AhQ Go Pro Hawk Eye Report

Black: OLSE9

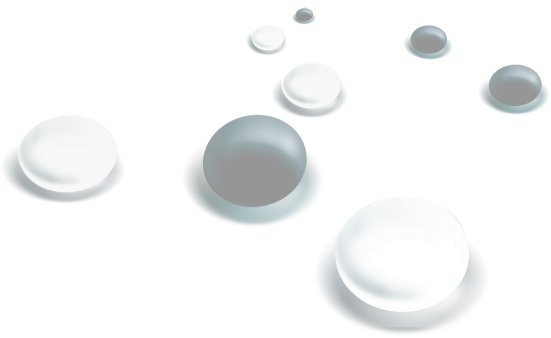
White: Warlord

Rule: Japanese rule

Komi: Black gives 6.5 points

Game result: B wins by 24.5 points

Analysis date: 2026-10-27 13:05:08



AhQ Go Pro 2.9.1

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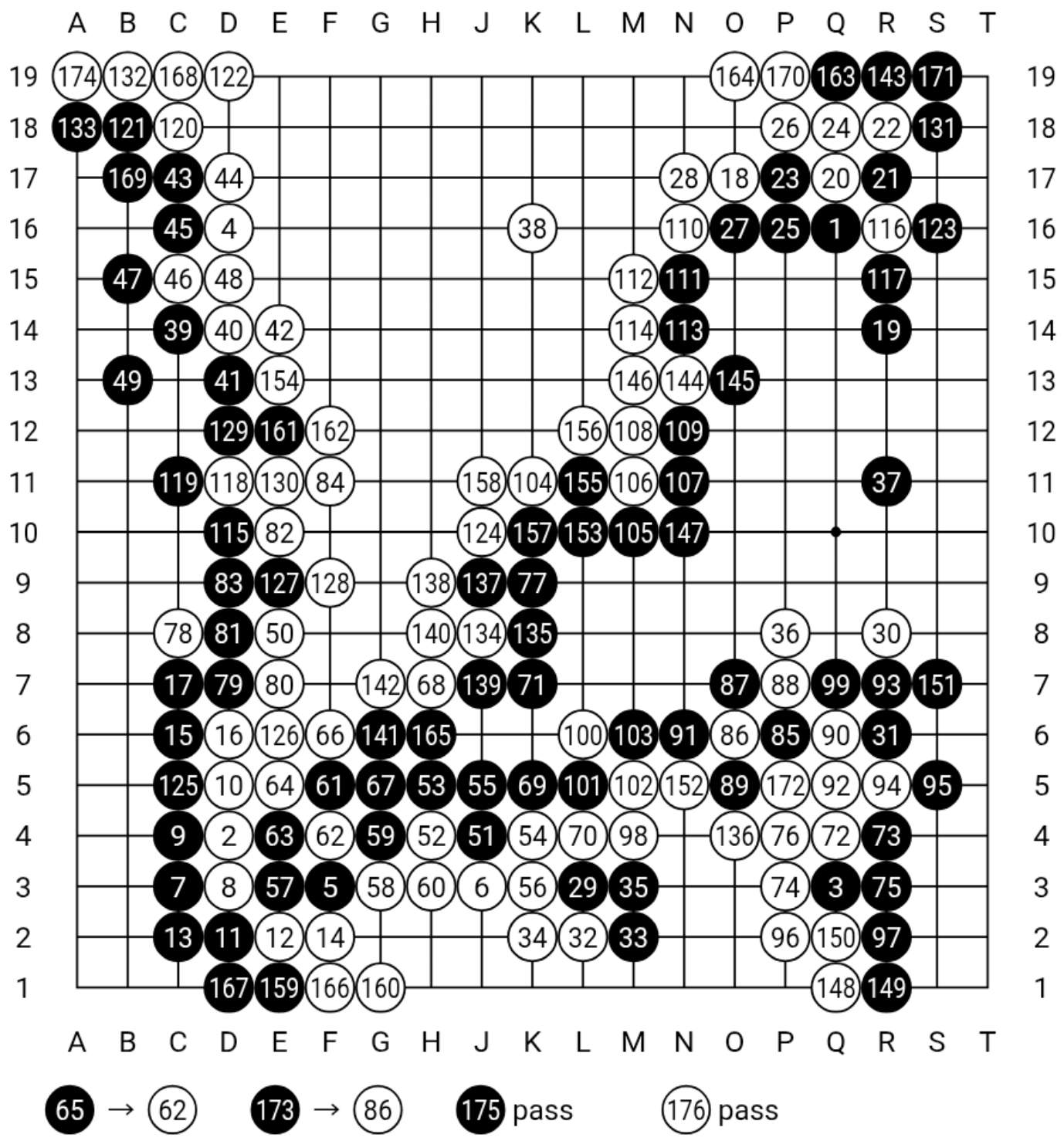
Overview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174 132 168 122 164 170 163 143 171
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125 10 64 61 67 53 55 69 101 102 152 89 172 92 94 95
9 2 63 62 59 52 51 54 70 98 136 76 72 73
7 8 57 5 58 60 6 56 29 35 74 3 75
13 11 12 14 34 32 33 96 150 97
167 159 166 160 148 149
65 → 62
173 → 86
175 pass
176 pass

Game Summary

AI commentary

Black built a steady advantage from the opening and never let it go, with the evaluation staying in Black's favor through both the opening and the middlegame. The result, a 24.5-point win for Black, reflects a game in which White was consistently playing from behind rather than one decided by a single collapse.

The turning points cluster in the middlegame, where White made a series of playable but slightly inaccurate choices. White's C8 Lean at move 78 was a clear misstep compared with the steadier D7 Stretch, and the Q6 Atari at move 90 was not the AI's preferred option, leaving White with a lead of about -21.6. Later, White's D11 Tiger's Mouth, D19 defensive shape, and E11 Connect were all reasonable in isolation but slow or slightly off, each conceding ground in an already difficult position. Black, for its part, also left some value on the table with the C11 diagonal, S16 capture, and S18 Tiger's Mouth, all safe moves that traded a portion of the margin for security.

The main reason for the result was the accumulation of these small, one-sided inaccuracies: White's moves were defensible but never quite efficient enough to close the gap, while Black's conservative choices preserved a decisive lead even when they were not the most active. By the endgame, White had no remaining avenue to recover the accumulated deficit, and Black's advantage held comfortably to the final score.

Strength

OLSE9 Overall score **91/100**

Overall **8.8 dan**

Warlord Overall score **88/100**

Overall **8.0 dan**

	OLSE9	Warlord
Opening	Pro level (10.1)	9.6 dan
Middlegame	5.1 dan	4.6 dan
Endgame	Semi-god/AI (11.5)	Semi-god/AI (11.5)

OLSE9

AI similarity

60.7%

Mistakes	**14**
Avg winrate loss	**0.62%**
Avg lead loss	**0.92**

Warlord

AI similarity

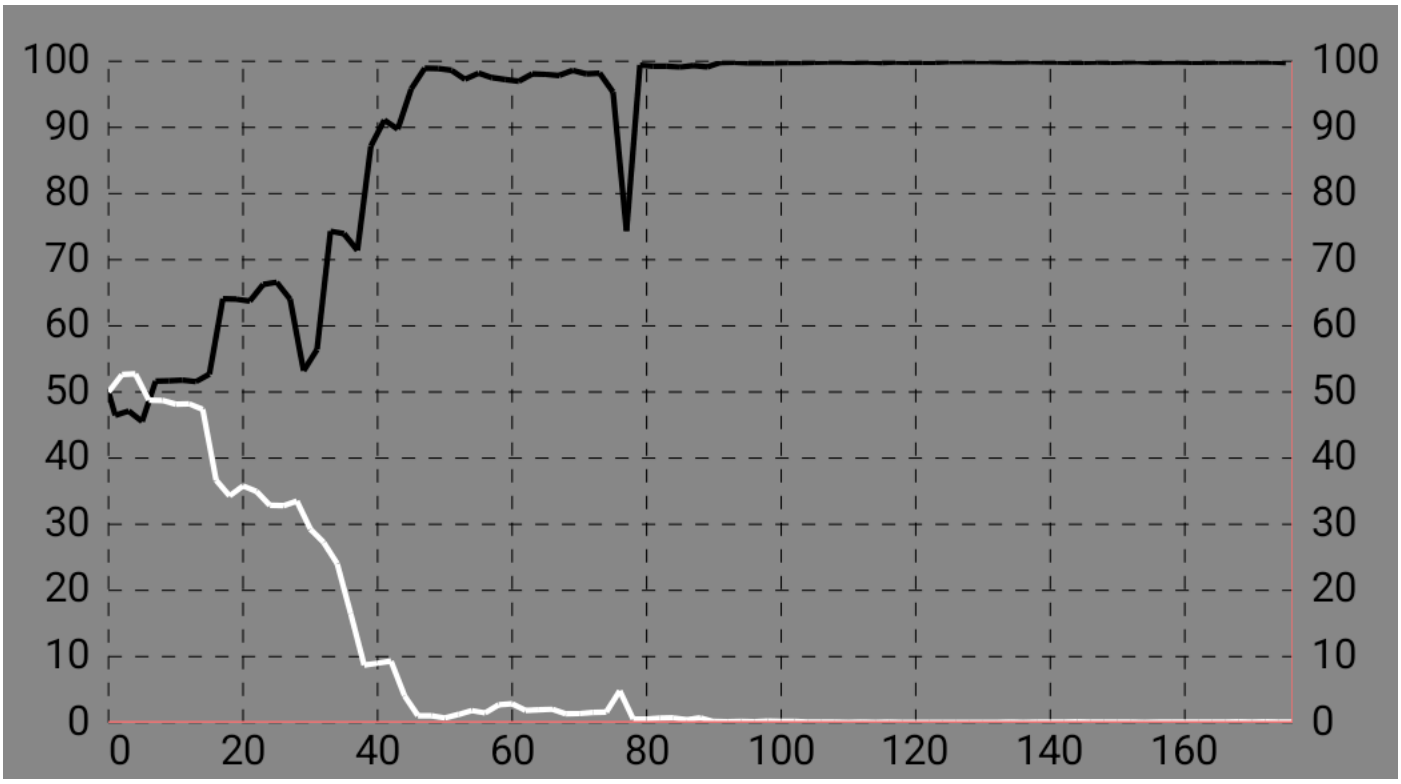
59.1%

Mistakes	**19**
Avg winrate loss	**0.64%**
Avg lead loss	**1.22**

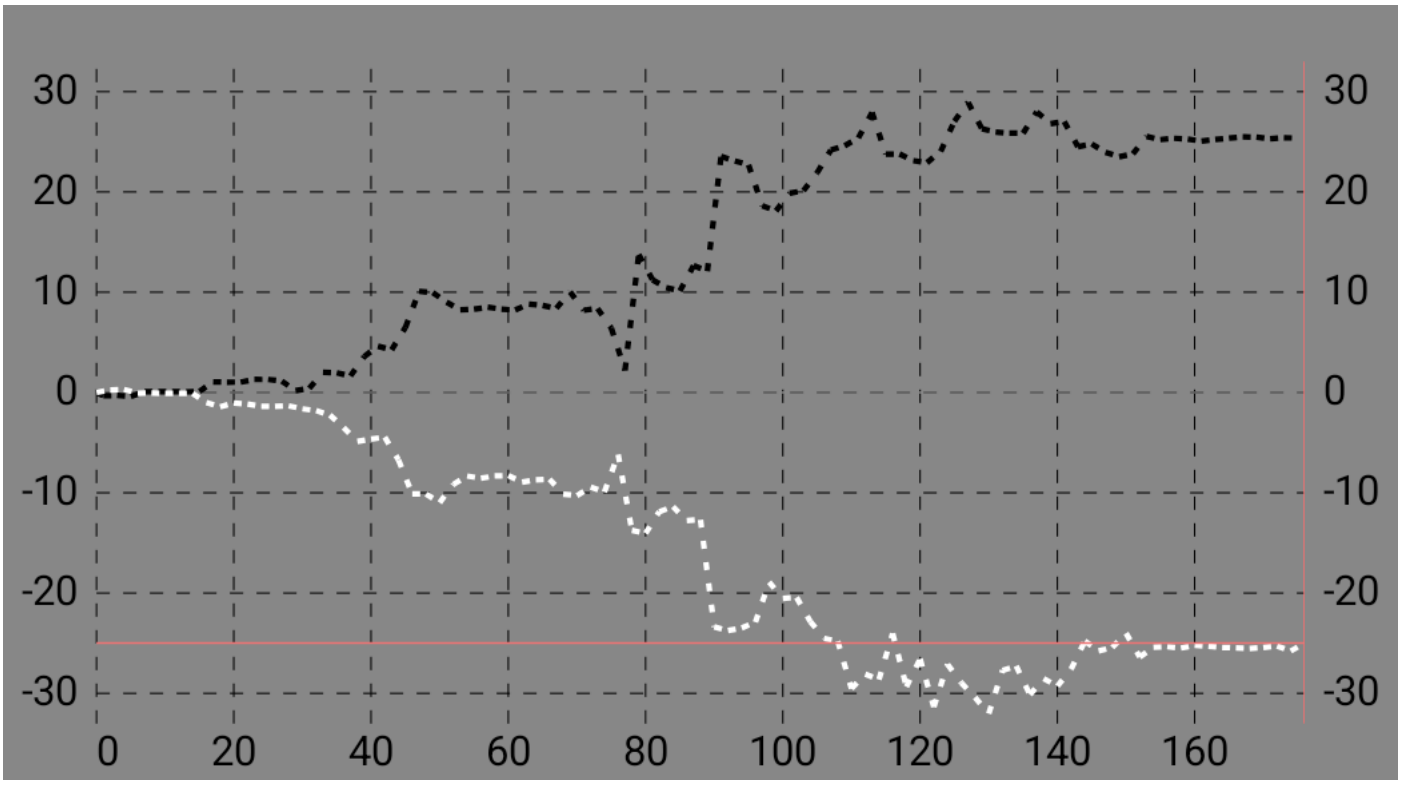
Review aid only, not an official rank.

Whole Game Trend

Winrate trend



Lead trend



Key Moves TOP 10

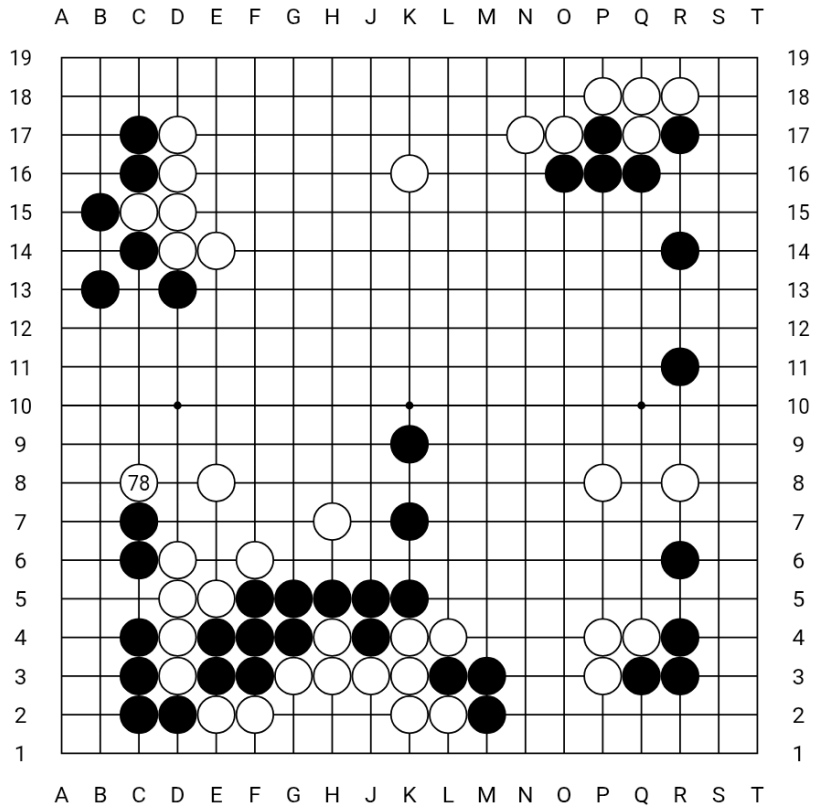
Move	Color	Coord	Level	Winrate loss	Lead loss
78	W	C8	Blunder	25.12%	11.54
90	W	Q6	Blunder	0.34%	9.48
110	W	N16	Blunder	0.06%	4.93
111	B	N15	Blunder	0.07%	4.16
118	W	D11	Blunder	0.02%	5.56
119	B	C11	Blunder	0.09%	6.23
122	W	D19	Blunder	0.06%	8.45
123	B	S16	Blunder	0.06%	7.33
130	W	E11	Blunder	0.02%	5.73
131	B	S18	Blunder	0.01%	6.04

Move 78 W C8

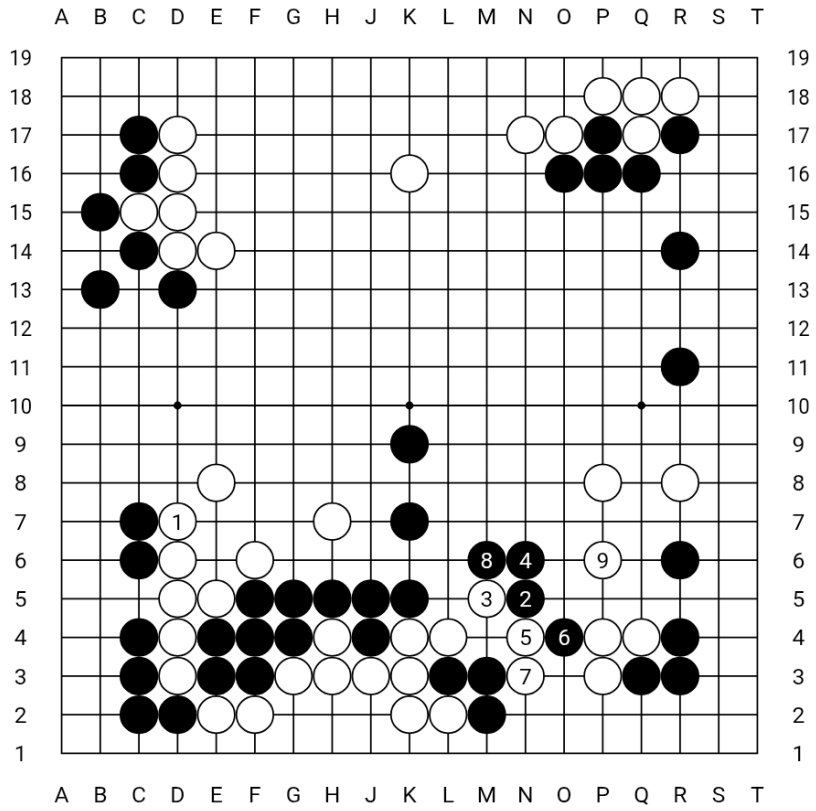
Blunder

Winrate loss: 25.12% Lead loss: 11.54

Actual position



Recommended variation



Move 78 W C8

Blunder

Winrate loss
25.12%

Lead loss
11.54

AI commentary

Overall Verdict: White's C8 Lean is a playable but clearly off choice in this middlegame; it presses Black's left-side group directly, yet it concedes a large evaluation swing compared with the steadier D7 Stretch.

- This Move:

- Classification: playable but clearly off, not a near-best move.

- Intention: the lean at C8 presses against Black's stones on the left side, trying to gain outside strength and keep Black's group low while White builds influence toward the center.

- What it limits: it denies Black an easy slide along the left side and asks Black to respond locally, so White can dictate the shape there.

- What it gives up: the direct contact invites Black to settle and counterattack, and White's own left-side stones remain somewhat heavy; the move does not address the wider balance of the position as directly as the alternative.

- Result: the evaluation drops sharply after the move, so the pressure created does not compensate for the loss of flexibility elsewhere.

- Situation Shift:

- Before the move: White's winrate was about 25.66% with a lead of about -2.21 points, a close but slightly unfavorable position.

- After the move: White's winrate falls to about 0.54% with a lead of about -13.75 points, a major deterioration.

- Summary: the lean turned a manageable, near-even fight into a clearly difficult position for White.

Move 78 W C8

Blunder

AI commentary

- AI Preference:

- The preferred alternative was the D7 Stretch on the left side.

- The stretch keeps White's stones connected and flexible, preserves eye space and outside influence, and avoids the immediate contact fight that the lean invites.

- The projected continuation after the stretch runs through the center: Black N5 Small Knight, White M5 Diagonal, Black N6 Stretch, White N4 Hane, Black O4 Hane, White N3 Hiki, Black M6 Turn, White P6 One-Point Jump.

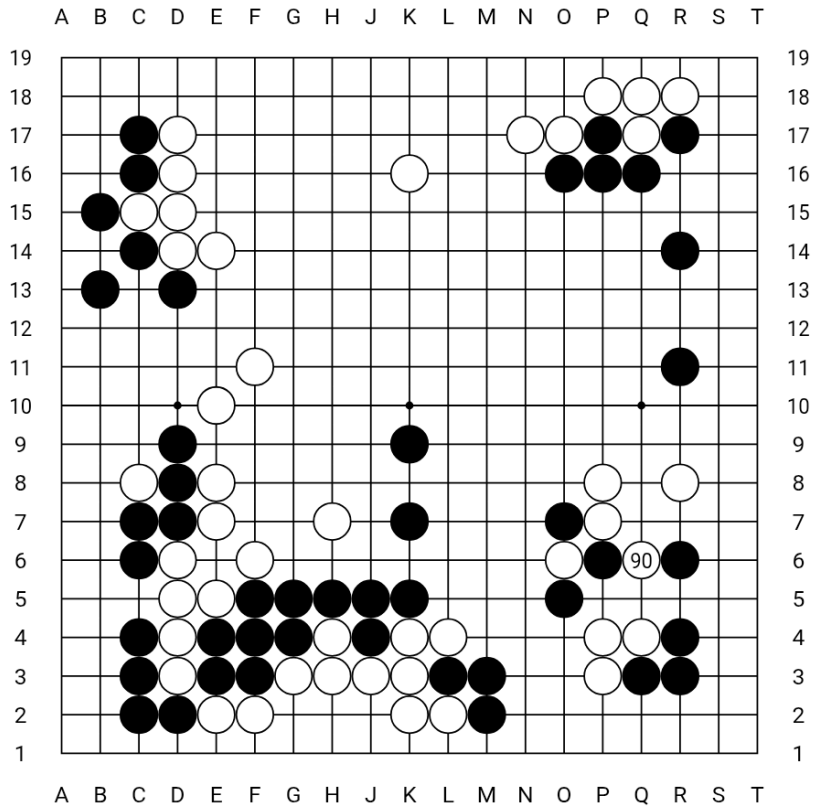
- The key difference is direction and safety: the stretch maintains balance across the board, while the lean commits White to a local contest that Black can exploit.

Move 90 W Q6

Blunder

Winrate loss: 0.34% Lead loss: 9.48

Actual position



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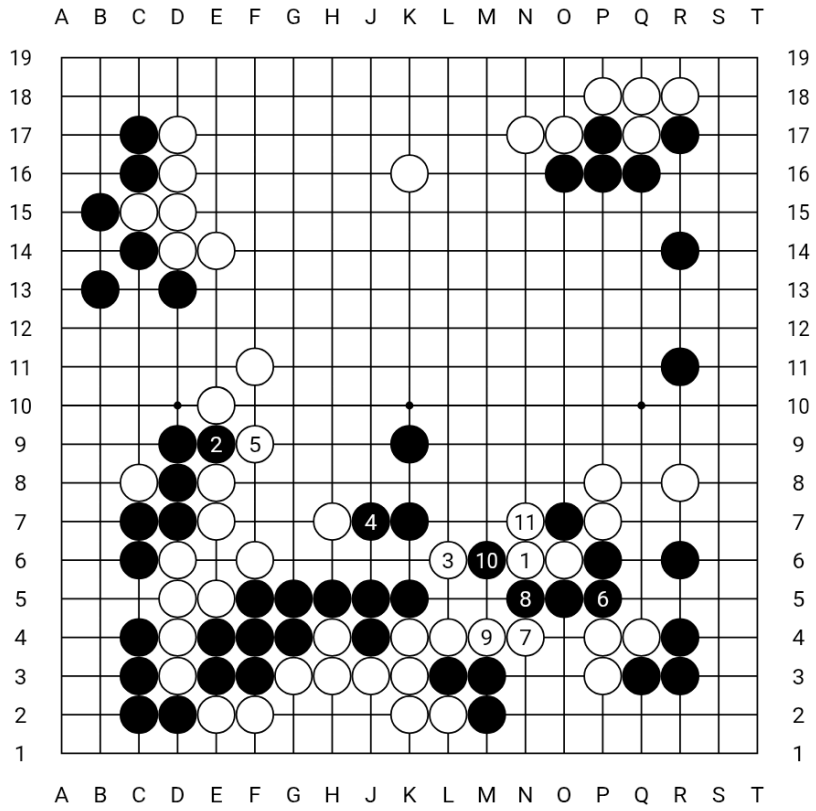


Move 90 W Q6

Blunder

Winrate loss
0.34%

Lead loss
9.48

AI commentary

Overall Verdict: The actual move is White Q6 Atari, which matches Candidate 2 rather than the AI top choice, Candidate 1 at N6. The actual move keeps White at a 51% winrate with a lead of -21.58, while Candidate 1 reaches an 85% winrate with a lead of -12.10, so the gap is noticeable but not decisive.

- Actual Move:

- White plays Q6 Atari in the lower right, putting pressure on Black's group and forcing an immediate response.

- Winrate: 51%

- Lead: -21.58

- The real continuation is simply White Q6 Atari; no further real-game moves are provided.

- AI Comparison:

- The AI top move is Candidate 1, White N6 Hiki, with a winrate of 85% and a lead of -12.10.

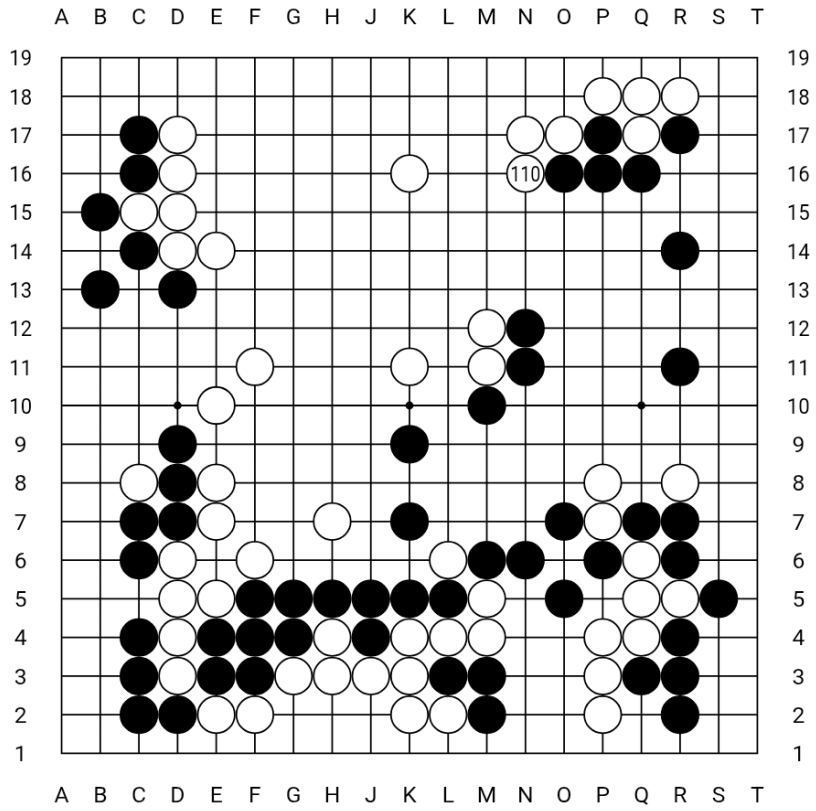
- Compared with the actual move's 51% winrate and -21.58 lead, Candidate 1 is clearly stronger, though the position remains contested rather than lost.

Move 110 W N16

Blunder

Winrate loss: 0.06% Lead loss: 4.93

Actual position



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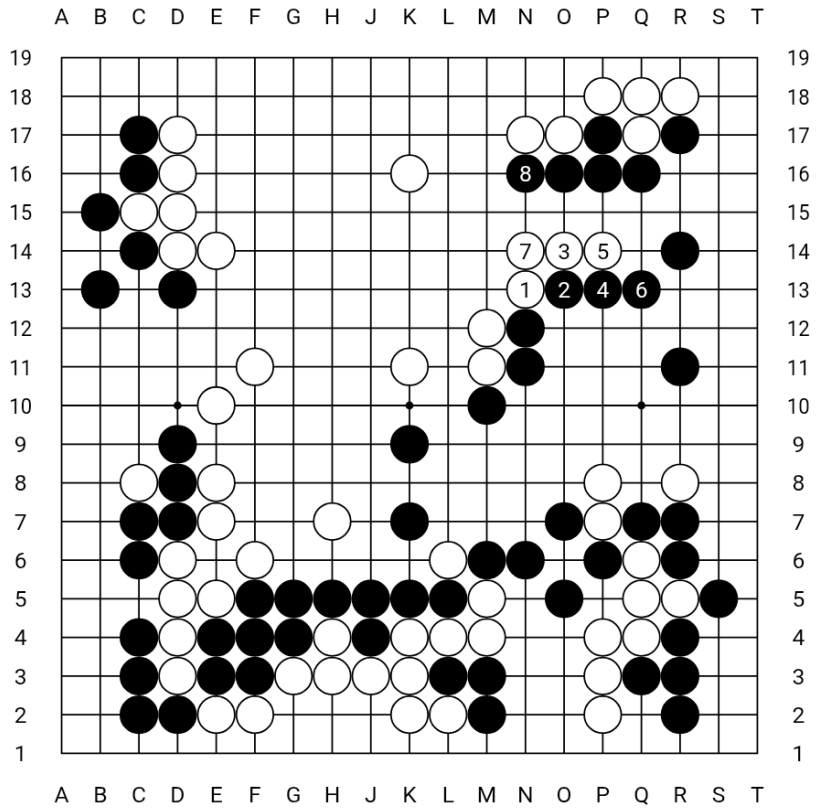
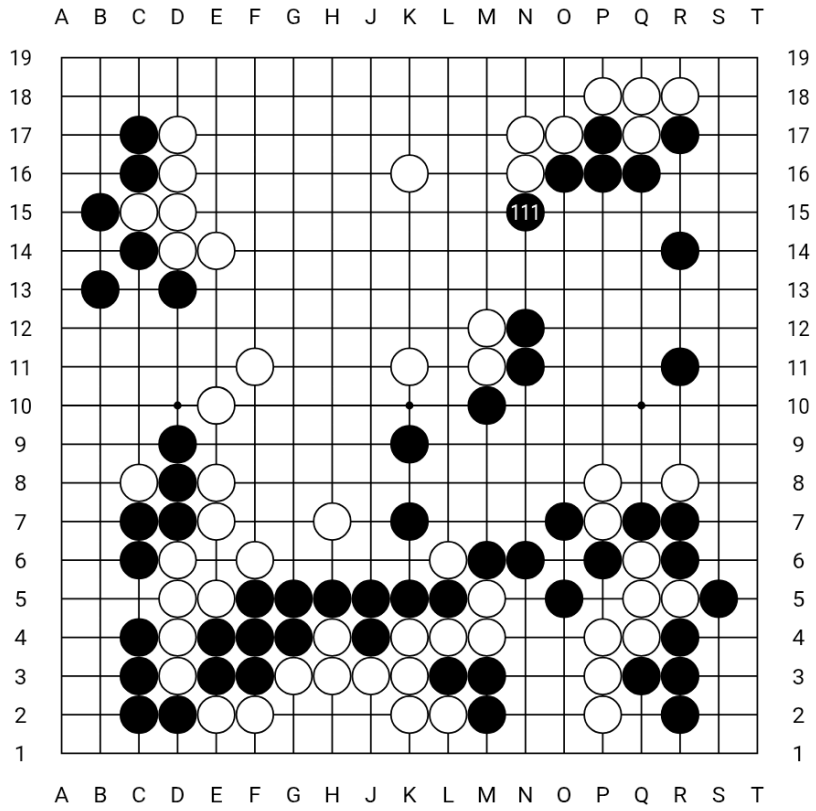


Move 111 B N15

Blunder

Winrate loss: 0.07% Lead loss: 4.16

Actual position



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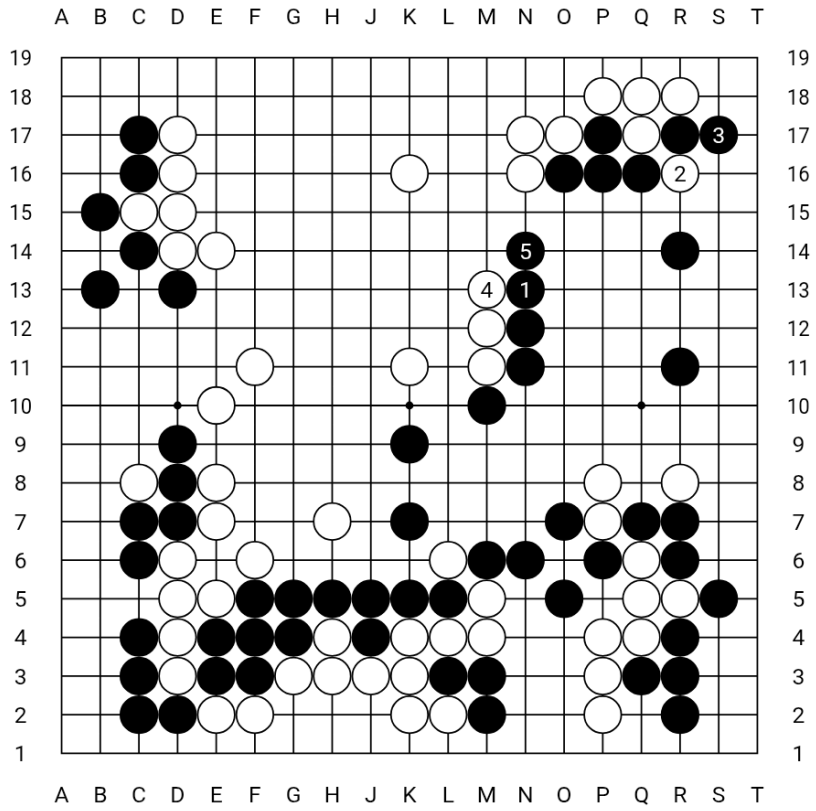
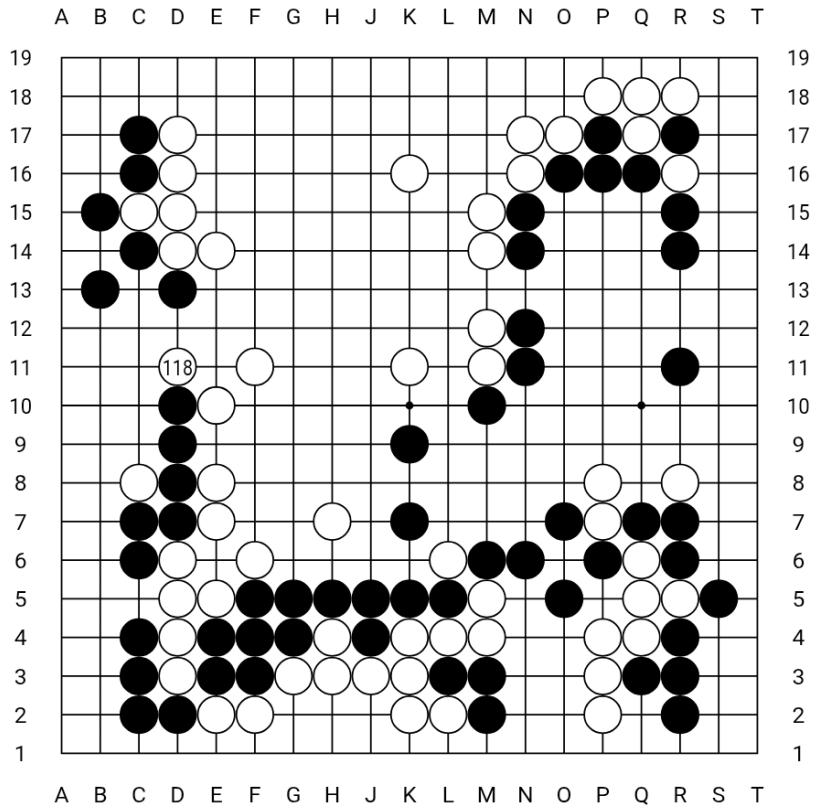


Move 118 W D11

Blunder

Winrate loss: 0.02% Lead loss: 5.56

Actual position



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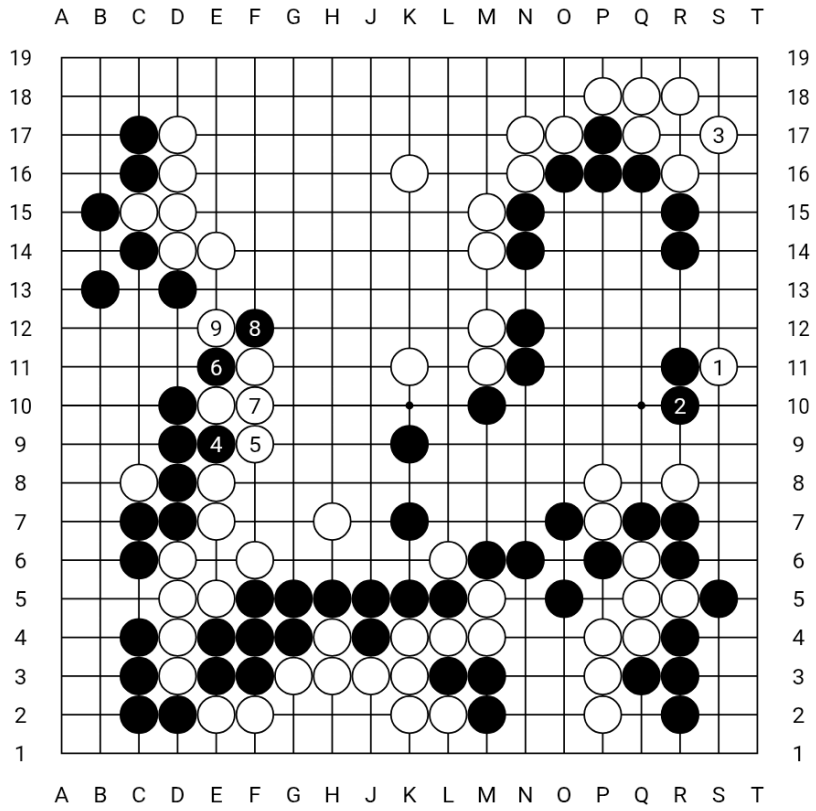


Move 118 W D11

Blunder

Winrate loss
0.02%

Lead loss
5.56

AI commentary

Overall Verdict: White's D11 Tiger's Mouth is a playable but slightly off move: it strengthens White's left-side connection, yet it gives up more than the position before the move, and the evaluation drops from a 23.79-point Black lead to a 29.35-point Black lead.

- This Move:

- Near-best to playable but slightly off, not a clear blunder.

- The move forms a Tiger's Mouth at D11, reinforcing White's link toward the upper-left group and the stones around E10/F11 while keeping pressure on Black's left-side stones.

- It limits Black's ability to cut or push through the left-side gap and makes White's shape more resilient.

- What it gives up: the move is locally defensive and does not address the larger right-side situation, so the evaluation moves further in Black's favor.

- Situation Shift:

- Before the move: Black led by 23.79 points, with White's winrate at 0.08.

- After the move: Black led by 29.35 points, with White's winrate at 0.06.

- Summary: White's local reinforcement did not improve the overall balance; the lead widened by about 5.5 points in Black's favor.

- AI Preference:

- The preferred alternative before the last move was White's S11 Attachment on the right side.

Move 118 W D11

Blunder

AI commentary

- That line continues with Black R10 Stretch, White S17 Take, Black E9 De, White F9 Tiger's Mouth, Black E11 Atari, White F10 Connect, Black F12 Hane, and White E12 Atari.

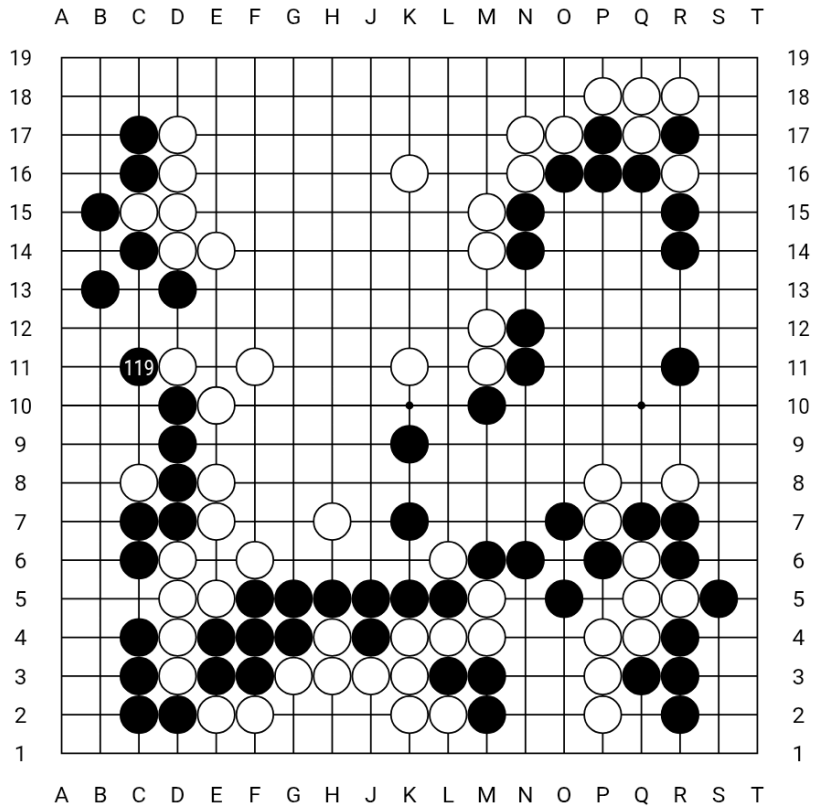
- The key difference is direction: S11 acts directly on the right-side situation, while D11 reinforces the left side and leaves the right side unresolved.

Move 119 B C11

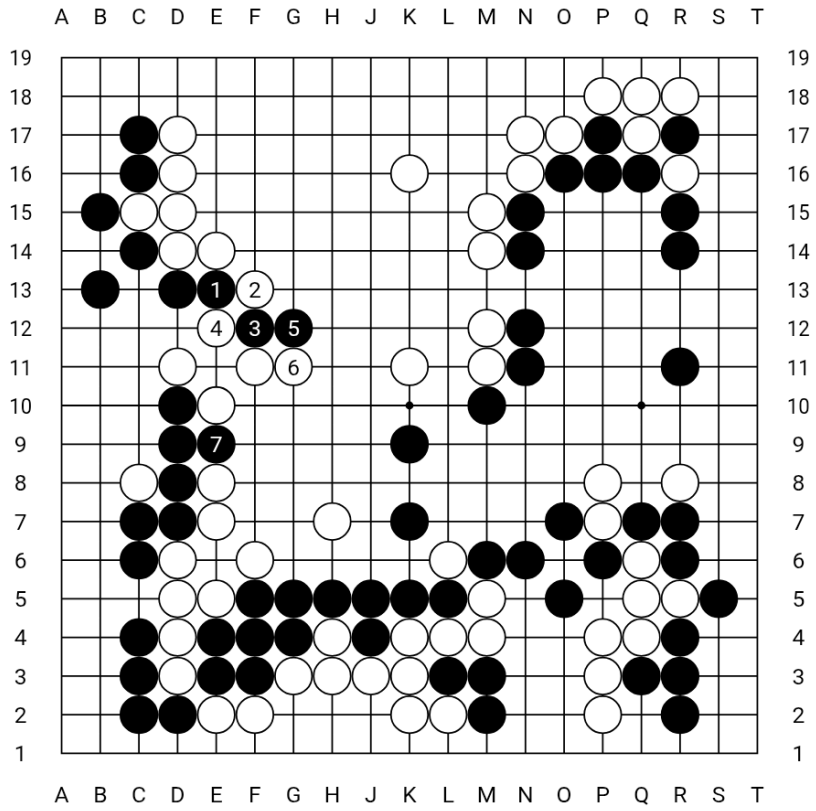
Blunder

Winrate loss: 0.09% Lead loss: 6.23

Actual position



Recommended variation



Move 119 B C11

Blunder

Winrate loss
0.09%

Lead loss
6.23

AI commentary

Overall Verdict: Black's C11 diagonal is a playable but slightly off choice; it keeps Black comfortably ahead, though it gives back part of the margin compared with the preferred E13 stretch.

- This Move:

- Near-best to playable but slightly off: the move is a solid diagonal on the left side that reinforces Black's group, keeps it connected, and limits White's ability to press or cut in that area.

- It prioritizes safety and shape over maximum efficiency, so it does not exploit the position as sharply as the alternative.

- The cost is modest: the evaluation drops from a lead of about 29.35 points and a 99.94% winrate to a lead of about 23.12 points and a 99.86% winrate. Black remains firmly in control.

- Situation Shift:

- Before the move: Black led by roughly 29.35 points with a winrate near 99.94%; the preferred continuation was the E13 stretch, followed by White F13 hane, Black F12 hane, White E12 atari, Black G12 hiki, White G11 stretch, and Black E9 placement.

- After the move: Black leads by roughly 23.12 points with a winrate near 99.86%; the left-side position is safer and simpler for Black, but the margin is smaller.

- Summary: the move trades some precision for security. The direction is sound, but the resulting lead is noticeably tighter than the alternative line.

- AI Preference:

Move 119 B C11

Blunder

AI commentary

- The preferred move was the E13 stretch on the left side. It develops Black's position more actively and keeps White under pressure through the follow-up sequence.

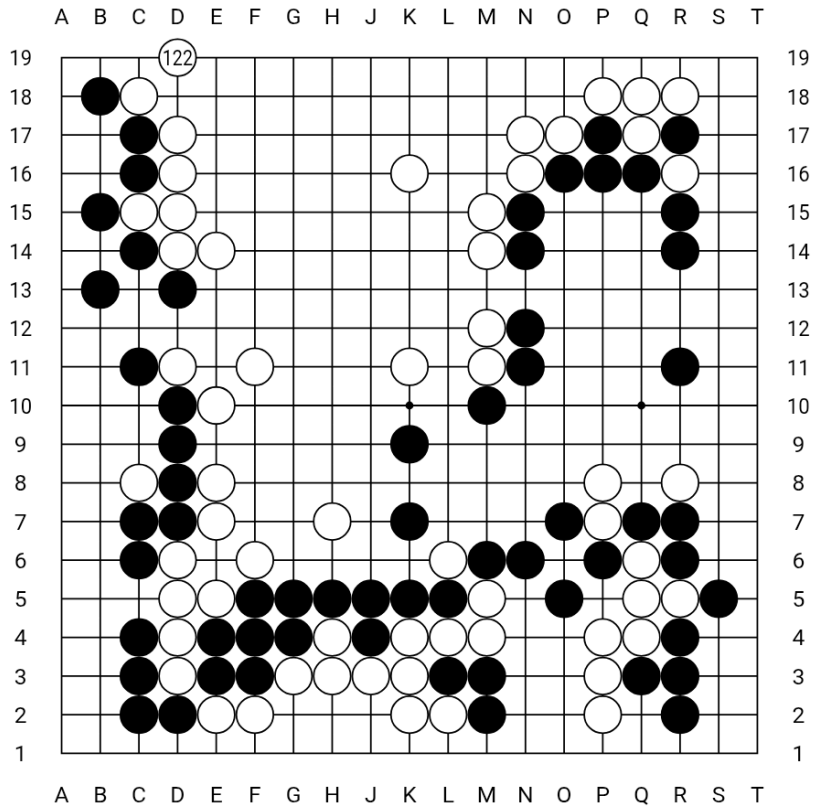
- Compared with C11, the stretch preserves a larger lead and creates more useful forcing possibilities, while the diagonal settles the shape with less ambition.

Move 122 W D19

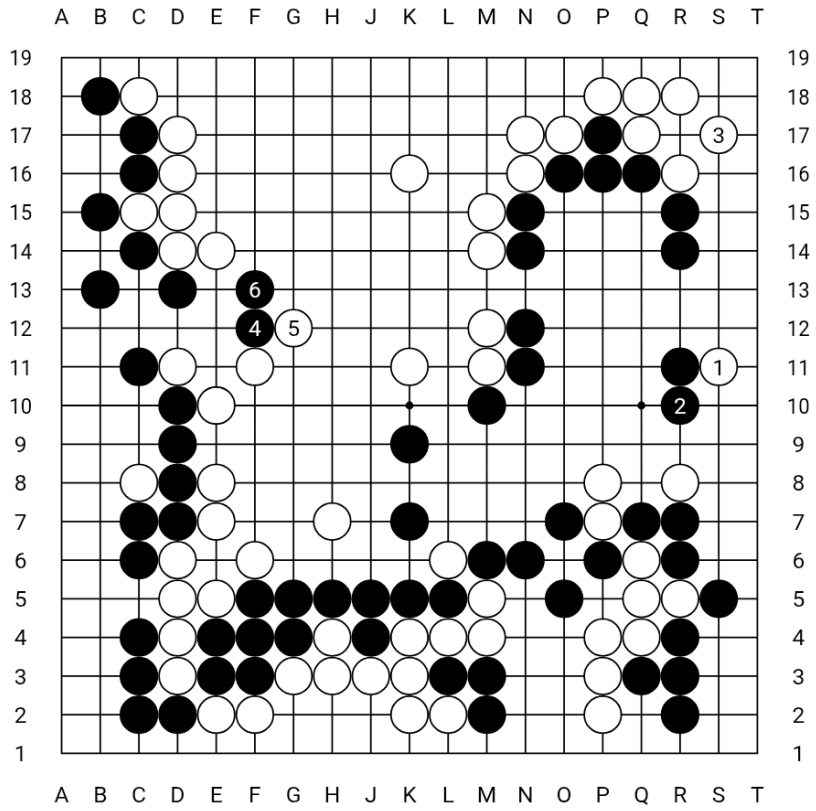
Blunder

Winrate loss: 0.06% Lead loss: 8.45

Actual position



Recommended variation



Move 122 W D19

Blunder

Winrate loss
0.06%

Lead loss
8.45

AI commentary

Overall Verdict: White's D19 Tiger's Mouth is a playable but slightly off defensive move in the upper left; it secures local shape yet costs about 8.5 points of lead compared with the strongest alternative.

- This Move:

- Classification: playable but slightly off, not a clear blunder.

- Intention: the tiger's mouth strengthens White's upper-left group, improves eye shape, and prevents Black from pressing the corner further.

- What it limits: it reduces immediate local risk and keeps the group connected.

- What it gives up: the move is locally oriented and does not address the larger right-side situation, so the overall balance shifts further against White.

- Situation Shift:

- Before the move: winrate 0.12%, lead -22.92.

- After the move: winrate 0.06%, lead -31.37.

- Summary: the winrate falls slightly while the lead worsens by about 8.5 points, showing that the local defense was made at the expense of global direction.

- AI Preference:

- The preferred move before White's last play was S11 Attachment on the right side, with winrate 0.00% and lead 0.00.

- The projected continuation was White S11 Attachment, Black R10 Stretch, White S17 Take,

Move 122 W D19

Blunder

AI commentary

Black F12 Lean, White G12 Hane, Black F13 Hiki.

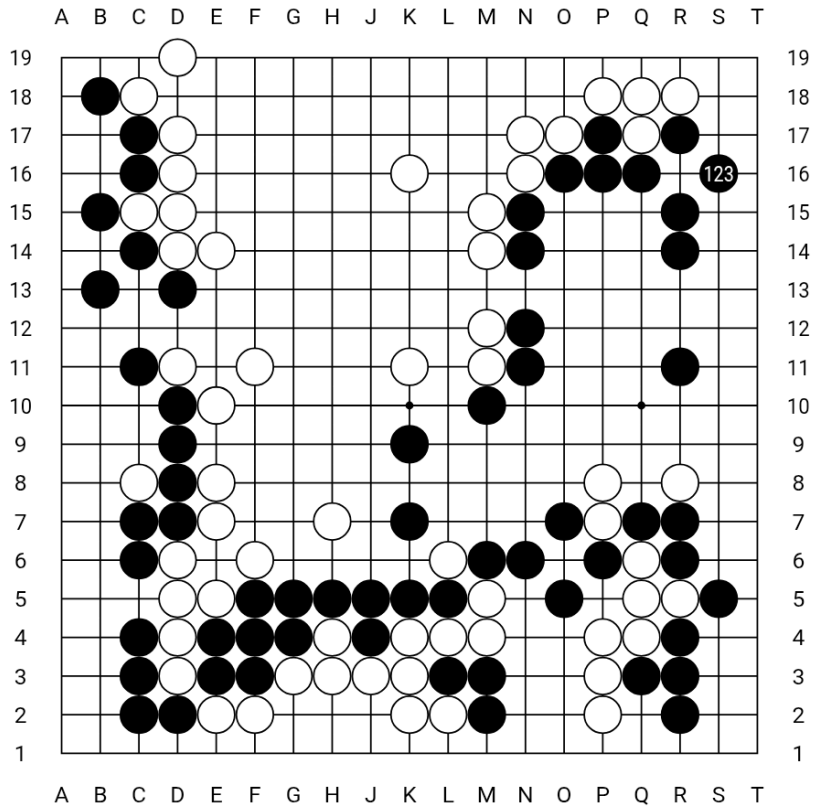
- The key difference is direction: S11 acts directly on the right-side framework and the largest remaining area, while D19 spends a move on a group that was already reasonably stable.

Move 123 B S16

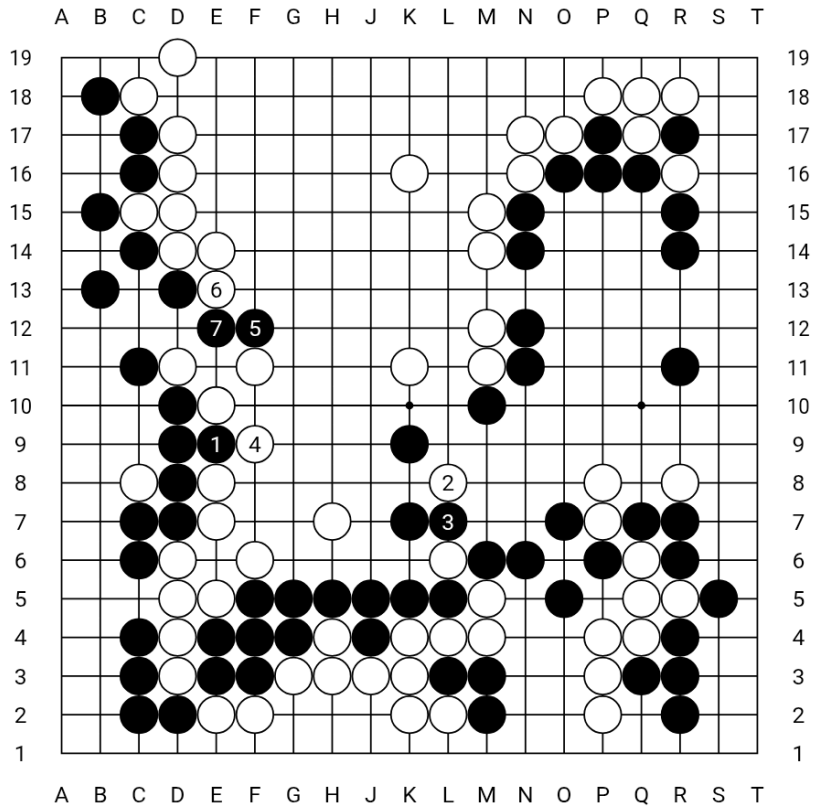
Blunder

Winrate loss: 0.06% Lead loss: 7.33

Actual position



Recommended variation



Move 123 B S16

Blunder

Winrate loss
0.06%

Lead loss
7.33

AI commentary

Overall Verdict: Black's S16 capture is a playable, safe move that secures the upper-right corner, though it gives up some of the lead compared with the more active central alternativ e.

- This Move:

- Near-best: a solid, low-risk choice rather than a clear mistake.

- Intention: capture the white stone at S16, removing a cutting stone, securing corner territory, and eliminating any residual weakness or aji along the upper-right edge.

- What it limits: denies White the chance to exploit the corner, keeping Black's group there completely settled.

- What it gives up: the move is local and defensive, so it does not press White's central groups or expand Black's influence in the middle of the board.

- Situation Shift:

- Before the move: Black led by 31.37 points with a 99.94% winrate.

- After the move: Black leads by 24.04 points with a 99.88% winrate.

- Summary: the lead narrows by roughly seven points, but Black's winning position remains essentially unchanged; the drop reflects a shift from an active central move to a quiet, profit-oriented one rather than a serious error.

- AI Preference:

- The preferred alternative was E9 on the left side, a push that directly pressures White's central stones.

Move 123 B S16

Blunder

AI commentary

- The follow-up sequence would continue with White jumping at L8, Black playing the atari at L7, White forming a tiger's mouth at F9, Black leaning at F12, White turning at E13, and Black stretching at E12.

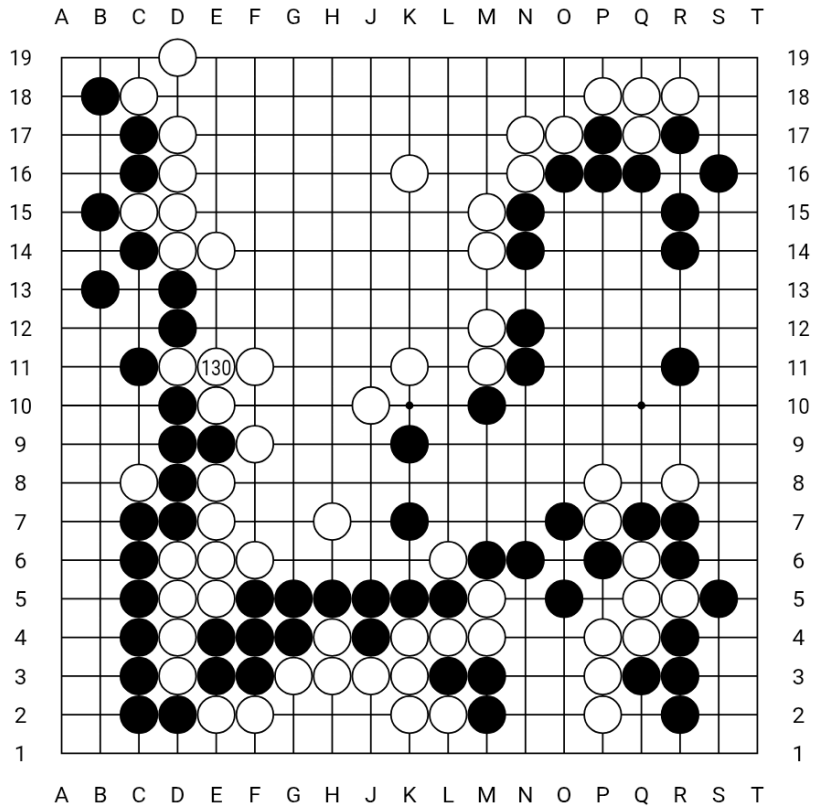
- The key difference: E9 fights for central initiative and keeps White's groups under pressure, while S16 collects definite local profit but releases that pressure, allowing White breathing room in the center.

Move 130 W E11

Blunder

Winrate loss: 0.02% Lead loss: 5.73

Actual position



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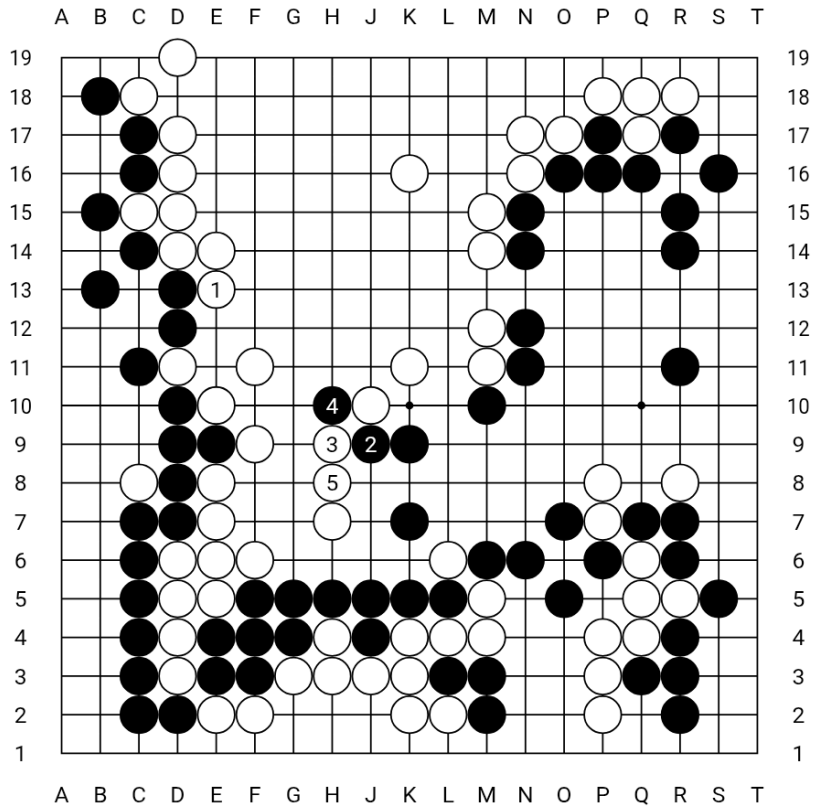


Move 130 W E11

Blunder

Winrate loss
0.02%

Lead loss
5.73

AI commentary

Overall Verdict: White's E11 Connect is a playable but slightly off move: it secures the left-side group, yet it is slow and concedes further ground in an already difficult position.

- This Move:

- Playable but slightly off, not a clear blunder.

- Intention: connect the white stones on the left side, removing cutting points and keeping the group unified.

- What it limits: Black's immediate ability to split or attack the left-side white stones.

- What it gives up: the initiative in the center-left, where a more active move could have created counterplay and reduced Black's outside influence.

- Situation Shift:

- Before the move: White's winrate was about 6%, with a lead of -26.29 points for Black.

- After the move: White's winrate was about 5%, with a lead of -32.02 points for Black.

- Summary: the connection improved local safety but the overall deficit grew by roughly six points, so the move did not improve White's global standing.

- AI Preference:

- The preferred alternative was E13 Turn on the left side.

- That move presses Black's shape and keeps White active in the center-left, with the projected continuation Black J9 Stretch, White H9 Hane, Black H10 Cut, White H8 Connect.

Move 130 W E11

Blunder

AI commentary

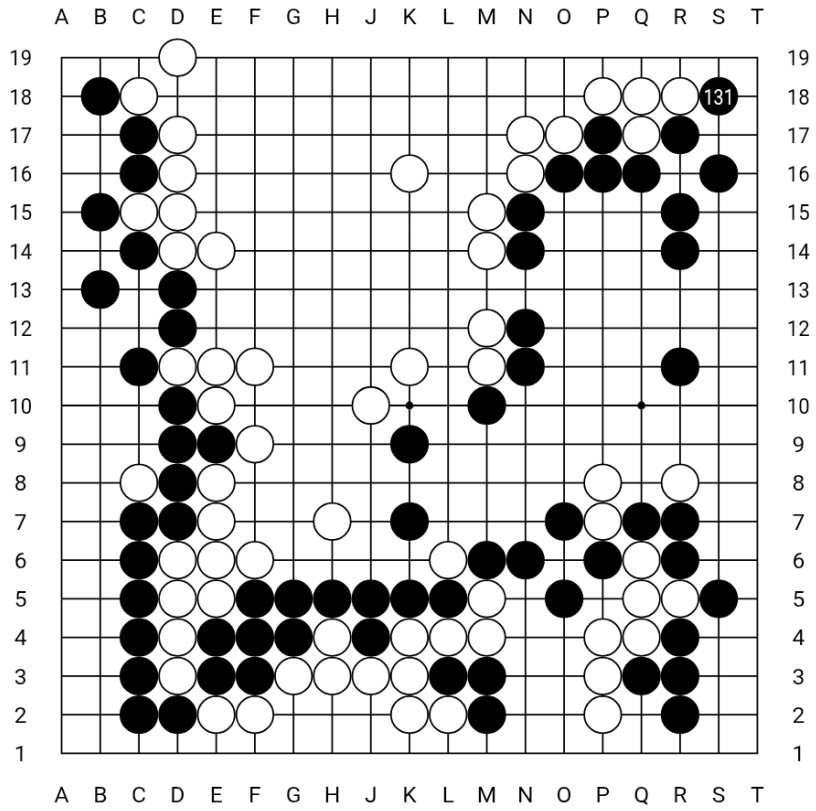
- The key difference: E13 fights for central influence and shape, while E11 Connect is purely defensive and lets Black consolidate the advantage.

Move 131 B S18

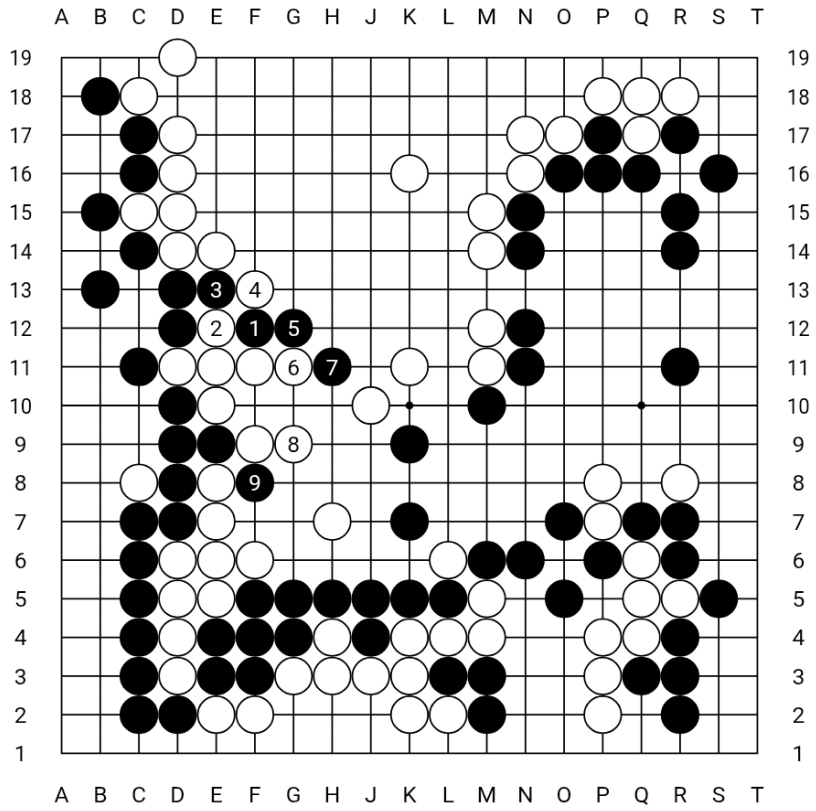
Blunder

Winrate loss: 0.01% Lead loss: 6.04

Actual position



Recommended variation



Move 131 B S18

Blunder

Winrate loss
0.01%

Lead loss
6.04

AI commentary

Overall Verdict: Black's S18 Tiger's Mouth is a playable, safe move that keeps a decisive advantage, though it gives back some of the lead compared with the AI's preferred F12 Lean on the left side.

- This Move:

- Near-best in practical terms: it is a solid, low-risk choice rather than a clear mistake.

- Intention: reinforce the upper-right corner, protect Black's eye space and connection, and remove any lingering corner or edge trouble.

- It limits White's ability to harass the upper-right group and keeps Black's position stable.

- What it gives up: the move is locally defensive and somewhat slow, so it does not press the initiative elsewhere on the board.

- Situation Shift:

- Before the move: Black's winrate was 99.95% with a lead of 32.02 points.

- After the move: Black's winrate is 99.94% with a lead of 25.98 points.

- Summary: the winrate remains overwhelmingly in Black's favor, but the lead narrows by about six points, reflecting the move's defensive and non-urgent nature.

- AI Preference:

- The preferred alternative was F12 Lean on the left side, followed by a sequence including White E12 Diamond, Black E13 Atari, White F13 Atari, Black G12 Hiki, White G11 Stretch, Black H11 Hane, White G9 Stretch, and Black F8 Cut.

Move 131 B S18

Blunder

AI commentary

- The key difference is direction: F12 actively leans on White's left-side stones, creating pressure and building outside influence, while S18 secures the corner without challenging White anywhere.

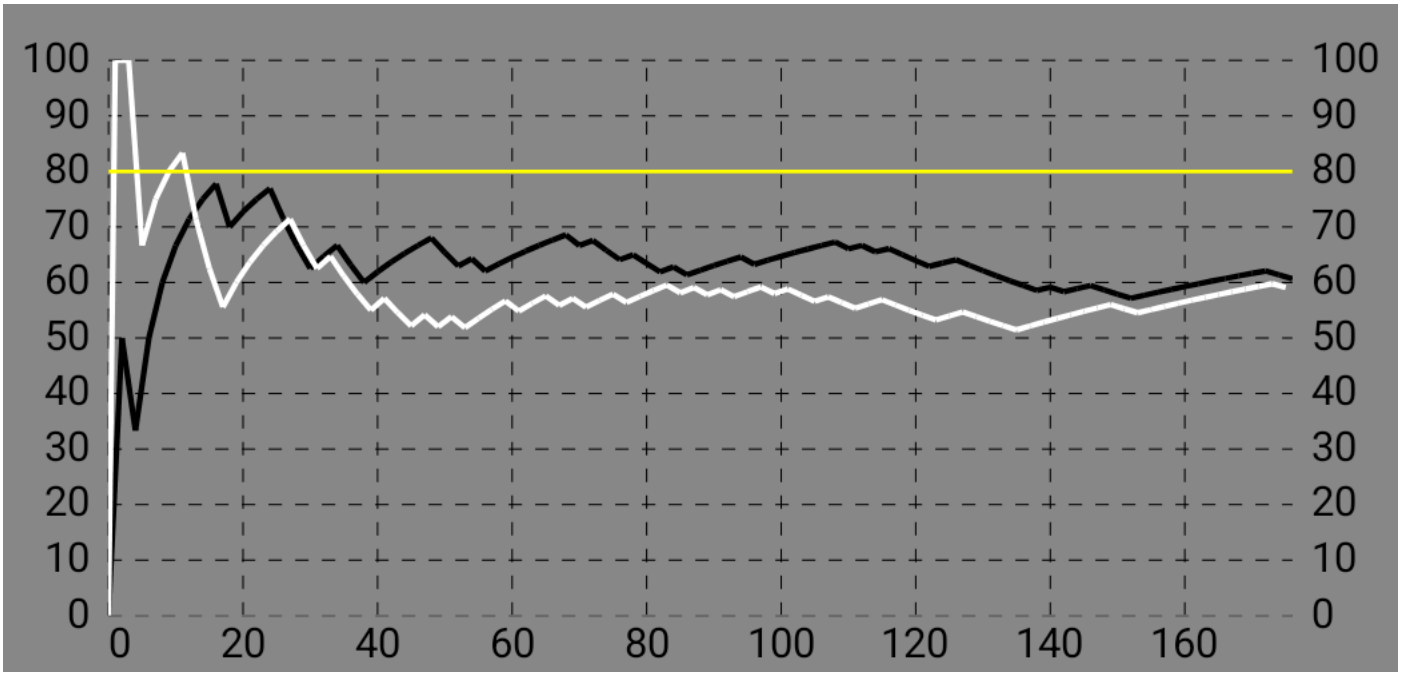
- In a middlegame context, the left-side lean better balances attack and profit, whereas S18 prioritizes safety and consolidation.

AI similar

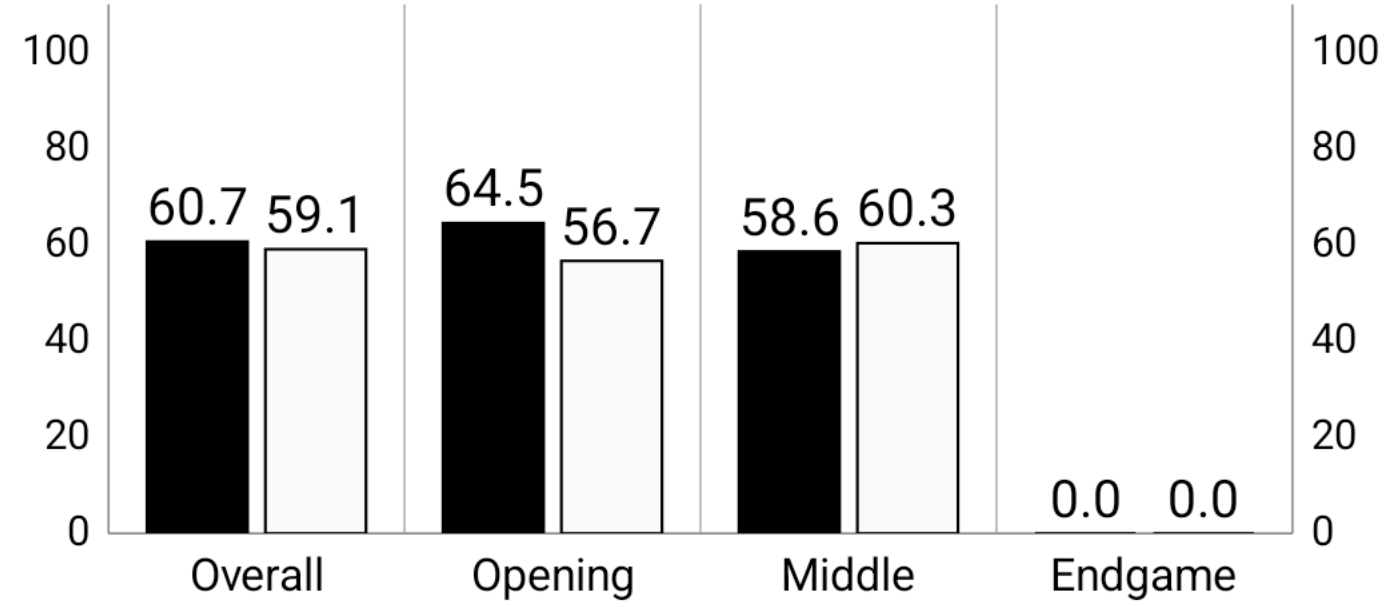
Black similarity is 60.7% White similarity is 59.1%

If exceeds the yellow line, maybe is using AI

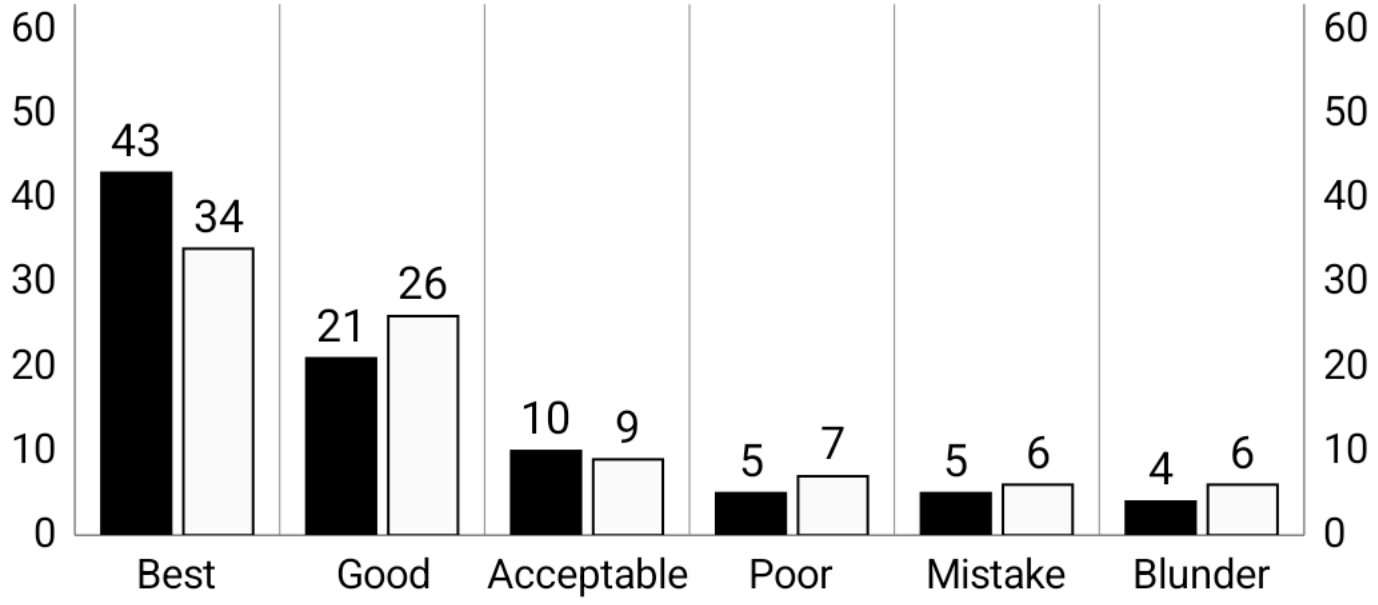
Overall similarity trend



Stage similarity



Perform


60
50
40
30
20
10
0
43
34
21
26
10
9
5
7
5
6
4
6
Best
Good
Acceptable
Poor
Mistake
Blunder