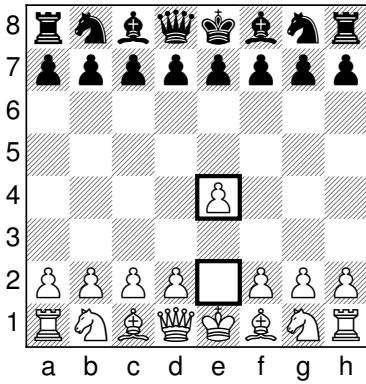
1999.??.??
 It (cat.17) (?)

- | | | | |
|--------------|--------|-----------|------|
| 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 | | |

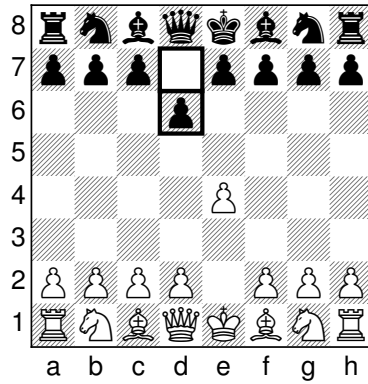
	White	Black
Average CPL	21.89	28.56
Blunders	1	1
Mistakes	0	2
Inaccuracies	1	1

Best Chess Games Of All Time

1. e4 d6

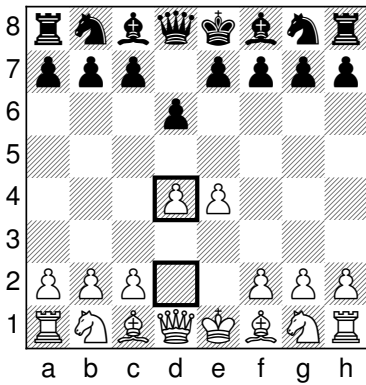


Eval: +0.32cp (Best Move)

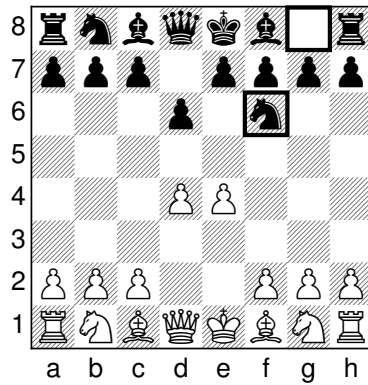


*Eval: +0.58cp | Loss: 32cp
Good Move (Best: e7e5)*

2. d4 Nf6

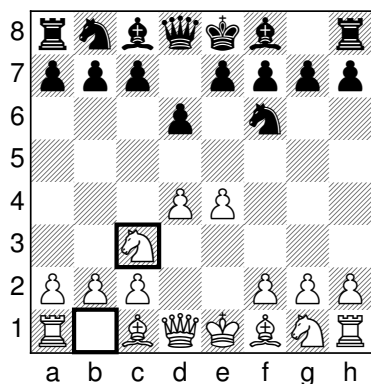


Eval: +0.55cp (Best Move)

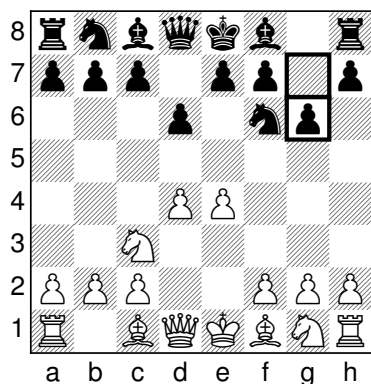


Eval: +0.56cp (Best Move)

3. Nc3 g6

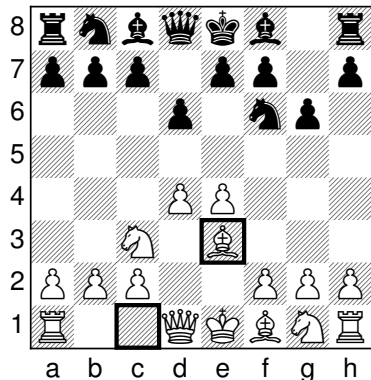


Eval: +0.52cp (Best Move)

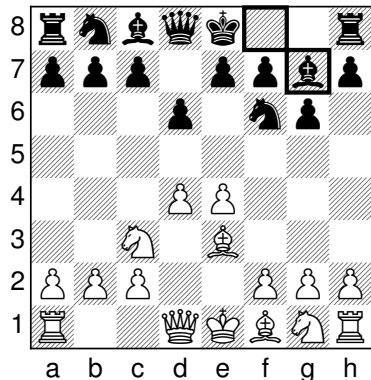


Eval: +0.78cp | Loss: 30cp
Good Move (Best: e7e5)

4. Be3 Bg7

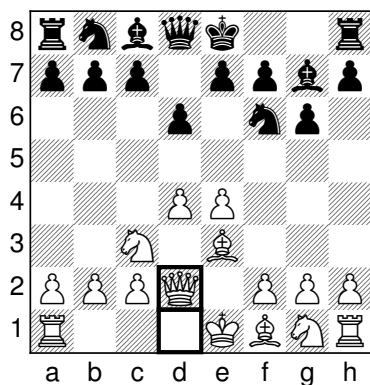


Eval: +0.77cp (Best Move)

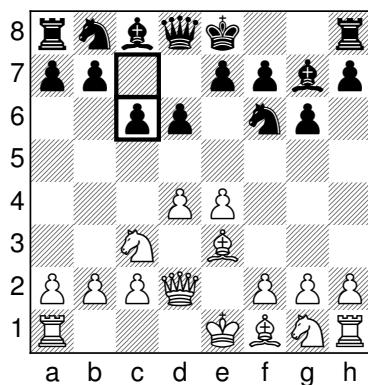


Eval: +0.82cp | Loss: 11cp
Good Move (Best: c7c6)

5. Qd2 c6

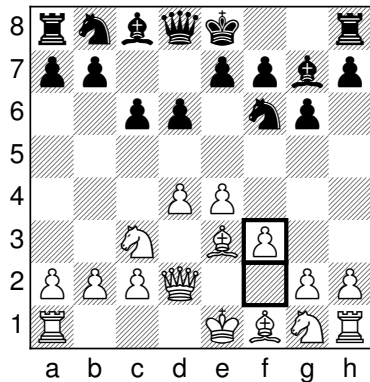


Eval: +0.77cp (Best Move)

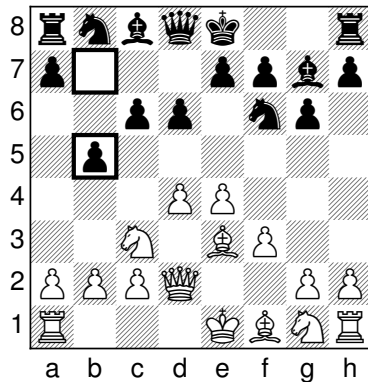


Eval: +0.74cp (Best Move)

6. f3 b5

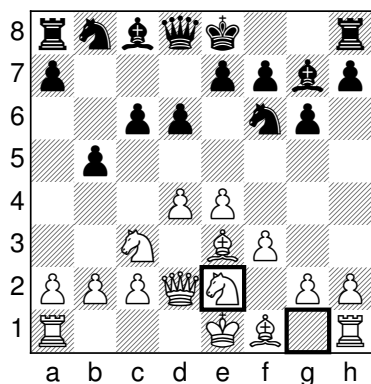


Eval: +0.40cp | Loss: 30cp
Good Move (Best: e3h6)

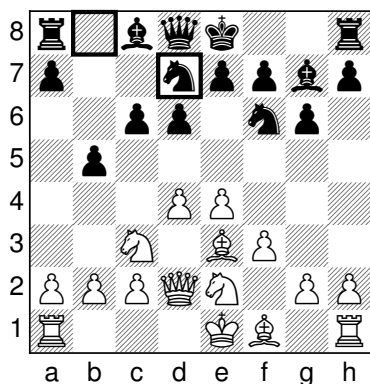


Eval: +0.31cp (Best Move)

7. Nge2 Nbd7

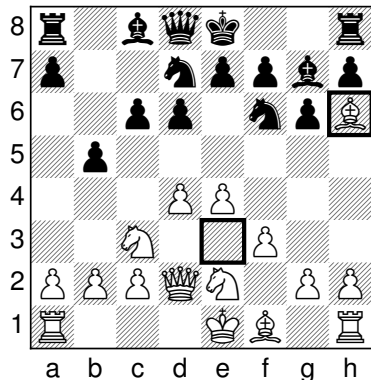


Eval: +0.32cp | Loss: 3cp
Good Move (Best: a2a3)

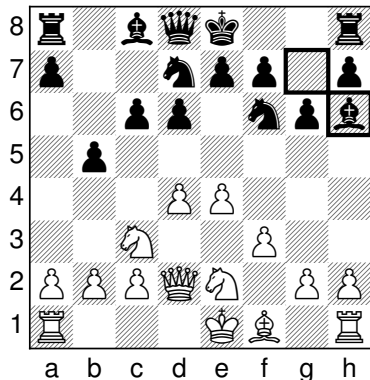


Eval: +0.46cp (Best Move)

8. Bh6 Bxh6

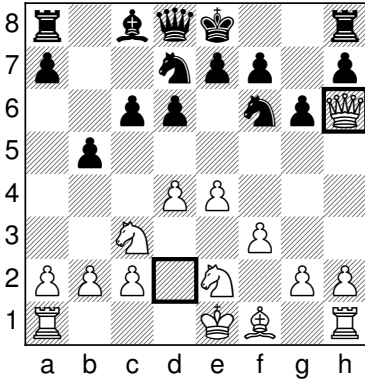


Eval: +0.35cp | Loss: 8cp
Good Move (Best: g2g4)

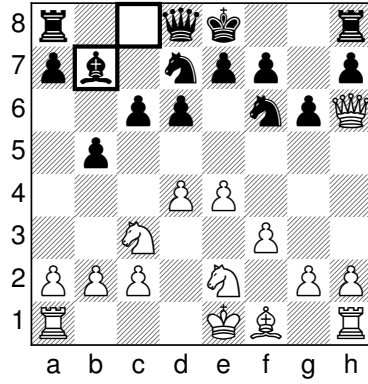


Eval: +0.34cp (Best Move)

9. Qxh6 Bb7

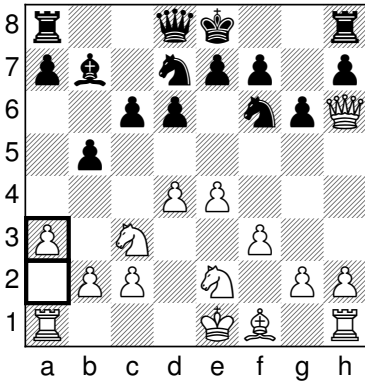


Eval: +0.29cp (Best Move)

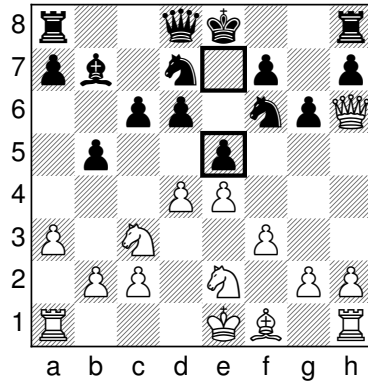


Eval: +0.38cp | Loss: 9cp
Good Move (Best: b5b4)

10. a3 e5

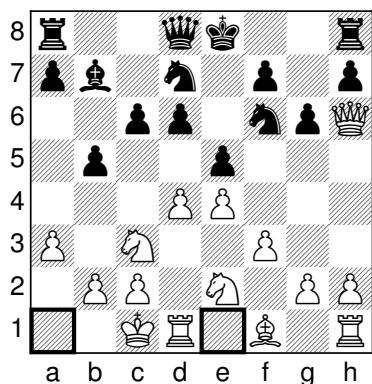


Eval: +0.33cp | Loss: 0cp
Good Move (Best: g2g4)

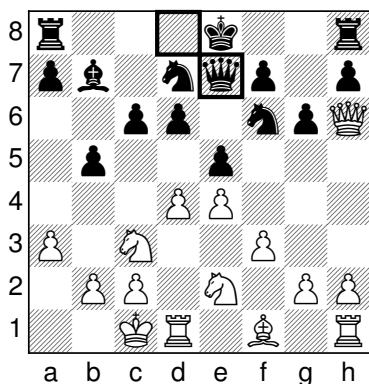


Eval: +0.64cp | Loss: 37cp
Good Move (Best: a7a5)

11. O-O-O Qe7

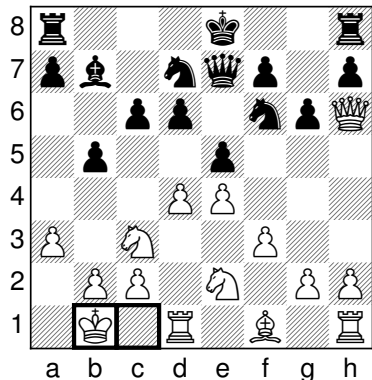


Eval: +0.44cp | Loss: 8cp
Good Move (Best: d4e5)

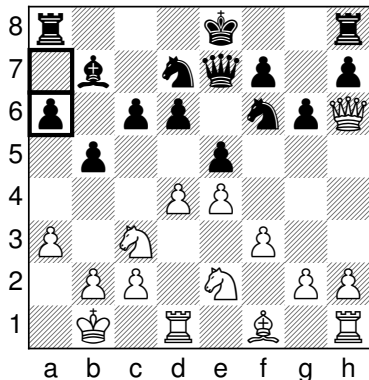


Eval: +0.47cp | Loss: 5cp
Good Move (Best: a7a5)

12. Kb1 a6

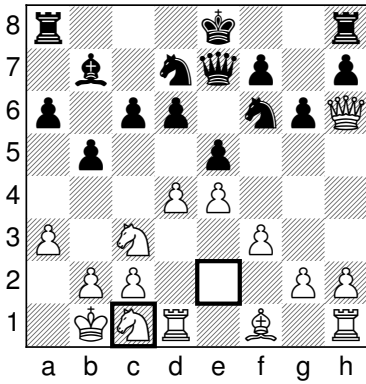


Eval: +0.40cp (Best Move)

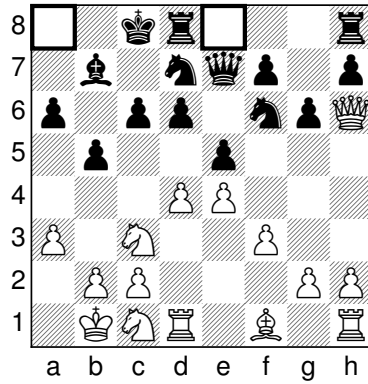


Eval: +0.64cp | Loss: 27cp
Good Move (Best: a7a5)

13. Nc1 O-O-O

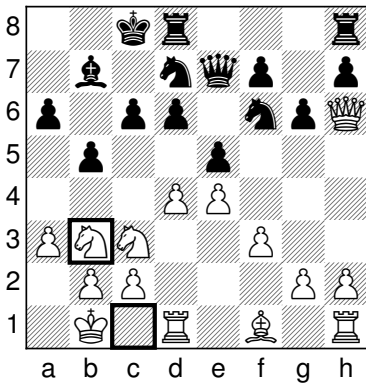


Eval: +0.58cp | Loss: 8cp
Good Move (Best: d4e5)

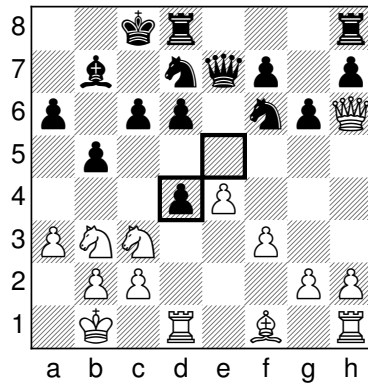


Eval: +0.83cp | Loss: 24cp
Good Move (Best: e5d4)

14. Nb3 exd4

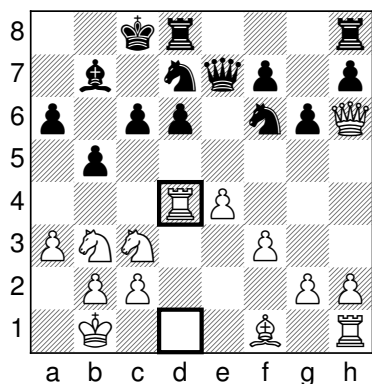


Eval: +0.57cp | Loss: 19cp
Good Move (Best: h6e3)

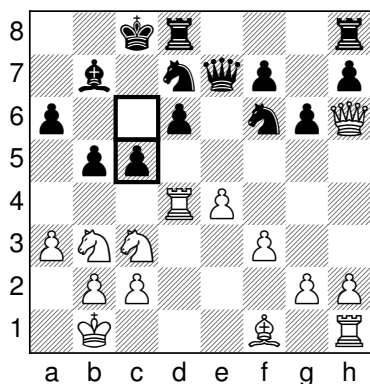


Eval: +0.47cp (Best Move)

15. Rxd4 c5

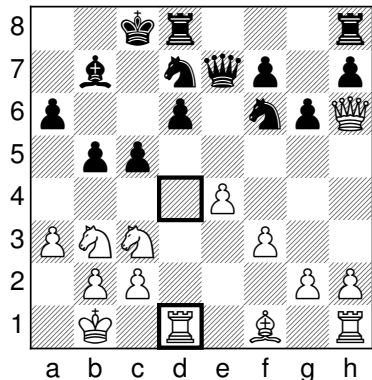


Eval: +0.43cp (Best Move)

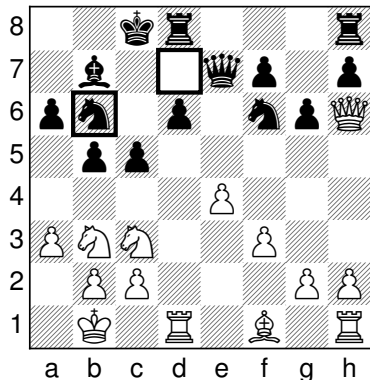


Eval: +0.47cp | Loss: 0cp
Good Move (Best: d7c5)

16. Rd1 Nb6

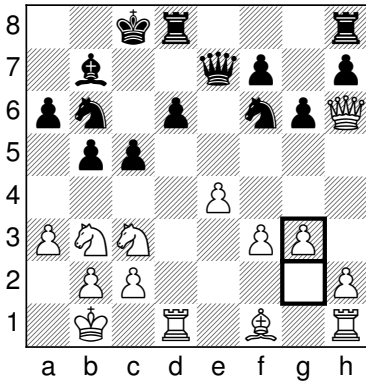


Eval: +0.49cp (Best Move)

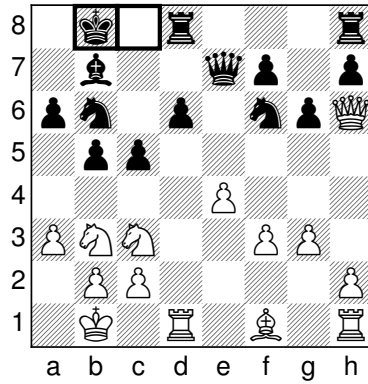


Eval: +0.33cp (Best Move)

17. g3 Kb8

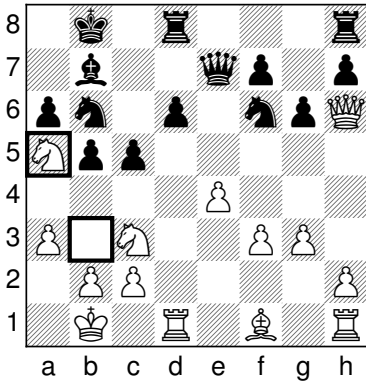


Eval: +0.20cp | Loss: 17cp
Good Move (Best: h6e3)

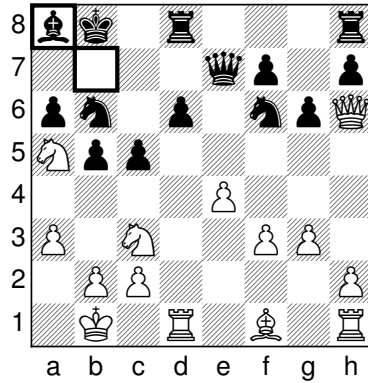


Eval: +0.25cp (Best Move)

18. Na5 Ba8

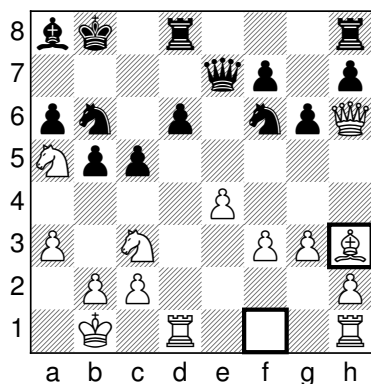


Eval: +0.00cp | Loss: 26cp
Good Move (Best: h6f4)

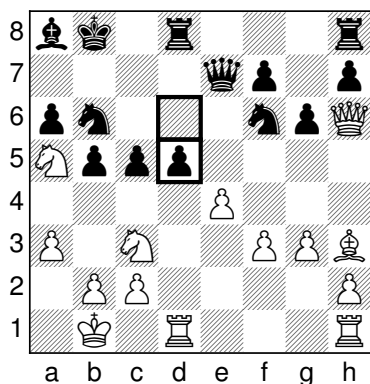


Eval: +0.00cp (Best Move)

19. Bh3 d5

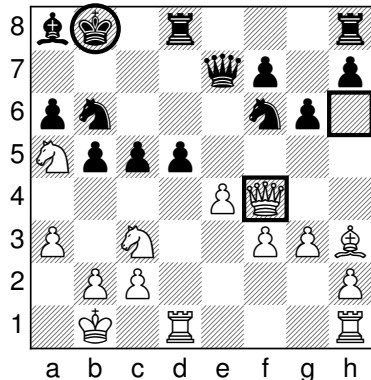


Eval: -0.21cp | Loss: 21cp
Good Move (Best: h6f4)

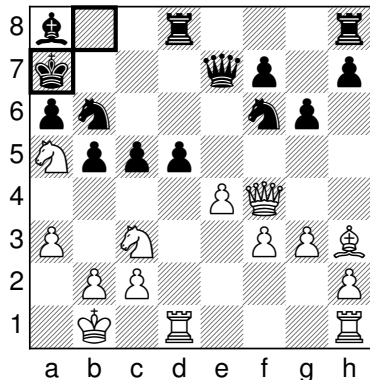


Eval: -0.40cp (Best Move)

20. Qf4+ Ka7

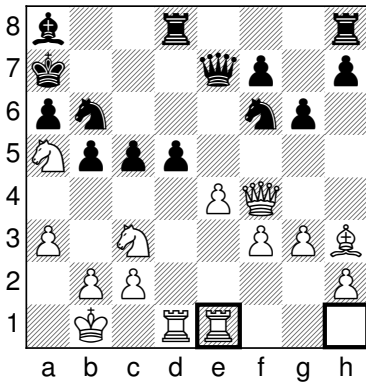


Eval: -0.38cp (Best Move)

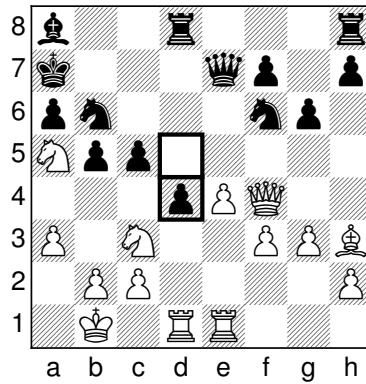


Eval: -0.29cp (Best Move)

21. Rhe1 d4

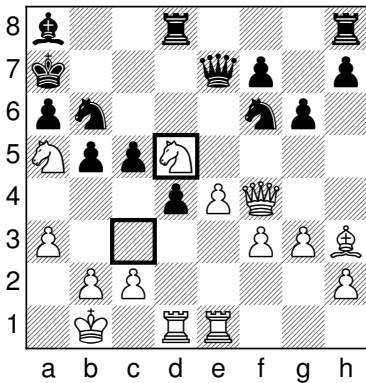


Eval: -0.31cp (Best Move)

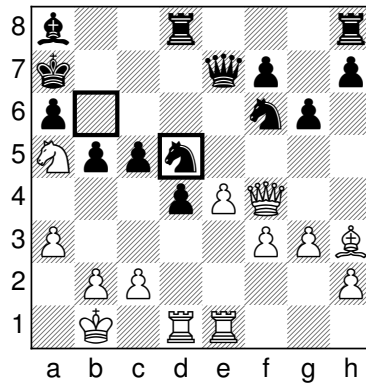


Eval: -0.34cp (Best Move)

22. Nd5 Nbxd5

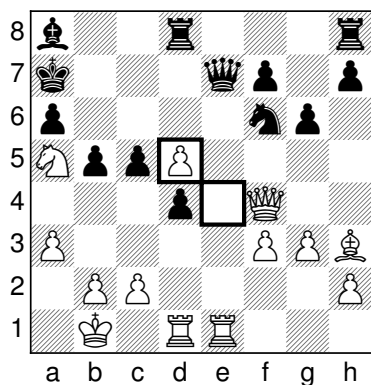


Eval: -0.42cp (Best Move)

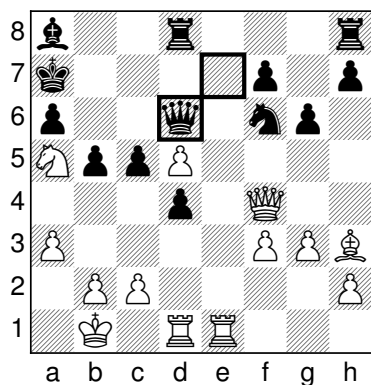


Eval: -0.42cp (Best Move)

23. exd5 Qd6

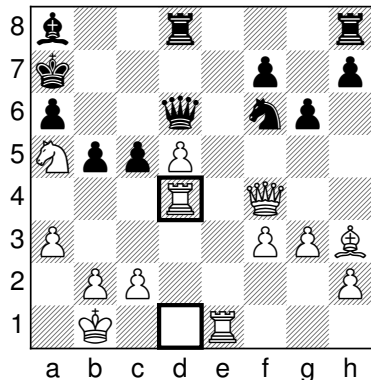


Eval: -0.40cp (Best Move)

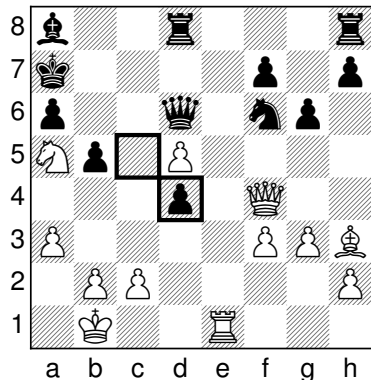


Eval: -0.35cp (Best Move)

24. Rxd4 cxd4

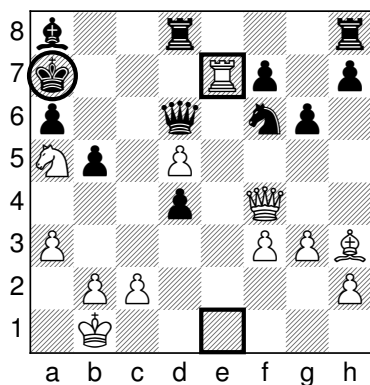


Eval: -0.36cp (Best Move)

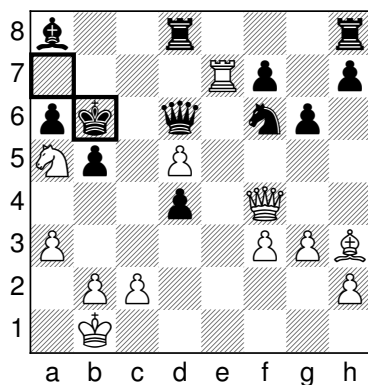


Eval: +0.94cp | Loss: 125cp
Mistake (Best: a7b6)

25. Re7+ Kb6

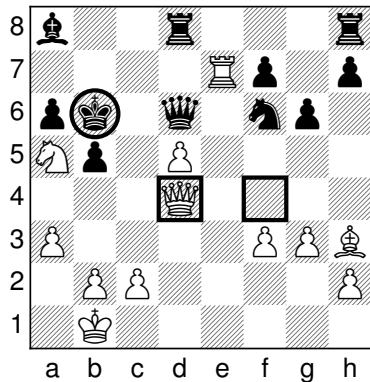


Eval: +0.70cp (Best Move)

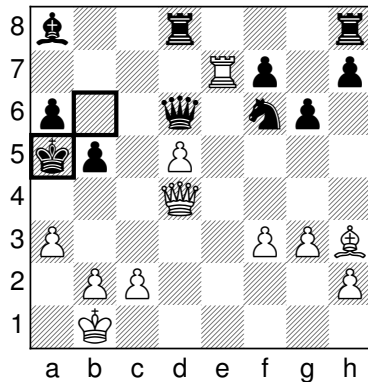


Eval: +1.03cp (Best Move)

26. Qxd4+ Kxa5

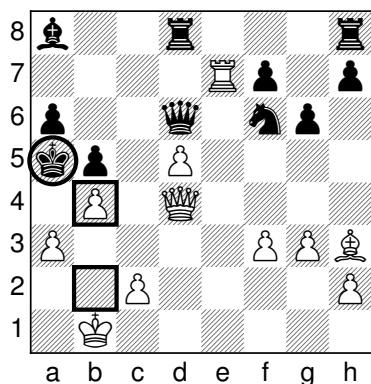


Eval: +0.60cp (Best Move)

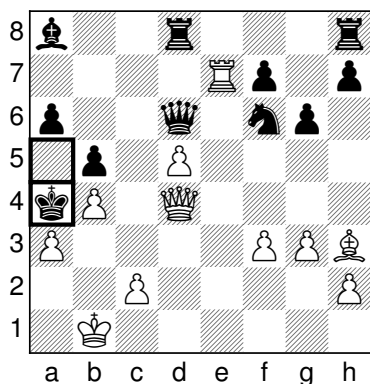


Eval: +0.53cp (Best Move)

27. b4+ Ka4

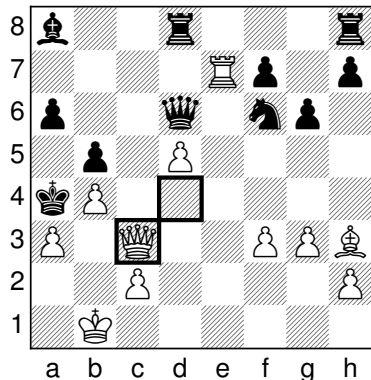


Eval: +0.51cp (Best Move)

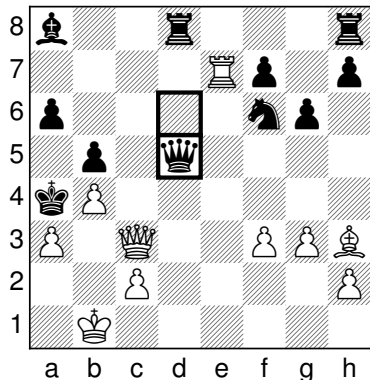


Eval: +0.45cp (Best Move)

28. Qc3 Qxd5

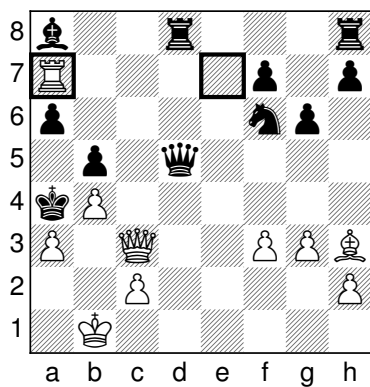


Eval: +0.49cp (Best Move)

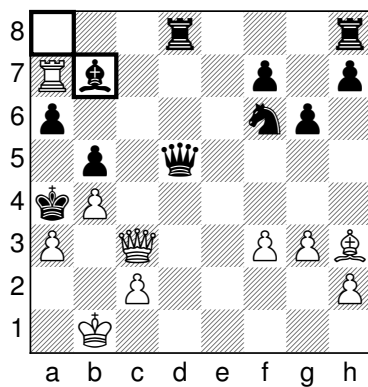


Eval: +0.55cp (Best Move)

29. Ra7 Bb7

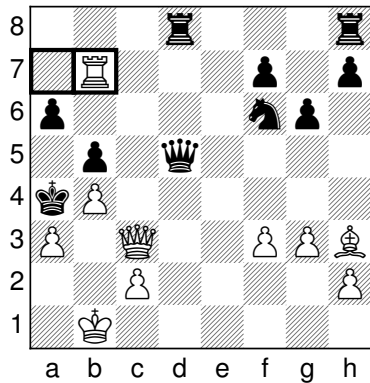


Eval: +0.54cp (Best Move)

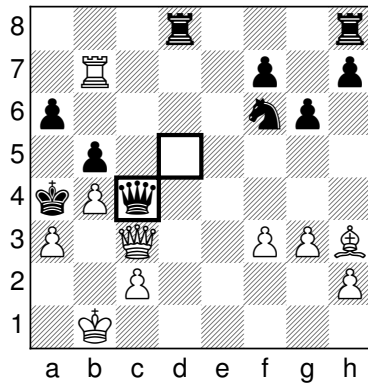


Eval: +0.49cp (Best Move)

30. Rxb7 Qc4

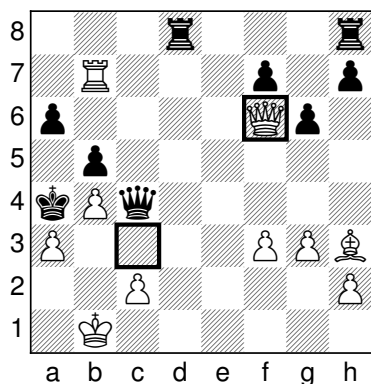


Eval: +0.44cp (Best Move)

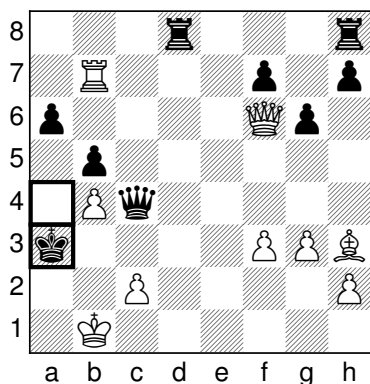


Eval: +0.54cp (Best Move)

31. Qxf6 Kxa3

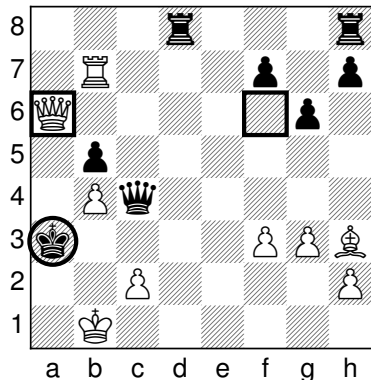


Eval: +0.42cp (Best Move)

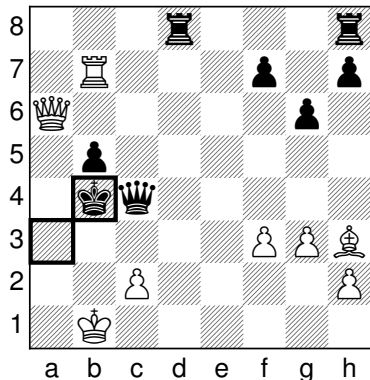


Eval: +0.61cp (Best Move)

32. Qxa6+ Kxb4

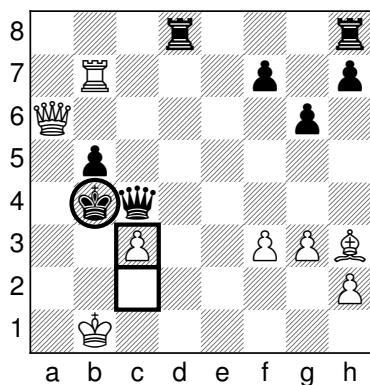


Eval: +0.33cp (Best Move)



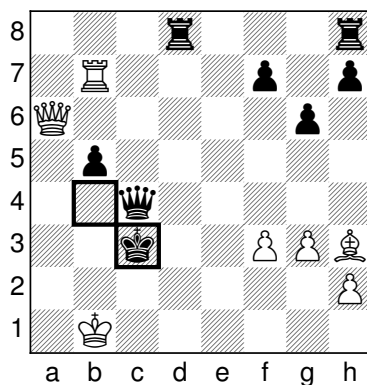
Eval: +0.56cp (Best Move)

33. c3+ Kxc3



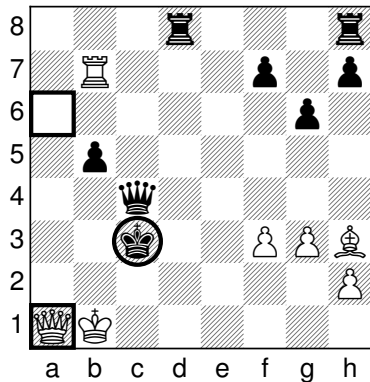
Eval: -4.52cp | Loss: 518cp

Blunder (Best: h3d7)



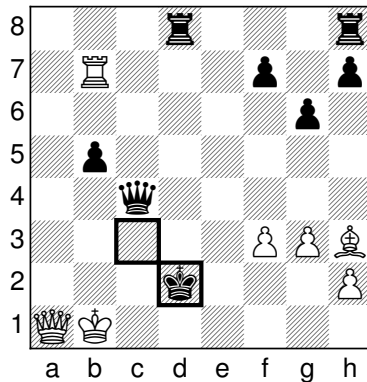
Eval: -4.86cp (Best Move)

34. Qa1+ Kd2



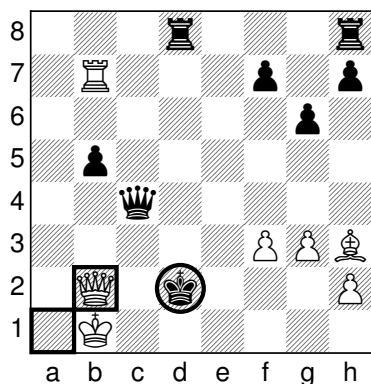
Eval: -5.05cp | Loss: 32cp

Good Move (Best: a6a3)

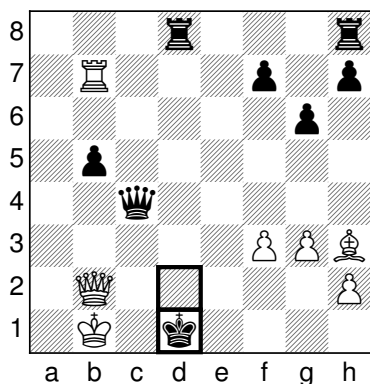


Eval: -0.02cp (Best Move)

35. Qb2+ Kd1

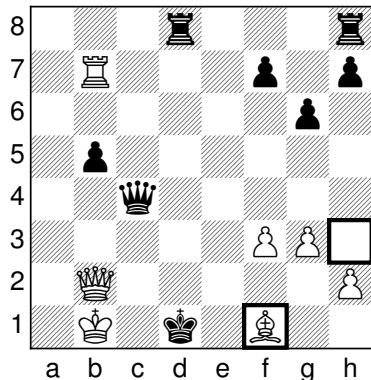


Eval: +0.00cp (Best Move)

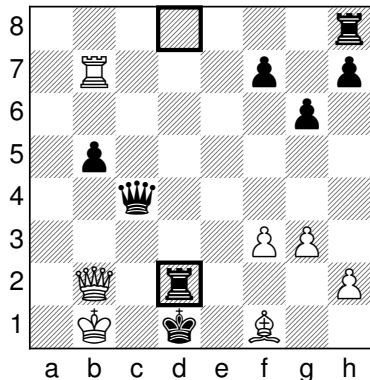


Eval: +0.00cp (Best Move)

36. Bf1 Rd2

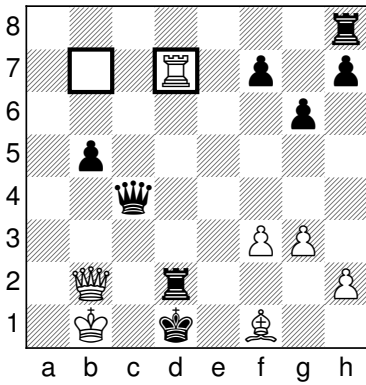


Eval: -0.03cp (Best Move)

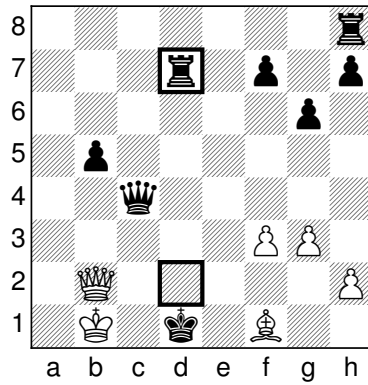


Eval: +1.76cp (Best Move)

37. Rd7 Rxd7

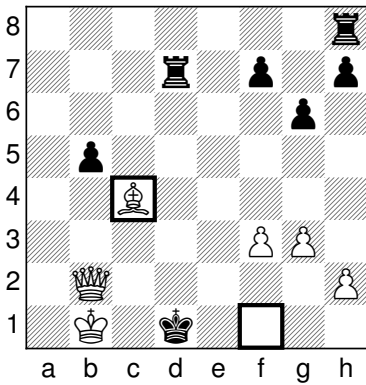


Eval: +2.27cp (Best Move)

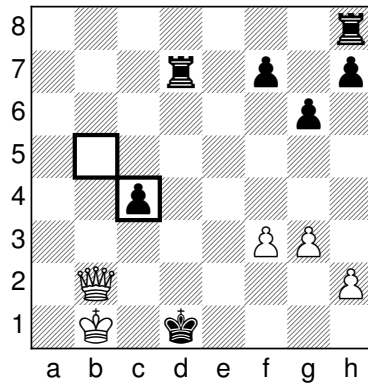


Eval: +2.43cp (Best Move)

38. Bxc4 bxc4

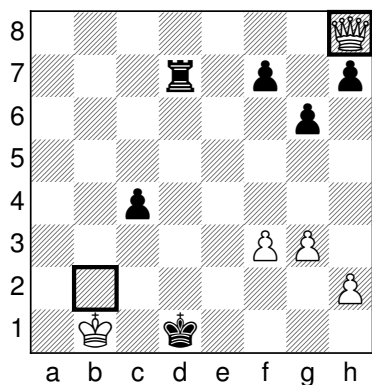


Eval: +2.59cp (Best Move)

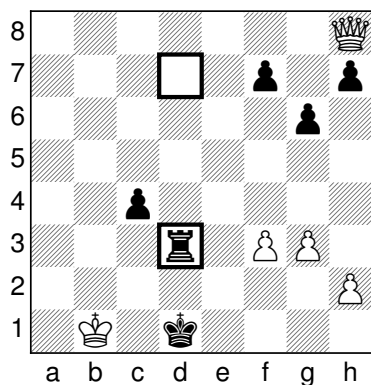


Eval: +2.50cp (Best Move)

39. Qxh8 Rd3

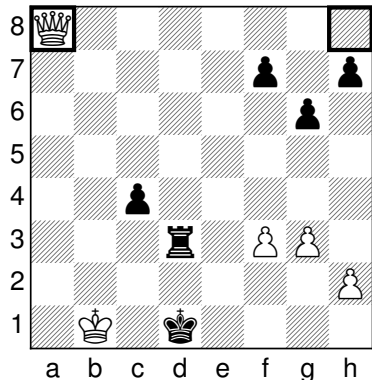


Eval: +2.49cp (Best Move)

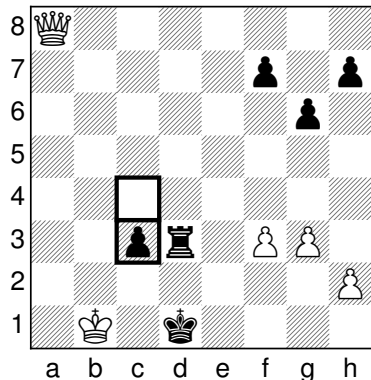


Eval: +2.70cp (Best Move)

40. Qa8 c3

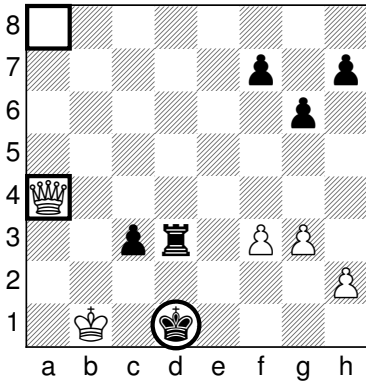


Eval: +2.78cp (Best Move)

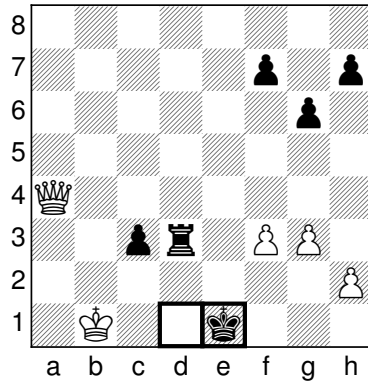


Eval: +3.16cp | Loss: 45cp
Good Move (Best: f7f5)

41. Qa4+ Ke1

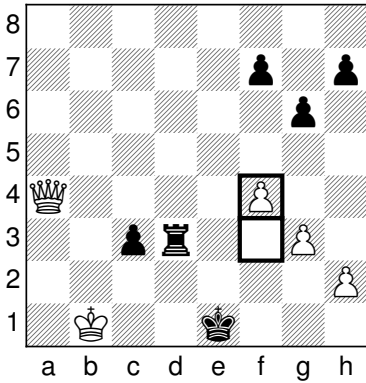


Eval: +3.84cp (Best Move)

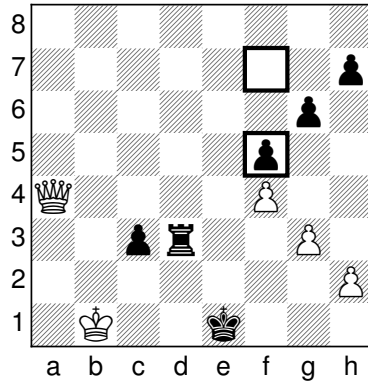


Eval: +4.02cp (Best Move)

42. f4 f5

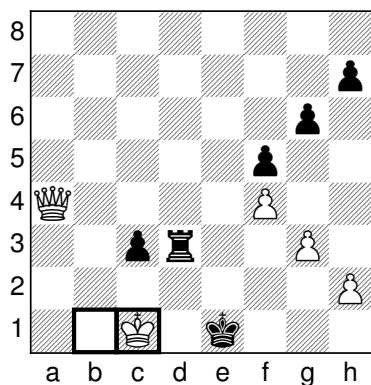


Eval: +3.33cp | Loss: 88cp
Inaccuracy (Best: a4e4)

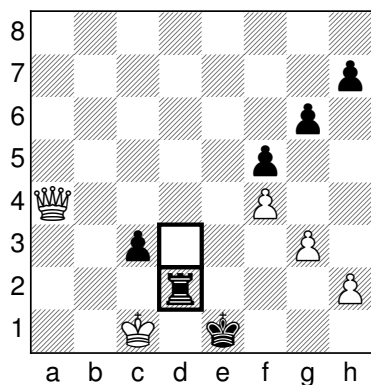


Eval: +4.25cp | Loss: 75cp
Inaccuracy (Best: d3f3)

43. Kc1 Rd2

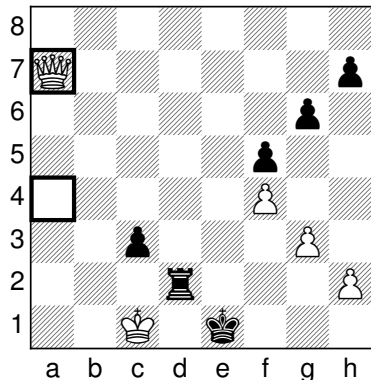


Eval: +4.48cp (Best Move)



Eval: +4.35cp (Best Move)

44. Qa7



Eval: +4.70cp (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+

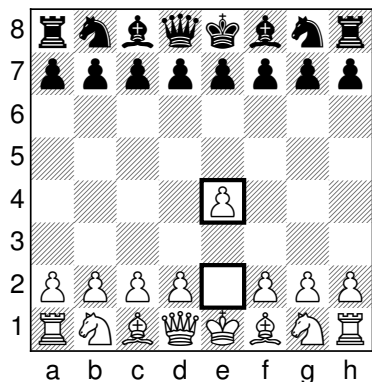
xb8
17.

d8#

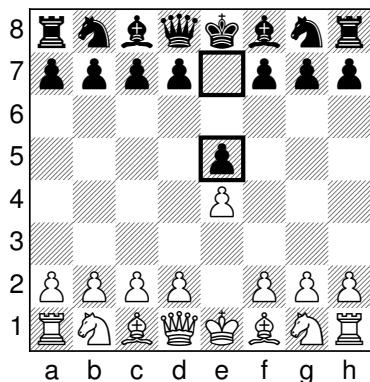
	White	Black
Average CPL	4.94	54.19
Blunders	0	1
Mistakes	0	2
Inaccuracies	0	4

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

1. e4 e5

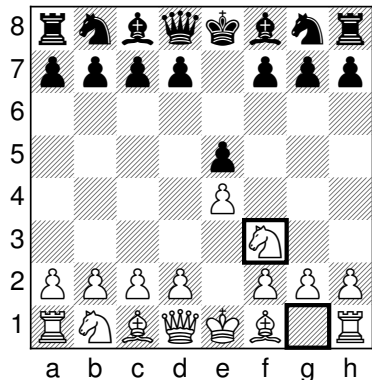


Eval: +0.41cp (Best Move)

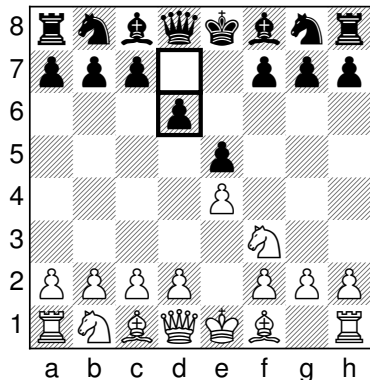


Eval: +0.40cp (Best Move)

2. Nf3 d6

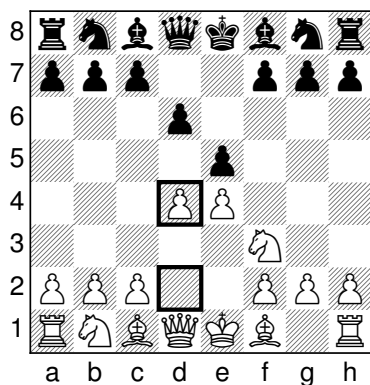


Eval: +0.33cp (Best Move)

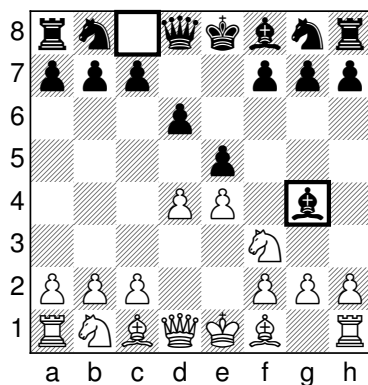


Eval: +0.54cp | Loss: 26cp
 Good Move (Best: b8c6)

3. d4 Bg4

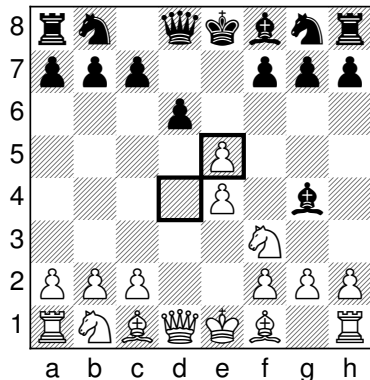


Eval: +0.59cp (Best Move)

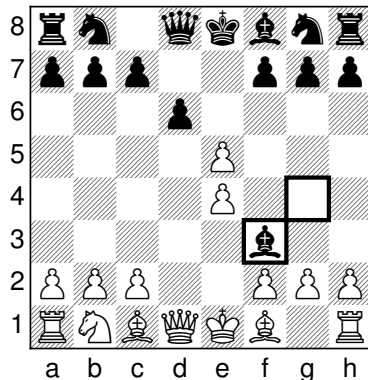


Eval: +1.16cp | Loss: 72cp
Inaccuracy (Best: g8f6)

4. dxe5 Bxf3



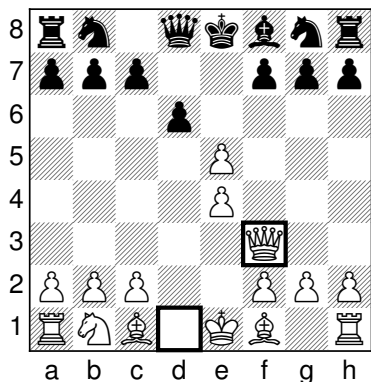
Eval: +0.84cp | Loss: 14cp
Good Move (Best: c1e3)



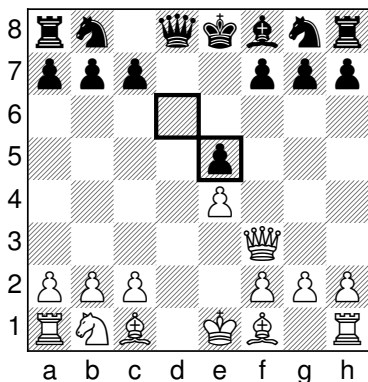
Eval: +1.68cp | Loss: 68cp
Inaccuracy (Best: b8c6)

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

5. Qxf3 dxe5

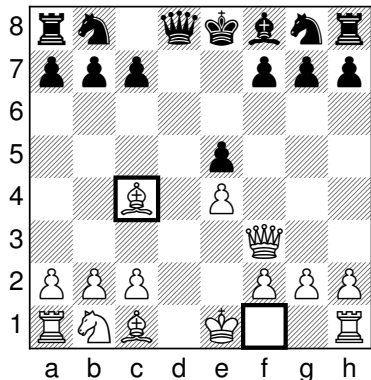


Eval: +1.59cp (Best Move)

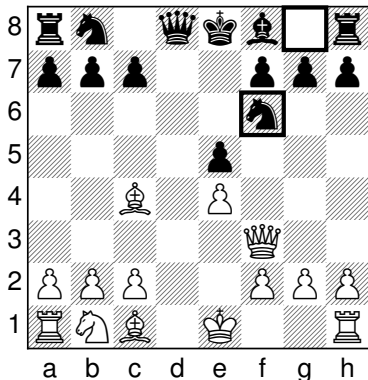


Eval: +1.61cp (Best Move)

6. Bc4 Nf6

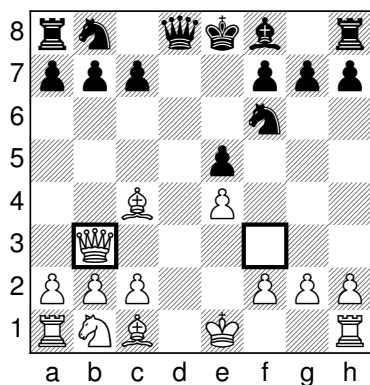


Eval: +1.39cp | Loss: 20cp
 Good Move (Best: f3b3)

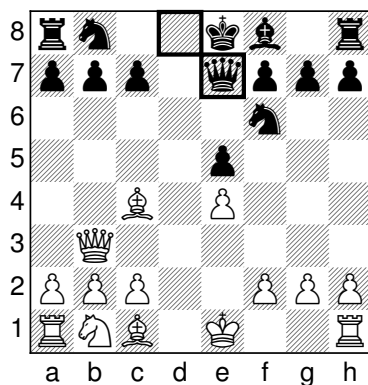


Eval: +2.41cp | Loss: 114cp
 Mistake (Best: d8f6)

7. Qb3 Qe7

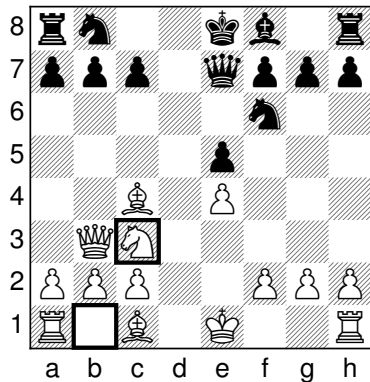


Eval: +2.40cp (Best Move)

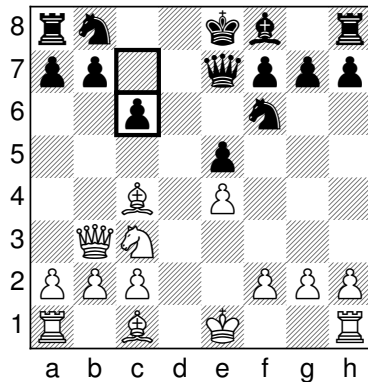


Eval: +2.58cp | Loss: 10cp
Good Move (Best: f8c5)

8. Nc3 c6



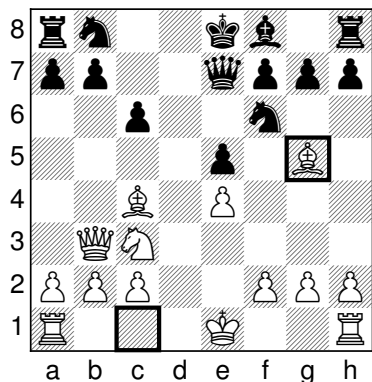
Eval: +2.42cp | Loss: 13cp
Good Move (Best: b3b7)



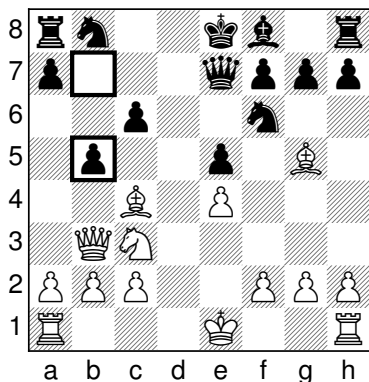
Eval: +2.51cp (Best Move)

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

9. Bg5 b5

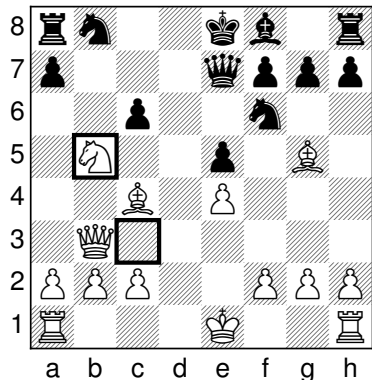


Eval: +2.47cp (Best Move)

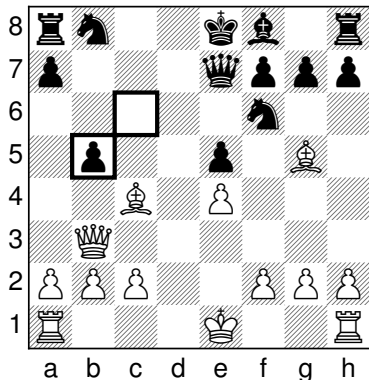


Eval: +3.06cp | Loss: 68cp
 Inaccuracy (Best: e8d8)

10. Nxb5 cxb5

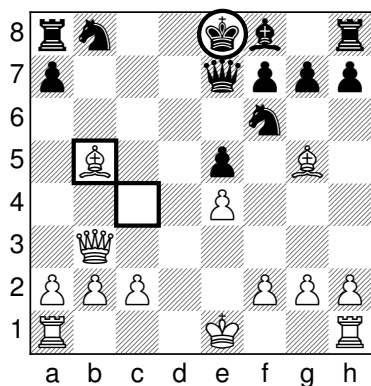


Eval: +3.28cp (Best Move)

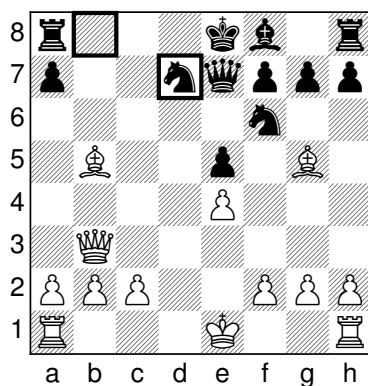


Eval: +5.18cp | Loss: 196cp
 Mistake (Best: e7b4)

11. Bxb5+ Nbd7

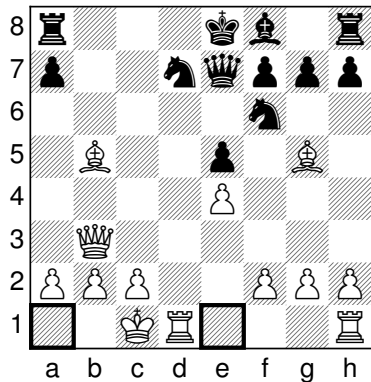


Eval: +5.16cp (Best Move)

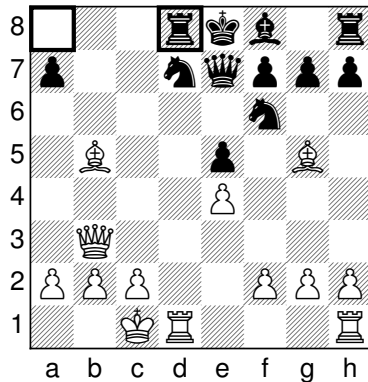


Eval: +5.21cp (Best Move)

12. O-O-O Rd8



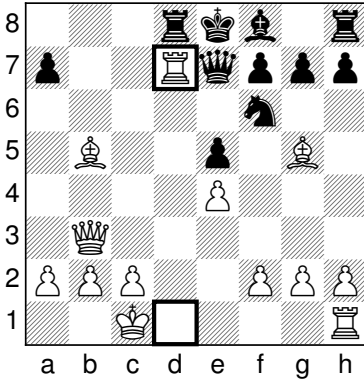
Eval: +5.10cp (Best Move)



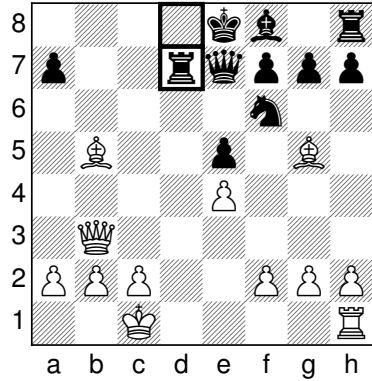
*Eval: +5.22cp | Loss: 0cp
Good Move (Best: a8b8)*

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

13. Rxd7 Rxd7

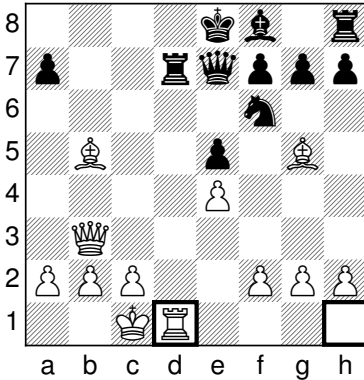


Eval: +5.42cp (Best Move)

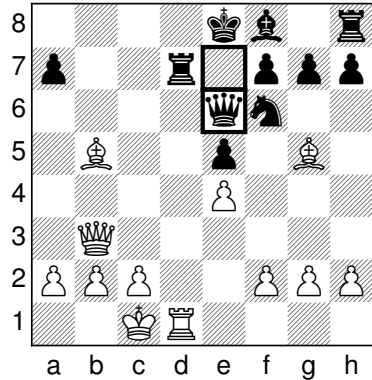


Eval: +6.03cp | Loss: 78cp
 Inaccuracy (Best: f6d7)

14. Rd1 Qe6

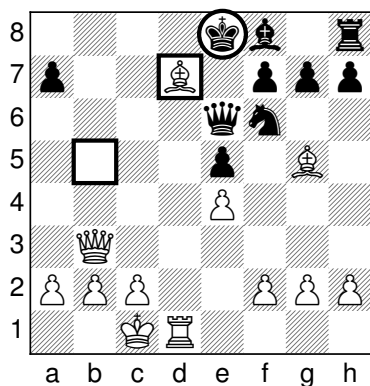


Eval: +6.67cp (Best Move)

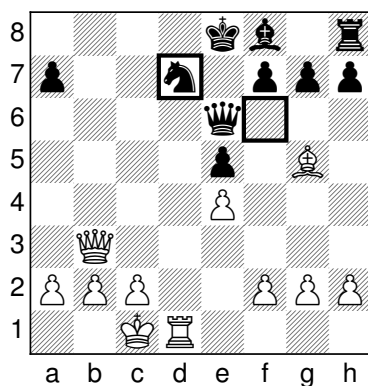


Eval: +8.06cp | Loss: 207cp
Blunder (Best: e7d6)

15. Bxd7+ Nxd7

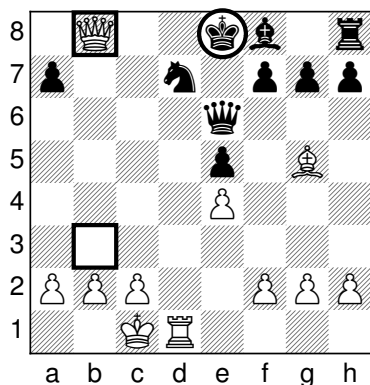


Eval: +8.58cp (Best Move)

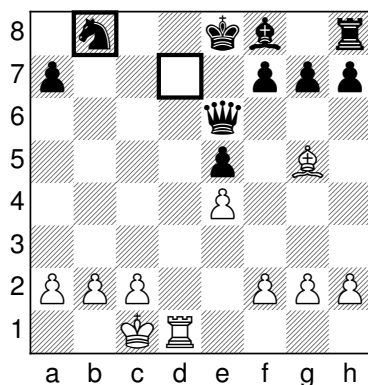


Eval: +M2 | Loss: 0cp
Good Move (Best: e6d7)

16. Qb8+ Nxb8



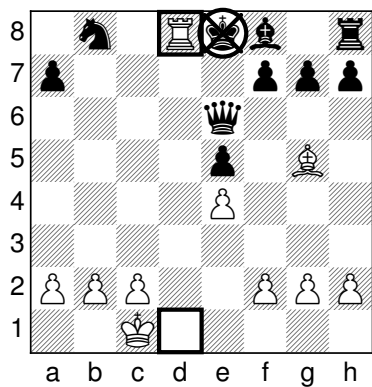
Eval: +M1 (Best Move)



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** ★

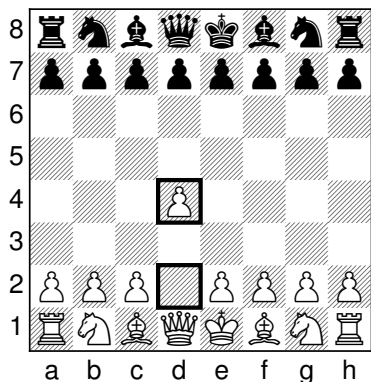
January 15, 2013

75th Tata Steel GpA (?)

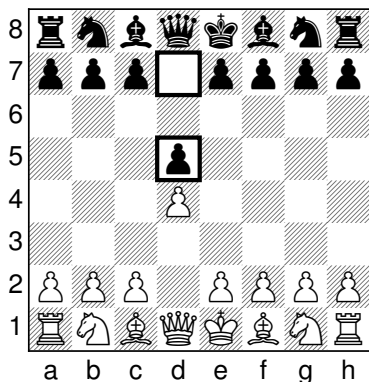
- | | | |
|-----|--|--|
| 1. | d4 | d5 |
| 2. | c4 | c6 |
| 3. |  f3 |  f6 |
| 4. |  c3 | e6 |
| 5. | e3 |  bd7 |
| 6. |  d3 | dx c4 |
| 7. |  xc4 | b5 |
| 8. |  d3 |  d6 |
| 9. |  O-O |  O-O |
| 10. |  c2 |  b7 |
| 11. | a3 |  c8 |
| 12. |  g5 | c5 |
| 13. |  xh7 |  g4 |
| 14. | f4 | cxd4 |
| 15. | 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	35.61	4.70
Blunders	1	0
Mistakes	1	0
Inaccuracies	3	0

1. d4 d5

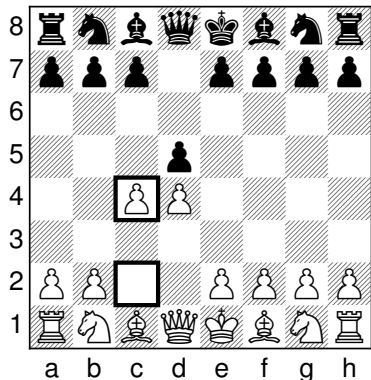


Eval: +0.23cp | Loss: 7cp
Good Move (Best: e2e4)

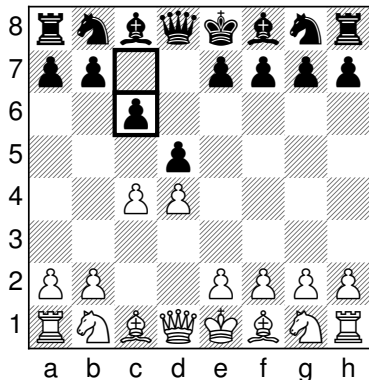


Eval: +0.26cp | Loss: 0cp
Good Move (Best: g8f6)

2. c4 c6

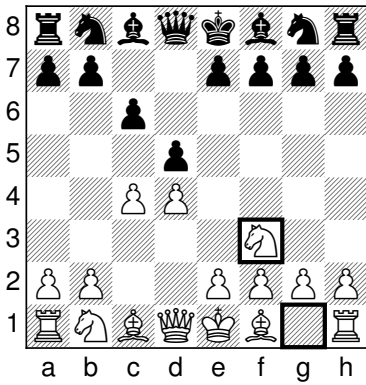


Eval: +0.30cp (Best Move)

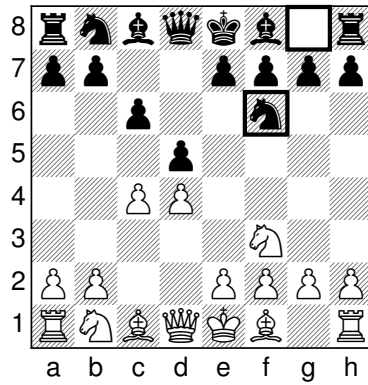


Eval: +0.31cp | Loss: 3cp
Good Move (Best: e7e6)

3. Nf3 Nf6

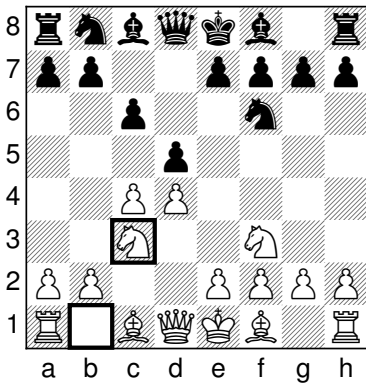


Eval: +0.31cp (Best Move)

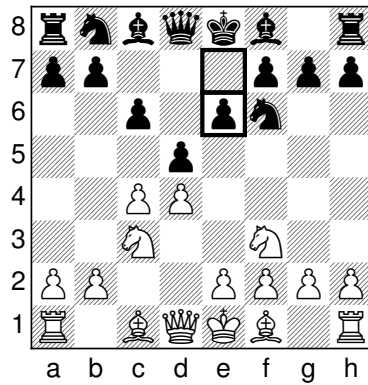


Eval: +0.39cp (Best Move)

4. Nc3 e6

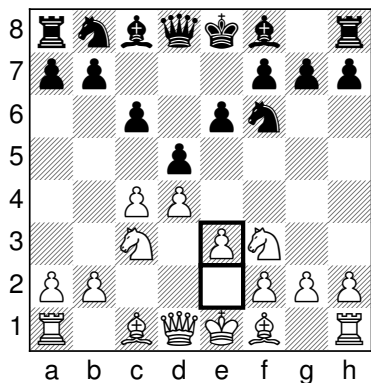


Eval: +0.30cp (Best Move)

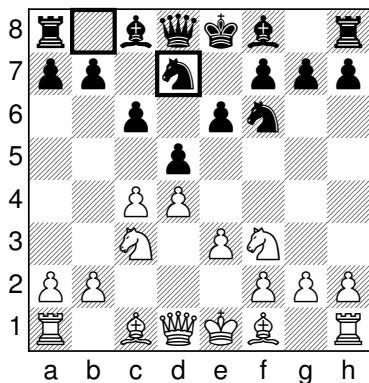


Eval: +0.26cp (Best Move)

5. e3 Nbd7

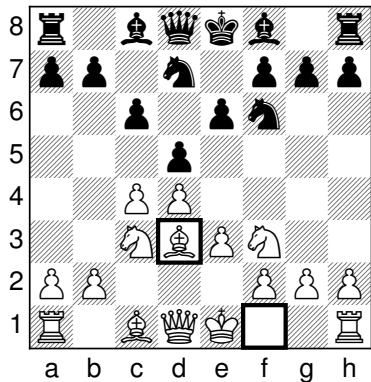


Eval: +0.25cp (Best Move)

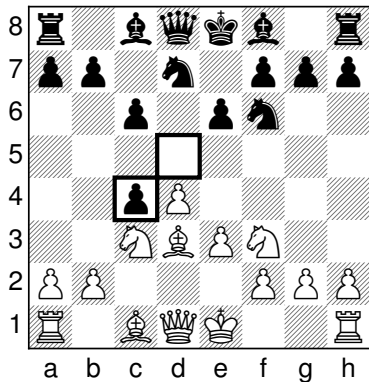


Eval: +0.27cp (Best Move)

6. Bd3 dxc4

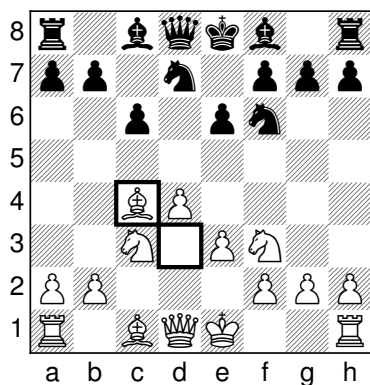


Eval: +0.24cp (Best Move)

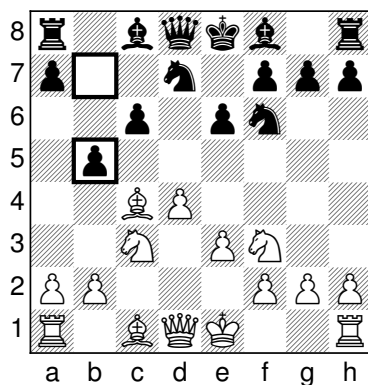


Eval: +0.22cp (Best Move)

7. Bxc4 b5

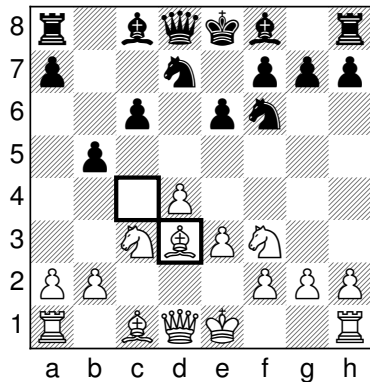


Eval: +0.25cp (Best Move)

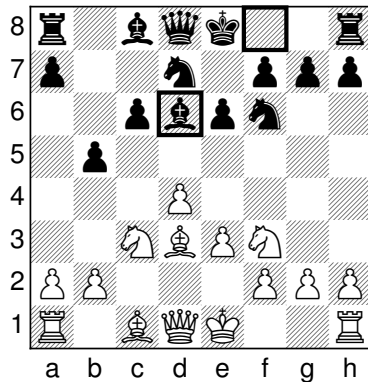


Eval: +0.34cp (Best Move)

8. Bd3 Bd6

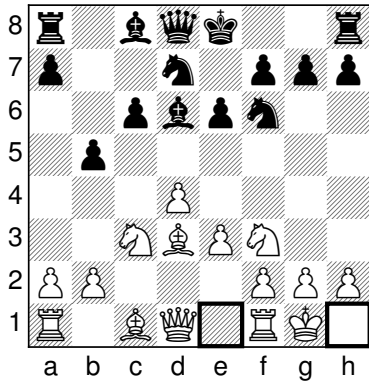


Eval: +0.19cp (Best Move)

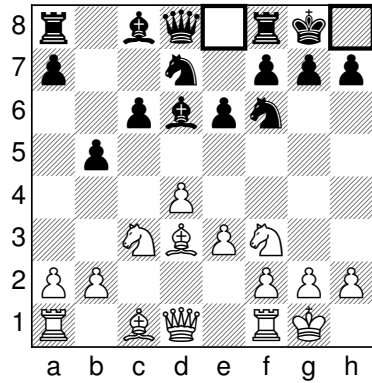


*Eval: +0.39cp | Loss: 15cp
Good Move (Best: a7a6)*

9. O-O O-O

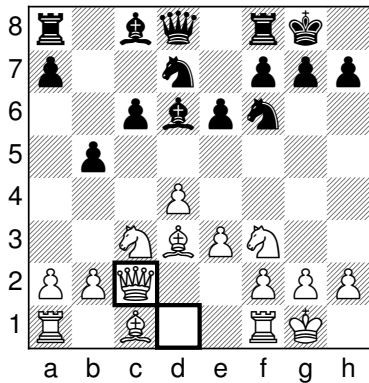


Eval: +0.30cp (Best Move)

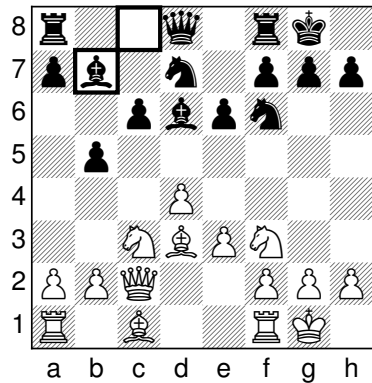


Eval: +0.30cp (Best Move)

10. Qc2 Bb7

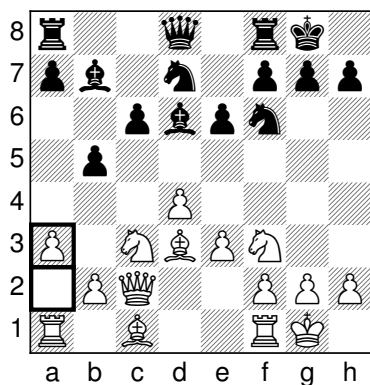


Eval: +0.31cp (Best Move)

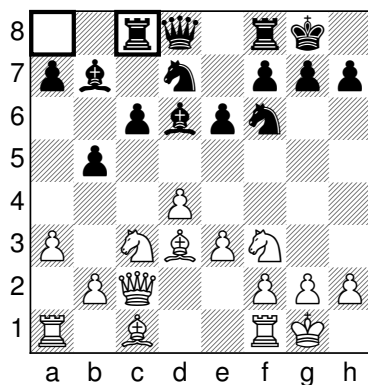


Eval: +0.33cp (Best Move)

11. a3 Rc8

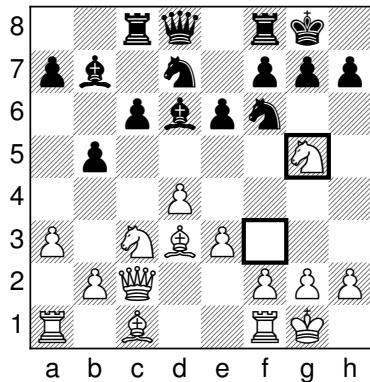


Eval: +0.08cp | Loss: 29cp
Good Move (Best: e3e4)

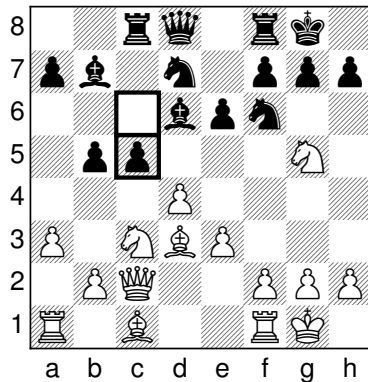


Eval: +0.58cp | Loss: 31cp
Good Move (Best: a7a6)

12. Ng5 c5

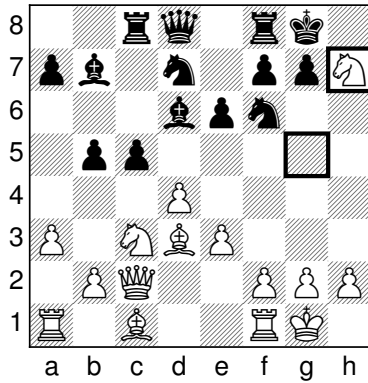


Eval: +0.46cp (Best Move)

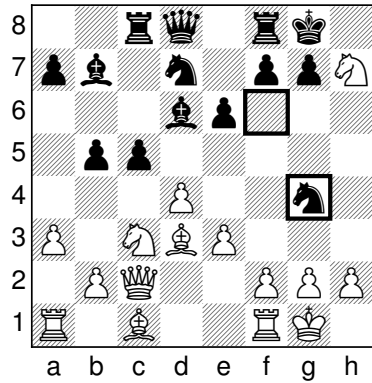


Eval: +0.57cp | Loss: 12cp
Good Move (Best: h7h6)

13. Nxh7 Ng4

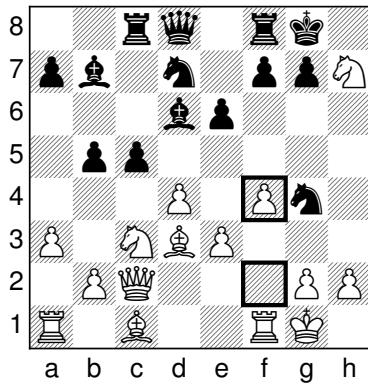


Eval: -0.90cp | Loss: 143cp
Mistake (Best: d3h7)

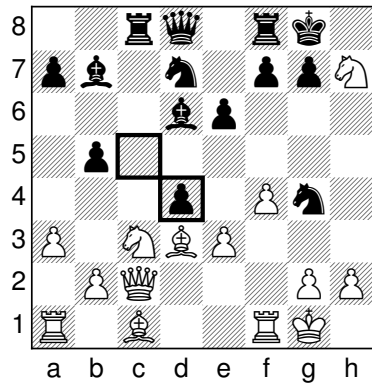


Eval: +0.00cp | Loss: 10cp
Good Move (Best: c5c4)

14. f4 cxd4

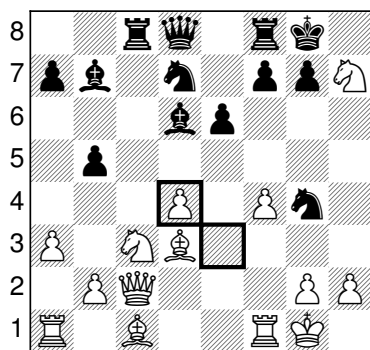


Eval: -0.59cp | Loss: 59cp
Inaccuracy (Best: h2h3)

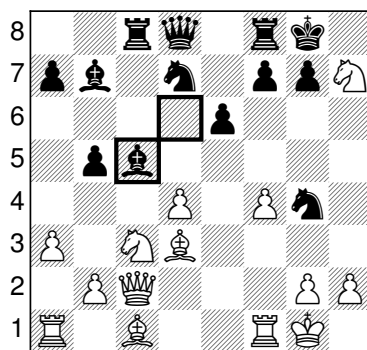


Eval: -0.63cp (Best Move)

15. exd4 Bc5

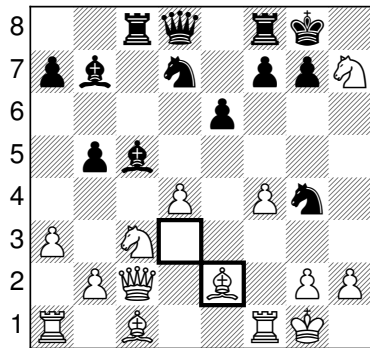


Eval: -0.56cp | Loss: 0cp
Good Move (Best: h7f8)

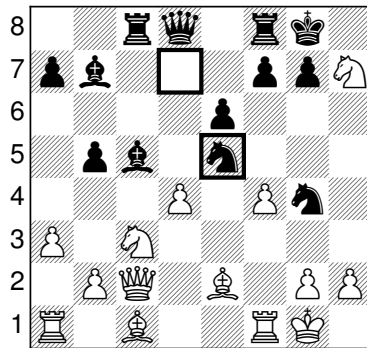


Eval: -0.57cp (Best Move)

16. Be2 Nde5

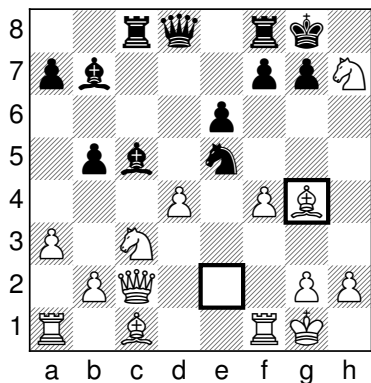


Eval: -1.47cp | Loss: 93cp
Inaccuracy (Best: d4c5)

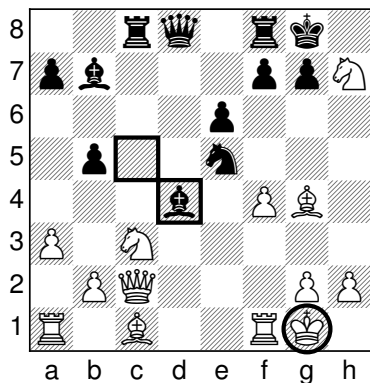


Eval: -1.75cp | Loss: 0cp
Good Move (Best: c5d4)

17. Bxg4 Bxd4+

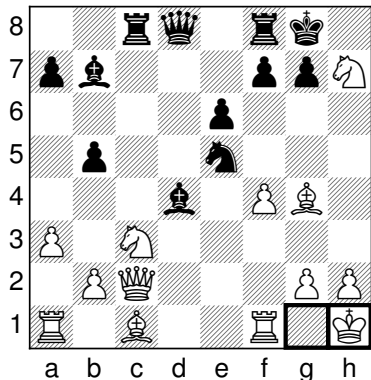


Eval: -1.86cp (Best Move)

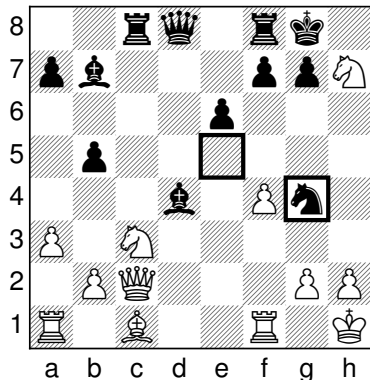


Eval: -2.06cp (Best Move)

18. Kh1 Nxc4

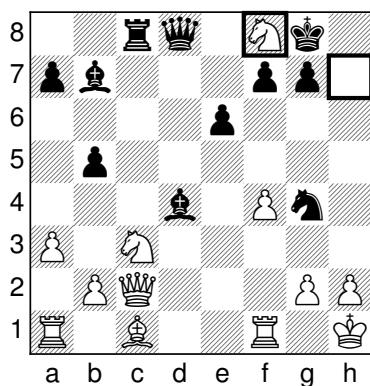


Eval: -2.07cp (Best Move)

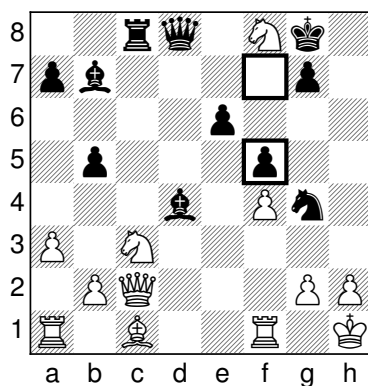


Eval: -1.95cp (Best Move)

19. Nxf8 f5

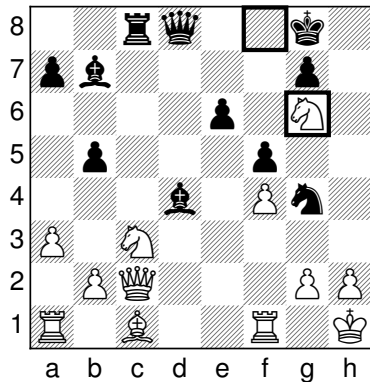


Eval: -2.62cp | Loss: 77cp
Inaccuracy (Best: h7g5)

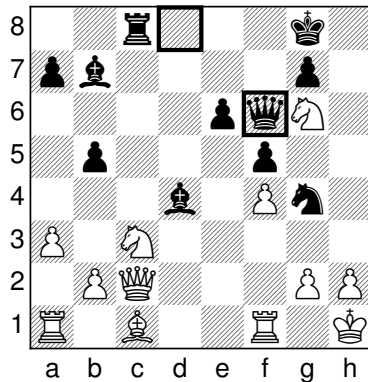


Eval: -3.05cp (Best Move)

20. Ng6 Qf6

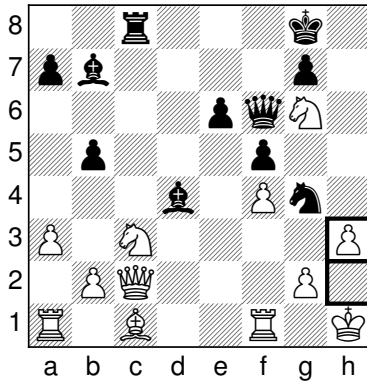


Eval: -3.35cp (Best Move)

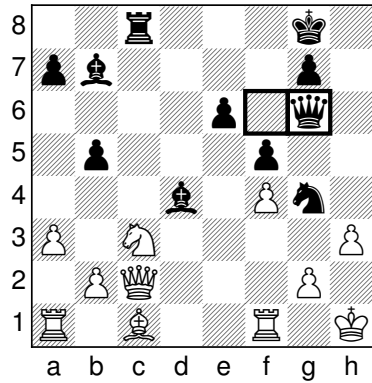


Eval: -3.02cp | Loss: 21cp
Good Move (Best: g8h7)

21. h3 Qxg6

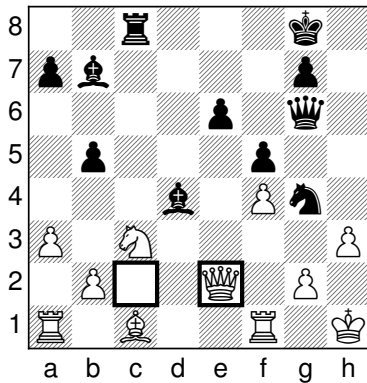


Eval: -3.31cp | Loss: 25cp
Good Move (Best: c2e2)

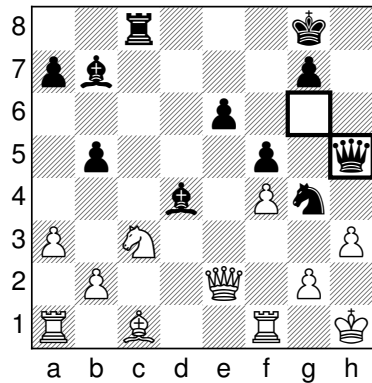


Eval: -3.41cp (Best Move)

22. Qe2 Qh5

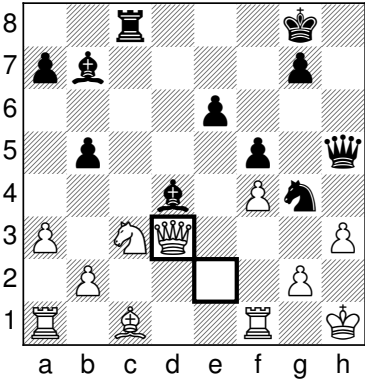


Eval: -3.65cp (Best Move)

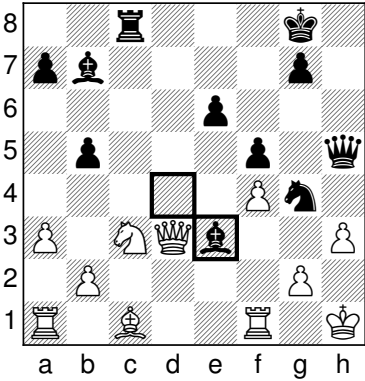


Eval: -3.64cp (Best Move)

23. Qd3 Be3



Eval: -6.49cp | Loss: 287cp
Blunder (Best: f1f3)



Eval: -7.12cp | Loss: 0cp
Good Move (Best: h5h4)

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

□ Anatoly Karpov
■ Garry Kasparov ★

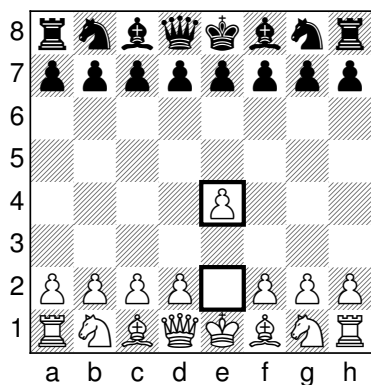
1985.??.??
Ch World (match) (?)

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			

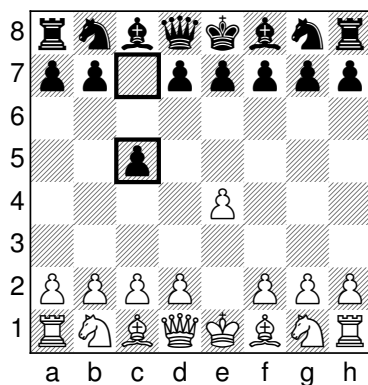
	White	Black
Average CPL	22.88	9.50
Blunders	0	0
Mistakes	1	0
Inaccuracies	4	1

Best Chess Games Of All Time

1. e4 c5

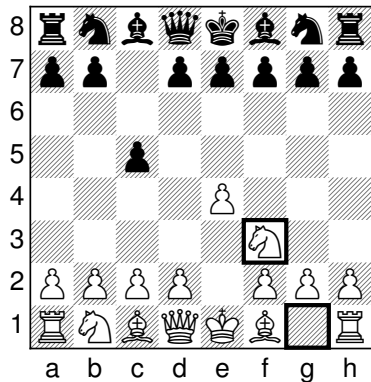


Eval: +0.36cp (Best Move)

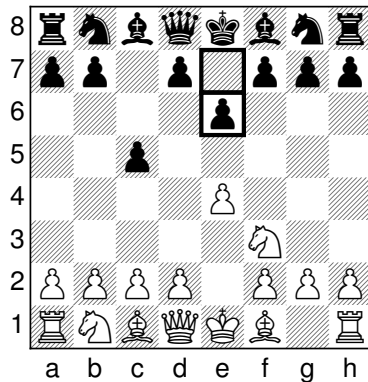


Eval: +0.41cp | Loss: 7cp
Good Move (Best: e7e5)

2. Nf3 e6

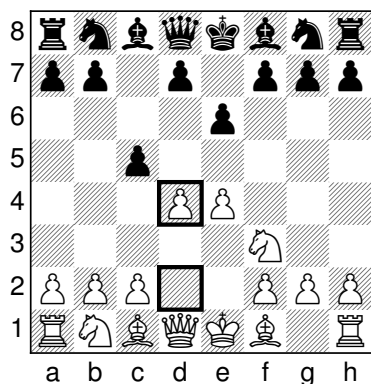


Eval: +0.27cp (Best Move)

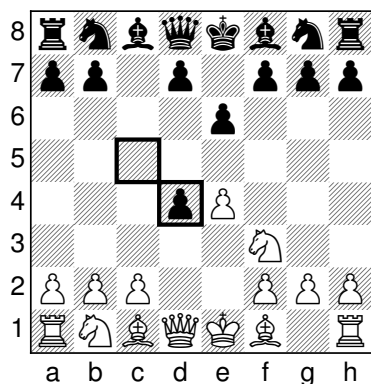


Eval: +0.47cp | Loss: 6cp
Good Move (Best: d7d6)

3. d4 cxd4

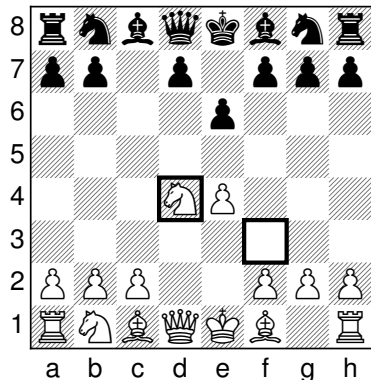


Eval: +0.50cp (Best Move)

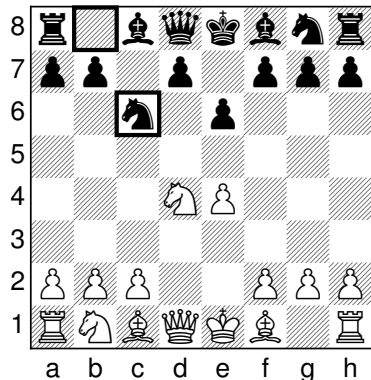


Eval: +0.54cp (Best Move)

4. Nxd4 Nc6

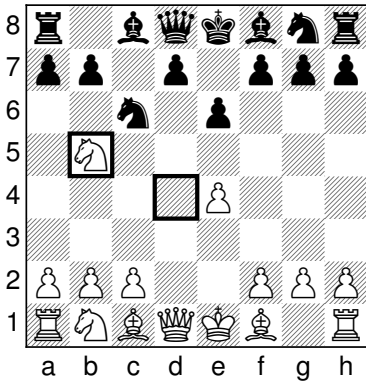


Eval: +0.47cp (Best Move)

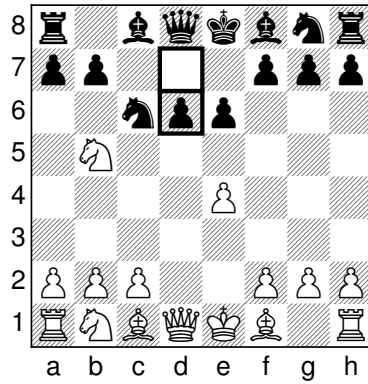


Eval: +0.55cp (Best Move)

5. Nb5 d6

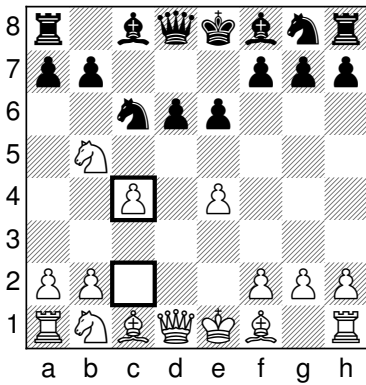


Eval: +0.18cp | Loss: 41cp
Good Move (Best: b1c3)

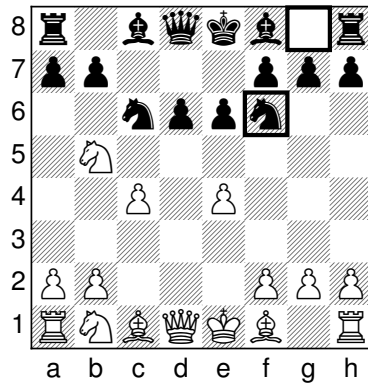


Eval: +0.27cp (Best Move)

6. c4 Nf6

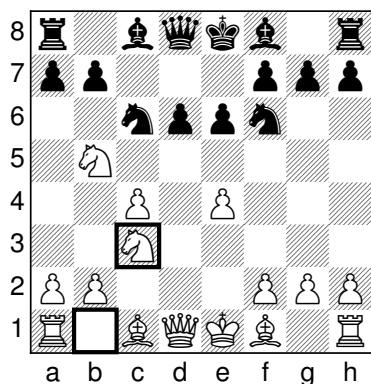


Eval: +0.30cp (Best Move)

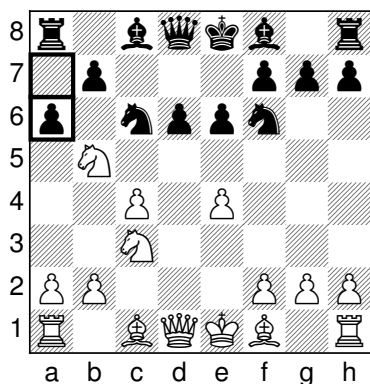


Eval: +0.28cp (Best Move)

7. N1c3 a6

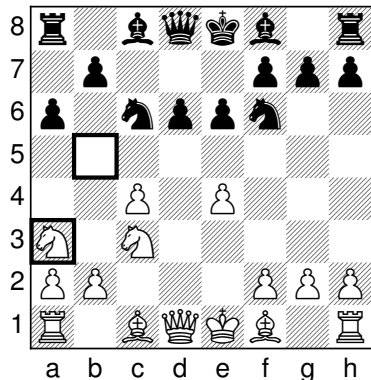


Eval: +0.27cp (Best Move)

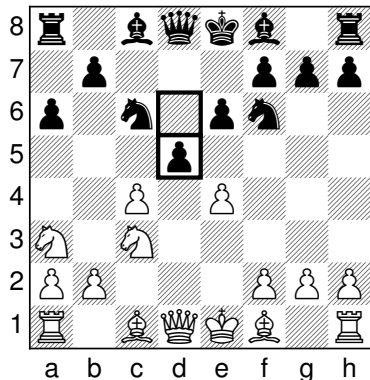


Eval: +0.26cp (Best Move)

8. Na3 d5

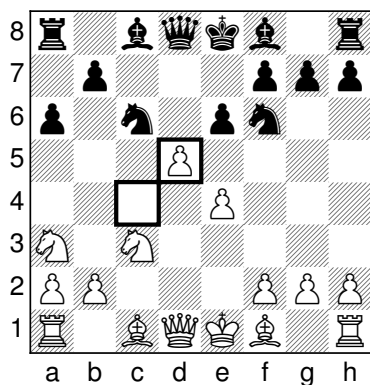


Eval: +0.22cp (Best Move)

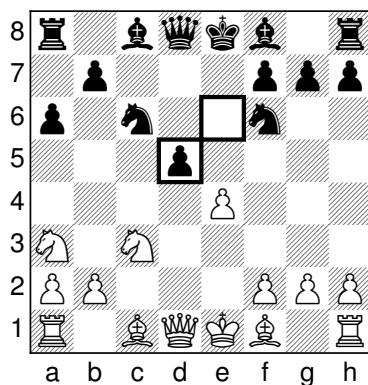


Eval: +0.41cp | Loss: 18cp
Good Move (Best: f8e7)

9. cxd5 exd5

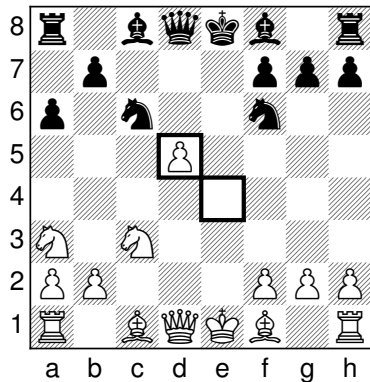


Eval: +0.39cp (Best Move)

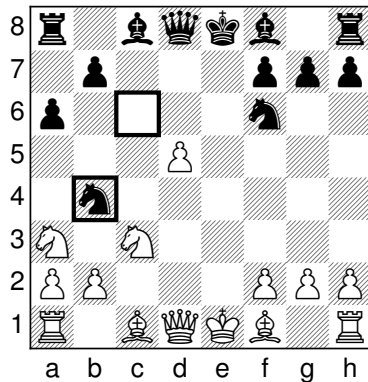


Eval: +0.45cp (Best Move)

10. exd5 Nb4

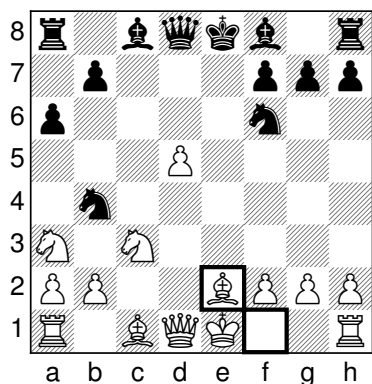


Eval: +0.35cp (Best Move)

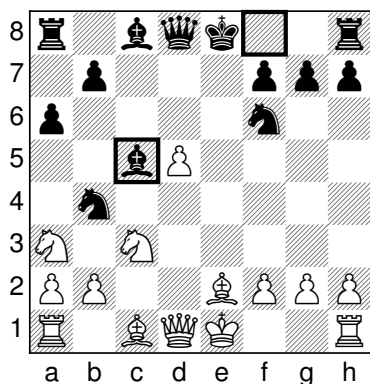


Eval: +0.54cp (Best Move)

11. Be2 Bc5

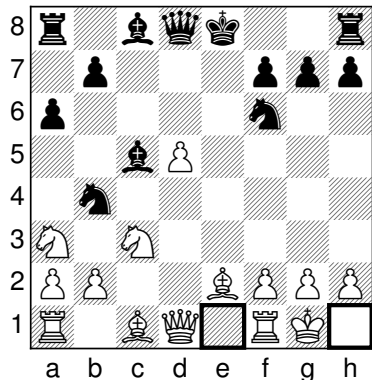


Eval: +0.24cp | Loss: 30cp
Good Move (Best: f1c4)

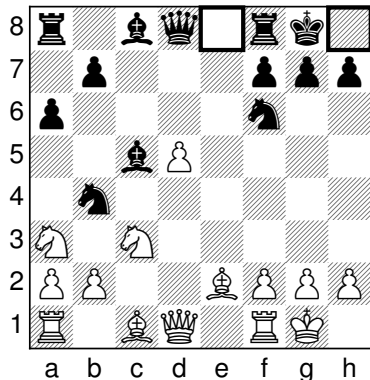


Eval: +0.54cp | Loss: 27cp
Good Move (Best: b4d5)

12. O-O O-O

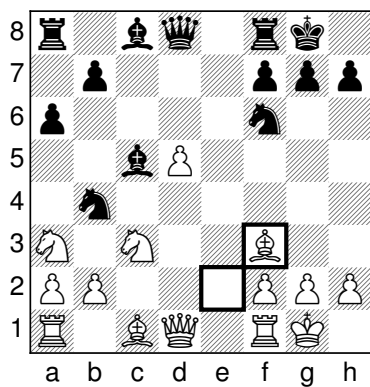


Eval: +0.23cp | Loss: 32cp
Good Move (Best: c1e3)

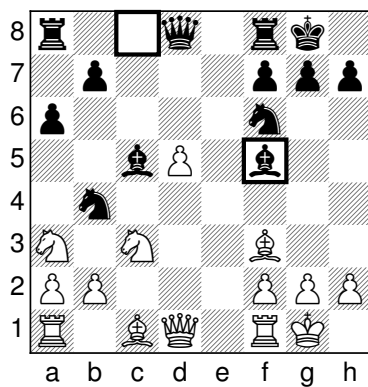


Eval: +0.47cp (Best Move)

13. Bf3 Bf5

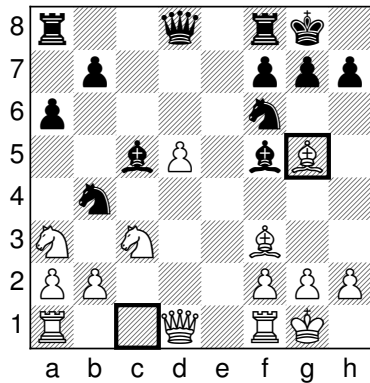


Eval: +0.44cp (Best Move)

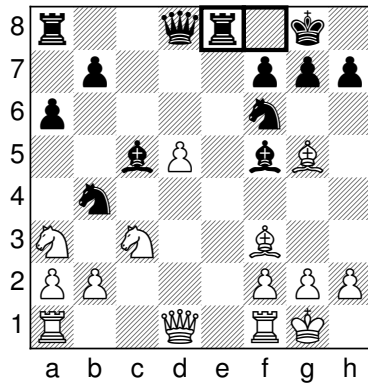


Eval: +0.34cp (Best Move)

14. Bg5 Re8

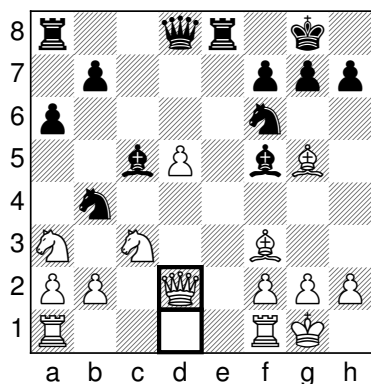


Eval: +0.00cp | Loss: 42cp
Good Move (Best: c1e3)

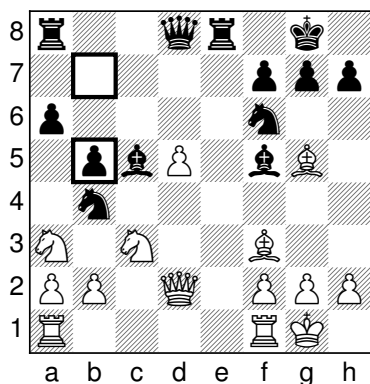


Eval: +0.33cp (Best Move)

15. Qd2 b5

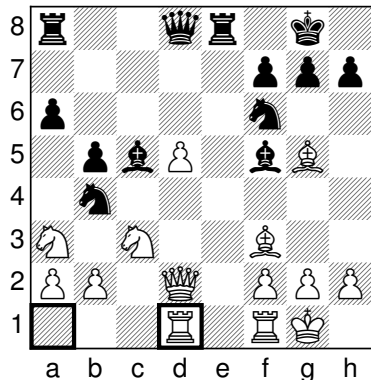


Eval: -0.38cp | Loss: 85cp
Inaccuracy (Best: a3c4)

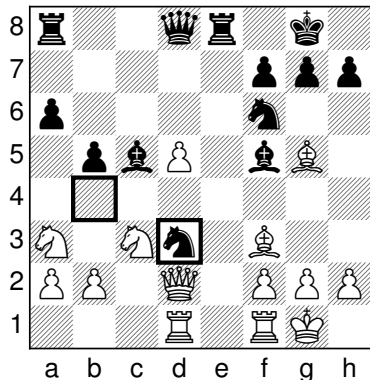


Eval: -0.32cp (Best Move)

16. Rad1 Nd3

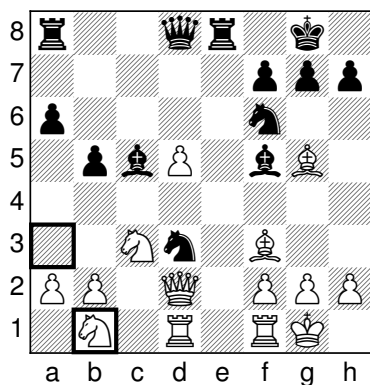


Eval: -0.62cp | Loss: 37cp
Good Move (Best: d5d6)

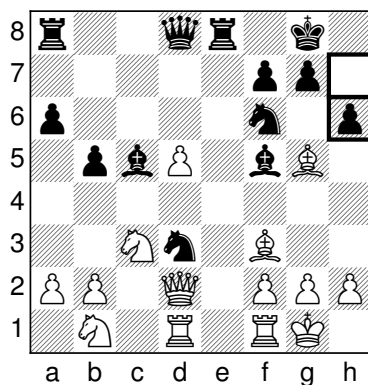


Eval: -0.61cp | Loss: 1cp
Good Move (Best: d8d6)

17. Nab1 h6

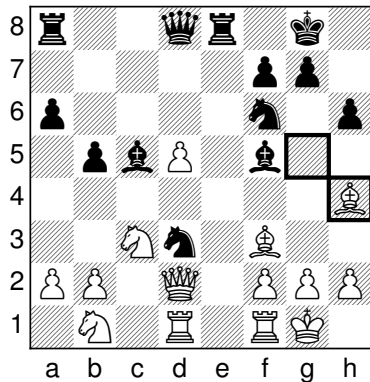


Eval: -1.74cp | Loss: 140cp
Mistake (*Best: d5d6*)

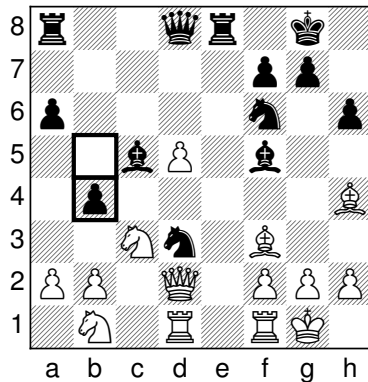


Eval: -1.52cp | Loss: 7cp
Good Move (*Best: b5b4*)

18. Bh4 b4

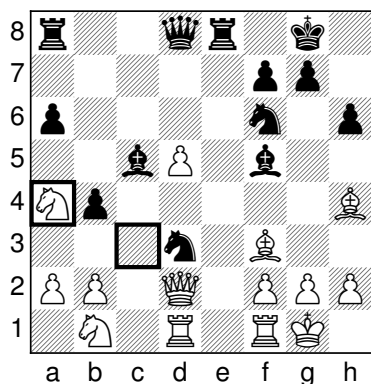


Eval: -1.58cp (*Best Move*)

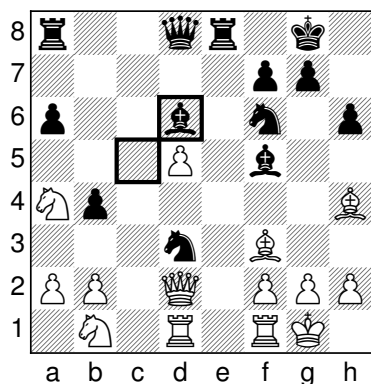


Eval: -1.51cp (*Best Move*)

19. Na4 Bd6

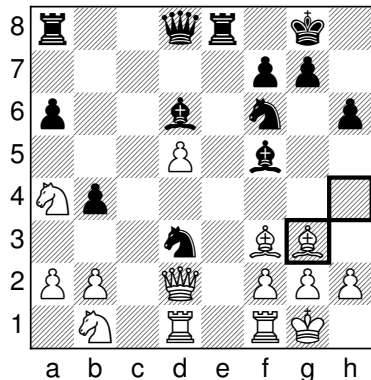


Eval: -1.65cp (Best Move)

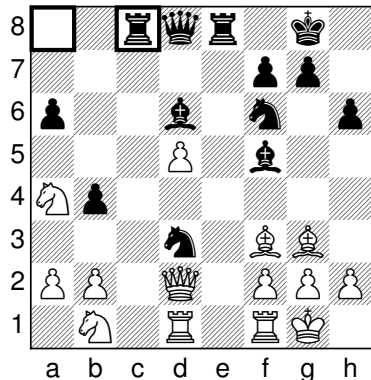


Eval: -1.71cp (Best Move)

20. Bg3 Rc8

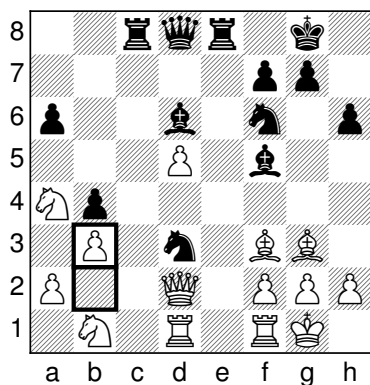


Eval: -1.91cp (Best Move)

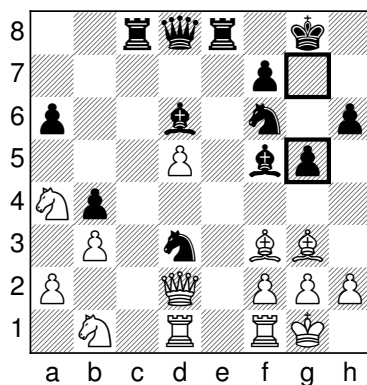


Eval: -1.84cp (Best Move)

21. b3 g5

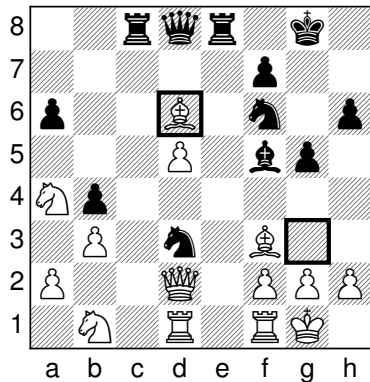


Eval: -1.72cp (Best Move)

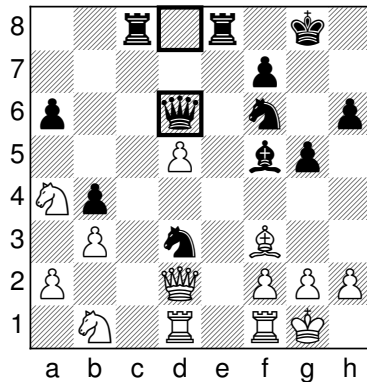


*Eval: -1.57cp | Loss: 31cp
Good Move (Best: d6e5)*

22. Bxd6 Qxd6

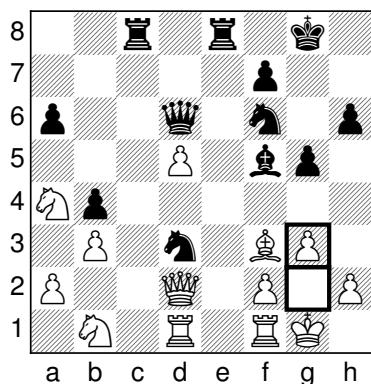


Eval: -1.95cp (Best Move)

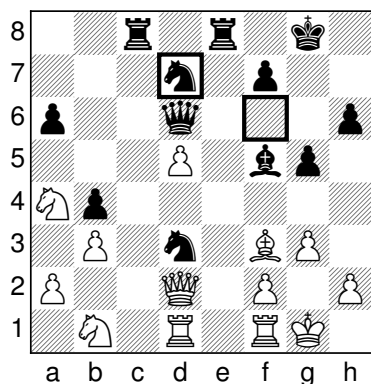


Eval: -2.03cp (Best Move)

23. g3 Nd7

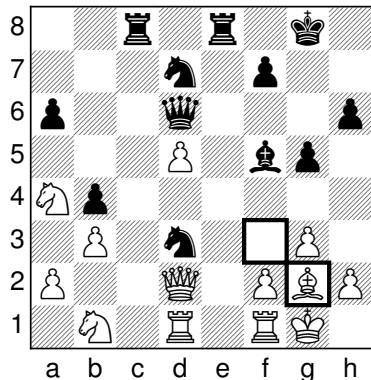


Eval: -2.22cp (Best Move)

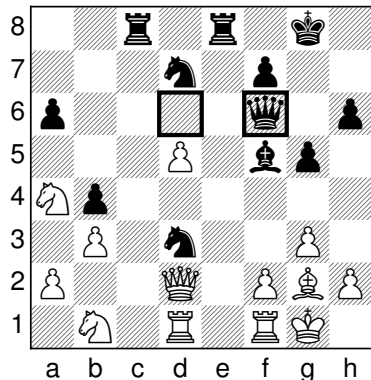


Eval: -1.59cp | Loss: 27cp
Good Move (Best: f5g6)

24. Bg2 Qf6

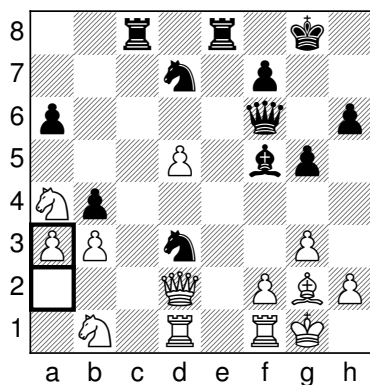


Eval: -2.29cp | Loss: 67cp
Inaccuracy (Best: a4b2)

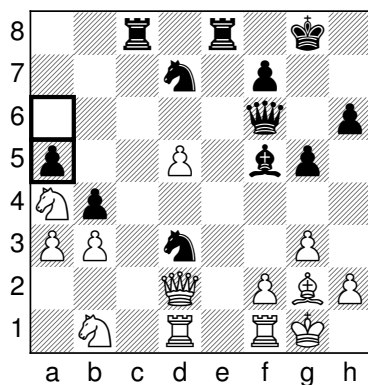


Eval: -2.33cp (Best Move)

25. a3 a5

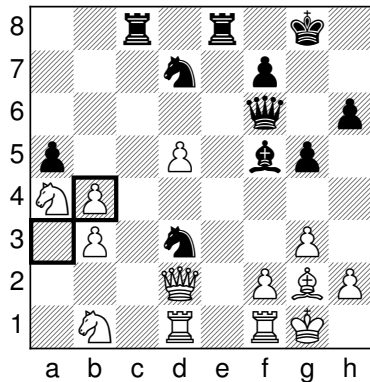


Eval: -2.59cp | Loss: 5cp
Good Move (Best: h2h3)

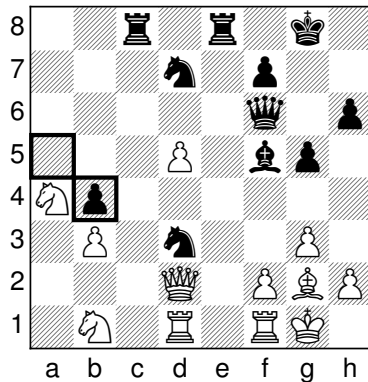


Eval: -2.44cp (Best Move)

26. axb4 axb4

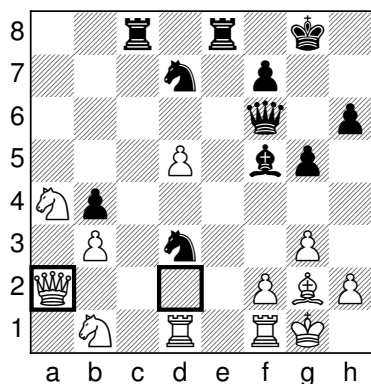


Eval: -2.66cp | Loss: 10cp
Good Move (Best: d2a2)

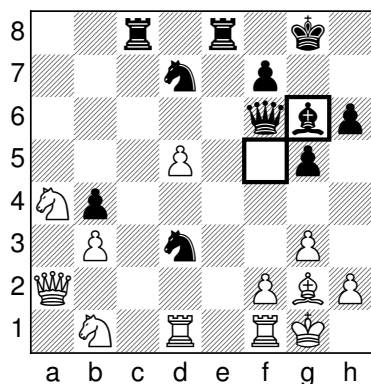


Eval: -2.68cp (Best Move)

27. Qa2 Bg6

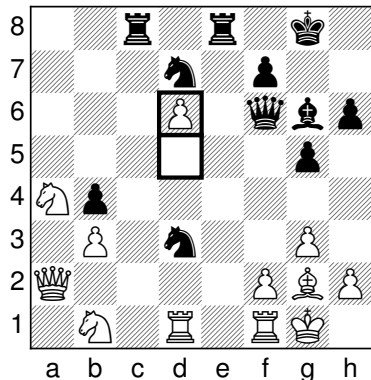


Eval: -3.05cp | Loss: 21cp
Good Move (Best: d5d6)

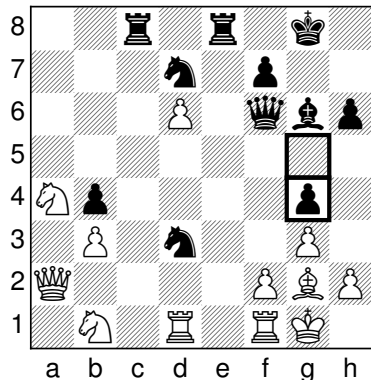


Eval: -2.49cp | Loss: 63cp
Inaccuracy (Best: g5g4)

28. d6 g4

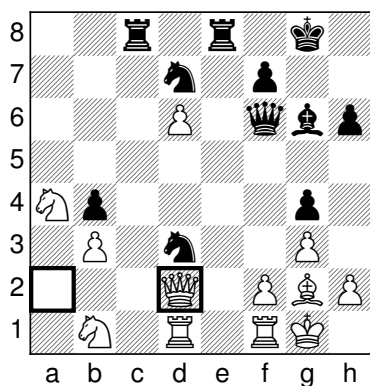


Eval: -2.64cp (Best Move)

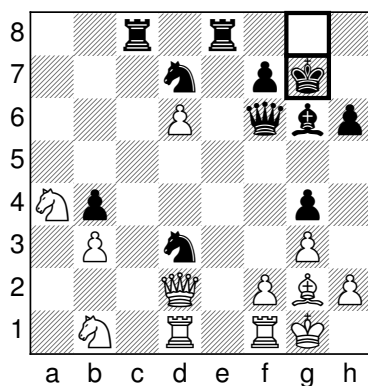


Eval: -2.49cp | Loss: 15cp
Good Move (Best: h6h5)

29. Qd2 Kg7

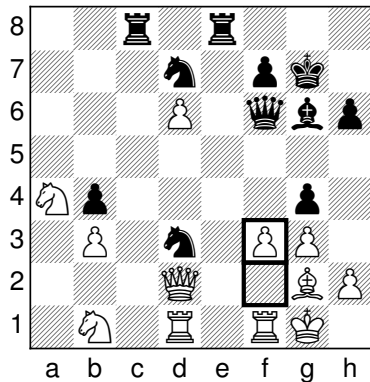


Eval: -2.83cp | Loss: 22cp
Good Move (Best: h2h3)

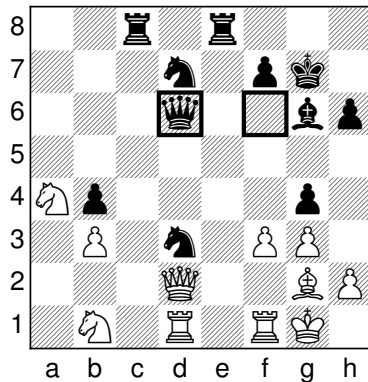


Eval: -2.58cp | Loss: 29cp
Good Move (Best: g6f5)

30. f3 Qxd6

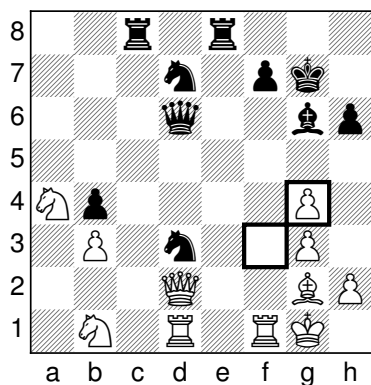


Eval: -3.58cp | Loss: 84cp
Inaccuracy (Best: h2h3)

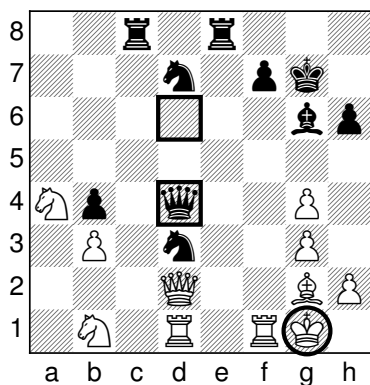


Eval: -3.85cp (Best Move)

31. fxg4 Qd4+

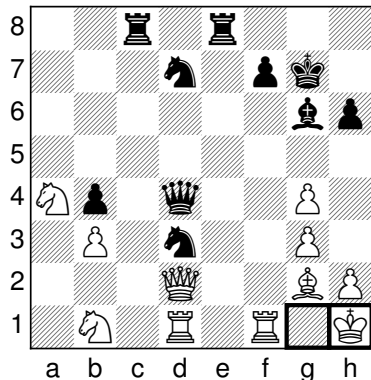


Eval: -4.80cp (Best Move)

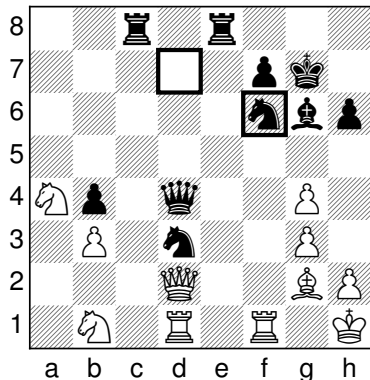


Eval: -4.72cp (Best Move)

32. Kh1 Nf6

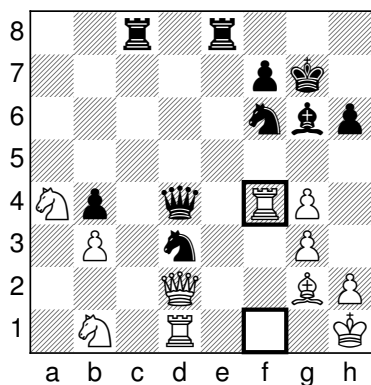


Eval: -5.01cp (Best Move)

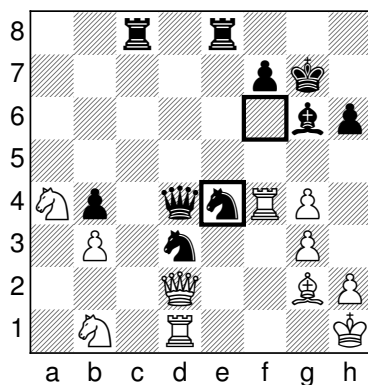


Eval: -4.92cp (Best Move)

33. Rf4 Ne4

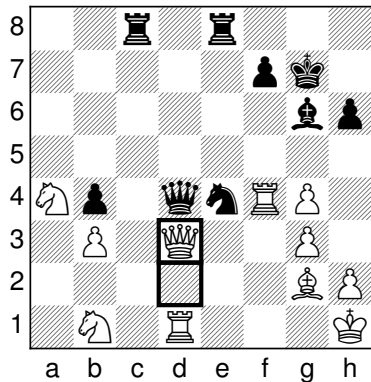


Eval: -5.12cp | Loss: 14cp
Good Move (Best: d2f4)

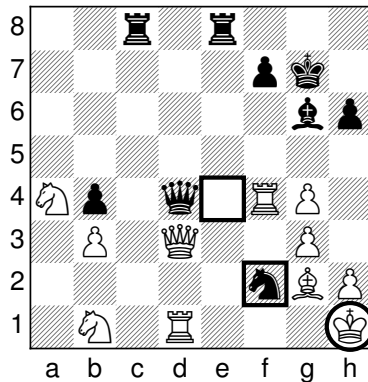


Eval: -5.39cp (Best Move)

34. Qxd3 Nf2+

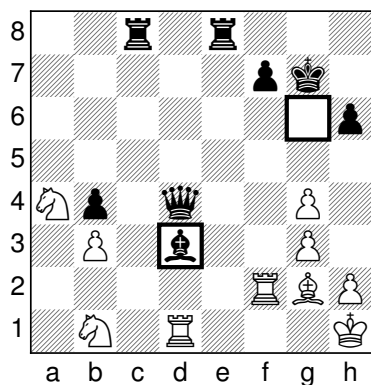
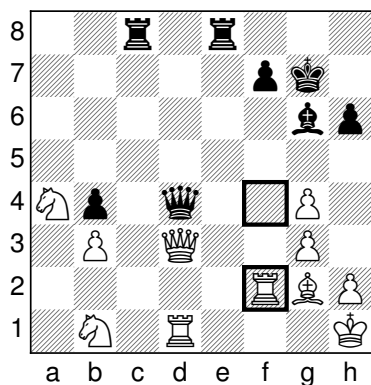


Eval: -5.36cp (Best Move)

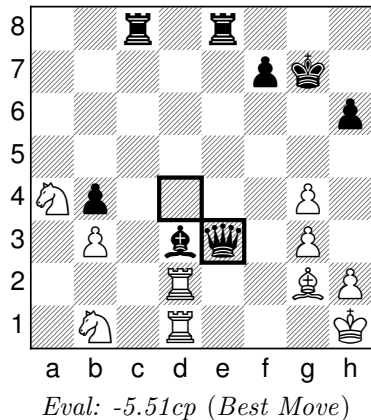
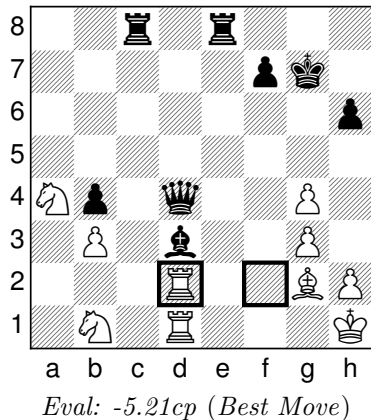


Eval: -5.64cp (Best Move)

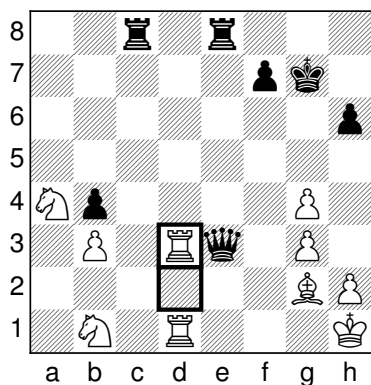
35. Rxf2 Bxd3



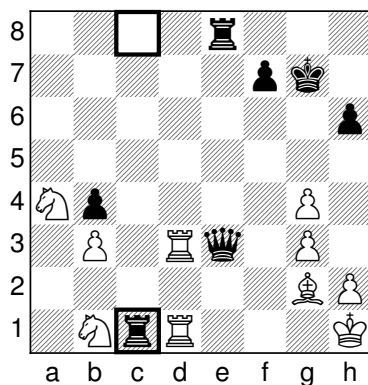
36. Rfd2 Qe3



37. Rxd3 Rc1

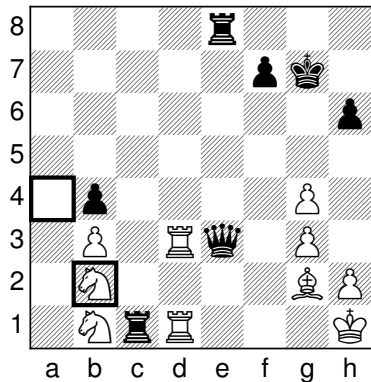


Eval: -3.83cp (Best Move)

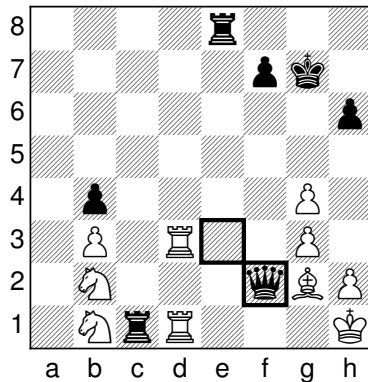


*Eval: -5.57cp | Loss: 0cp
Good Move (Best: e3f2)*

38. Nb2 Qf2

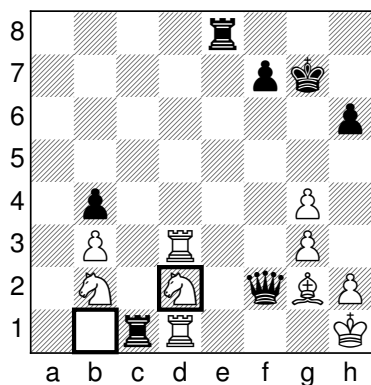


*Eval: -M5 | Loss: 0cp
Good Move (Best: h2h3)*

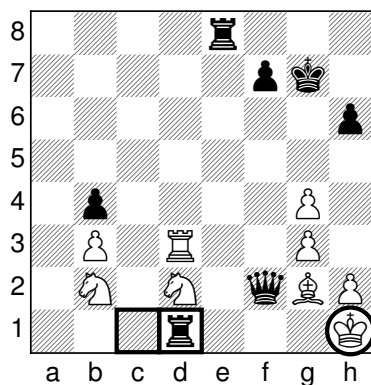


Eval: -M4 (Best Move)

39. Nd2 Rxd1+

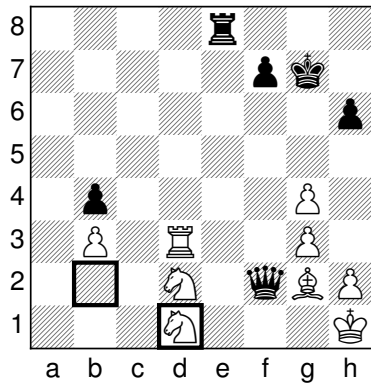


Eval: -M2 (Best Move)

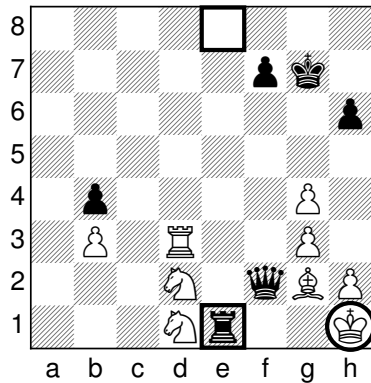


Eval: -M3 (Best Move)

40. Nxd1 Re1+



Eval: -M3 (Best Move)



Eval: -M2 (Best Move)



Best Chess Games Of All Time

□ Donald Byrne

■ Bobby Fischer ★

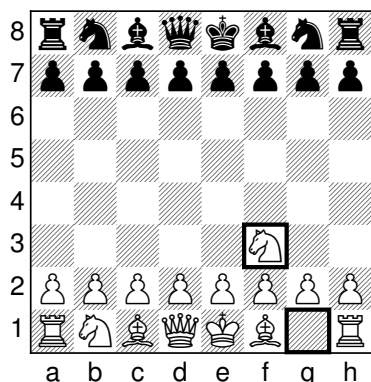
1956.??.??

Memorial Rosenwald (?)

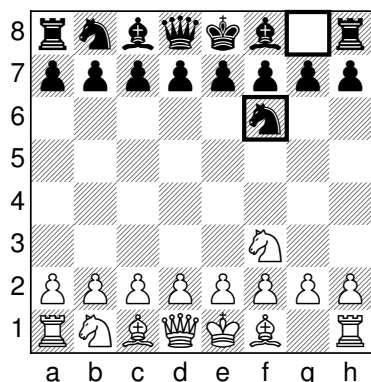
- | | | | | | | | | | |
|-----|---|------|---|-------|-----|---|-----|---|------|
| 1. |  | f3 |  | f6 | 22. |  | f1 |  | c3+ |
| 2. | | c4 | | g6 | 23. |  | g1 | | axb6 |
| 3. |  | c3 |  | g7 | 24. |  | b4 |  | a4 |
| 4. | | d4 |  | O-O | 25. |  | xb6 |  | xd1 |
| 5. |  | f4 | | d5 | 26. | | h3 |  | 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	25.15	11.07
Blunders	2	0
Mistakes	0	0
Inaccuracies	4	2

1. Nf3 Nf6

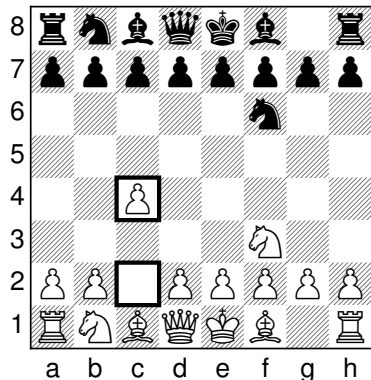


Eval: +0.12cp | Loss: 19cp
Good Move (Best: e2e4)

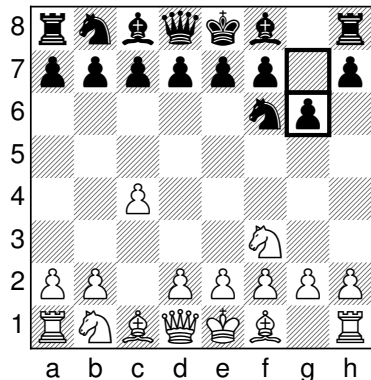


Eval: +0.15cp | Loss: 0cp
Good Move (Best: d7d5)

2. c4 g6

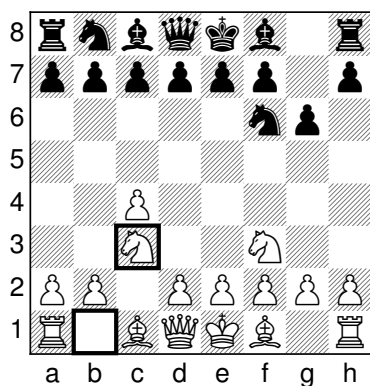


Eval: +0.22cp | Loss: 0cp
Good Move (Best: d2d4)

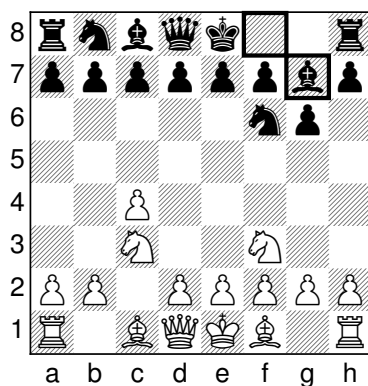


Eval: +0.32cp | Loss: 11cp
Good Move (Best: e7e6)

3. Nc3 Bg7

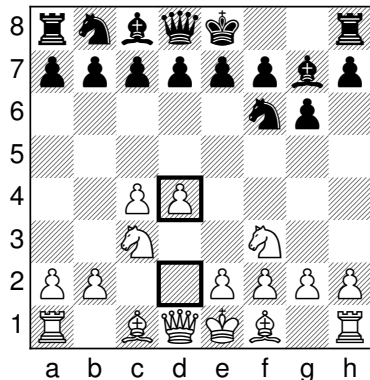


Eval: +0.40cp (Best Move)

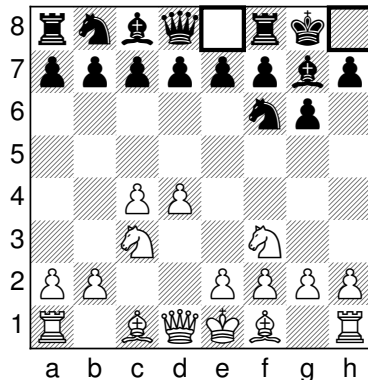


Eval: +0.38cp (Best Move)

4. d4 O-O

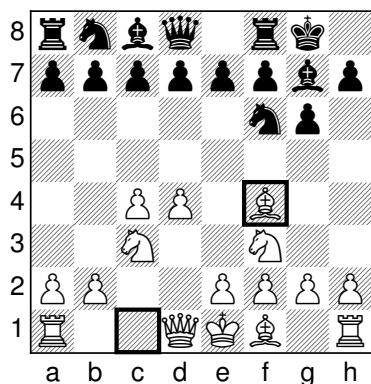


Eval: +0.35cp | Loss: 3cp
Good Move (Best: e2e4)

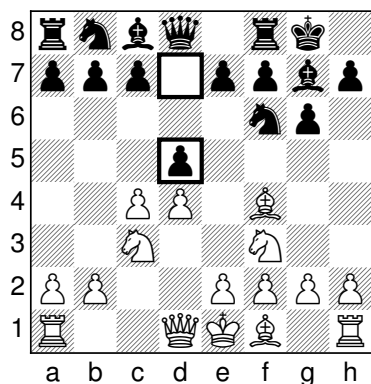


Eval: +0.44cp | Loss: 15cp
Good Move (Best: d7d5)

5. Bf4 d5

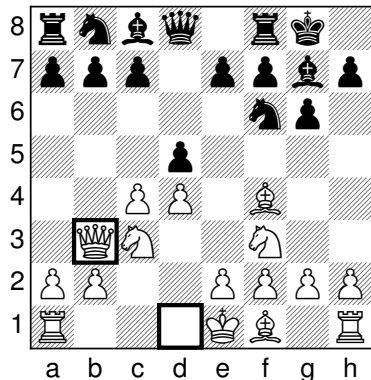


Eval: $-0.03cp$ | Loss: 51cp
Inaccuracy (Best: e2e4)

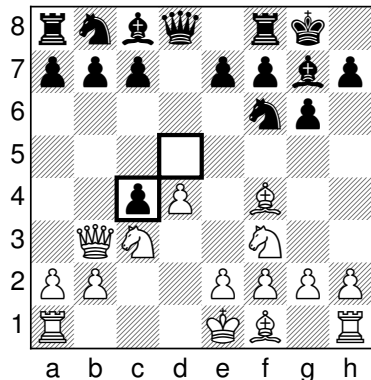


Eval: $+0.04cp$ (Best Move)

6. Qb3 dxc4

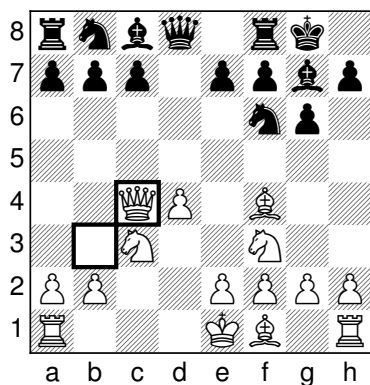


Eval: $-0.16cp$ | Loss: 20cp
Good Move (Best: a1c1)

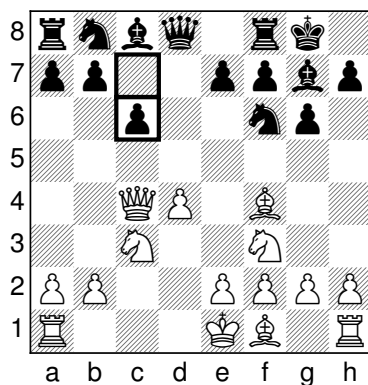


Eval: $+0.08cp$ | Loss: 40cp
Good Move (Best: c7c5)

7. Qxc4 c6

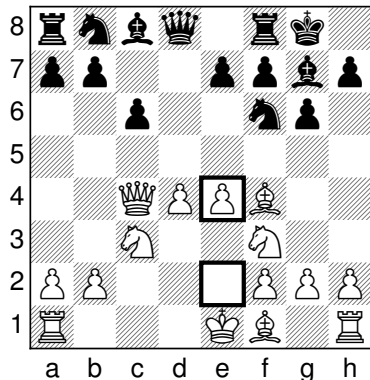


Eval: +0.14cp (Best Move)

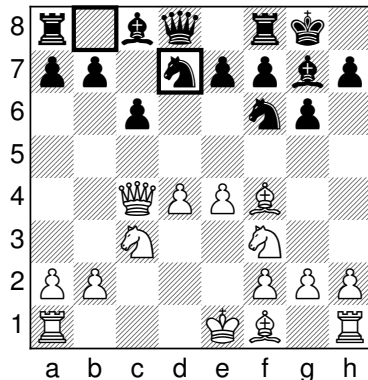


*Eval: +0.28cp | Loss: 8cp
Good Move (Best: c8f5)*

8. e4 Nbd7

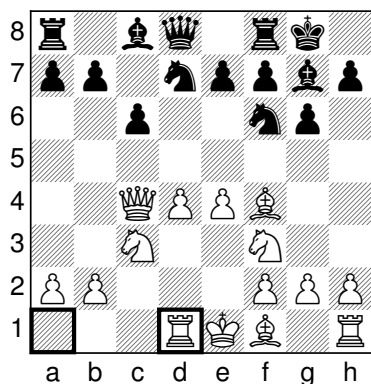


Eval: +0.21cp (Best Move)

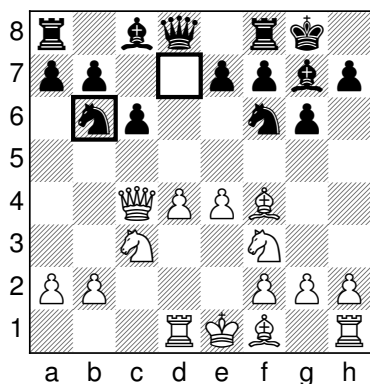


*Eval: +0.67cp | Loss: 50cp
Inaccuracy (Best: d8a5)*

9. Rd1 Nb6

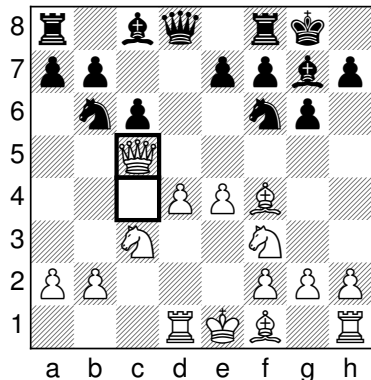


Eval: +0.71cp | Loss: 0cp
Good Move (Best: f1e2)

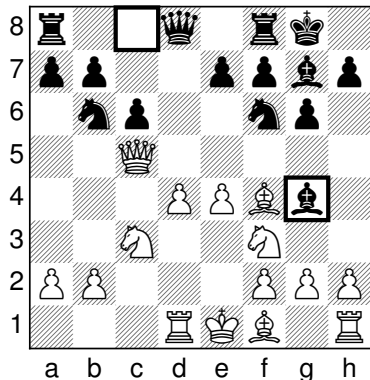


Eval: +0.87cp | Loss: 20cp
Good Move (Best: d8a5)

10. Qc5 Bg4

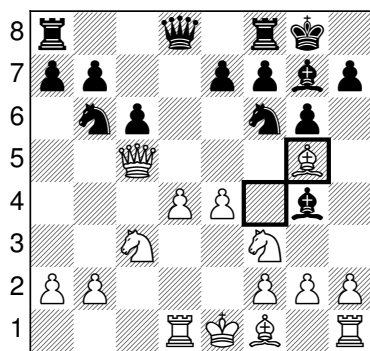


Eval: +0.20cp | Loss: 57cp
Inaccuracy (Best: c4b3)

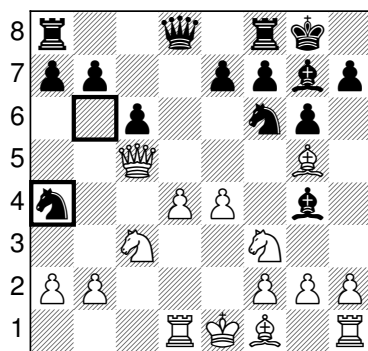


Eval: +0.27cp (Best Move)

11. Bg5 Na4

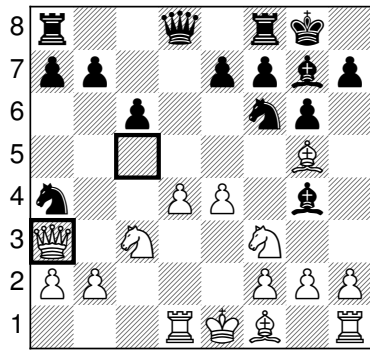


Eval: -2.26cp | Loss: 255cp
Blunder (*Best: f1e2*)

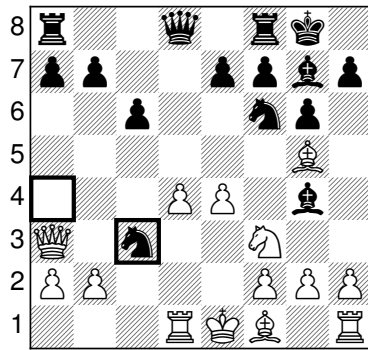


Eval: -2.49cp (Best Move)

12. Qa3 Nxc3

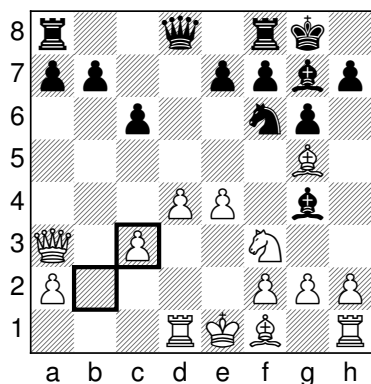


Eval: -2.53cp (Best Move)

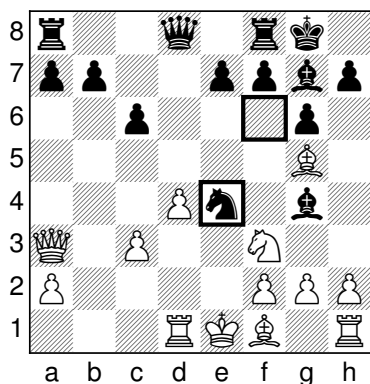


Eval: -2.38cp (Best Move)

13. bxc3 Nxe4

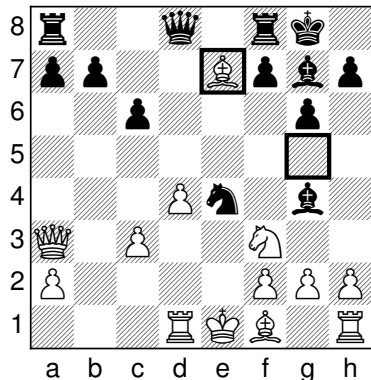


Eval: -2.35cp (Best Move)

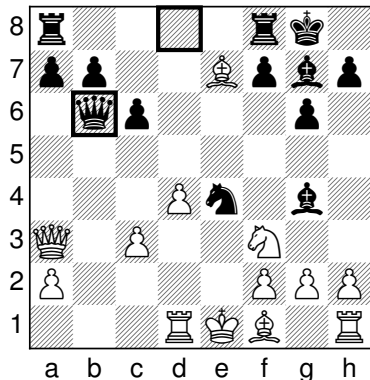


Eval: -2.11cp (Best Move)

14. Bxe7 Qb6

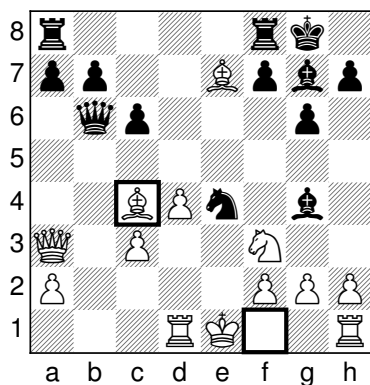


Eval: -2.53cp | Loss: 19cp
Good Move (Best: g5e3)

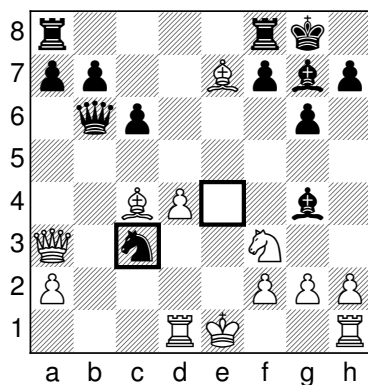


Eval: -2.17cp | Loss: 41cp
Good Move (Best: d8d5)

15. Bc4 Nxc3

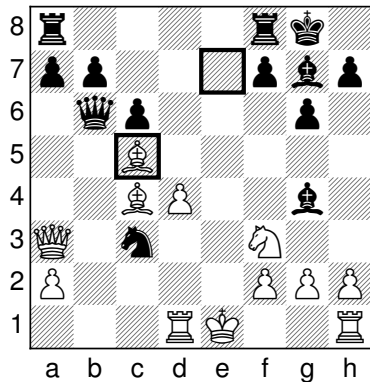


Eval: -2.11cp (Best Move)

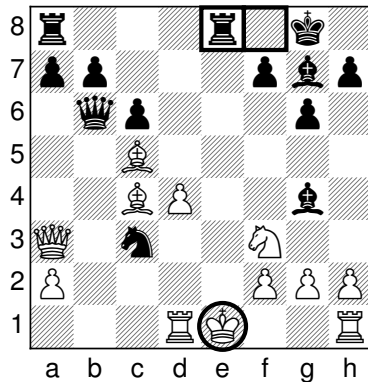


Eval: -2.26cp (Best Move)

16. Bc5 Rfe8+

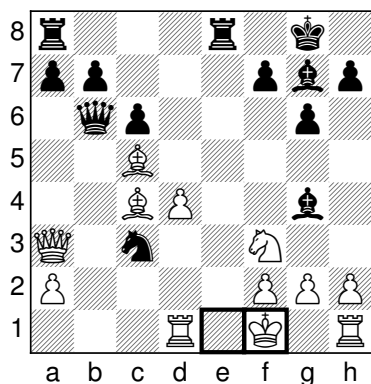


Eval: -2.19cp (Best Move)

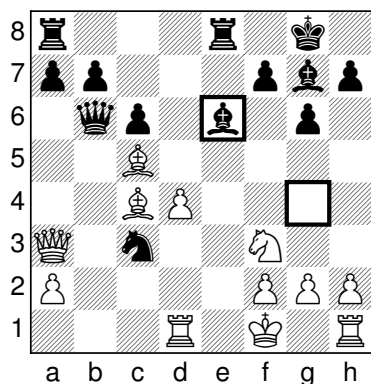


Eval: -2.18cp (Best Move)

17. Kf1 Be6

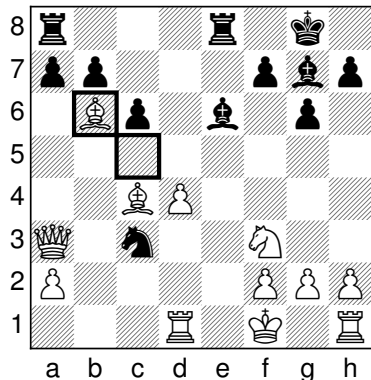


Eval: -2.02cp (Best Move)

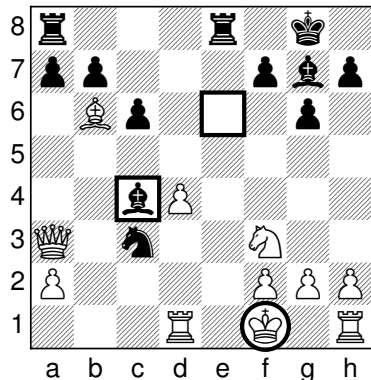


Eval: -2.14cp (Best Move)

18. Bxb6 Bxc4+

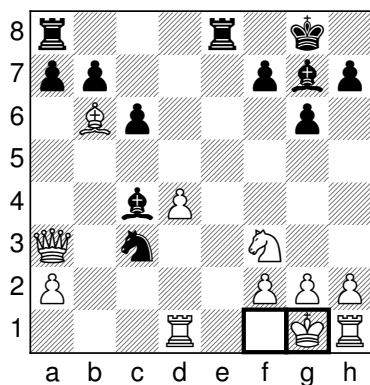


Eval: -4.79cp | Loss: 259cp
Blunder (Best: a3c3)

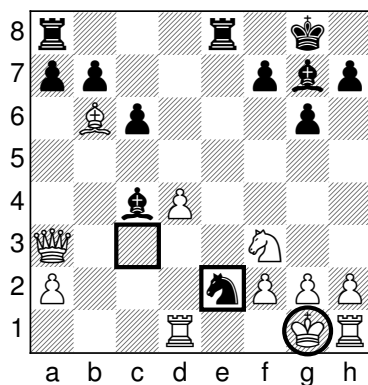


Eval: -5.10cp (Best Move)

19. Kg1 Ne2+

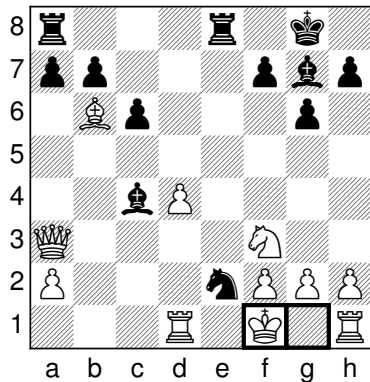


Eval: -5.33cp (Best Move)

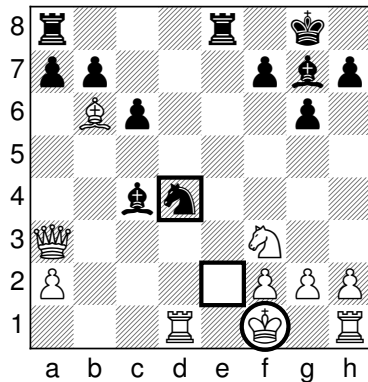


Eval: -5.25cp (Best Move)

20. Kf1 Nxd4+

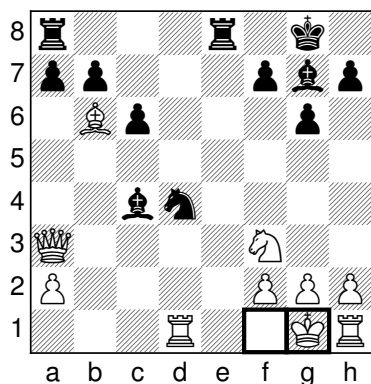


Eval: -5.36cp (Best Move)

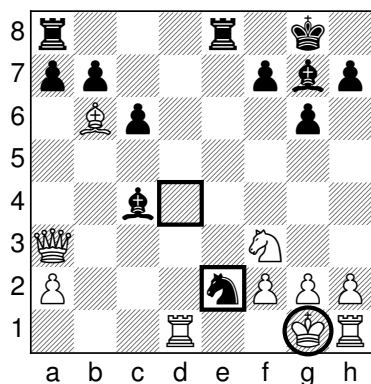


Eval: -5.22cp (Best Move)

21. Kg1 Ne2+

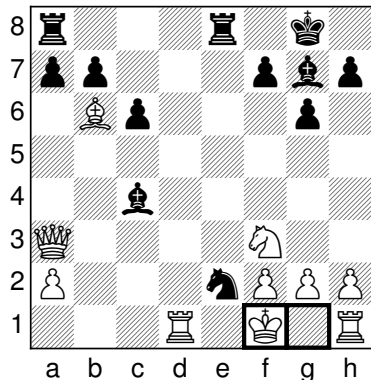


Eval: -5.26cp (Best Move)

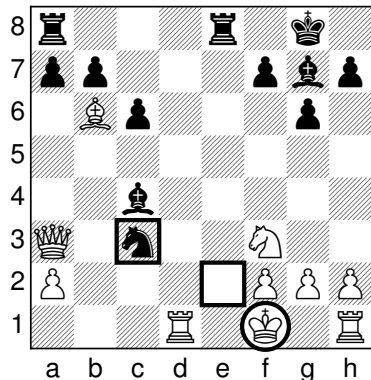


Eval: -5.02cp (Best Move)

22. Kf1 Nc3+

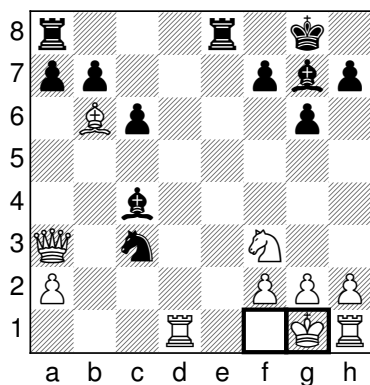


Eval: -5.29cp (Best Move)

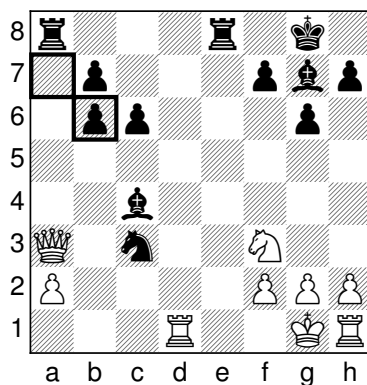


Eval: -5.21cp (Best Move)

23. Kg1 axb6

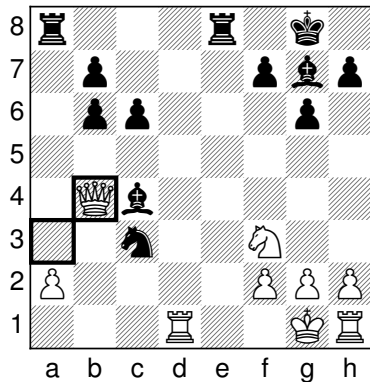


Eval: -5.31cp (Best Move)

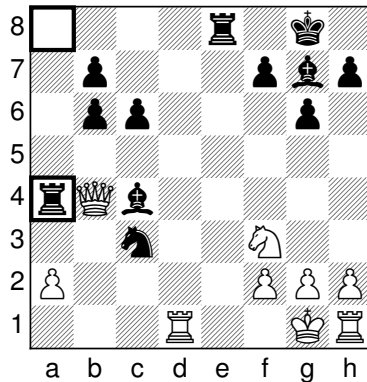


Eval: -5.25cp | Loss: 4cp
Good Move (Best: c3e2)

24. Qb4 Ra4

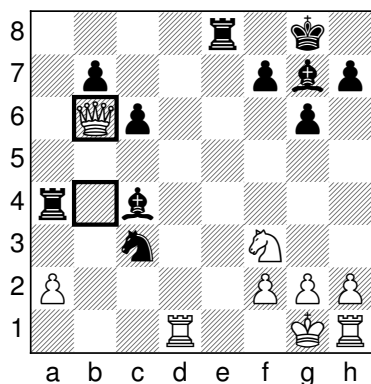


Eval: -5.29cp (Best Move)

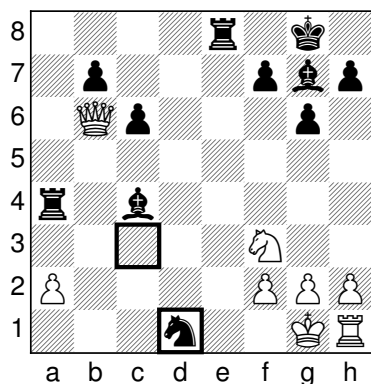


Eval: -4.97cp | Loss: 38cp
Good Move (Best: c3e2)

25. Qxb6 Nxd1

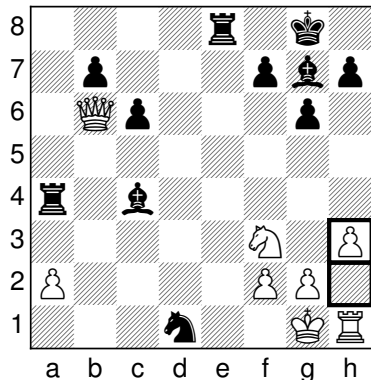


Eval: -5.19cp (Best Move)

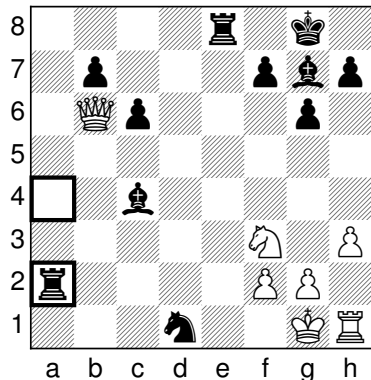


Eval: -5.31cp (Best Move)

26. h3 Rxa2

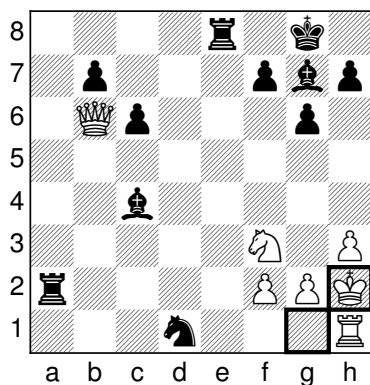


Eval: -5.92cp | Loss: 53cp
Inaccuracy (Best: h2h4)

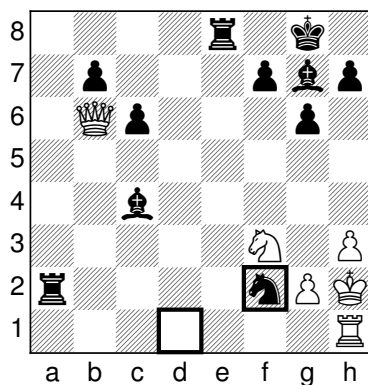


Eval: -5.82cp | Loss: 0cp
Good Move (Best: c4d5)

27. Kh2 Nxf2

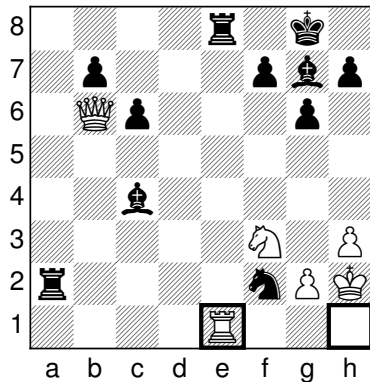


Eval: -5.84cp (Best Move)

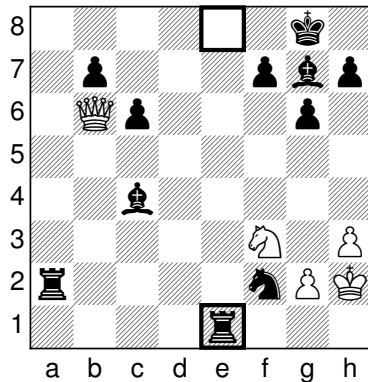


Eval: -6.04cp (Best Move)

28. Re1 Rxe1

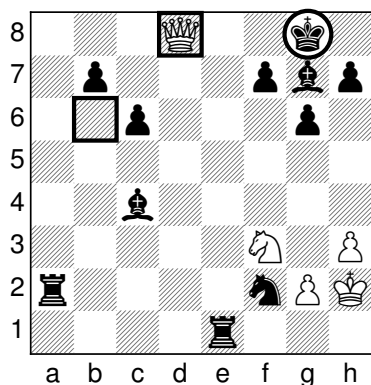


Eval: -5.89cp (Best Move)

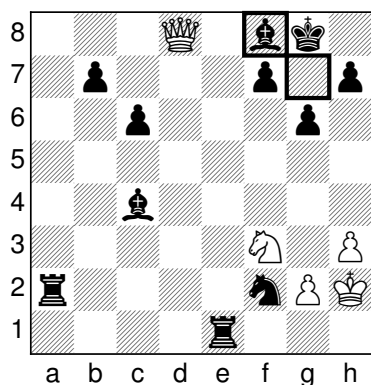


Eval: -5.31cp | Loss: 66cp
Inaccuracy (Best: f2e4)

29. Qd8+ Bf8

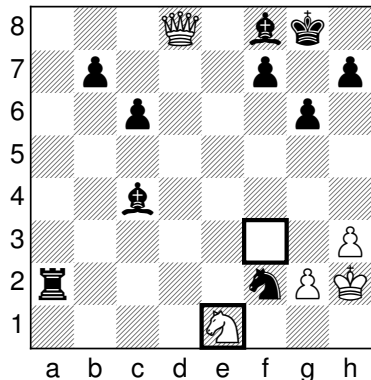


Eval: -5.73cp (Best Move)

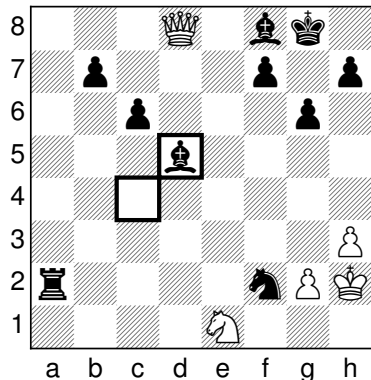


Eval: -5.85cp (Best Move)

30. Nxe1 Bd5

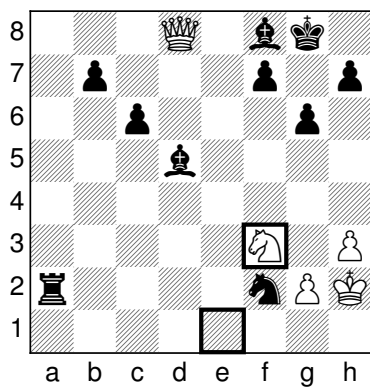


Eval: -5.90cp (Best Move)

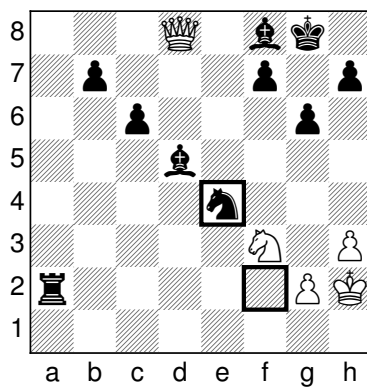


Eval: -5.93cp (Best Move)

31. Nf3 Ne4

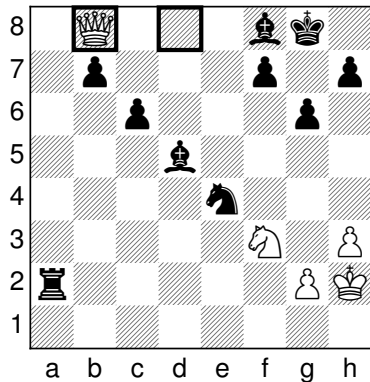


Eval: -5.89cp (Best Move)

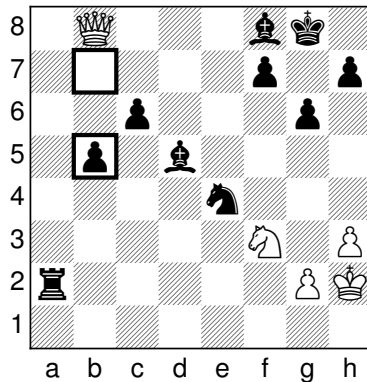


Eval: -5.48cp | Loss: 46cp
Good Move (Best: h7h5)

32. Qb8 b5

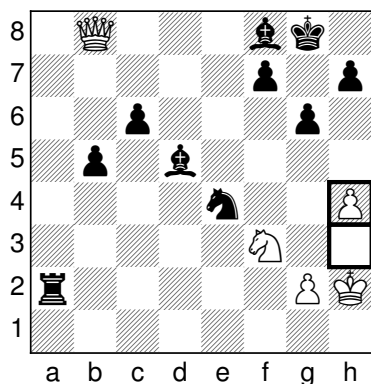


Eval: -5.97cp | Loss: 41cp
Good Move (Best: f3e5)

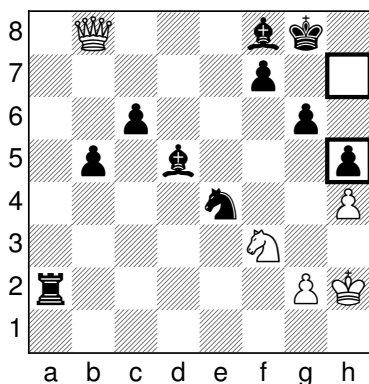


Eval: -5.66cp | Loss: 35cp
Good Move (Best: h7h5)

33. h4 h5

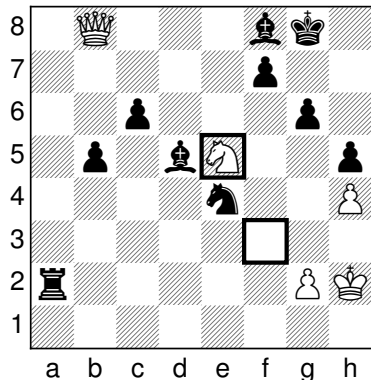


Eval: -6.30cp | Loss: 37cp
Good Move (Best: f3e5)

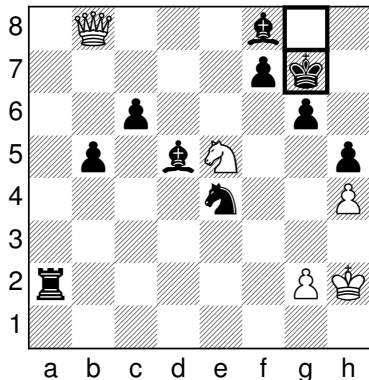


Eval: -6.52cp (Best Move)

34. Ne5 Kg7

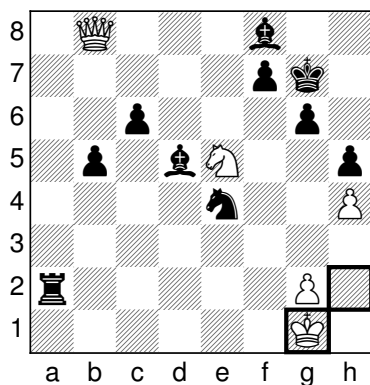


Eval: -6.80cp | Loss: 26cp
Good Move (Best: h2g1)

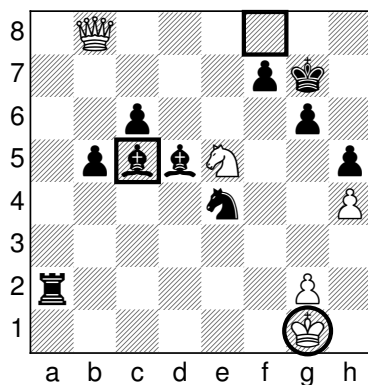


Eval: -7.88cp | Loss: 0cp
Good Move (Best: e4f6)

35. Kg1 Bc5+

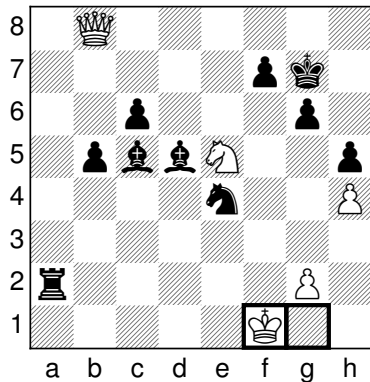


Eval: -8.81cp | Loss: 81cp
Inaccuracy (Best: e5f7)

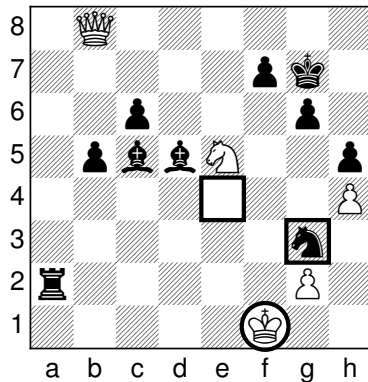


Eval: -8.78cp | Loss: 7cp
Good Move (Best: a2a1)

36. Kf1 Ng3+

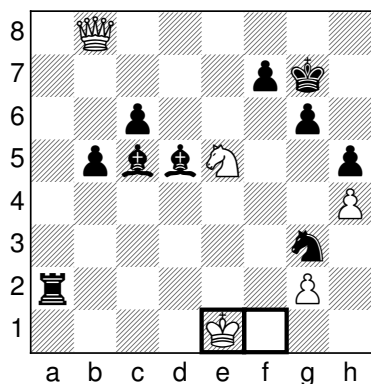


Eval: -8.73cp (Best Move)

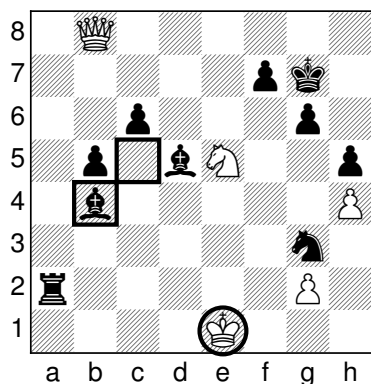


Eval: -M4 (Best Move)

37. Ke1 Bb4+

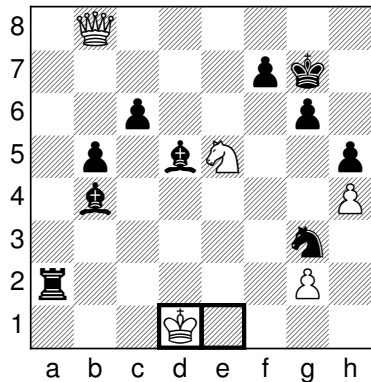


Eval: $-M_4$ (Best Move)

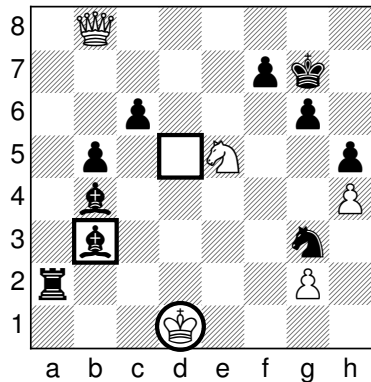


Eval: $-M_4$ (Best Move)

38. Kd1 Bb3+

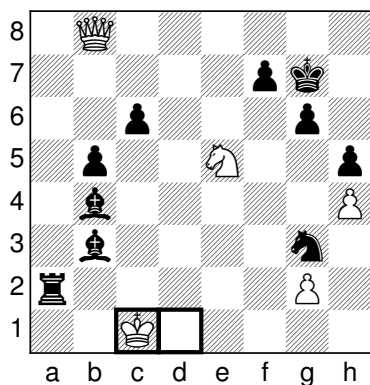


Eval: $-M_4$ (Best Move)

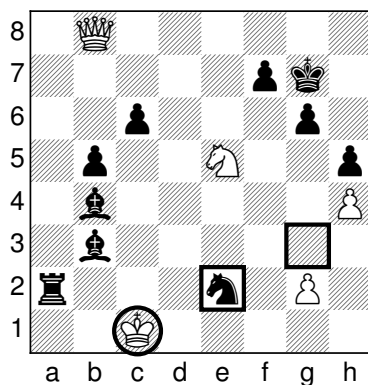


Eval: $-M_3$ (Best Move)

39. Kc1 Ne2+

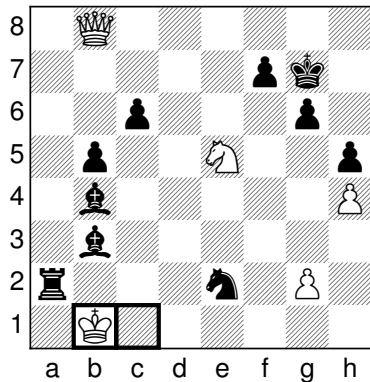


Eval: -M3 (Best Move)

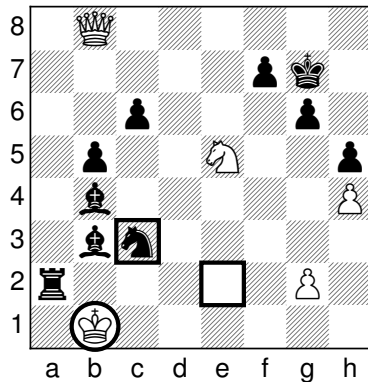


Eval: -M2 (Best Move)

40. Kb1 Nc3+

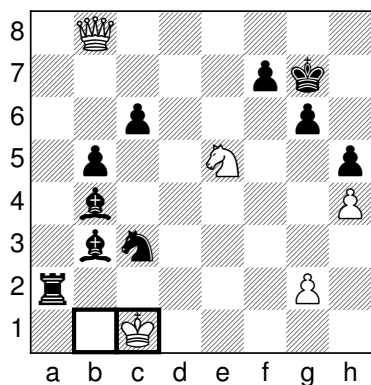


Eval: -M2 (Best Move)

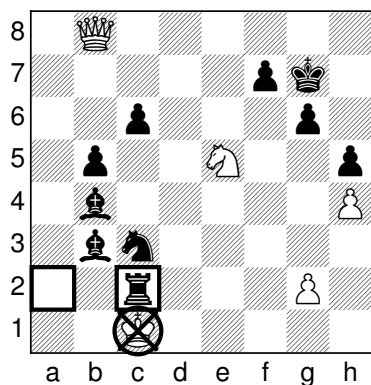


Eval: -M1 (Best Move)

41. Kc1 Rc2#



Eval: -M1 (Best Move)



Eval: 0 (Best Move)

Best Chess Games Of All Time

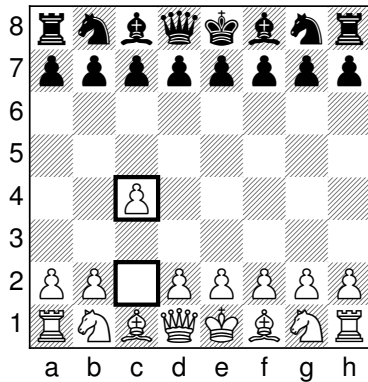
□ Vassily Ivanchuk
 ■ Artur Yusupov ★

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

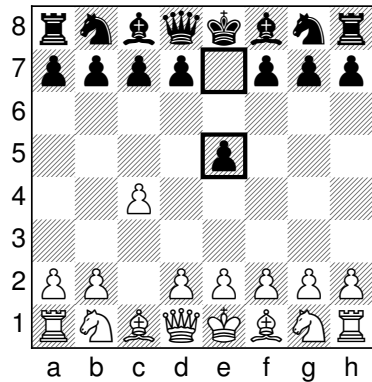
- | | | | | | |
|-----|------|------|-----|-------|------|
| 1. | c4 | e5 | 21. | ♔xd6 | ♜g6 |
| 2. | g3 | d6 | 22. | ♞d5 | ♚h5 |
| 3. | ♔g2 | g6 | 23. | h4 | ♜xh4 |
| 4. | d4 | ♜d7 | 24. | gxh4 | ♚xh4 |
| 5. | ♞c3 | ♜g7 | 25. | ♞de7+ | ♚h8 |
| 6. | ♞f3 | ♜gf6 | 26. | ♞xf5 | ♚h2+ |
| 7. | ♚O-O | ♚O-O | 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	45.85	34.54
Blunders	2	2
Mistakes	0	2
Inaccuracies	5	2

1. c4 e5

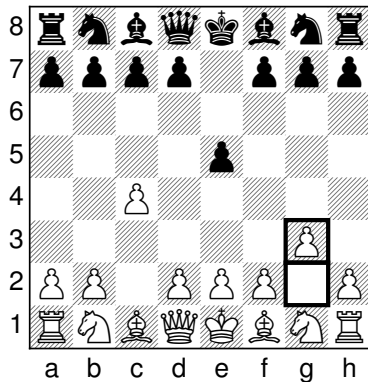


Eval: +0.01cp | Loss: 34cp
Good Move (Best: e2e4)

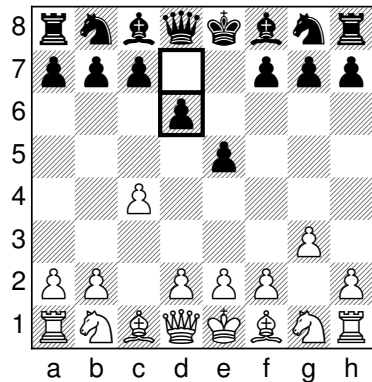


Eval: +0.15cp (Best Move)

2. g3 d6



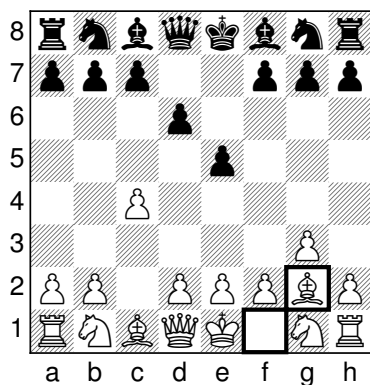
Eval: +0.17cp | Loss: 2cp
Good Move (Best: b1c3)



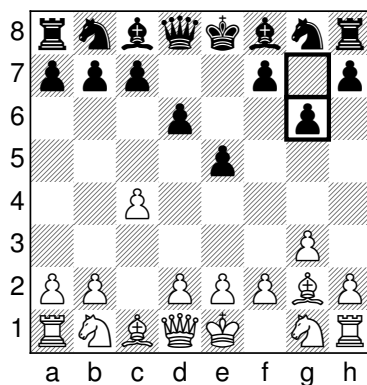
Eval: +0.41cp | Loss: 23cp
Good Move (Best: c7c6)

Best Chess Games Of All Time

3. Bg2 g6

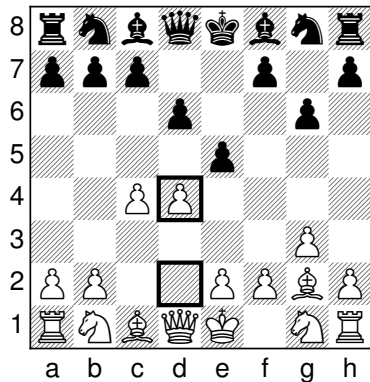


Eval: +0.40cp (Best Move)

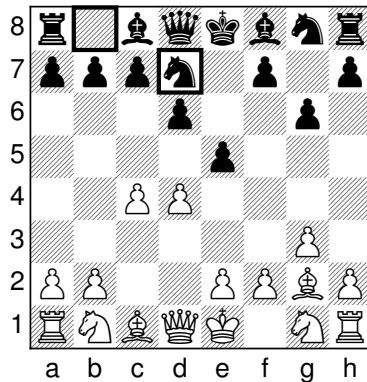


*Eval: +0.55cp | Loss: 28cp
Good Move (Best: b8c6)*

4. d4 Nd7

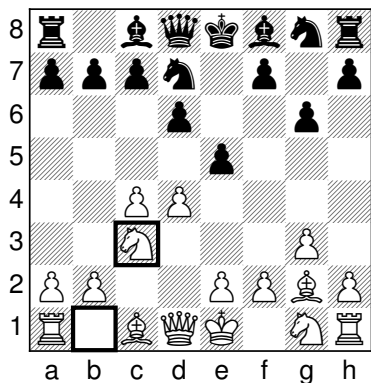


Eval: +0.37cp (Best Move)

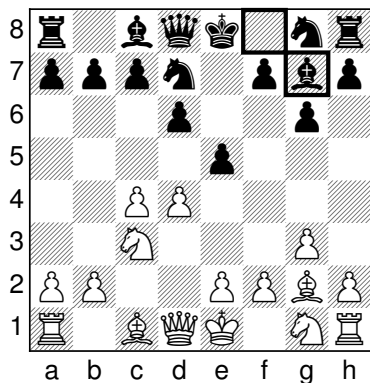


*Eval: +0.46cp | Loss: 5cp
Good Move (Best: e5d4)*

5. Nc3 Bg7

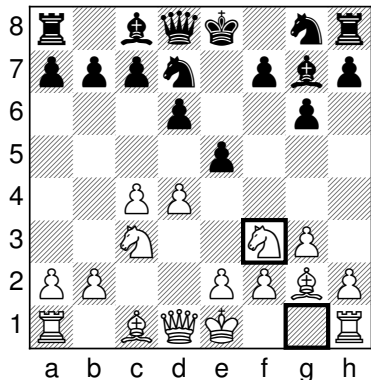


Eval: +0.37cp | Loss: 10cp
Good Move (Best: g1f3)

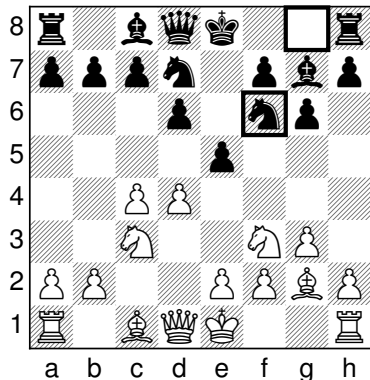


Eval: +0.55cp (Best Move)

6. Nf3 Ngf6

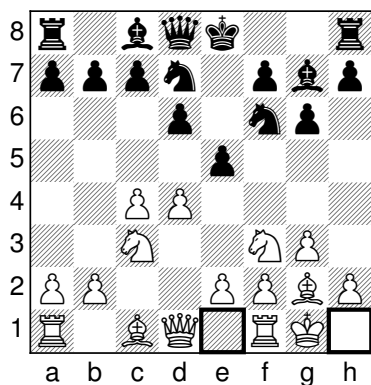


Eval: +0.49cp (Best Move)

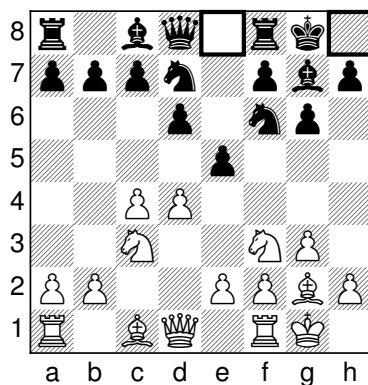


Eval: +0.52cp (Best Move)

7. O-O O-O

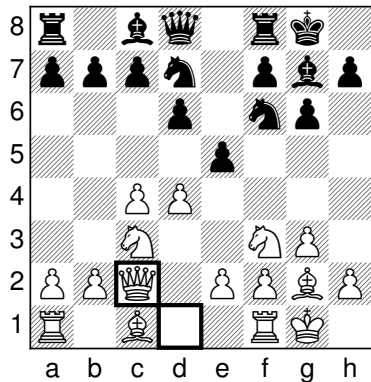


Eval: +0.53cp | Loss: 2cp
Good Move (Best: e2e4)

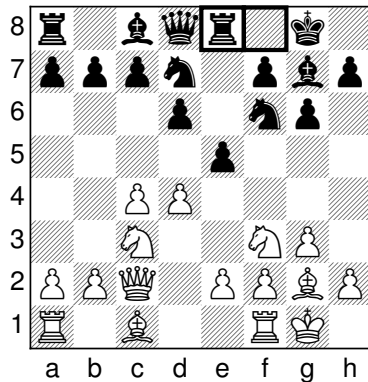


Eval: +0.52cp (Best Move)

8. Qc2 Re8

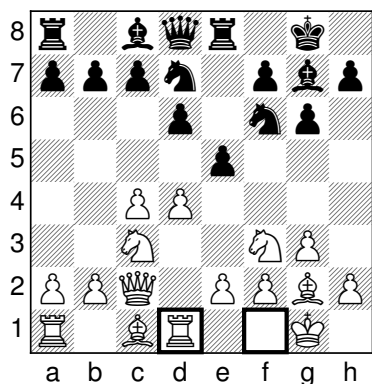


Eval: +0.17cp | Loss: 40cp
Good Move (Best: e2e4)

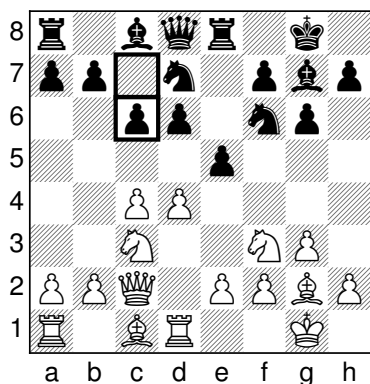


Eval: +0.41cp | Loss: 13cp
Good Move (Best: e5d4)

9. Rd1 c6

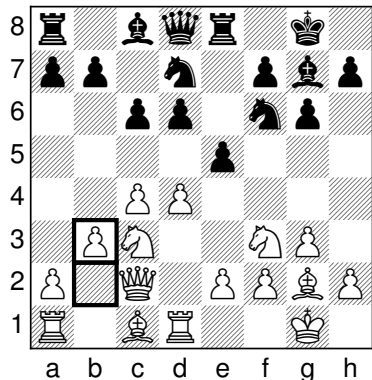


Eval: +0.43cp | Loss: 0cp
Good Move (Best: e2e4)

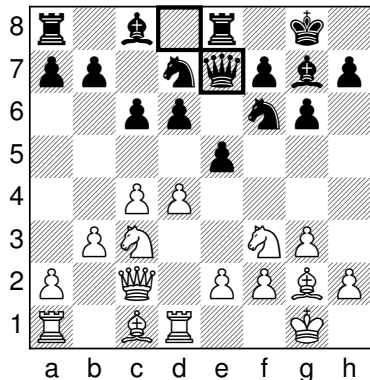


Eval: +0.51cp | Loss: 0cp
Good Move (Best: d8e7)

10. b3 Qe7

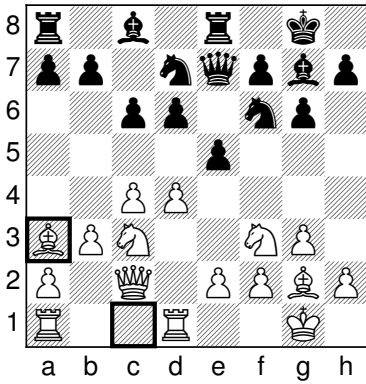


Eval: +0.24cp | Loss: 45cp
Good Move (Best: e2e4)

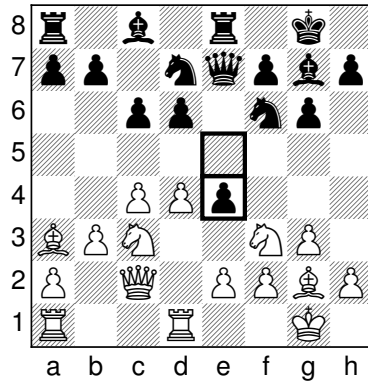


Eval: +0.23cp | Loss: 0cp
Good Move (Best: e5e4)

11. Ba3 e4

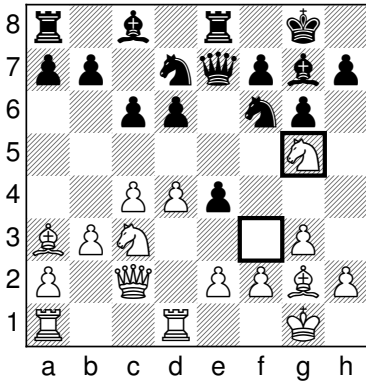


Eval: +0.06cp | Loss: 34cp
Good Move (Best: d4e5)

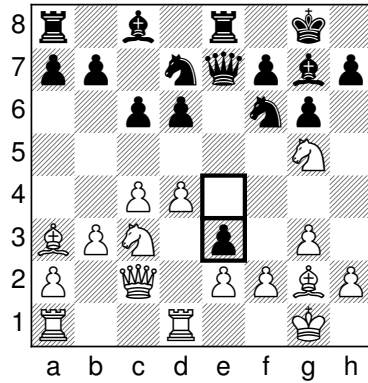


Eval: +0.25cp | Loss: 32cp
Good Move (Best: e5d4)

12. Ng5 e3

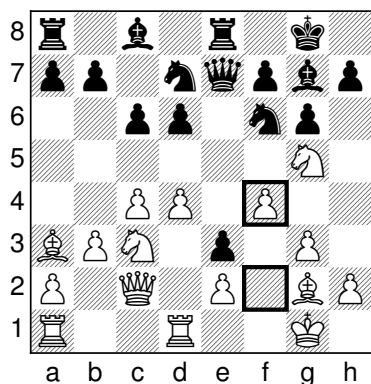


Eval: +0.33cp (Best Move)

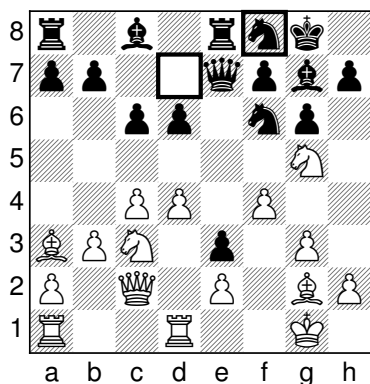


Eval: +0.30cp (Best Move)

13. f4 Nf8

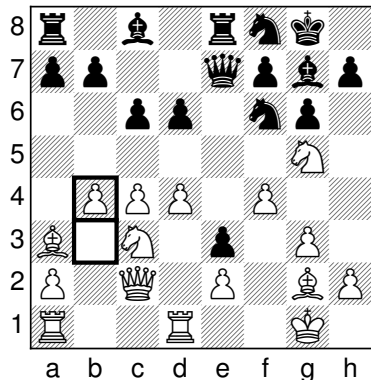


Eval: $-0.61cp$ | Loss: 90cp
Inaccuracy (Best: f2f3)

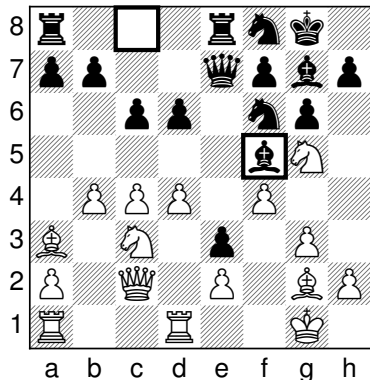


Eval: $-0.39cp$ | Loss: 20cp
Good Move (Best: d7b6)

14. b4 Bf5

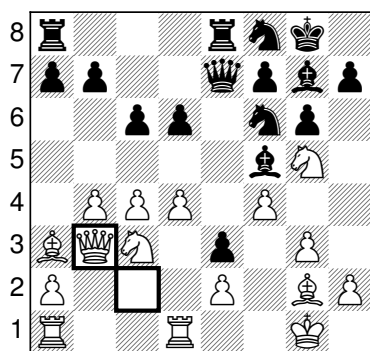


Eval: $-0.81cp$ | Loss: 42cp
Good Move (Best: c2c1)

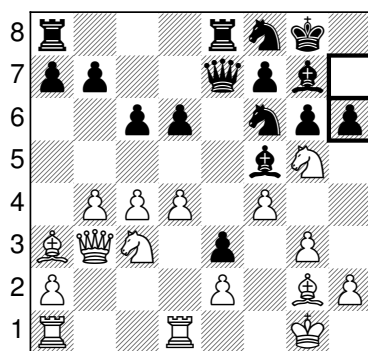


Eval: $-0.77cp$ (Best Move)

15. Qb3 h6

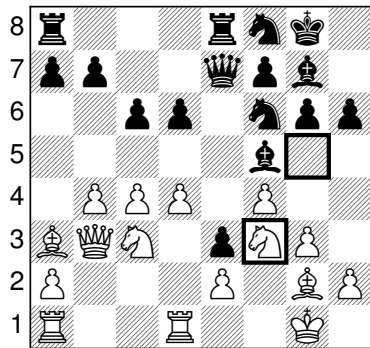


Eval: -0.59cp (Best Move)

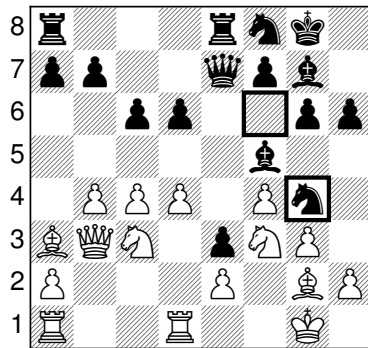


Eval: -0.53cp | Loss: 14cp
Good Move (Best: a8c8)

16. Nf3 Ng4

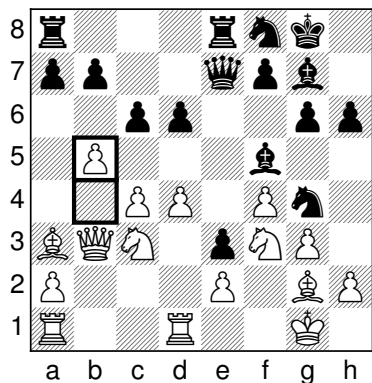


Eval: -0.62cp (Best Move)

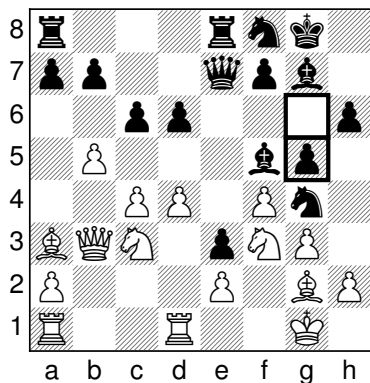


Eval: -0.16cp | Loss: 42cp
Good Move (Best: a7a6)

17. b5 g5

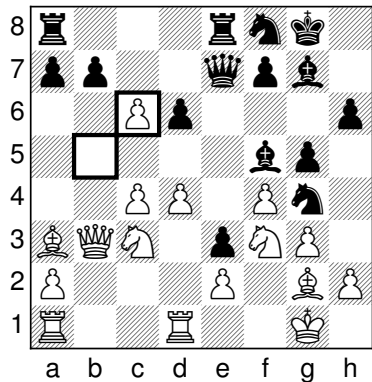


Eval: $-0.83cp$ | Loss: 73cp
Inaccuracy (Best: d4d5)

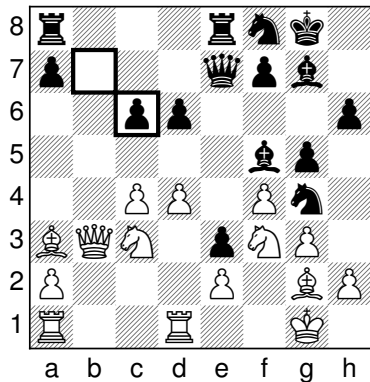


Eval: $-0.68cp$ | Loss: 33cp
Good Move (Best: g4f2)

18. bxc6 bxc6

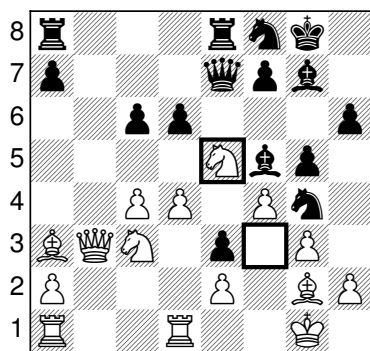


Eval: $-0.61cp$ | Loss: 0cp
Good Move (Best: d1f1)

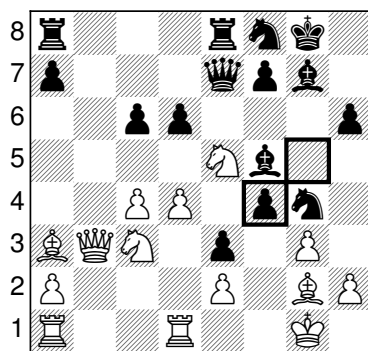


Eval: $-0.69cp$ (Best Move)

19. Ne5 gxf4

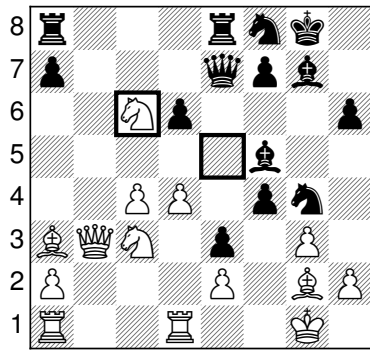


Eval: -0.77cp | Loss: 19cp
Good Move (Best: b3a4)

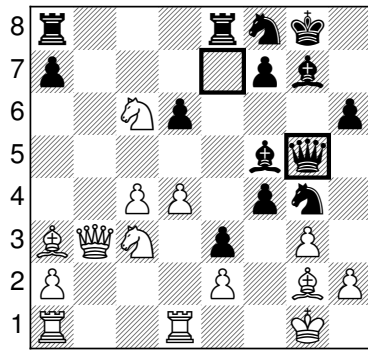


Eval: -1.04cp (Best Move)

20. Nxc6 Qg5

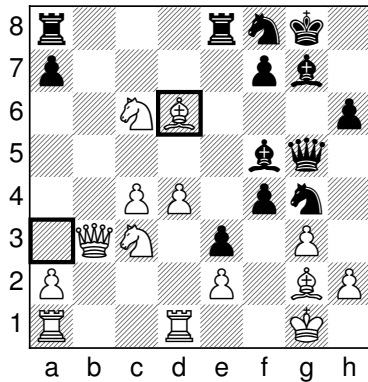


Eval: -1.09cp (Best Move)

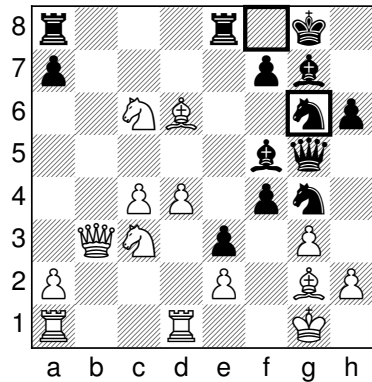


Eval: -1.05cp (Best Move)

21. Bxd6 Ng6

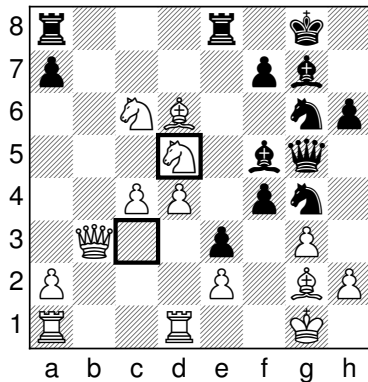


Eval: -1.25cp | Loss: 20cp
Good Move (Best: h2h4)

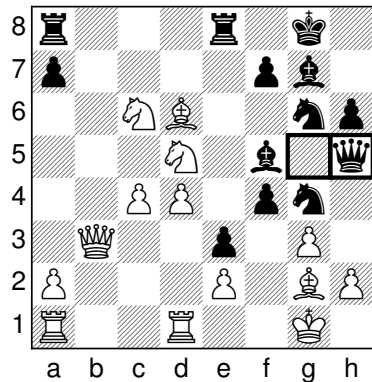


Eval: -1.13cp | Loss: 9cp
Good Move (Best: g5h5)

22. Nd5 Qh5

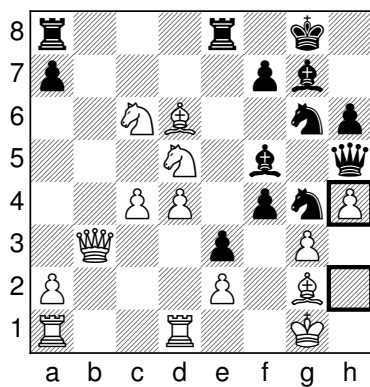


Eval: -1.16cp | Loss: 15cp
Good Move (Best: h2h4)

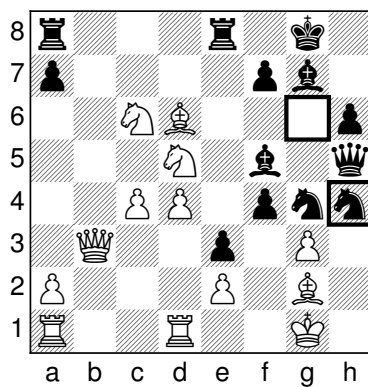


Eval: -0.88cp (Best Move)

23. h4 Nxh4

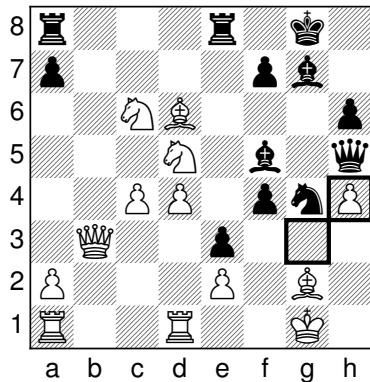


Eval: $-0.92cp$ (Best Move)

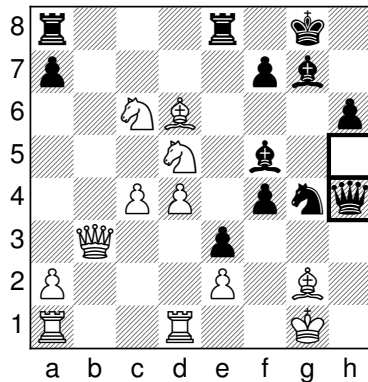


Eval: $+0.35cp$ | Loss: 136cp
Mistake (Best: f4g3)

24. gxh4 Qxh4

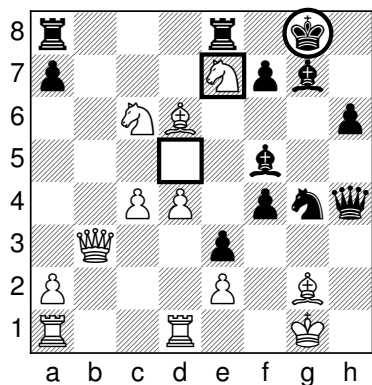


Eval: $+0.00cp$ | Loss: 57cp
Inaccuracy (Best: c6e7)

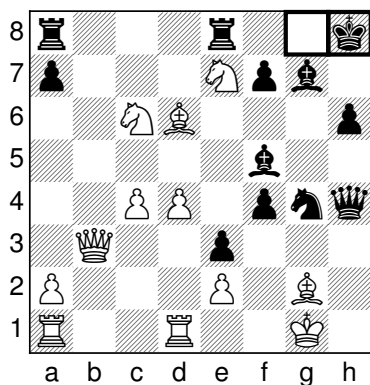


Eval: $+2.08cp$ | Loss: 208cp
Blunder (Best: f5e4)

25. Nde7+ Kh8

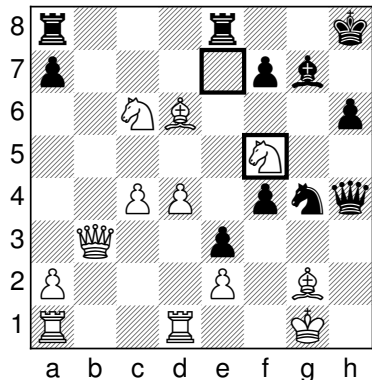


Eval: +1.76cp | Loss: 87cp
Inaccuracy (Best: c6e7)

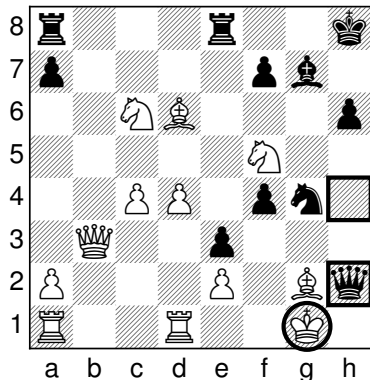


Eval: +1.41cp (Best Move)

26. Nxf5 Qh2+

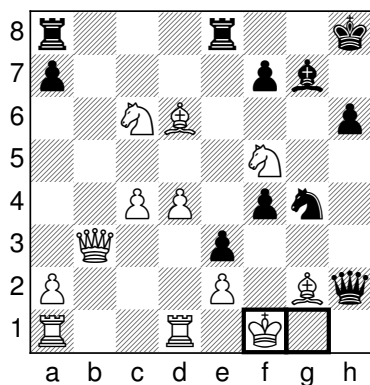


Eval: +1.35cp (Best Move)

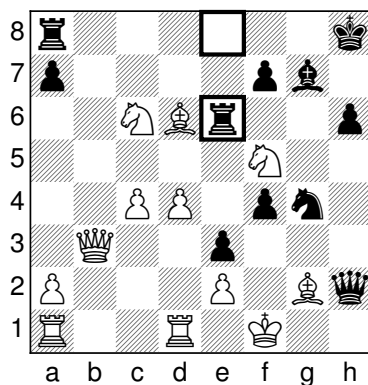


Eval: +0.90cp (Best Move)

27. Kf1 Re6

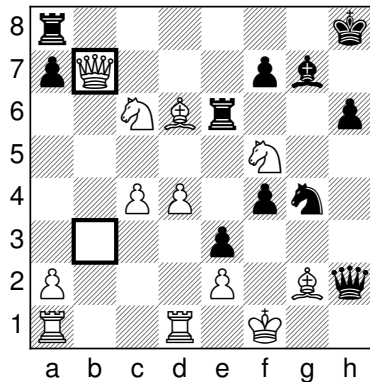


Eval: +0.60cp (Best Move)

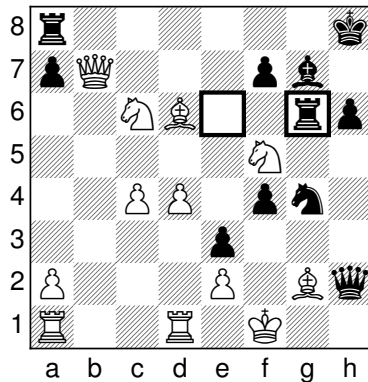


Eval: +2.20cp | Loss: 182cp
Mistake (*Best: g7f6*)

28. Qb7 Rg6

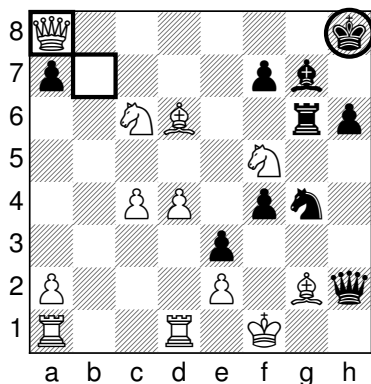


Eval: +2.00cp (Best Move)

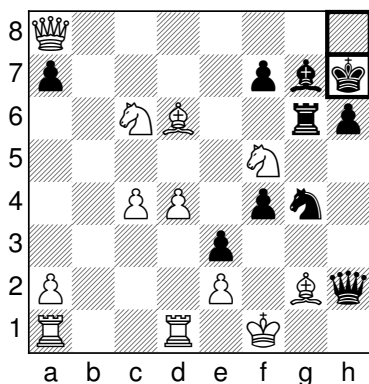


Eval: +5.82cp | Loss: 318cp
Blunder (*Best: a8g8*)

29. Qxa8+ Kh7

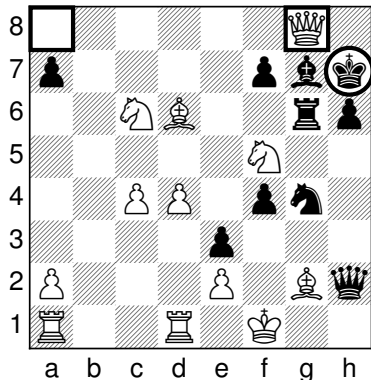


Eval: +6.53cp (Best Move)

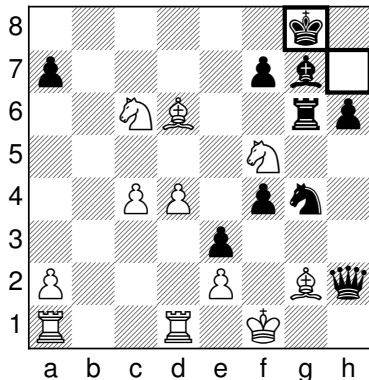


Eval: +6.80cp (Best Move)

30. Qg8+ Kxg8

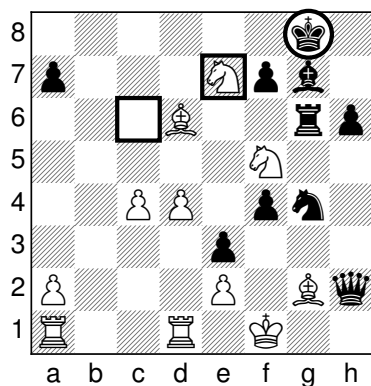


Eval: -1.35cp | Loss: 800cp
Blunder (Best: c6e7)

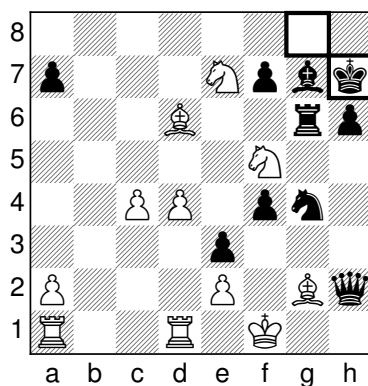


Eval: -1.62cp (Best Move)

31. Nce7+ Kh7

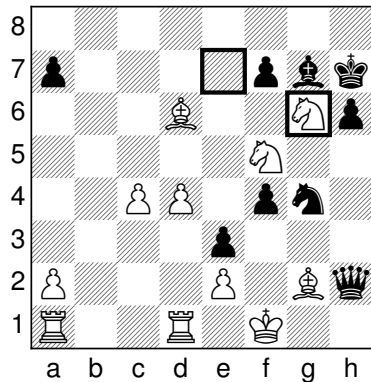


Eval: -1.58cp (Best Move)

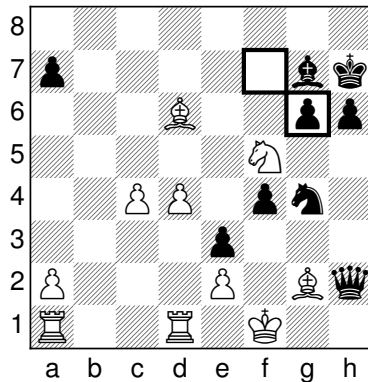


Eval: -1.68cp (Best Move)

32. Nxc6 fxg6

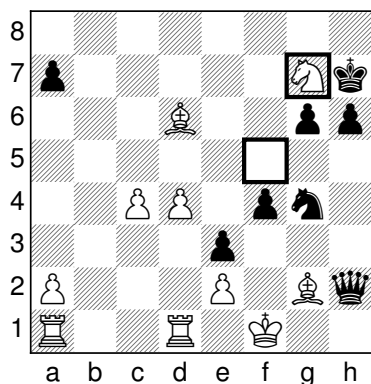


Eval: -2.10cp (Best Move)

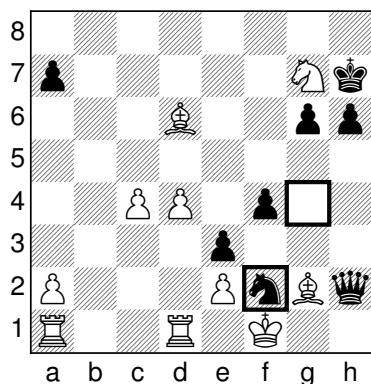


Eval: -1.77cp (Best Move)

33. Nxg7 Nf2

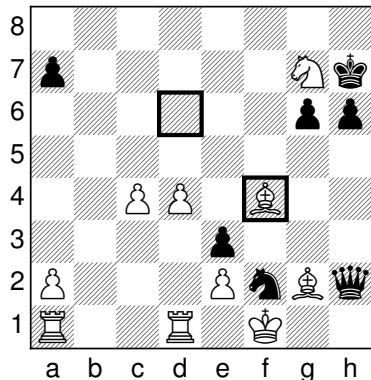


Eval: -2.54cp (Best Move)

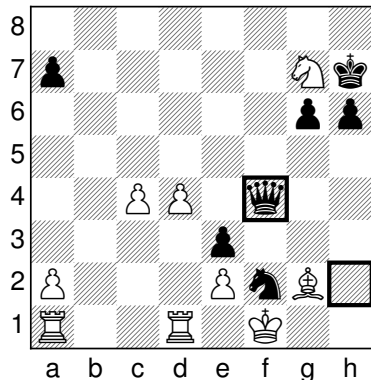


Eval: -3.96cp | Loss: 0cp
Good Move (Best: h2g3)

34. Bxf4 Qxf4

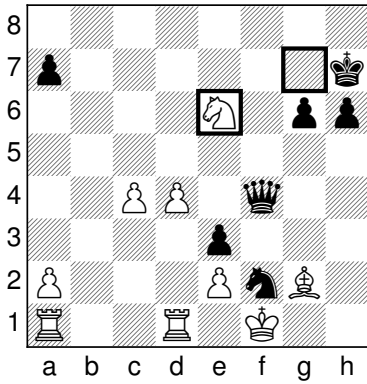


Eval: -4.03cp (Best Move)

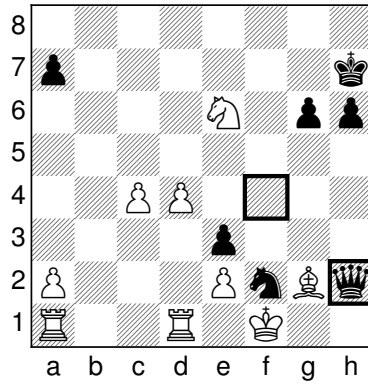


Eval: -3.91cp (Best Move)

35. Ne6 Qh2

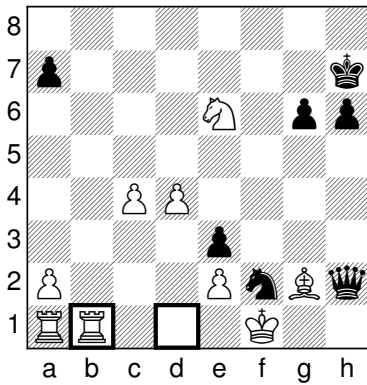


Eval: -4.45cp (Best Move)

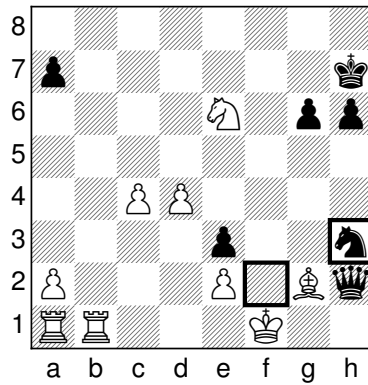


Eval: -4.62cp (Best Move)

36. Rdb1 Nh3

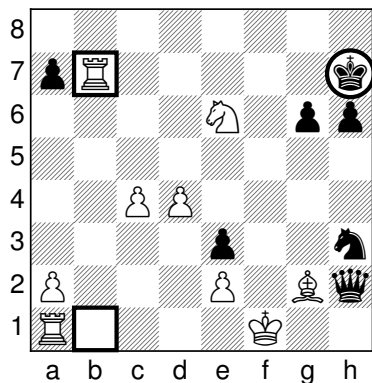


Eval: -4.60cp (Best Move)

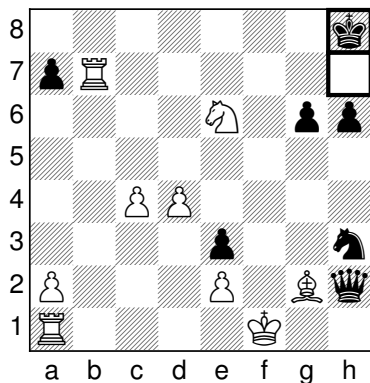


Eval: -4.78cp (Best Move)

37. Rb7+ Kh8

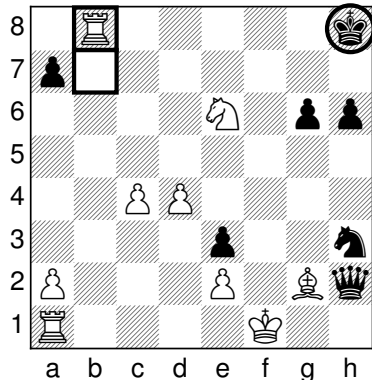


Eval: -4.32cp | Loss: 0cp
Good Move (Best: f1e1)

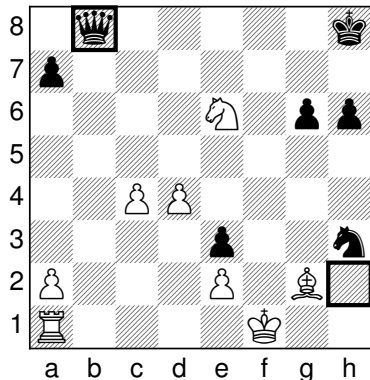


Eval: -4.33cp | Loss: 61cp
Inaccuracy (Best: h7g8)

38. Rb8+ Qxb8

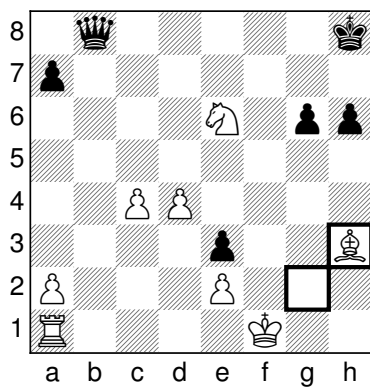


Eval: -6.72cp | Loss: 204cp
Blunder (Best: f1e1)

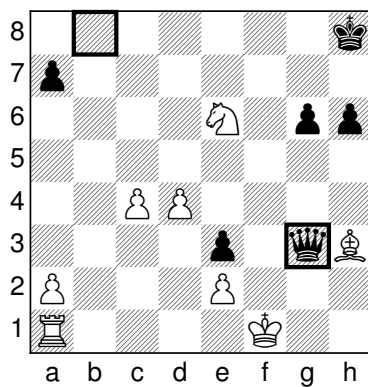


Eval: -6.74cp (Best Move)

39. Bxh3 Qg3



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



Eval: -M1 (Best Move)

□ Nigel D Short ★
■ Jan H Timman

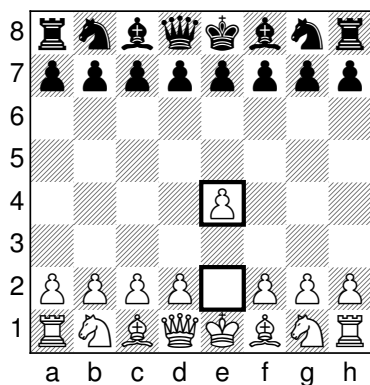
1991.??.??
It (cat.17) (?)

1.	e4	♟f6	19.	bx c4	♜e8
2.	e5	♟d5	20.	♞d1	♚c5
3.	d4	d6	21.	♞h4	b6
4.	♘f3	g6	22.	♙e3	♚c6
5.	♙c4	♟b6	23.	♙h6	♙h8
6.	♙b3	♙g7	24.	♞d8	♙b7
7.	♞e2	♟c6	25.	♞ad1	♙g7
8.	♚O-O	♚O-O	26.	♞8d7	♞f8
9.	h3	a5	27.	♙xg7	♚xg7
10.	a4	dx e5	28.	♞1d4	♞ae8
11.	dx e5	♟d4	29.	♞f6+	♚g8
12.	♘xd4	♚xd4	30.	h4	h5
13.	♞e1	e6	31.	♙h2	♞c8
14.	♘d2	♟d5	32.	♙g3	♞ce8
15.	♘f3	♚c5	33.	♙f4	♙c8
16.	♞e4	♚b4	34.	♙g5	
17.	♙c4	♟b6			
18.	b3	♟xc4			

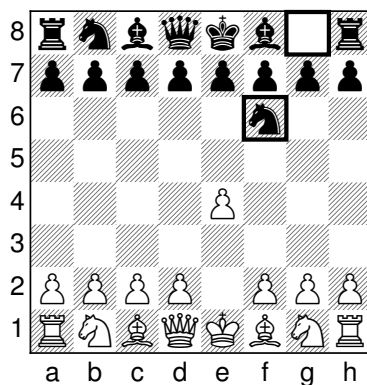
	White	Black
Average CPL	15.38	34.73
Blunders	0	2
Mistakes	2	0
Inaccuracies	1	4

Best Chess Games Of All Time

1. e4 Nf6

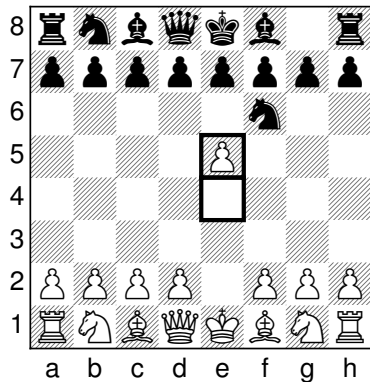


Eval: +0.33cp (Best Move)

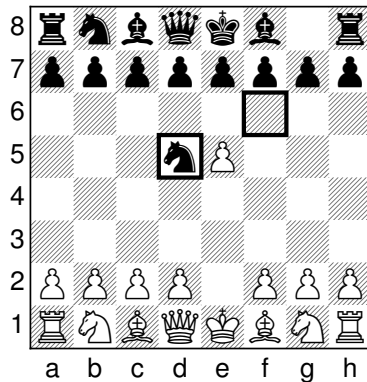


*Eval: +0.64cp | Loss: 38cp
Good Move (Best: c7c5)*

2. e5 Nd5

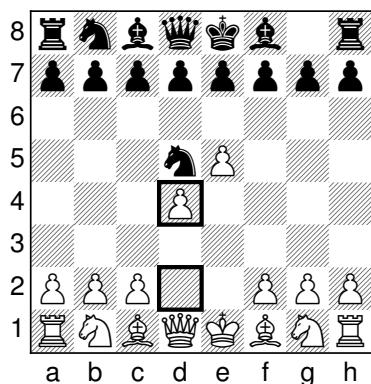


Eval: +0.60cp (Best Move)

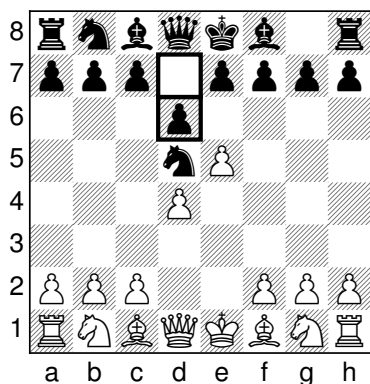


Eval: +0.56cp (Best Move)

3. d4 d6

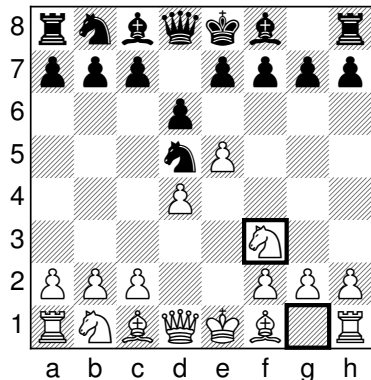


Eval: +0.58cp (Best Move)

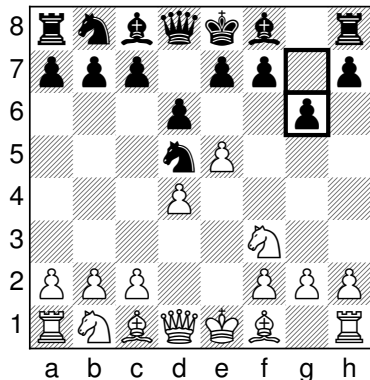


Eval: +0.60cp (Best Move)

4. Nf3 g6

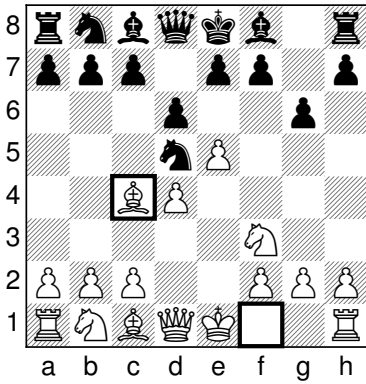


Eval: +0.44cp | Loss: 9cp
Good Move (Best: c2c4)

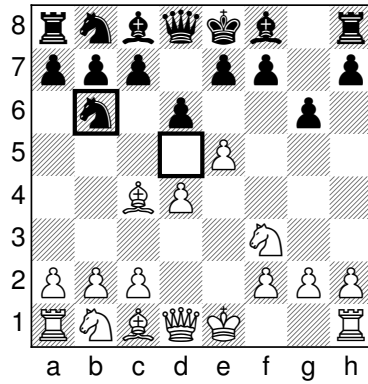


Eval: +0.60cp | Loss: 12cp
Good Move (Best: d6e5)

5. Bc4 Nb6

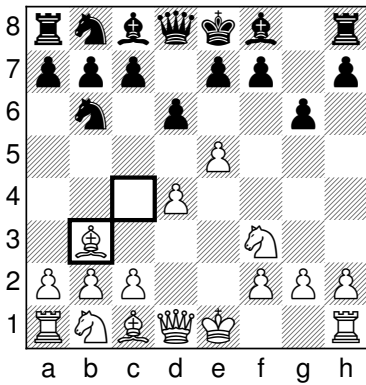


Eval: +0.61cp | Loss: 2cp
Good Move (Best: c2c4)

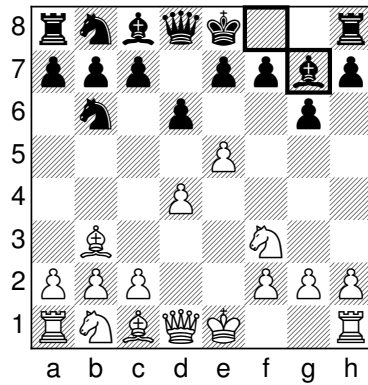


Eval: +0.94cp | Loss: 23cp
Good Move (Best: c7c6)

6. Bb3 Bg7

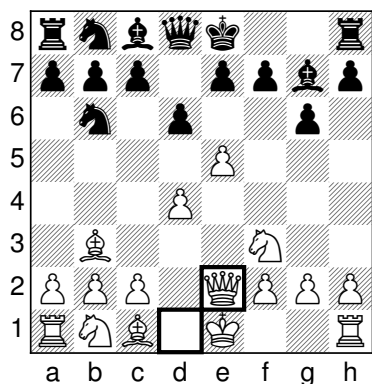


Eval: +0.64cp (Best Move)

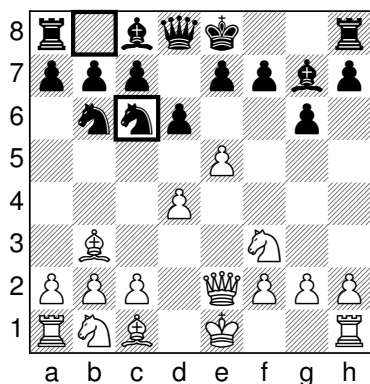


Eval: +0.83cp (Best Move)

7. Qe2 Nc6

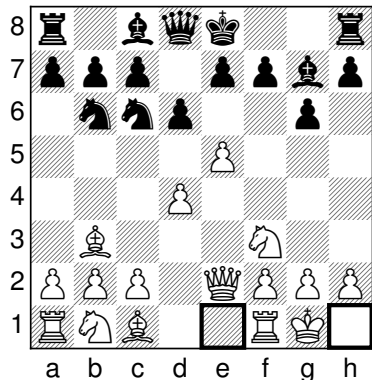


Eval: +0.57cp | Loss: 22cp
Good Move (Best: a2a4)

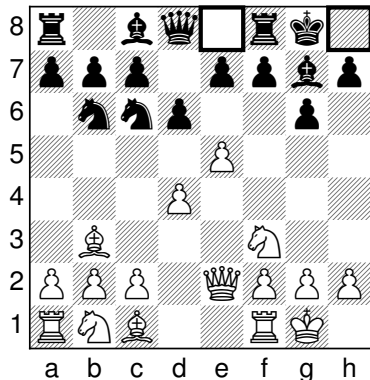


Eval: +0.64cp | Loss: 17cp
Good Move (Best: e8g8)

8. O-O O-O

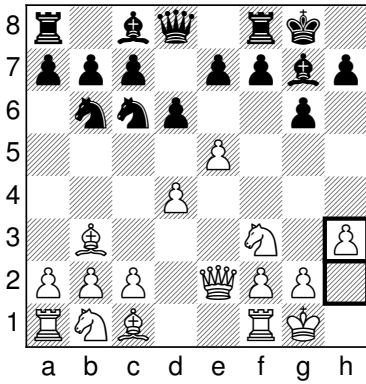


Eval: +0.55cp (Best Move)

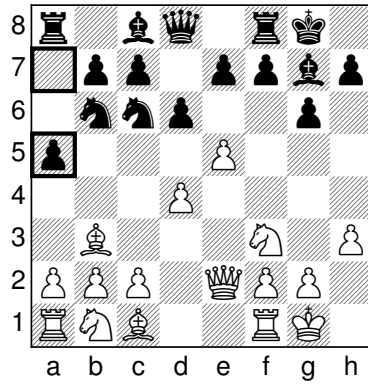


Eval: +0.59cp (Best Move)

9. h3 a5

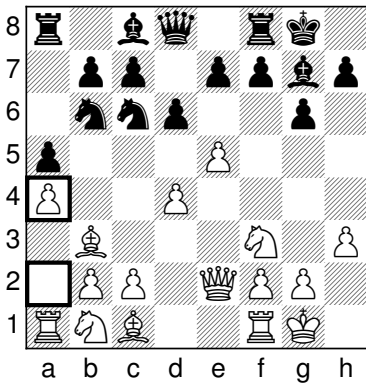


Eval: +0.69cp (Best Move)

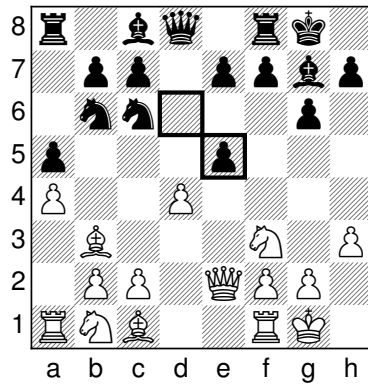


Eval: +0.83cp | Loss: 14cp
Good Move (Best: d6e5)

10. a4 dxe5

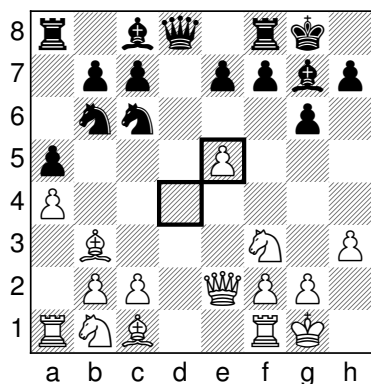


Eval: +0.82cp (Best Move)

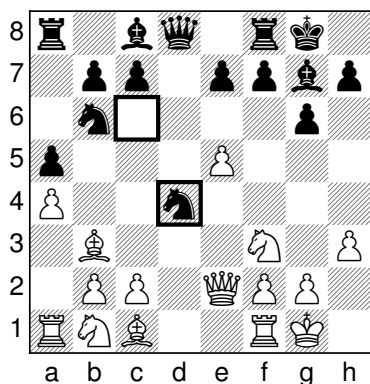


Eval: +0.74cp (Best Move)

11. dxe5 Nd4

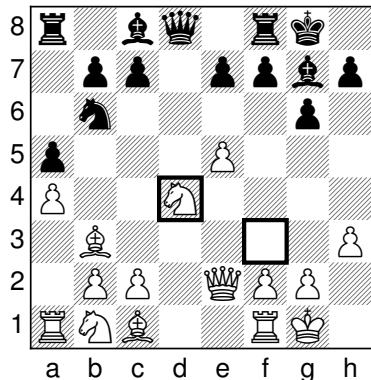


Eval: +0.73cp (Best Move)

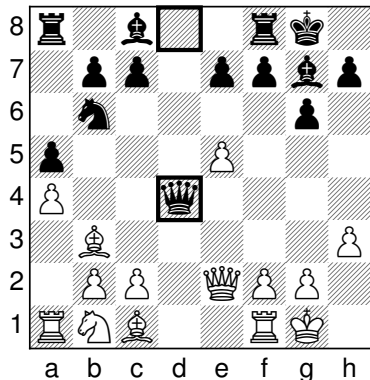


Eval: +0.78cp (Best Move)

12. Nxd4 Qxd4

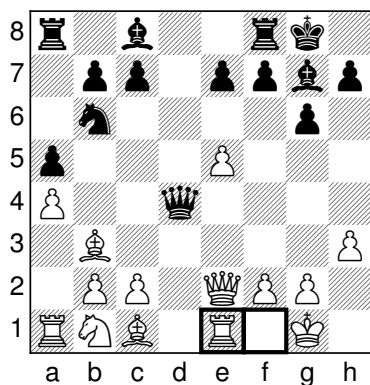


Eval: +0.66cp (Best Move)

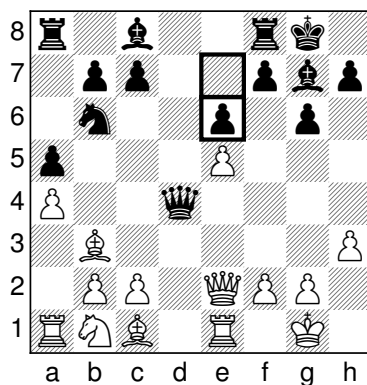


Eval: +0.71cp (Best Move)

13. Re1 e6

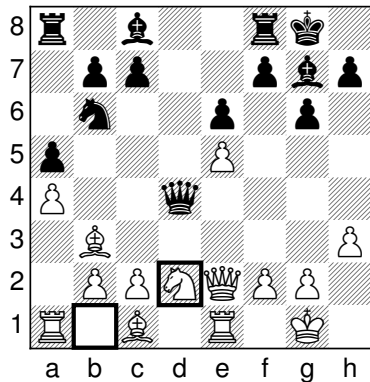


Eval: +0.72cp (Best Move)

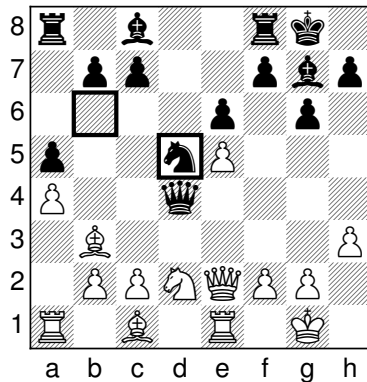


Eval: +1.11cp | Loss: 38cp
Good Move (Best: c8d7)

14. Nd2 Nd5

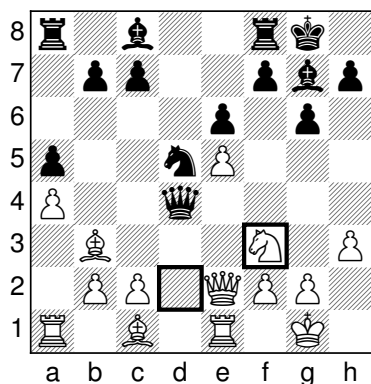


Eval: +0.82cp | Loss: 36cp
Good Move (Best: c2c3)

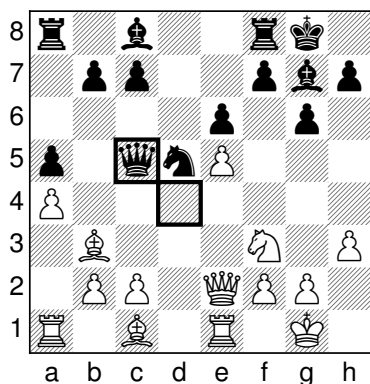


Eval: +1.47cp | Loss: 62cp
Inaccuracy (Best: c8d7)

15. Nf3 Qc5

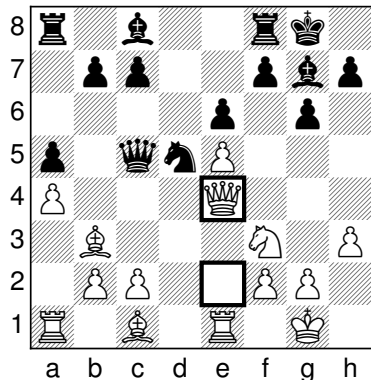


Eval: +1.47cp (Best Move)

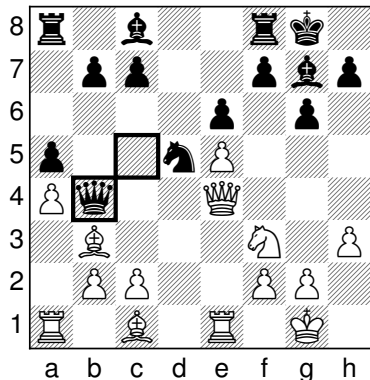


Eval: +1.55cp | Loss: 0cp
Good Move (Best: d4b6)

16. Qe4 Qb4

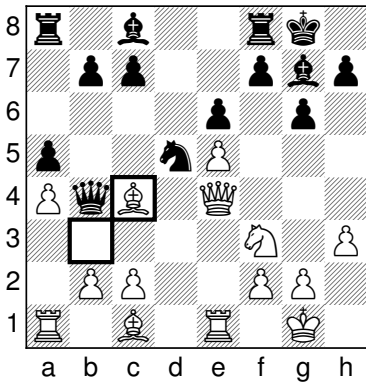


Eval: +1.18cp | Loss: 15cp
Good Move (Best: h3h4)

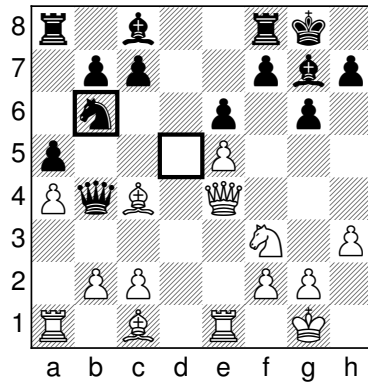


Eval: +1.41cp | Loss: 33cp
Good Move (Best: d5e7)

17. Bc4 Nb6

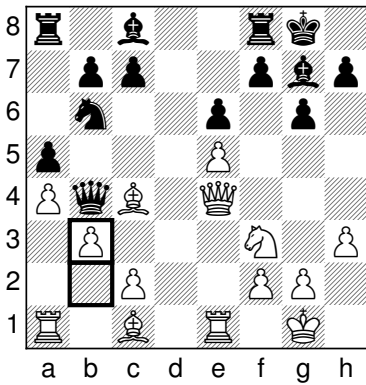


Eval: +1.49cp (Best Move)

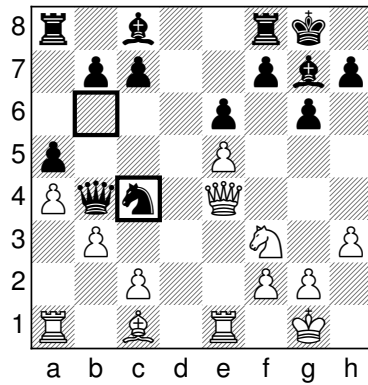


*Eval: +1.30cp | Loss: 0cp
Good Move (Best: c8d7)*

18. b3 Nxc4

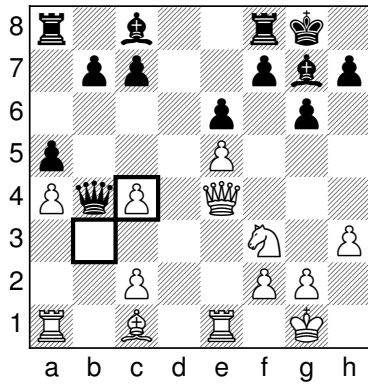


Eval: +1.23cp (Best Move)

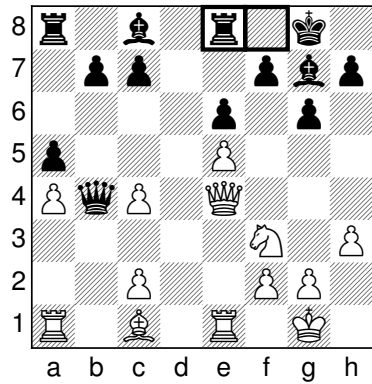


Eval: +1.34cp (Best Move)

19. bxc4 Re8

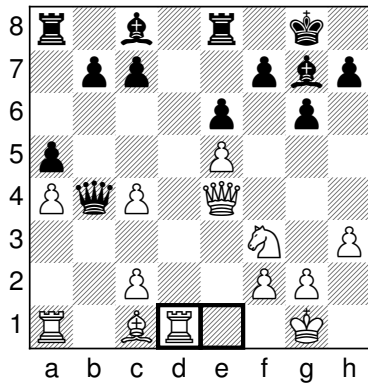


Eval: +1.26cp (Best Move)

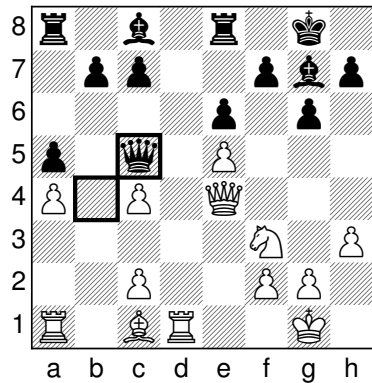


Eval: +1.46cp (Best Move)

20. Rd1 Qc5

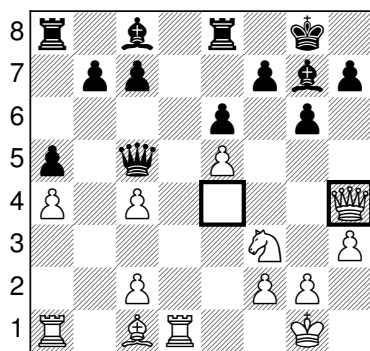


Eval: +1.44cp (Best Move)

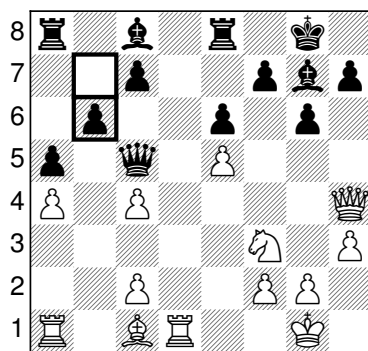


Eval: +1.95cp | Loss: 55cp
Inaccuracy (Best: h7h6)

21. Qh4 b6

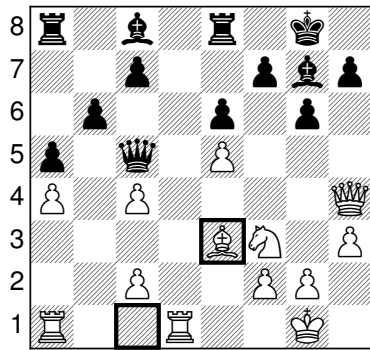


Eval: +1.33cp | Loss: 90cp
Inaccuracy (Best: a1a3)

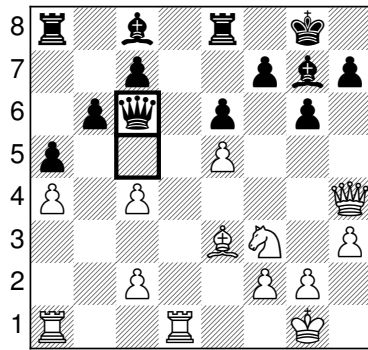


Eval: +1.74cp (Best Move)

22. Be3 Qc6

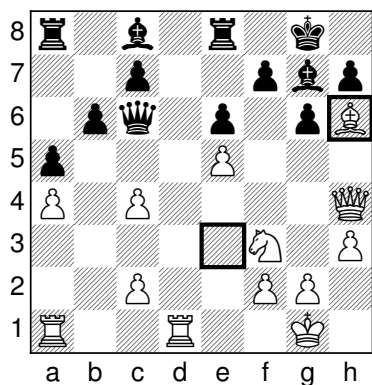


Eval: +1.70cp (Best Move)

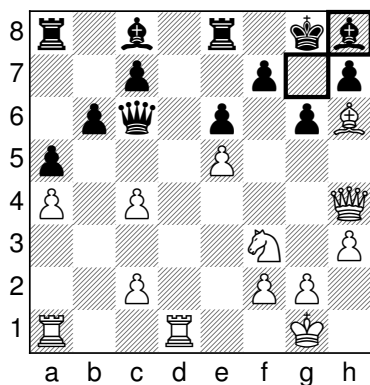


Eval: +2.15cp | Loss: 56cp
Inaccuracy (Best: c5f8)

23. Bh6 Bh8

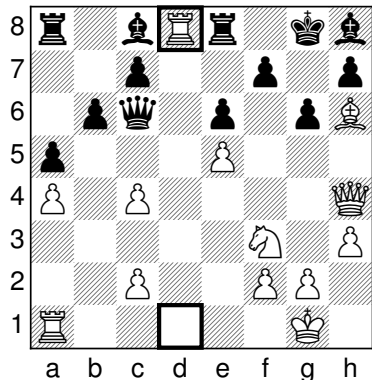


Eval: +2.89cp (Best Move)

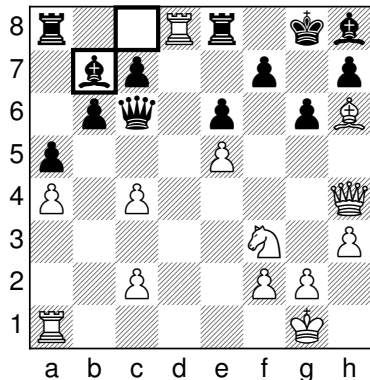


Eval: +2.86cp (Best Move)

24. Rd8 Bb7

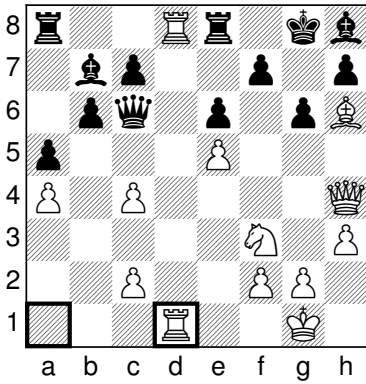


Eval: +2.87cp (Best Move)

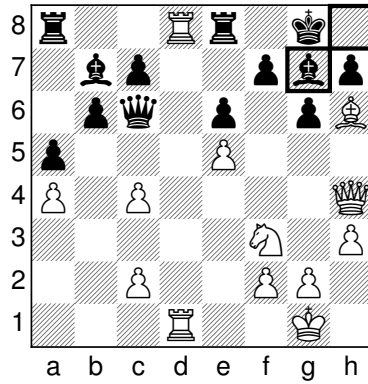


Eval: +2.90cp | Loss: 0cp
Good Move (Best: c8d7)

25. Rad1 Bg7

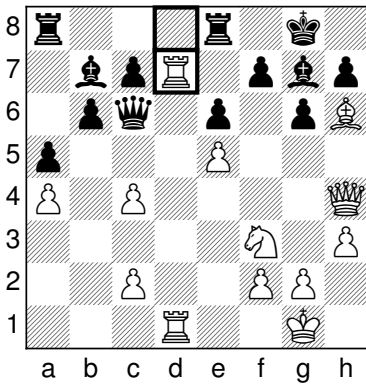


Eval: +2.93cp (Best Move)

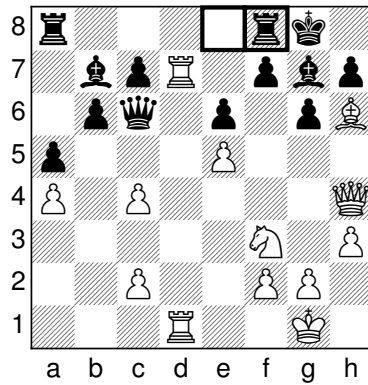


Eval: +3.18cp | Loss: 24cp
Good Move (Best: a8d8)

26. R8d7 Rf8

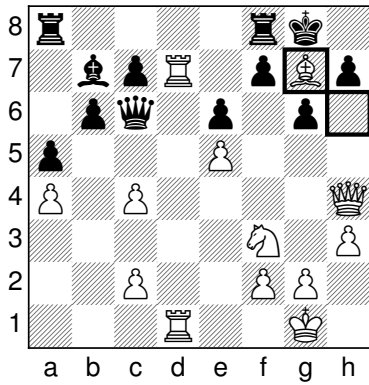


Eval: +3.74cp (Best Move)

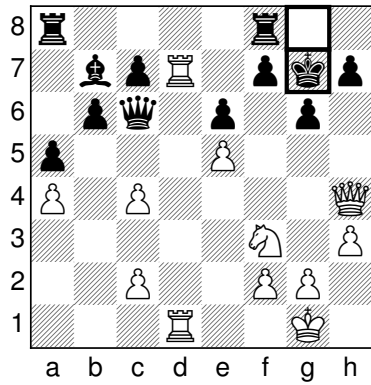


Eval: +4.53cp | Loss: 75cp
Inaccuracy (Best: c6e4)

27. Bxg7 Kxg7

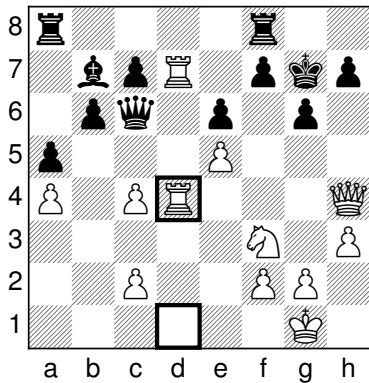


Eval: +5.34cp (Best Move)

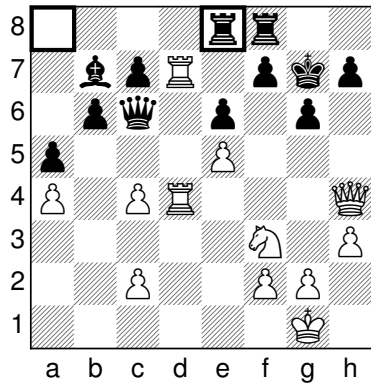


Eval: +5.17cp (Best Move)

28. R1d4 Rae8

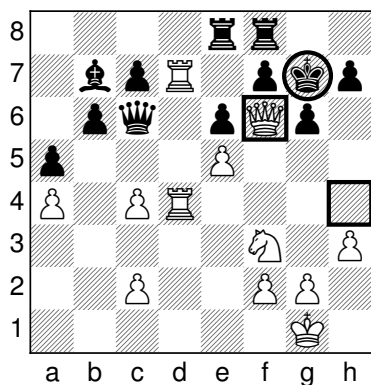


Eval: +5.51cp (Best Move)

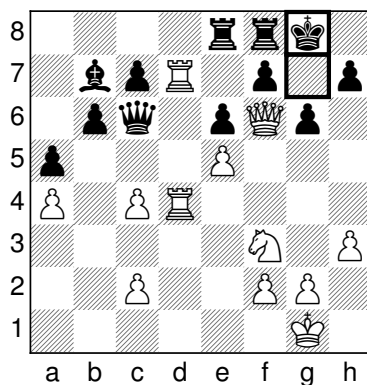


Eval: +5.31cp (Best Move)

29. Qf6+ Kg8

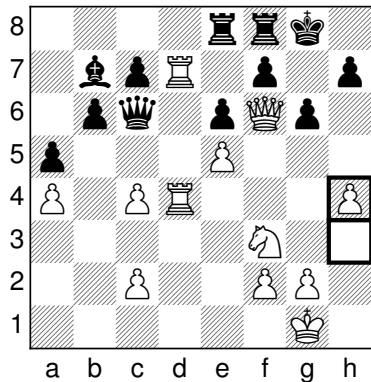


Eval: +4.18cp | Loss: 122cp
Mistake (Best: g1h2)

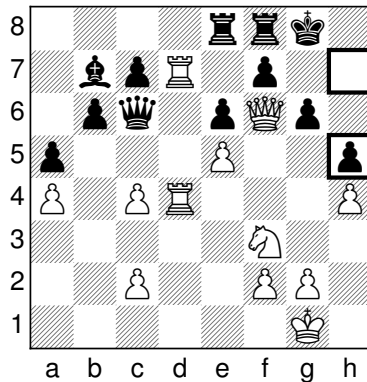


Eval: +4.53cp (Best Move)

30. h4 h5

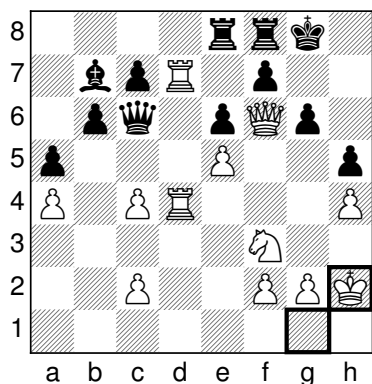


Eval: +2.83cp | Loss: 147cp
Mistake (Best: f6f4)

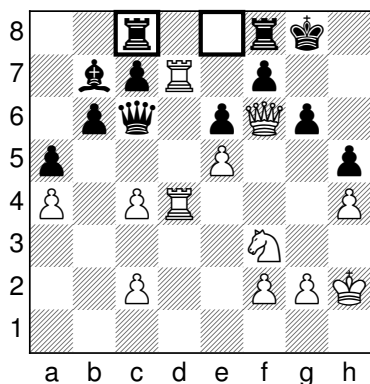


Eval: +2.97cp (Best Move)

31. Kh2 Rc8

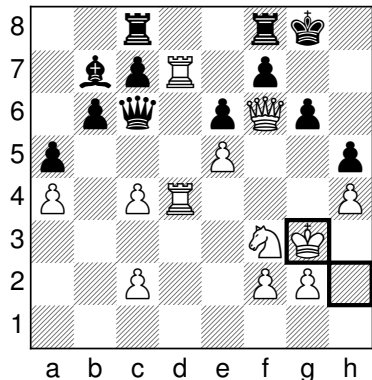


Eval: +3.00cp | Loss: 0cp
Good Move (Best: c2c3)

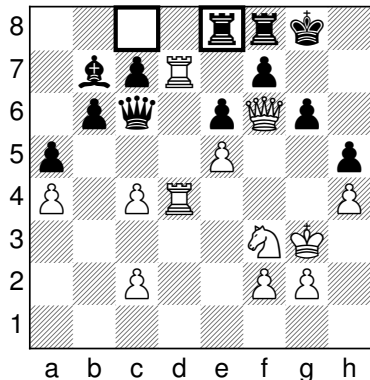


Eval: +3.24cp | Loss: 31cp
Good Move (Best: b7a8)

32. Kg3 Rce8

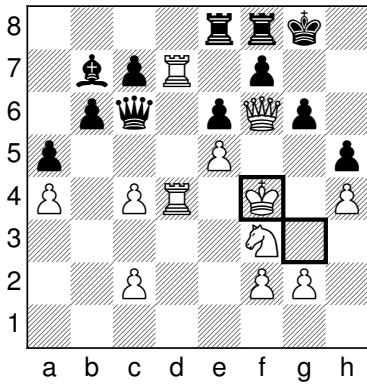


Eval: +4.78cp | Loss: 0cp
Good Move (Best: h2g1)

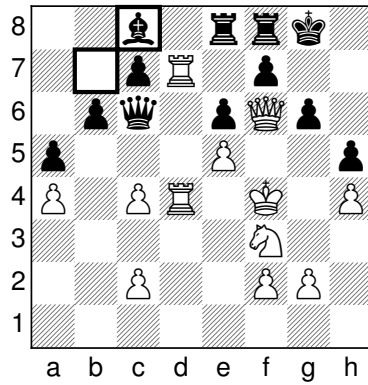


Eval: +7.37cp | Loss: 200cp
Blunder (Best: c6d7)

33. Kf4 Bc8

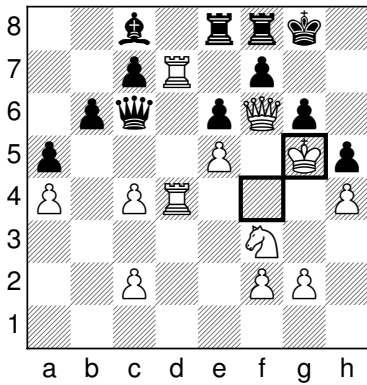


Eval: +7.85cp (Best Move)



Eval: +11.49cp | Loss: 355cp
Blunder (Best: b6b5)

34. Kg5



Eval: +M5 (Best Move)

□ Jinshi Bai
■ Ding Liren ★

November 4, 2017
Chinese Chess League (?)

1. d4 ♖f6

2. c4 e6

3. ♘c3 ♗b4

4. ♘f3 ♔O-O

5. ♗g5 c5

6. e3 cxd4

7. ♖xd4 ♗c6

8. ♖d3 h6

9. ♗h4 d5

10. ♜d1 g5

11. ♗g3 ♗e4

12. ♘d2 ♗c5

13. ♖c2 d4

14. ♘f3 e5

15. ♘xe5 dxc3

16. ♜xd8 cxb2+

17. ♗e2 ♜xd8
18. ♖xb2 ♗a4

19. ♖c2 ♗c3+

20. ♗f3 ♜d4

21. h3 h5

22. ♗h2 g4+

23. ♗g3 ♜d2

24. ♖b3 ♗e4+

25. ♗h4 ♗e7+

26. ♗xh5 ♔g7

27. ♗f4 ♗f5

28. ♗h6+ ♔h7

29. ♖xb7 ♜xf2

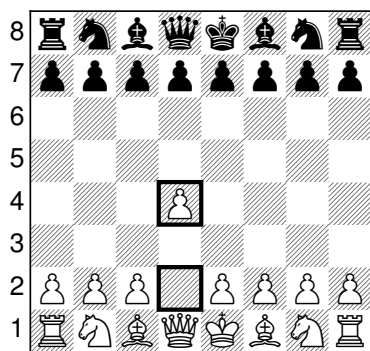
30. ♗g5 ♜h8

31. ♘xf7 ♗g6+

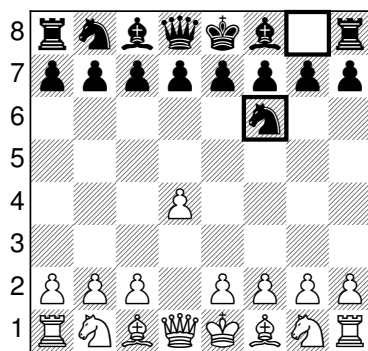
32. ♗xg4 ♗e5+

	White	Black
Average CPL	33.78	31.97
Blunders	1	1
Mistakes	3	3
Inaccuracies	3	1

1. d4 Nf6

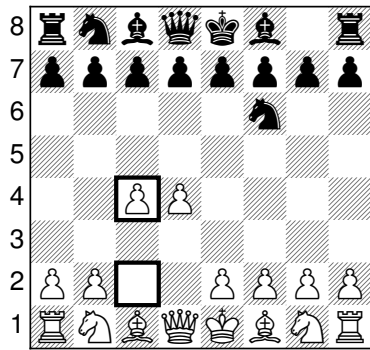


Eval: +0.23cp | Loss: 9cp
Good Move (Best: e2e4)

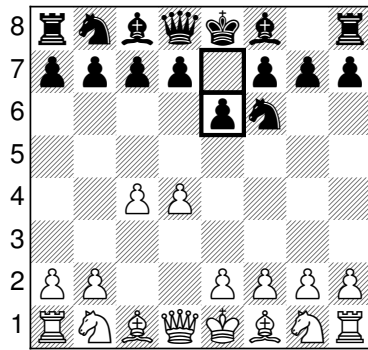


Eval: +0.20cp (Best Move)

2. c4 e6

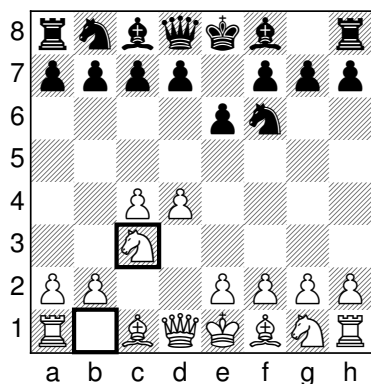


Eval: +0.24cp (Best Move)

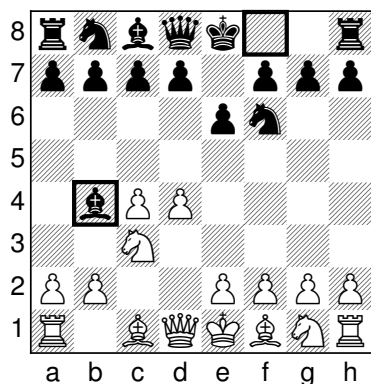


Eval: +0.21cp (Best Move)

3. Nc3 Bb4

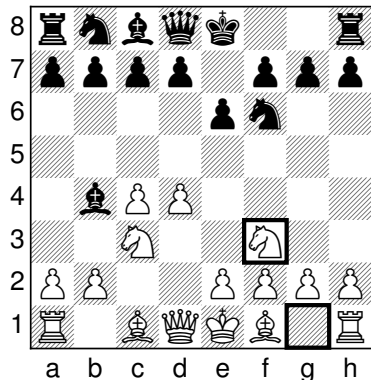


Eval: +0.19cp (Best Move)

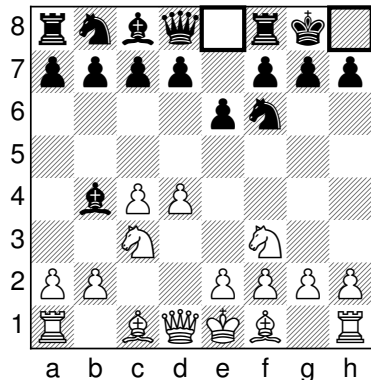


Eval: +0.20cp (Best Move)

4. Nf3 O-O

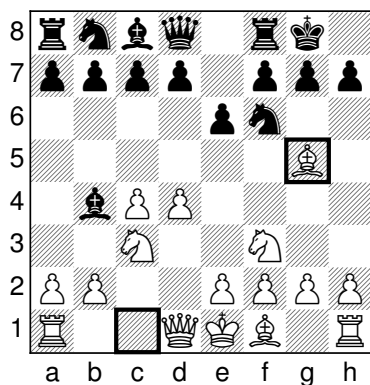


Eval: +0.18cp (Best Move)

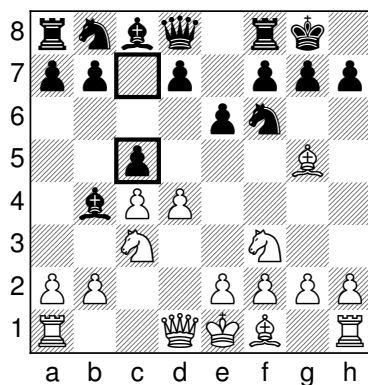


Eval: +0.16cp | Loss: 1cp
Good Move (Best: b7b6)

5. Bg5 c5

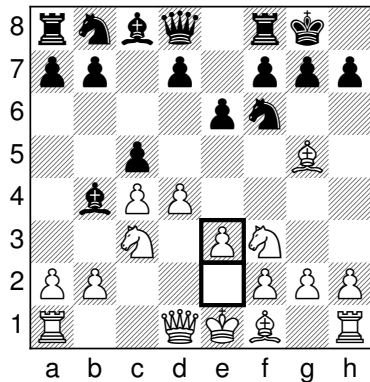


Eval: +0.14cp | Loss: 1cp
Good Move (Best: e2e3)

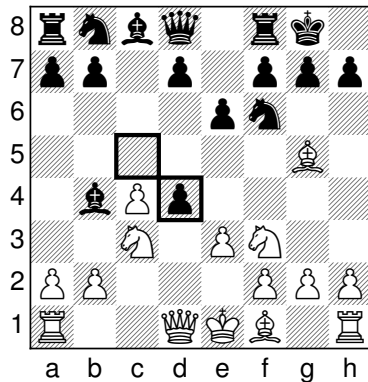


Eval: +0.20cp (Best Move)

6. e3 cxd4

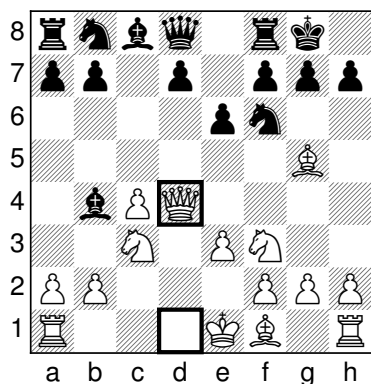


Eval: +0.14cp (Best Move)

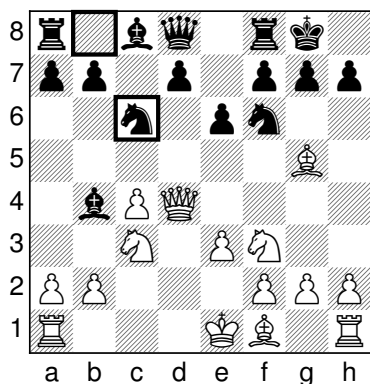


Eval: +0.13cp (Best Move)

7. Qxd4 Nc6

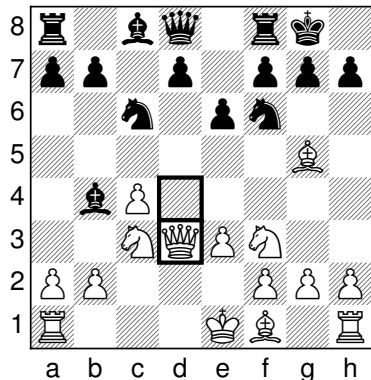


Eval: -0.06cp | Loss: 20cp
Good Move (Best: e3d4)

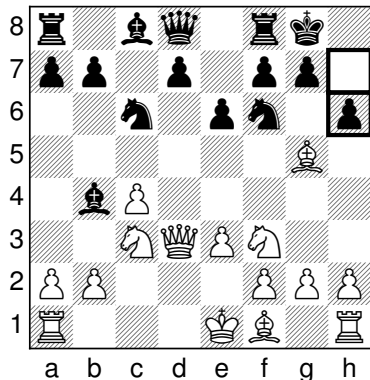


Eval: -0.09cp (Best Move)

8. Qd3 h6

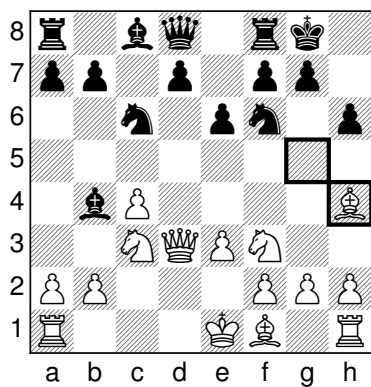


Eval: -0.13cp | Loss: 7cp
Good Move (Best: d4f4)

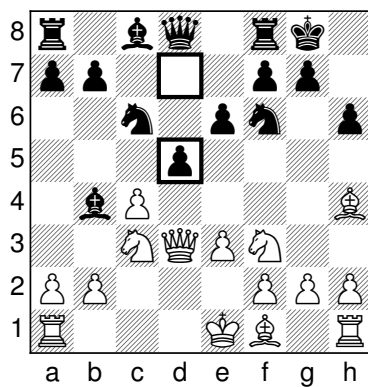


Eval: -0.07cp (Best Move)

9. Bh4 d5

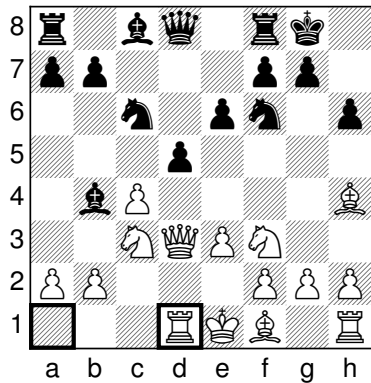


Eval: +0.00cp (Best Move)

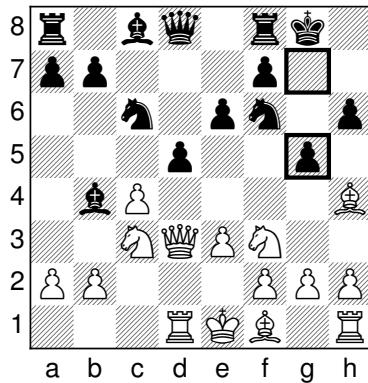


Eval: +0.02cp (Best Move)

10. Rd1 g5

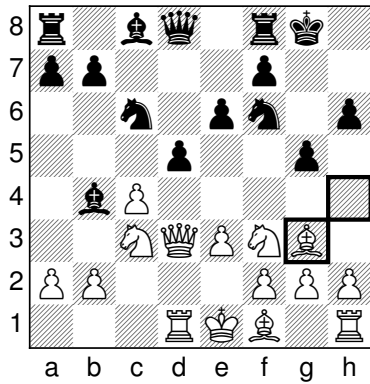


Eval: -0.51cp | Loss: 57cp
Inaccuracy (Best: d3c2)

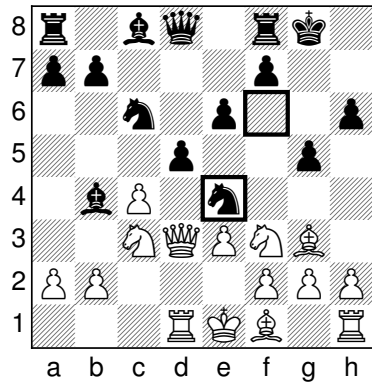


Eval: -0.40cp (Best Move)

11. Bg3 Ne4

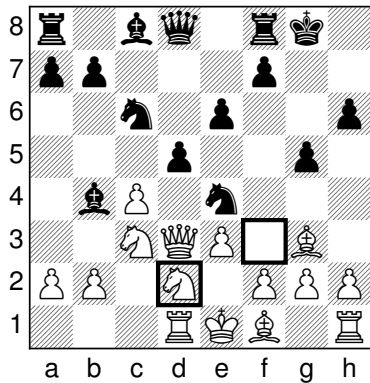


Eval: -0.28cp (Best Move)

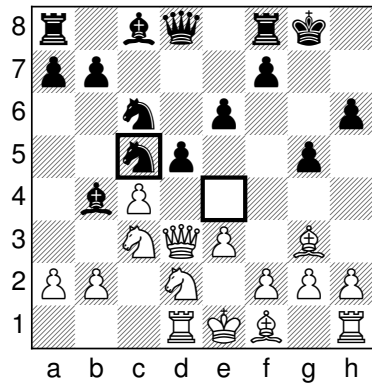


Eval: -0.01cp (Best Move)

12. Nd2 Nc5

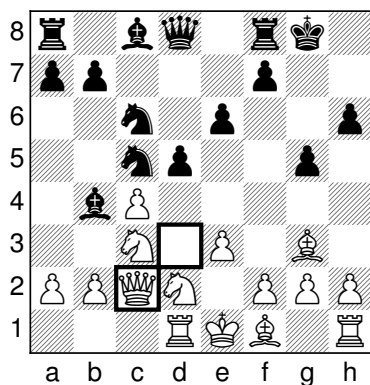


Eval: +0.00cp (Best Move)

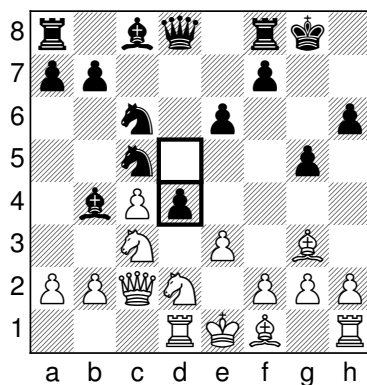


Eval: +0.09cp | Loss: 9cp
Good Move (Best: d8a5)

13. Qc2 d4

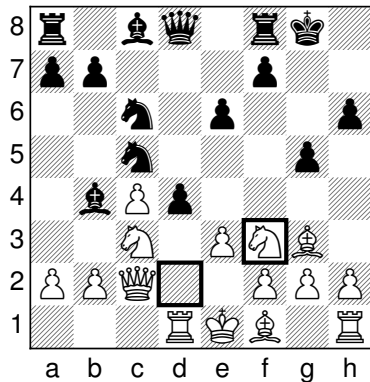


Eval: -1.08cp | Loss: 122cp
Mistake (*Best: d3b1*)

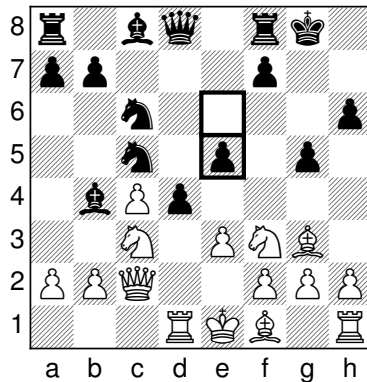


Eval: -1.24cp (Best Move)

14. Nf3 e5

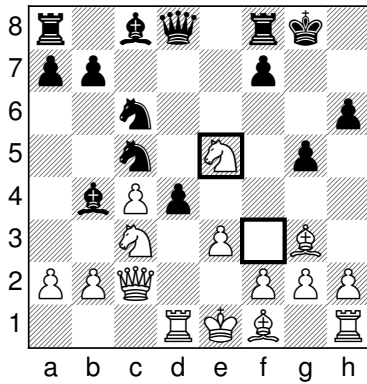


Eval: -2.18cp | Loss: 110cp
Mistake (*Best: h2h4*)

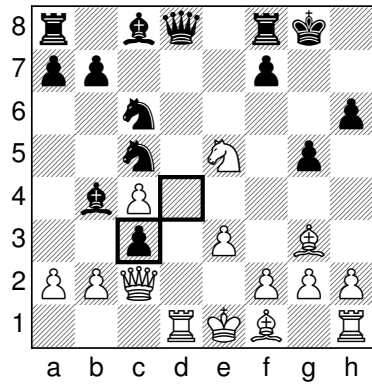


Eval: -0.26cp | Loss: 193cp
Mistake (*Best: d4c3*)

15. Nxe5 dxc3

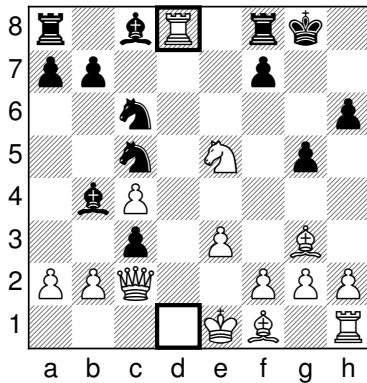


Eval: -1.72cp | Loss: 121cp
Mistake (Best: g3e5)

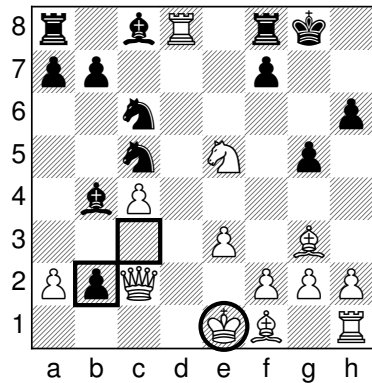


Eval: -2.21cp (Best Move)

16. Rxd8 cxb2+

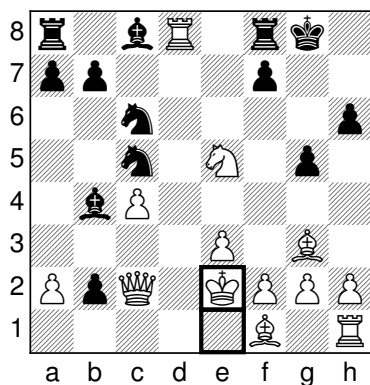


Eval: -2.76cp (Best Move)

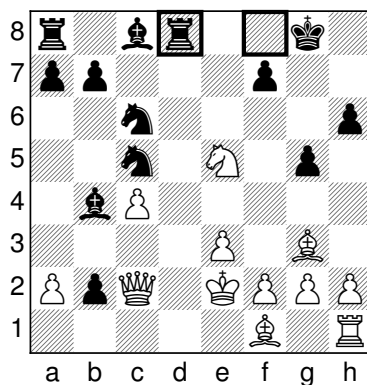


Eval: +0.34cp (Best Move)

17. Ke2 Rxd8

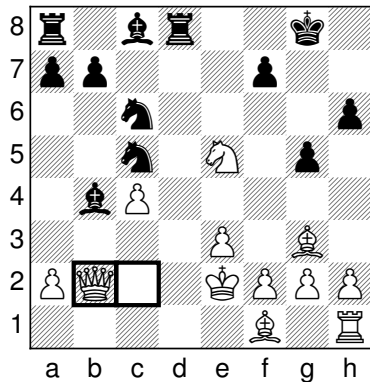


Eval: -3.13cp | Loss: 346cp
Blunder (*Best: d8d2*)

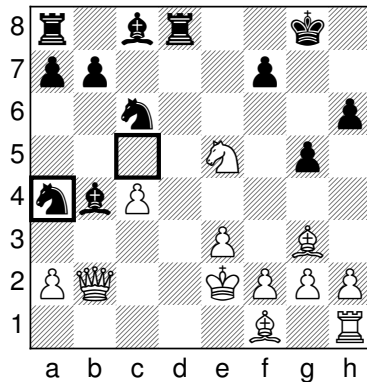


Eval: -3.21cp (Best Move)

18. Qxb2 Na4

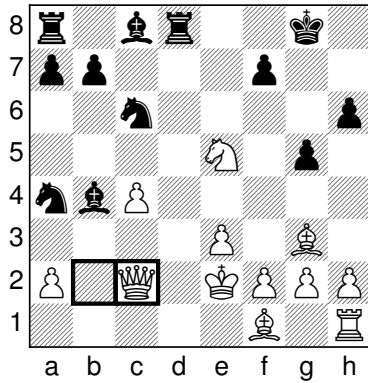


Eval: -3.22cp (Best Move)

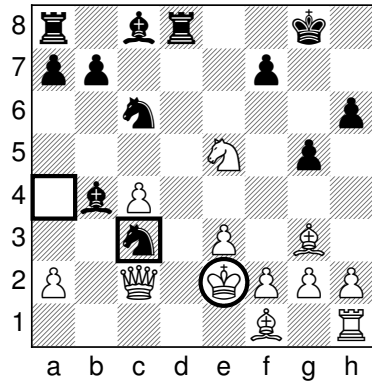


Eval: -3.32cp (Best Move)

19. Qc2 Nc3+

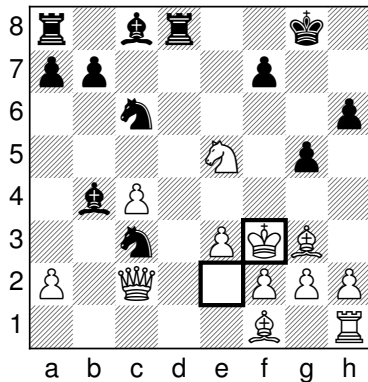


Eval: -3.49cp | Loss: 9cp
Good Move (Best: e5c6)

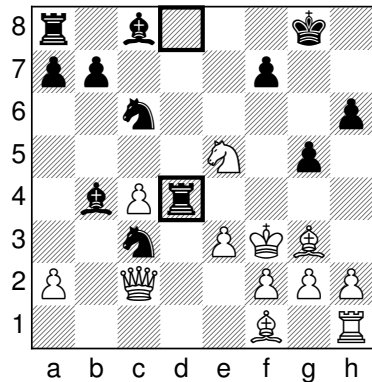


Eval: -3.68cp (Best Move)

20. Kf3 Rd4

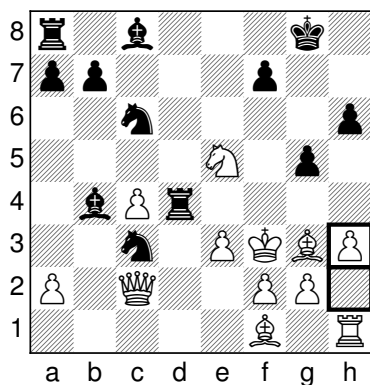


Eval: -3.75cp (Best Move)

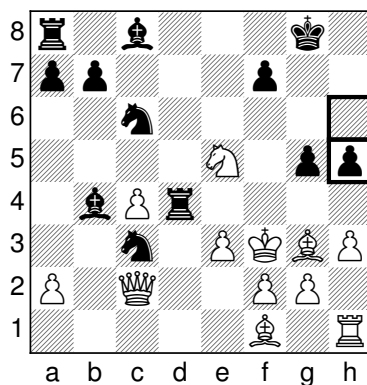


Eval: -3.07cp | Loss: 67cp
Inaccuracy (Best: h6h5)

21. h3 h5

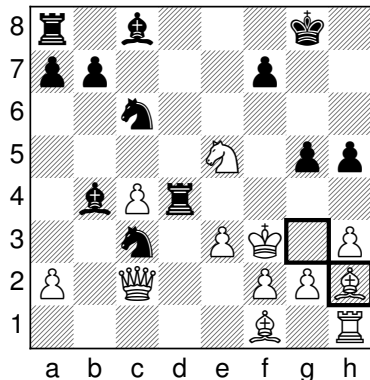


Eval: -3.90cp | Loss: 30cp
Good Move (Best: c2c3)

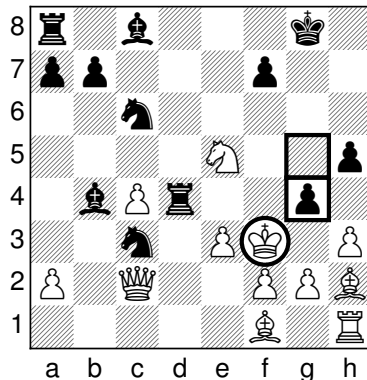


Eval: -3.75cp (Best Move)

22. Bh2 g4+

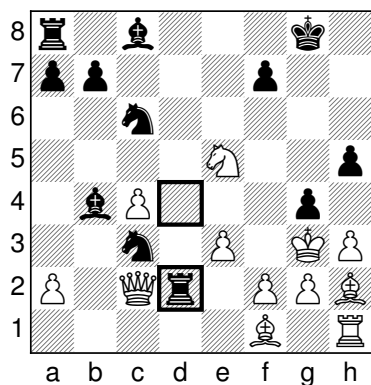
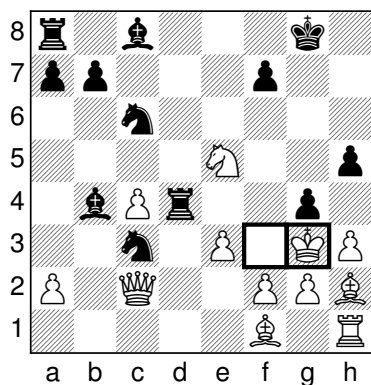


Eval: -3.90cp | Loss: 16cp
Good Move (Best: e3e4)

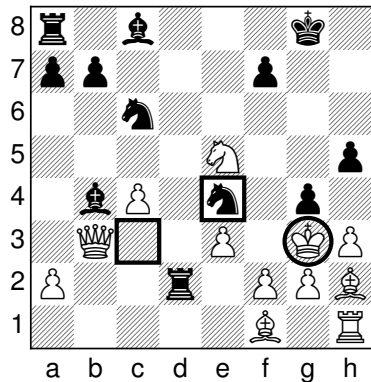
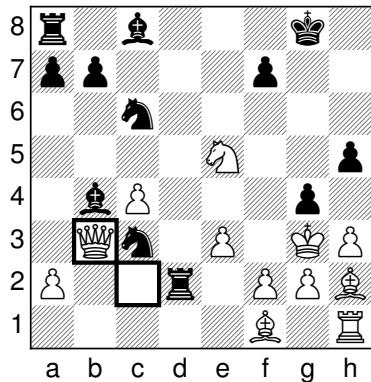


Eval: -4.02cp (Best Move)

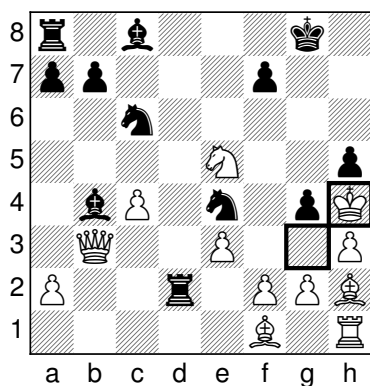
23. Kg3 Rd2



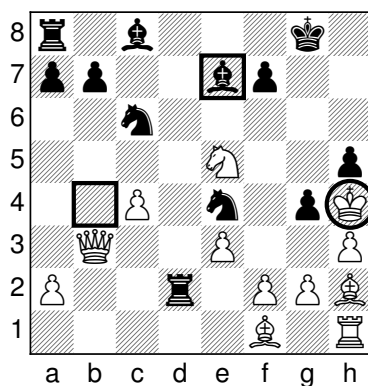
24. Qb3 Ne4+



25. Kh4 Be7+

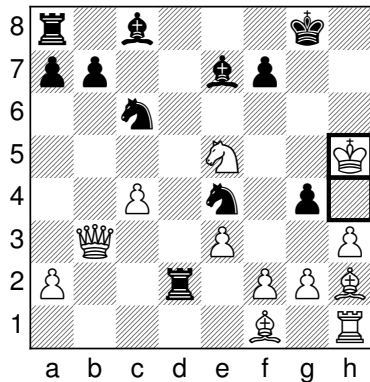


Eval: -4.94cp (Best Move)

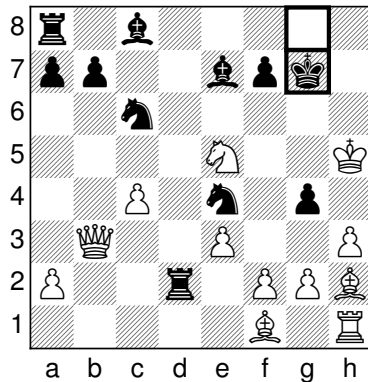


Eval: -4.44cp (Best Move)

26. Kxh5 Kg7

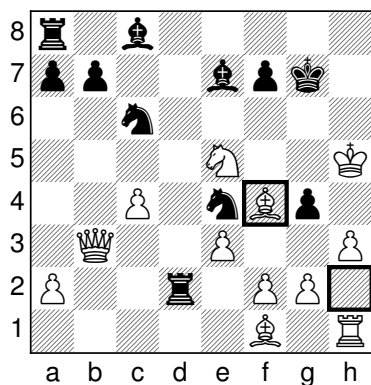


Eval: -5.01cp (Best Move)

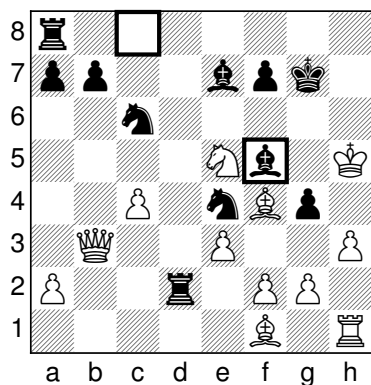


Eval: -3.73cp | Loss: 149cp
Mistake (Best: d2f2)

27. Bf4 Bf5

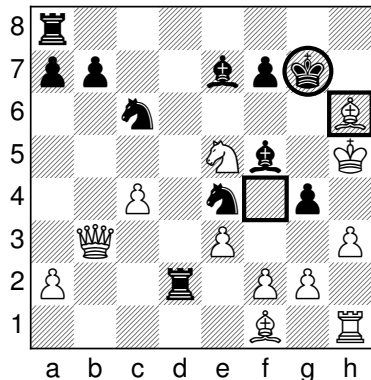


Eval: -5.79cp (Best Move)

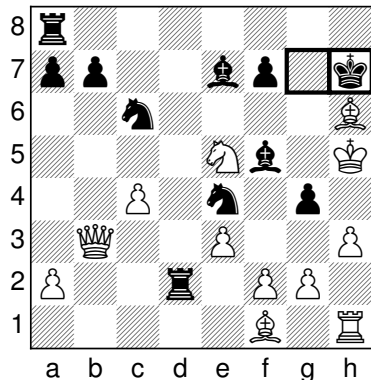


Eval: -4.45cp | Loss: 163cp
Mistake (Best: d2f2)

28. Bh6+ Kh7

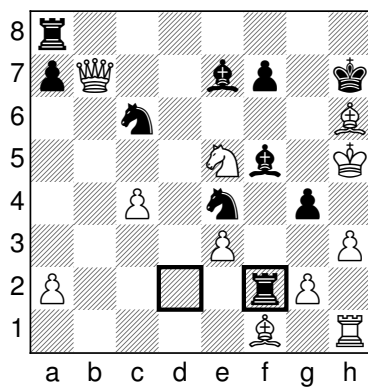
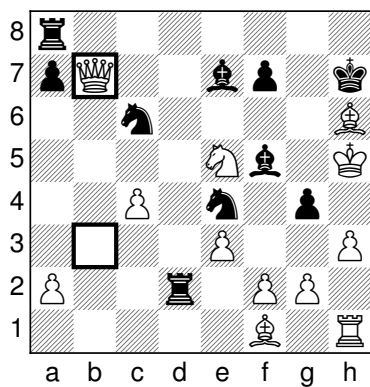


Eval: -5.32cp (Best Move)

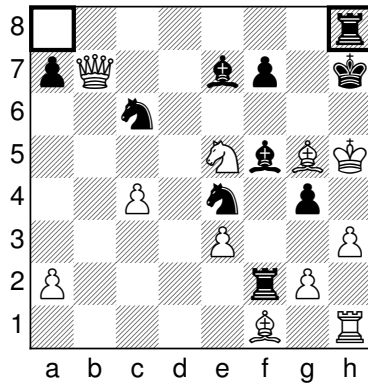
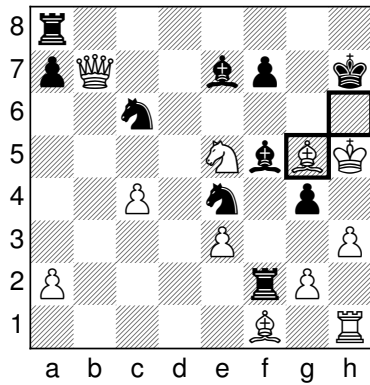


Eval: -5.65cp (Best Move)

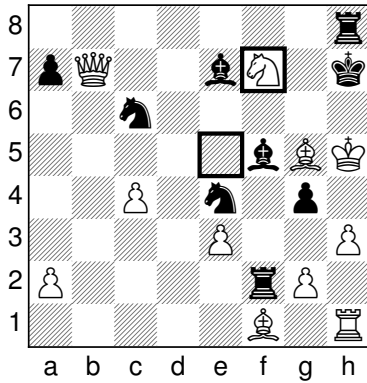
29. Qxb7 Rxf2



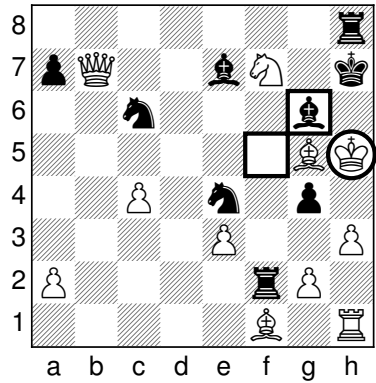
30. Bg5 Rh8



31. Nxf7 Bg6+

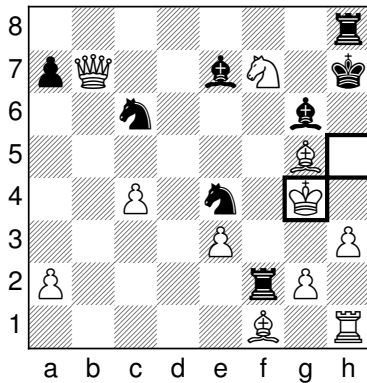


Eval: -M5 | Loss: 0cp
Good Move (Best: b7b8)

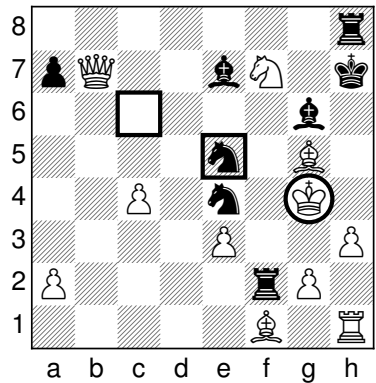


Eval: -M4 (Best Move)

32. Kxg4 Ne5+



Eval: -M4 (Best Move)



Eval: -M3 (Best Move)

□ Georg Rotlevi

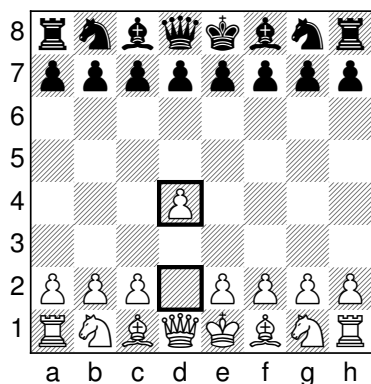
■ Akiba Rubinstein ★

1907.???.??
Ch Russia (?)

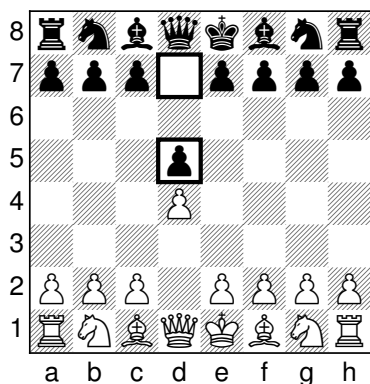
1.	d4	d5
2.	♘f3	e6
3.	e3	c5
4.	c4	♞c6
5.	♘c3	♞f6
6.	dx c5	♙xc5
7.	a3	a6
8.	b4	♙d6
9.	♙b2	♔O-O
10.	♖d2	♖e7
11.	♙d3	dx c4
12.	♙xc4	b5
13.	♙d3	♜d8
14.	♖e2	♙b7
15.	♔O-O	♞e5
16.	♘xe5	♙xe5
17.	f4	♙c7
18.	e4	♜ac8
19.	e5	♙b6+
20.	♔h1	♞g4
21.	♙e4	♖h4
22.	g3	♜xc3
23.	gxh4	♜d2
24.	♖xd2	♙xe4+
25.	♖g2	♜h3

	White	Black
Average CPL	36.60	5.32
Blunders	1	0
Mistakes	1	0
Inaccuracies	2	0

1. d4 d5

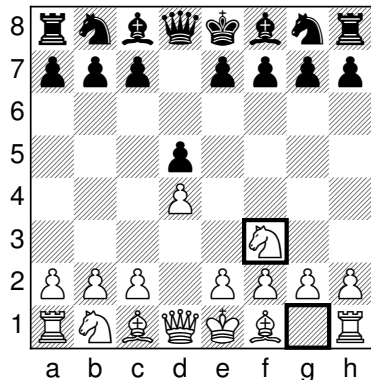


Eval: +0.16cp | Loss: 17cp
Good Move (Best: e2e4)

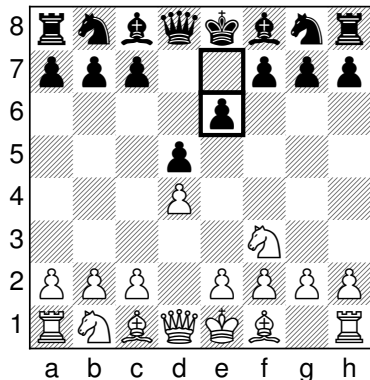


Eval: +0.22cp | Loss: 10cp
Good Move (Best: g8f6)

2. Nf3 e6

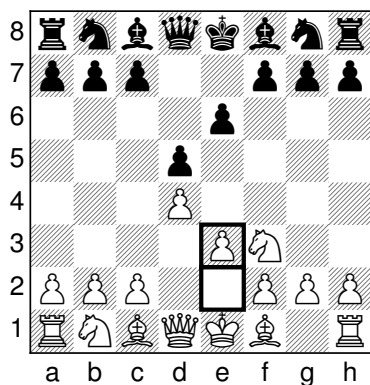


Eval: +0.17cp | Loss: 8cp
Good Move (Best: c2c4)

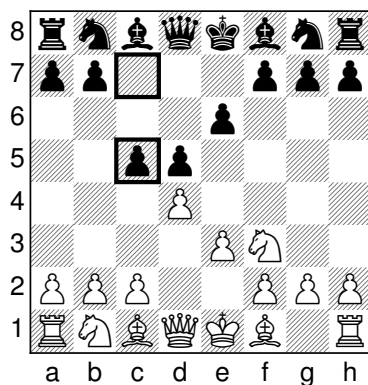


Eval: +0.20cp (Best Move)

3. e3 c5

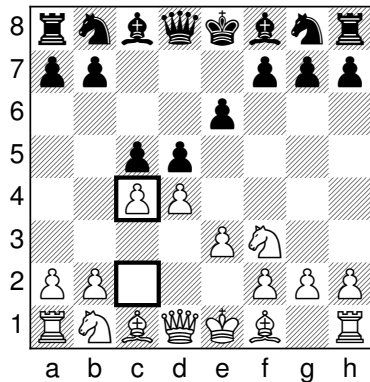


Eval: +0.06cp | Loss: 20cp
Good Move (Best: c2c4)

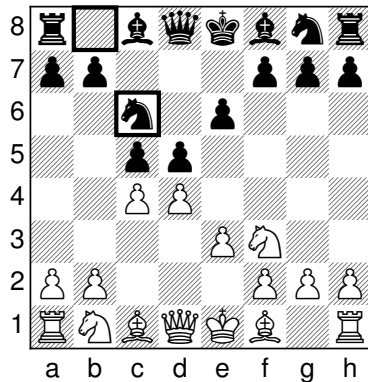


Eval: +0.15cp | Loss: 5cp
Good Move (Best: f8e7)

4. c4 Nc6

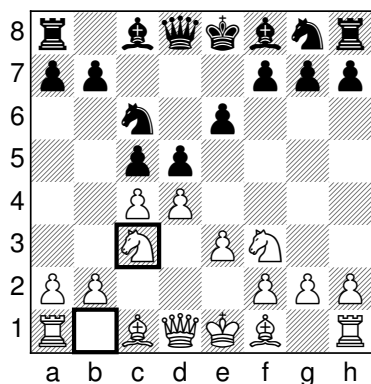


Eval: +0.18cp (Best Move)

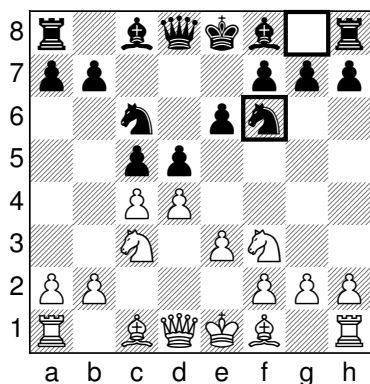


Eval: +0.25cp | Loss: 5cp
Good Move (Best: g8f6)

5. Nc3 Nf6

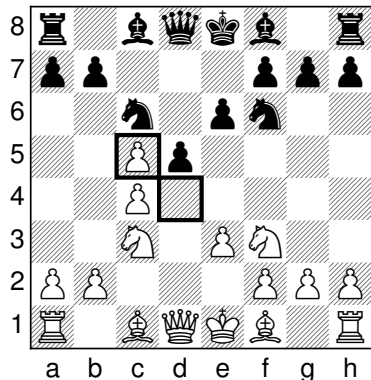


Eval: +0.17cp | Loss: 19cp
Good Move (Best: a2a3)

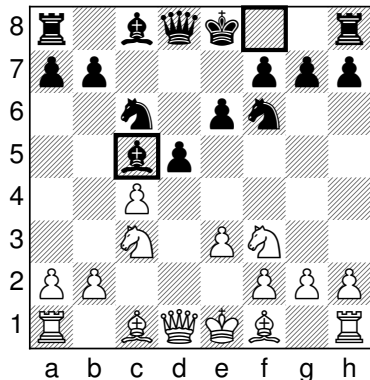


Eval: +0.08cp (Best Move)

6. dxc5 Bxc5

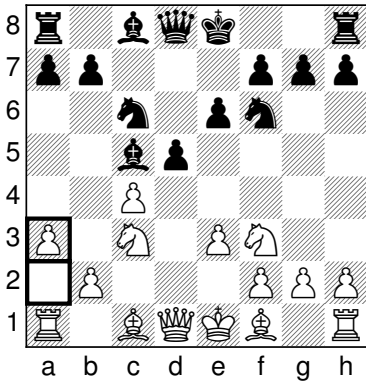


Eval: +0.08cp (Best Move)

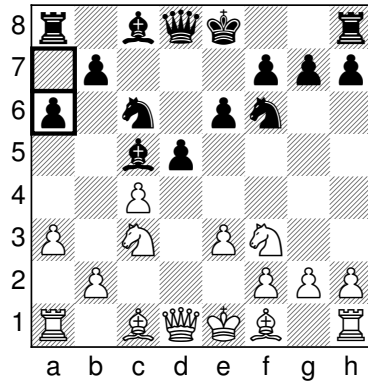


Eval: +0.02cp (Best Move)

7. a3 a6

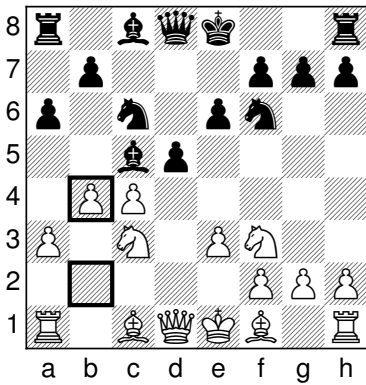


Eval: +0.05cp (Best Move)

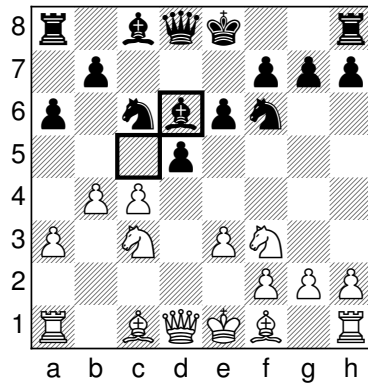


*Eval: +0.18cp | Loss: 21cp
Good Move (Best: a7a5)*

8. b4 Bd6

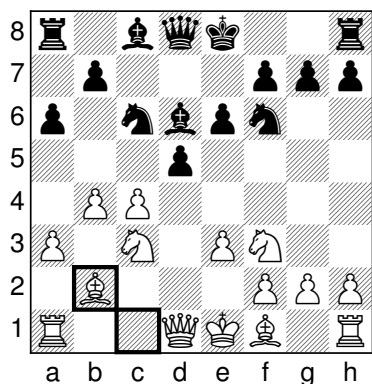


Eval: +0.22cp (Best Move)

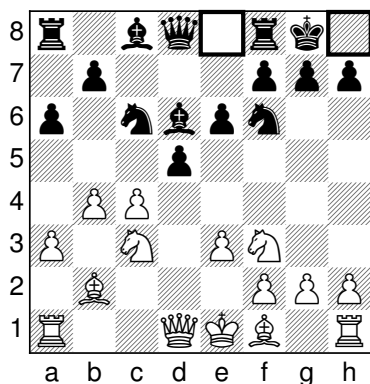


Eval: +0.22cp (Best Move)

9. Bb2 O-O

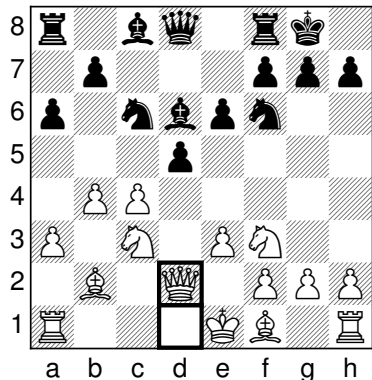


Eval: +0.19cp | Loss: 0cp
Good Move (Best: c4d5)

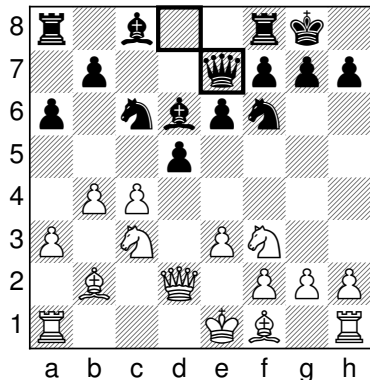


Eval: +0.16cp (Best Move)

10. Qd2 Qe7

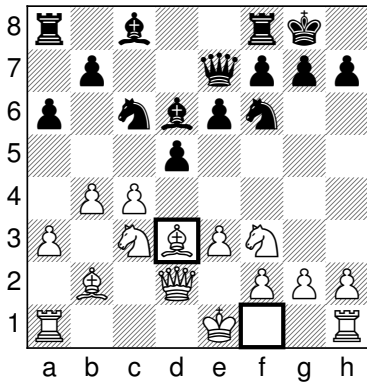


Eval: -0.08cp | Loss: 34cp
Good Move (Best: c4d5)

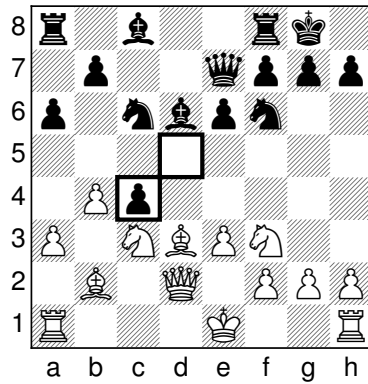


Eval: -0.19cp (Best Move)

11. Bd3 dxc4

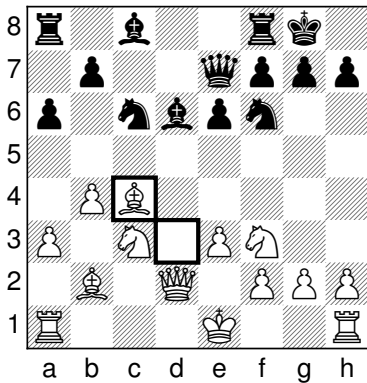


Eval: -0.76cp | Loss: 83cp
Inaccuracy (Best: c4d5)

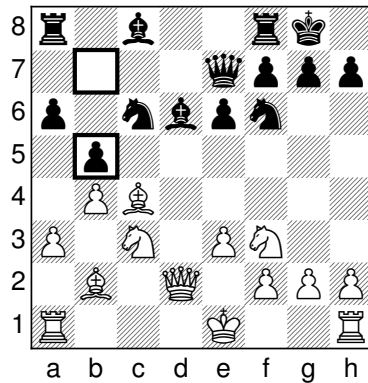


Eval: -0.73cp (Best Move)

12. Bxc4 b5

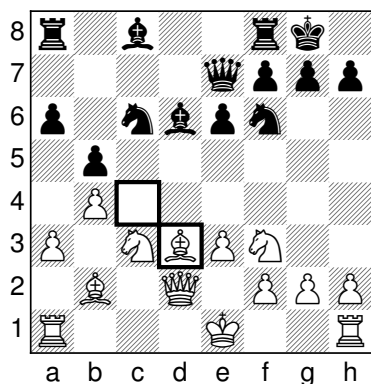


Eval: -0.80cp (Best Move)

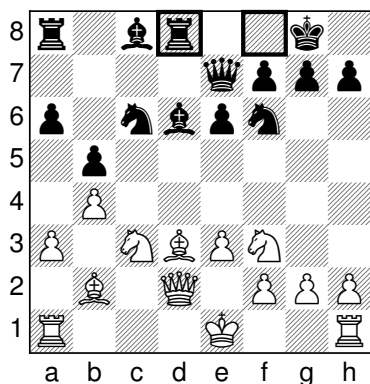


Eval: -0.85cp | Loss: 0cp
Good Move (Best: f8d8)

13. Bd3 Rd8

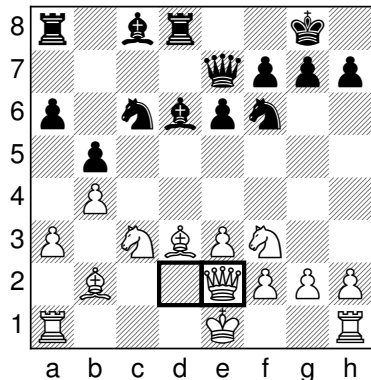


Eval: -0.82cp (Best Move)

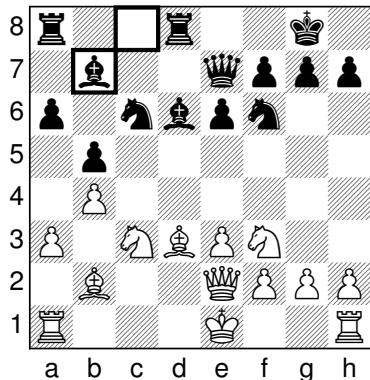


Eval: -0.67cp | Loss: 14cp
Good Move (Best: c8b7)

14. Qe2 Bb7

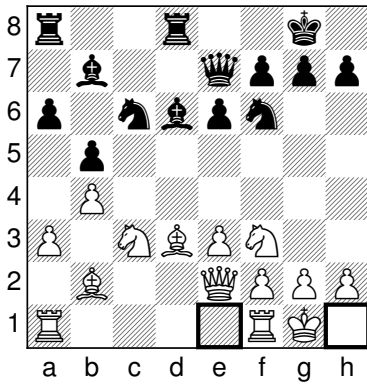


Eval: -0.68cp | Loss: 6cp
Good Move (Best: e1g1)

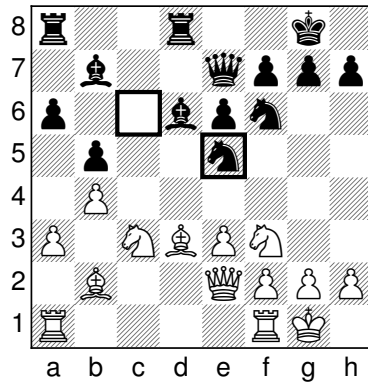


Eval: -0.76cp (Best Move)

15. O-O Ne5

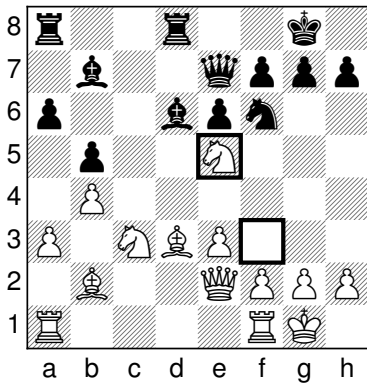


Eval: -0.76cp (Best Move)

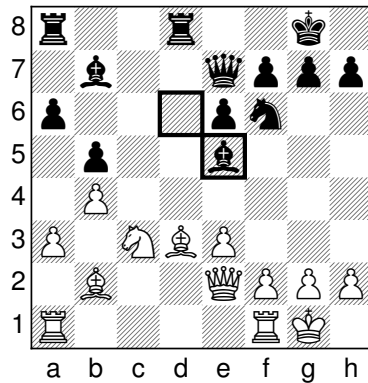


Eval: -0.78cp (Best Move)

16. Nxe5 Bxe5

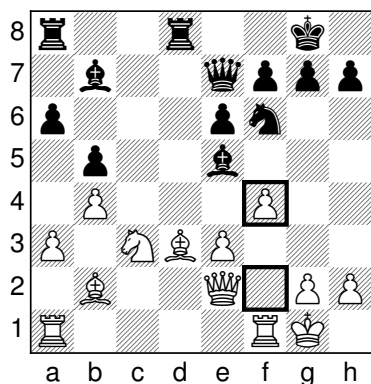


Eval: -0.74cp (Best Move)

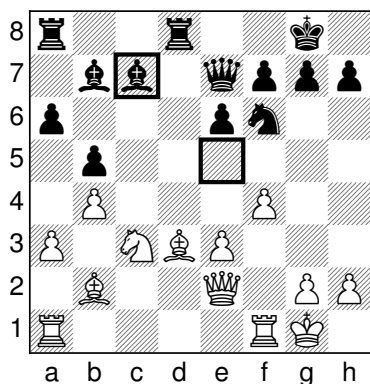


Eval: -0.69cp (Best Move)

17. f4 Bc7

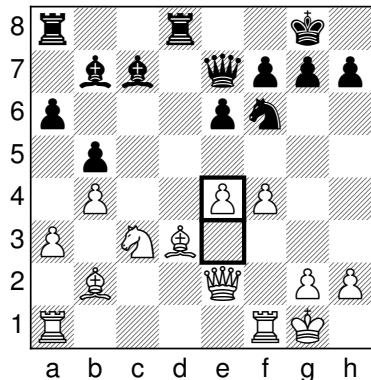


Eval: -1.23cp | Loss: 48cp
Good Move (Best: f1d1)

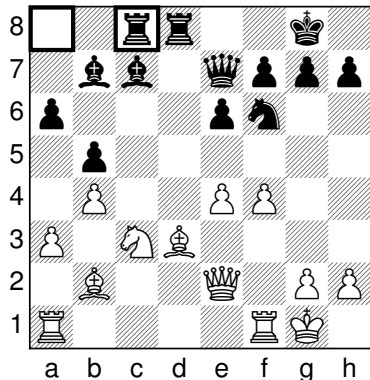


Eval: -1.34cp (Best Move)

18. e4 Rac8

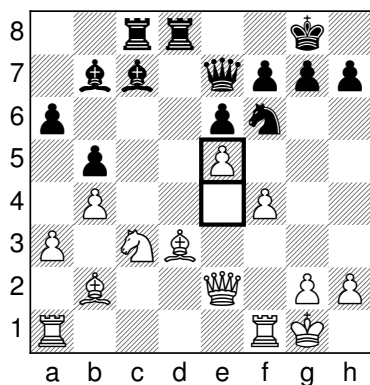


Eval: -2.23cp | Loss: 82cp
Inaccuracy (Best: c3d1)

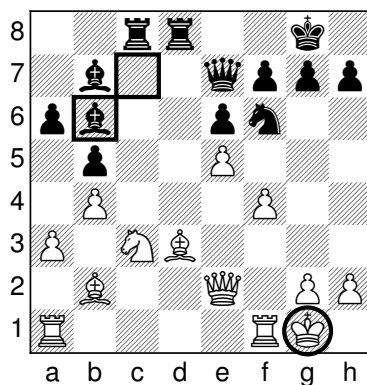


Eval: -1.71cp | Loss: 38cp
Good Move (Best: f6h5)

19. e5 Bb6+

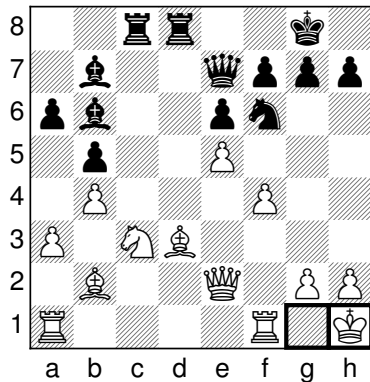


Eval: -3.05cp | Loss: 129cp
Mistake (Best: f1f3)

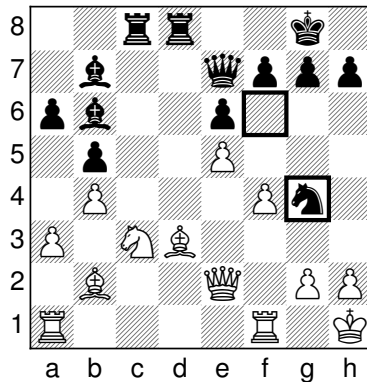


Eval: -2.91cp (Best Move)

20. Kh1 Ng4

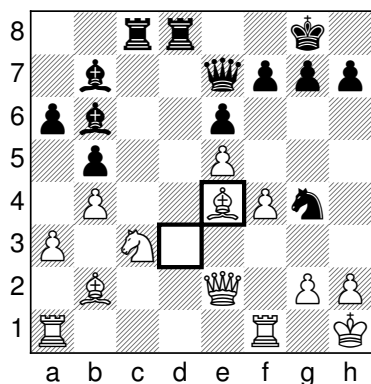


Eval: -3.22cp (Best Move)

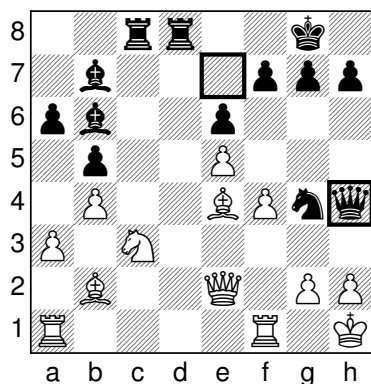


Eval: -3.47cp (Best Move)

21. Be4 Qh4

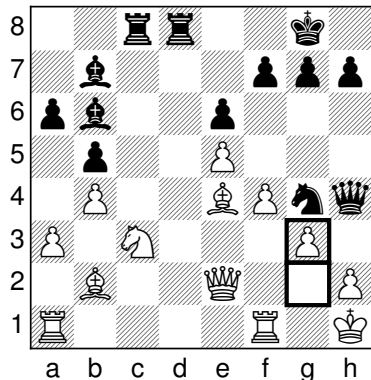


Eval: -3.43cp (Best Move)

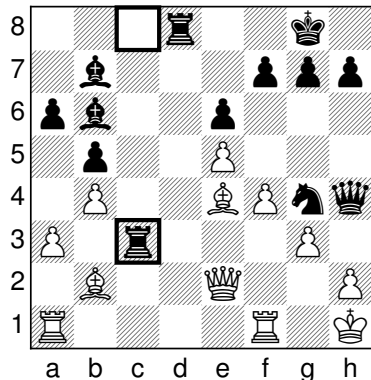


Eval: -3.61cp (Best Move)

22. g3 Rxc3

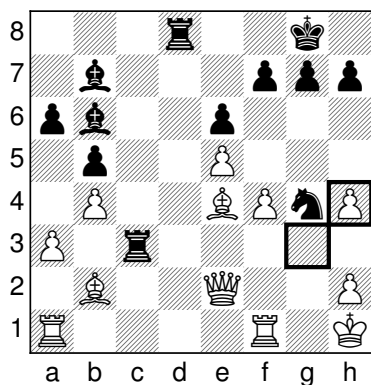


Eval: -3.28cp (Best Move)



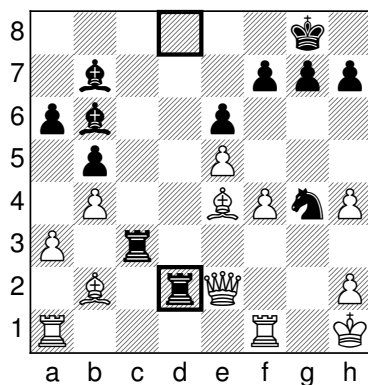
Eval: -5.93cp | Loss: 0cp
Good Move (Best: h4e7)

23. gxh4 Rd2



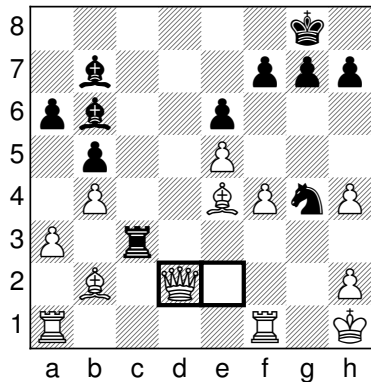
Eval: -9.94cp | Loss: 412cp

Blunder (Best: e4b7)

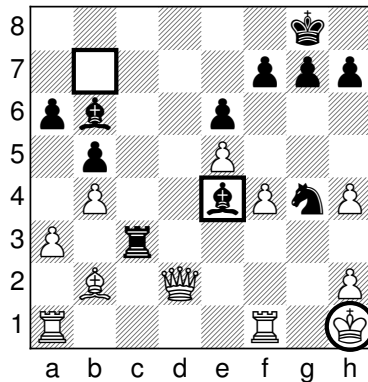


Eval: -M18 (Best Move)

24. Qxd2 Bxe4+

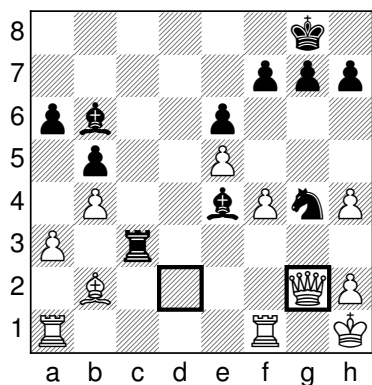


Eval: -M8 (Best Move)

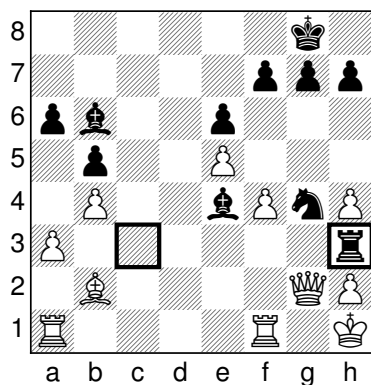


Eval: -M7 (Best Move)

25. Qg2 Rh3



Eval: -M7 (Best Move)



Eval: -M3 (Best Move)

Best Chess Games Of All Time

□ **Efim P Geller**

■ **Max Euwe** ★

1953.??.??

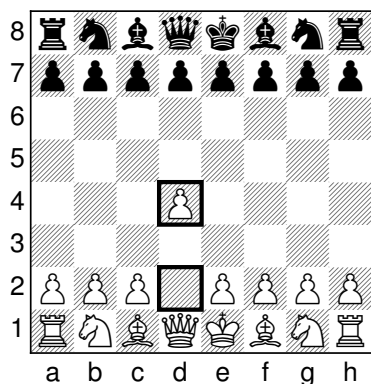
Tournament (candidates) (?)

1. d4 ♟f6
2. c4 e6
3. ♘c3 ♙b4
4. e3 c5
5. a3 ♙xc3+
6. bxc3 b6
7. ♙d3 ♙b7
8. f3 ♟c6
9. ♘e2 ♔O-O
10. ♔O-O ♟a5
11. e4 ♟e8
12. ♘g3 cxd4
13. cxd4 ♜c8
14. f4 ♟xc4

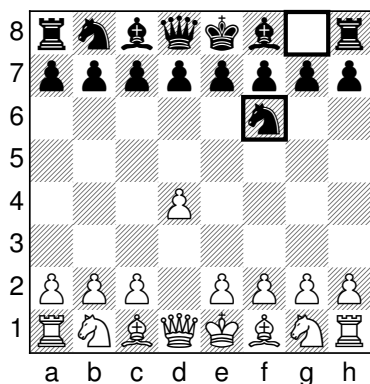
15. f5 f6
16. ♜f4 b5
17. ♜h4 ♔b6
18. e5 ♟xe5
19. fxe6 ♟xd3
20. ♞xd3 ♔xe6
21. ♞xh7+ ♙f7
22. ♙h6 ♜h8
23. ♞xh8 ♜c2
24. ♜c1 ♜xg2+
25. ♙f1 ♔b3
26. ♙e1 ♔f3

	White	Black
Average CPL	32.58	13.65
Blunders	1	0
Mistakes	0	1
Inaccuracies	2	2

1. d4 Nf6

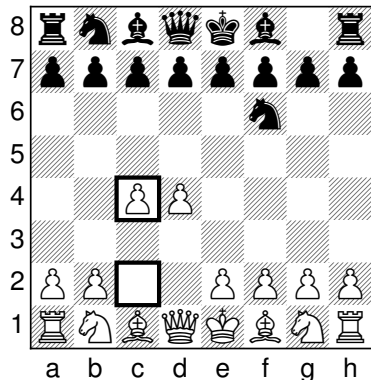


Eval: +0.18cp | Loss: 8cp
Good Move (Best: e2e4)

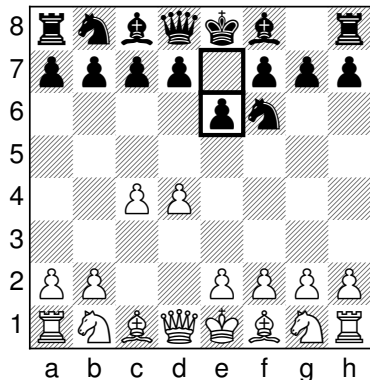


Eval: +0.18cp (Best Move)

2. c4 e6

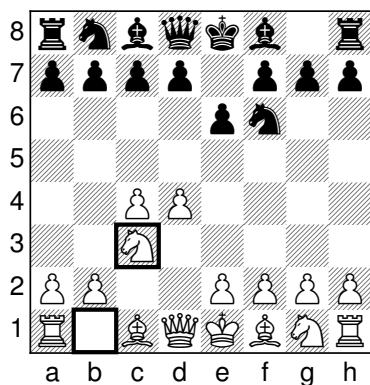


Eval: +0.20cp (Best Move)

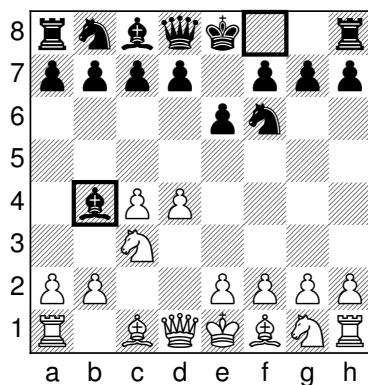


Eval: +0.26cp (Best Move)

3. Nc3 Bb4

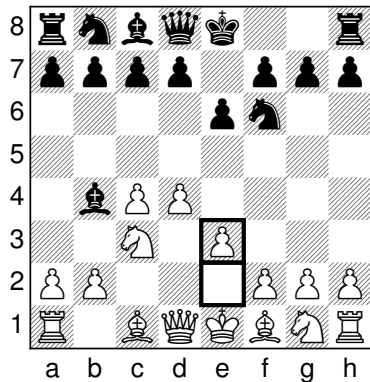


Eval: +0.16cp | Loss: 2cp
Good Move (Best: g1f3)

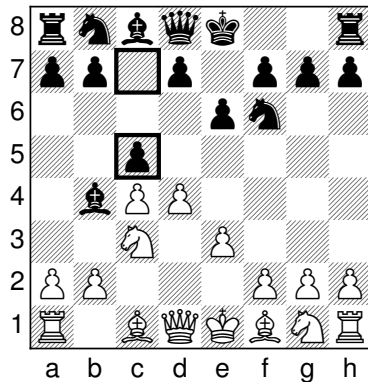


Eval: +0.14cp (Best Move)

4. e3 c5

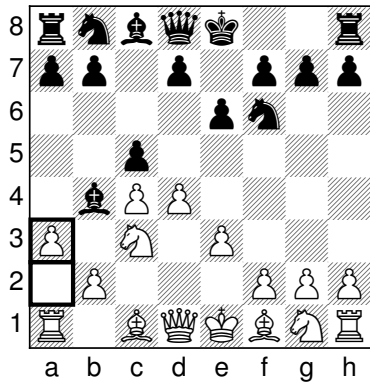


Eval: +0.14cp (Best Move)

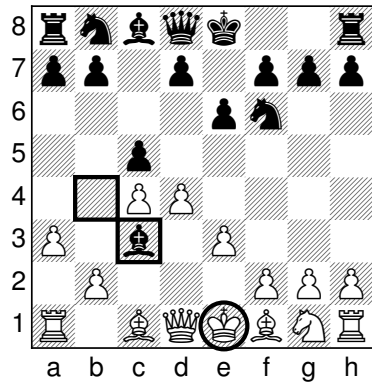


Eval: +0.19cp | Loss: 11cp
Good Move (Best: e8g8)

5. a3 Bxc3+

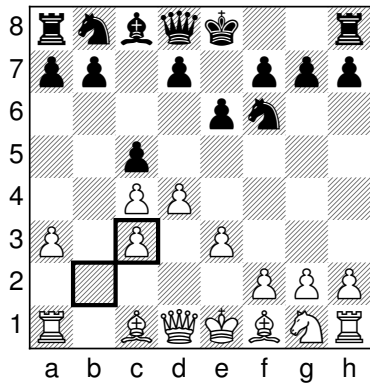


Eval: +0.20cp | Loss: 2cp
Good Move (Best: f1d3)

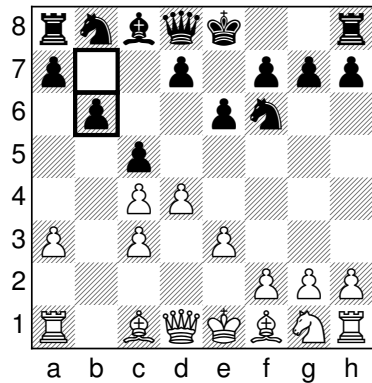


Eval: +0.15cp (Best Move)

6. bxc3 b6

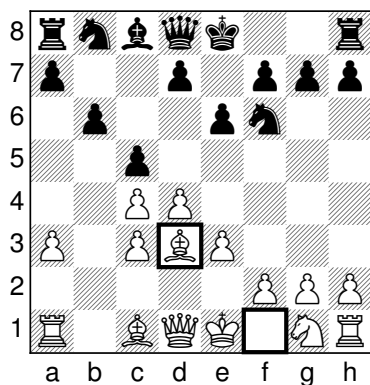


Eval: +0.21cp (Best Move)

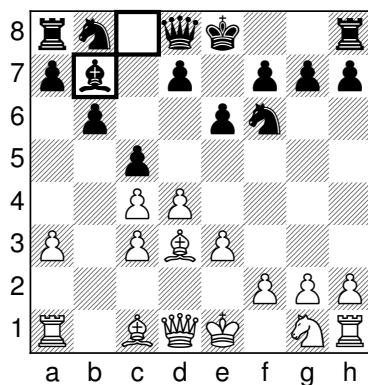


Eval: +0.35cp | Loss: 10cp
Good Move (Best: d7d5)

7. Bd3 Bb7

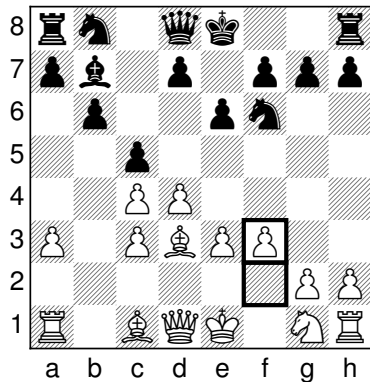


Eval: +0.29cp (Best Move)

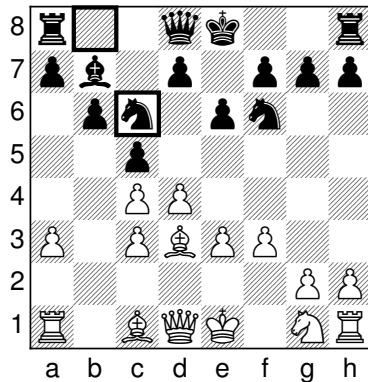


Eval: -0.23cp | Loss: 0cp
Good Move (Best: d7d5)

8. f3 Nc6

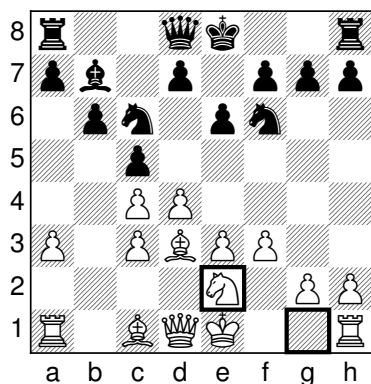


Eval: -0.17cp (Best Move)

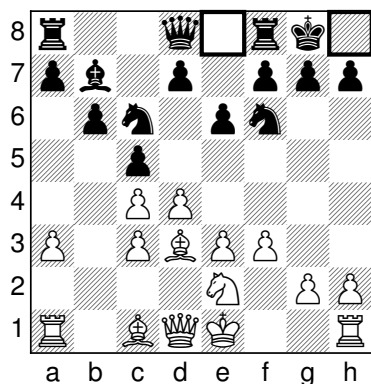


Eval: -0.11cp | Loss: 2cp
Good Move (Best: d7d6)

9. Ne2 O-O

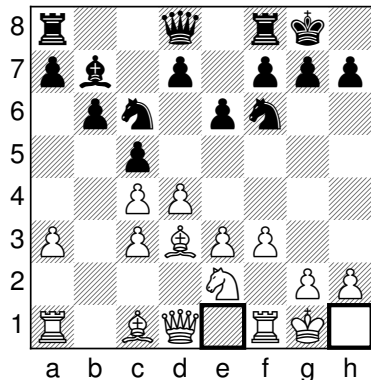


Eval: $-0.22cp$ (Best Move)

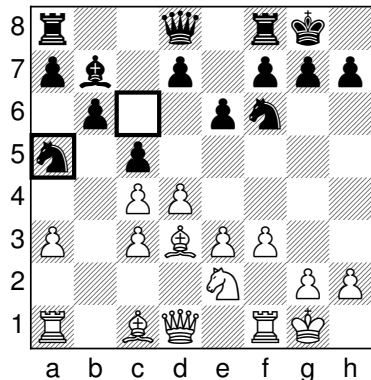


Eval: $-0.16cp$ | Loss: 2cp
Good Move (Best: d7d6)

10. O-O Na5

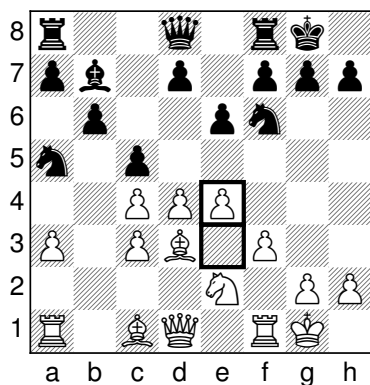


Eval: $-0.07cp$ | Loss: 3cp
Good Move (Best: e3e4)

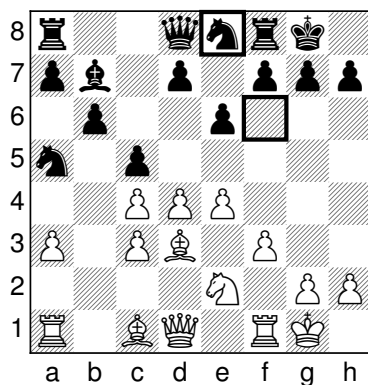


Eval: $+0.01cp$ | Loss: 9cp
Good Move (Best: a8c8)

11. e4 Ne8

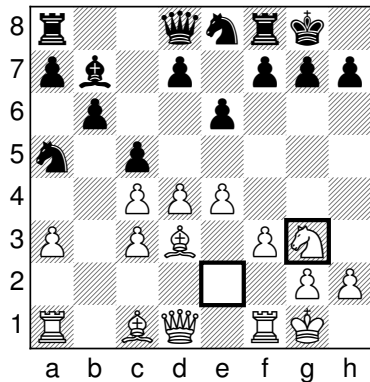


Eval: +0.08cp (Best Move)

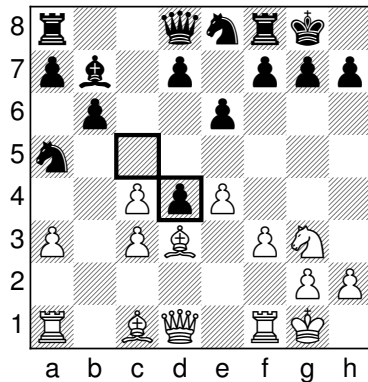


Eval: +0.00cp (Best Move)

12. Ng3 cxd4

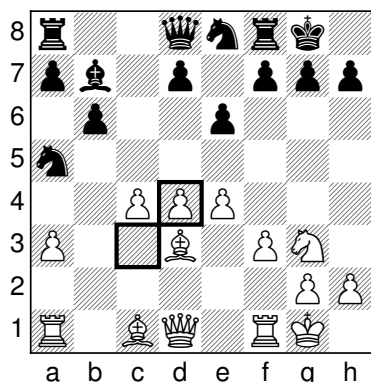


Eval: -0.19cp | Loss: 14cp
Good Move (Best: d4c5)

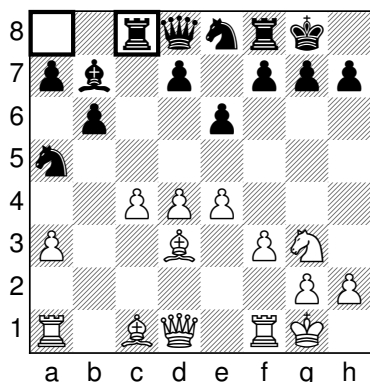


Eval: +0.35cp | Loss: 61cp
Inaccuracy (Best: b7a6)

13. cxd4 Rc8

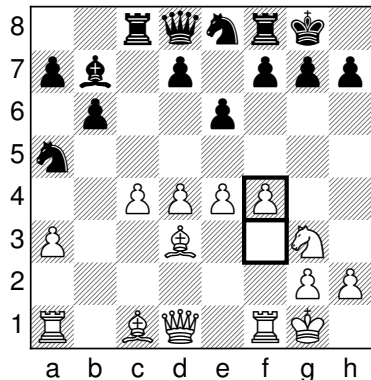


Eval: +0.34cp (Best Move)

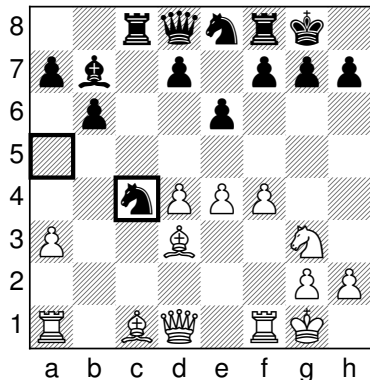


Eval: +0.53cp | Loss: 23cp
Good Move (Best: b7a6)

14. f4 Nxc4



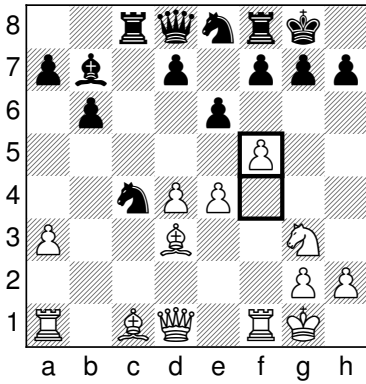
Eval: -0.38cp | Loss: 87cp
Inaccuracy (Best: c4c5)



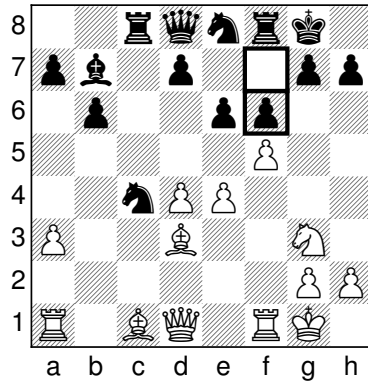
Eval: -0.40cp (Best Move)

Best Chess Games Of All Time

15. f5 f6

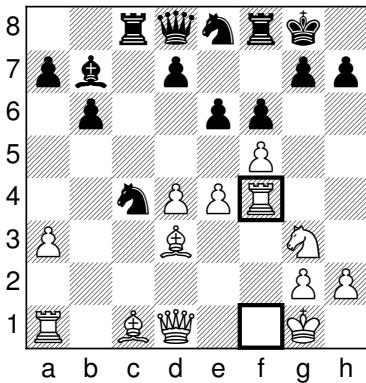


Eval: $-0.43cp$ | Loss: 14cp
Good Move (Best: a3a4)

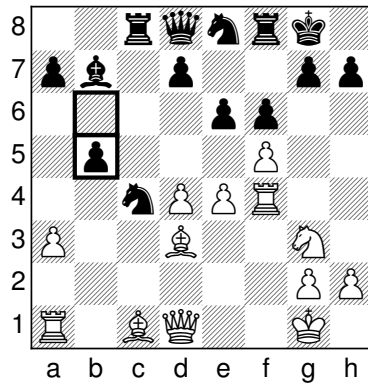


Eval: $-0.20cp$ | Loss: 31cp
Good Move (Best: b6b5)

16. Rf4 b5

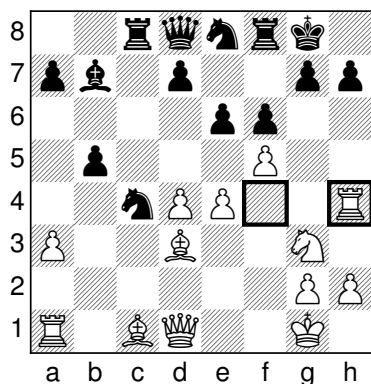


Eval: $-1.15cp$ | Loss: 74cp
Inaccuracy (Best: a3a4)

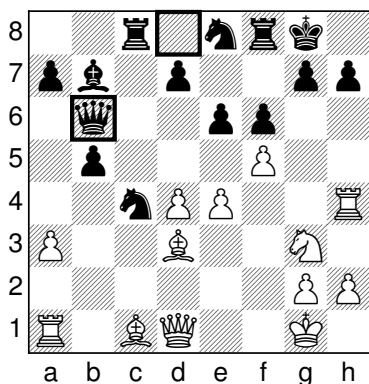


Eval: $-1.17cp$ (Best Move)

17. Rh4 Qb6

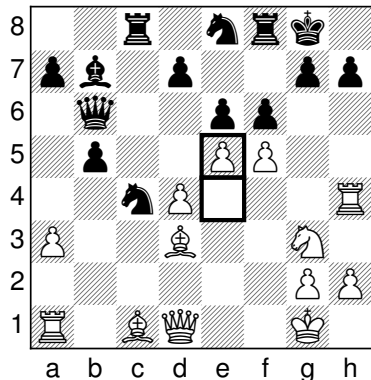


Eval: -0.91cp (Best Move)

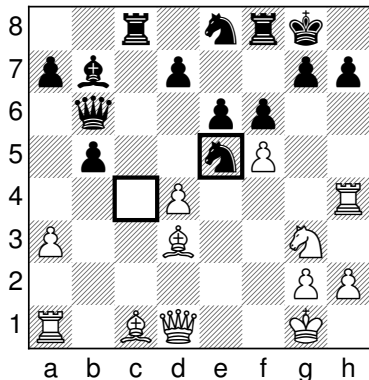


Eval: -1.05cp (Best Move)

18. e5 Nxe5

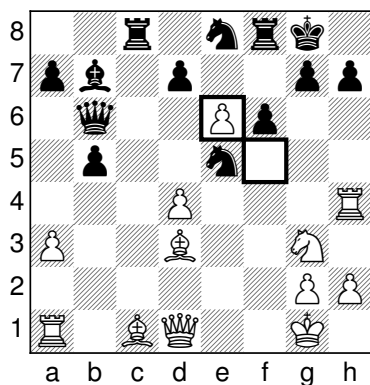


Eval: -0.93cp (Best Move)

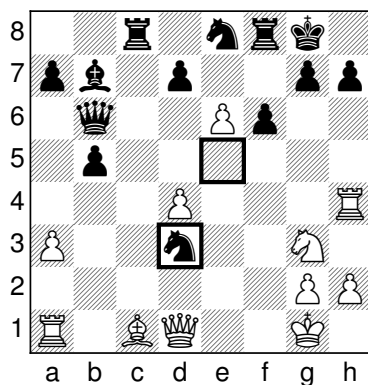


Eval: -0.21cp | Loss: 75cp
Inaccuracy (Best: h7h6)

19. fxe6 Nxd3

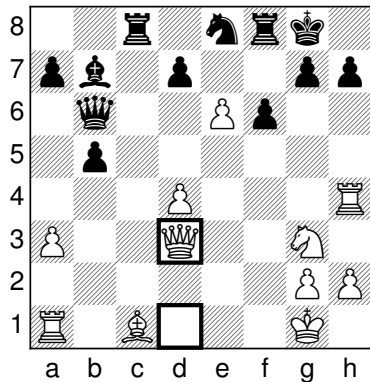


Eval: -0.37cp (Best Move)

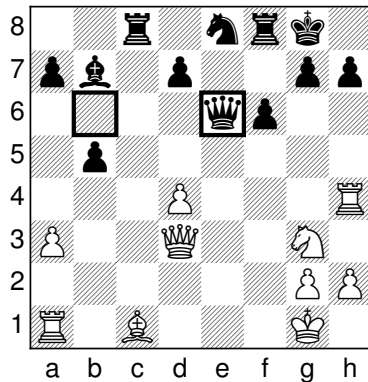


Eval: -0.47cp (Best Move)

20. Qxd3 Qxe6

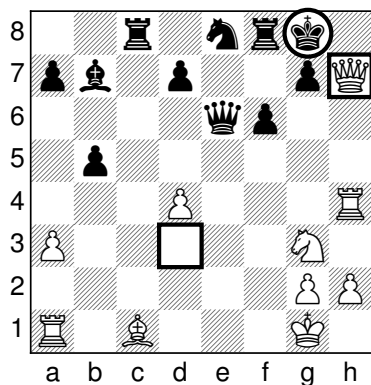


Eval: +0.00cp (Best Move)

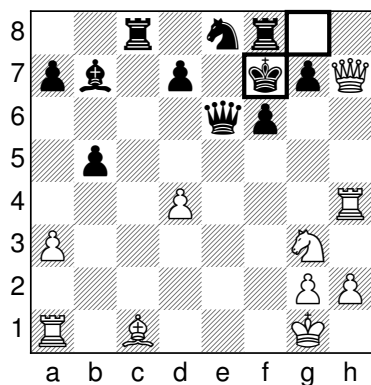


Eval: +0.00cp | Loss: 0cp
Good Move (Best: d7e6)

21. Qxh7+ Kf7

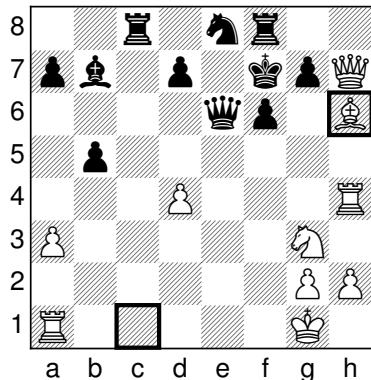


Eval: -0.20cp (Best Move)

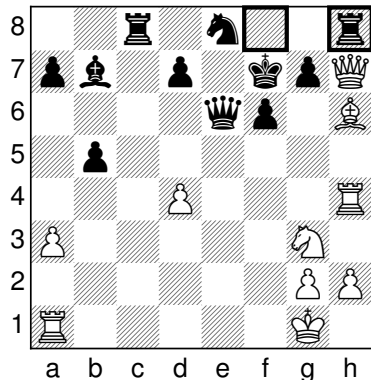


Eval: -0.73cp (Best Move)

22. Bh6 Rh8

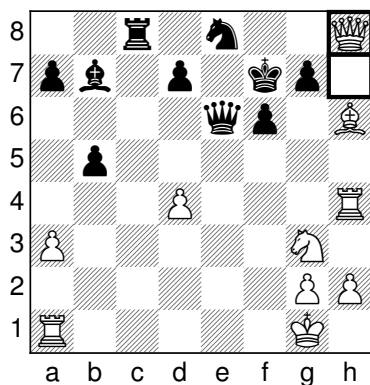


Eval: -0.79cp (Best Move)

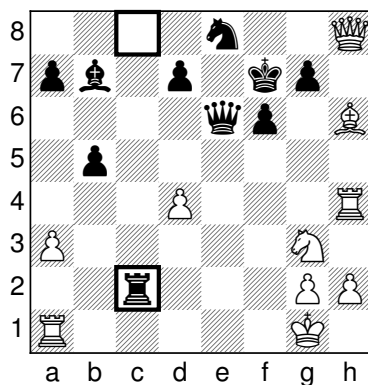


Eval: +0.28cp | Loss: 113cp
Mistake (Best: c8c3)

23. Qxh8 Rc2

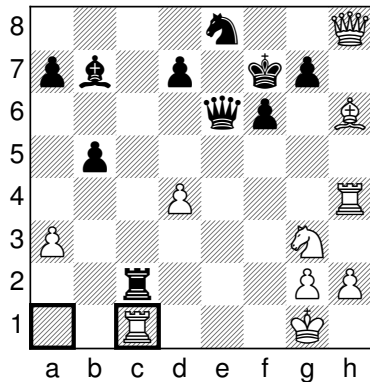


Eval: +0.00cp (Best Move)

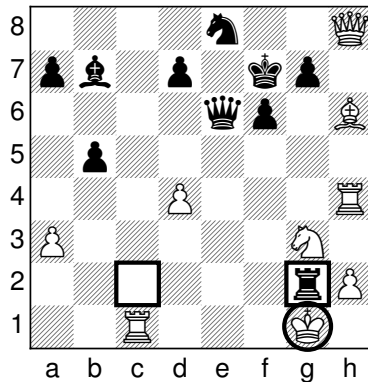


Eval: -0.01cp (Best Move)

24. Rc1 Rxc2+

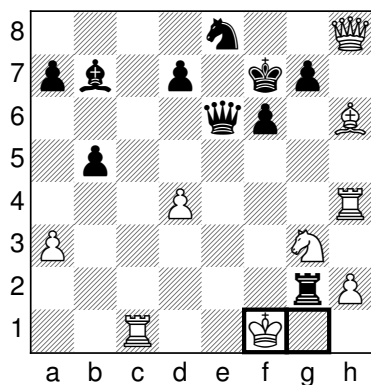


Eval: -6.03cp | Loss: 603cp
Blunder (Best: d4d5)

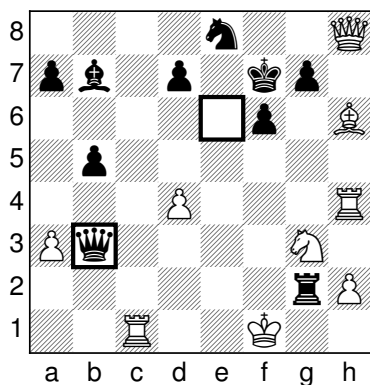


Eval: -8.02cp (Best Move)

25. Kf1 Qb3

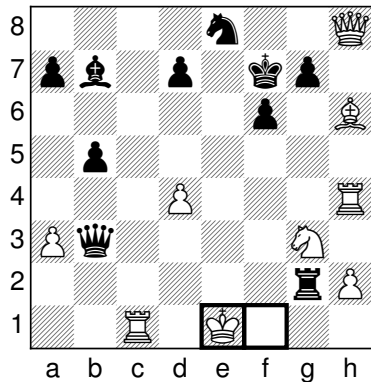


Eval: -8.16cp (Best Move)

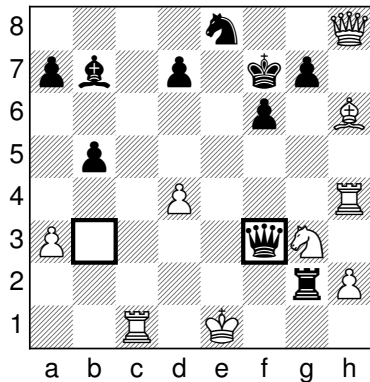


Eval: -8.23cp (Best Move)

26. Ke1 Qf3



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



Eval: -M8 (Best Move)

