AhQ Go Pro Hawk Eye Report

Black: Martin_L

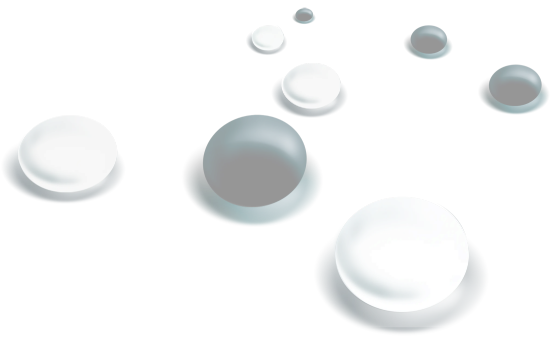
White: Guufre

Rule: Japanese rule

Komi: Black gives 6.5 points

Game result: W wins by resignation

Analysis date: 2026-10-20 22:05:31



AhQ Go Pro 2.9.1

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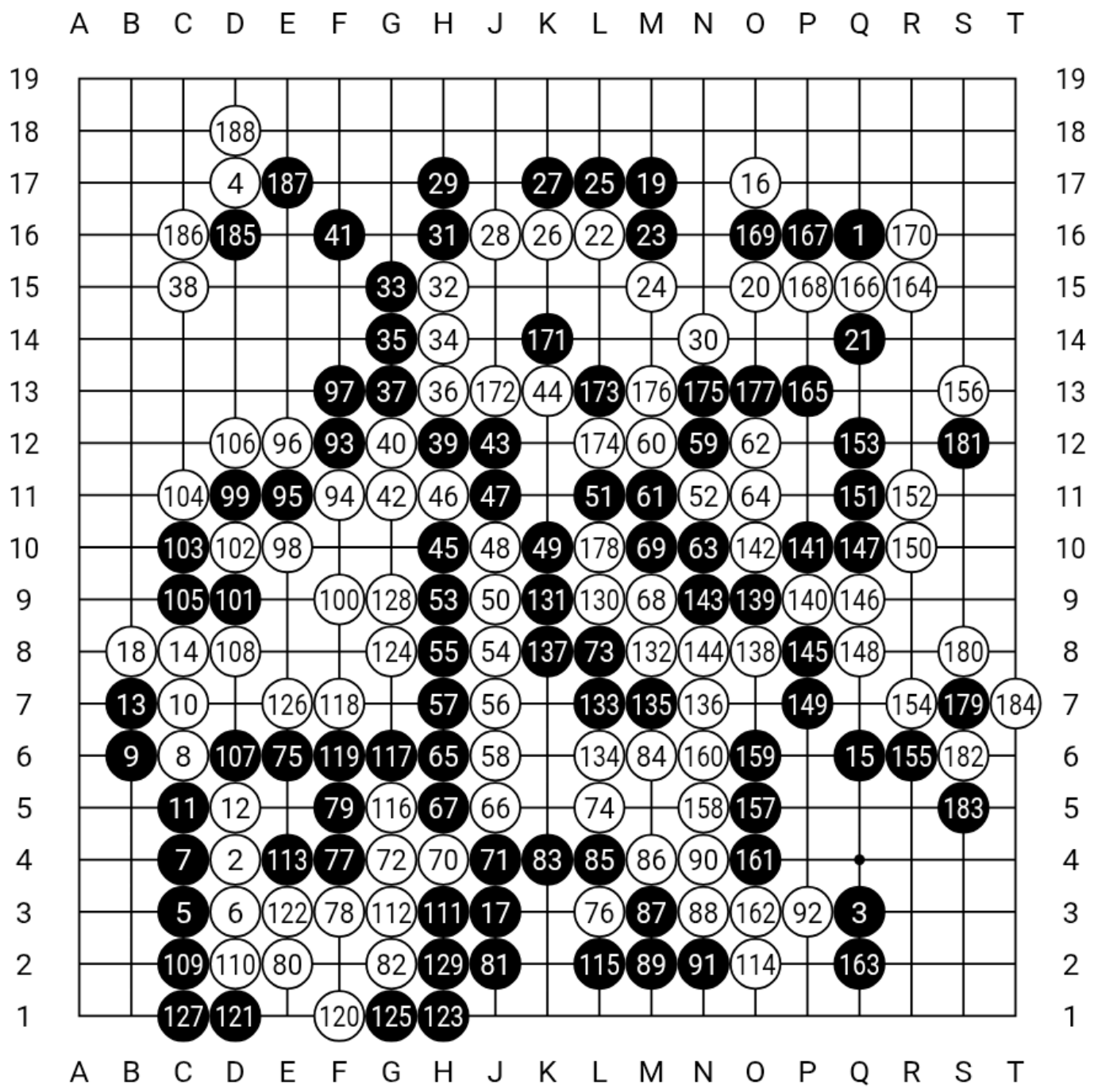
Overview


A B C D E F G H J K L M N O P Q R S T
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188
4 187 29 27 25 19 16
186 185 41 31 28 26 22 23 169 167 1 170
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97 37 36 172 44 173 176 175 177 165 156
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18 14 108 124 55 54 137 73 132 144 138 145 148 180
13 10 126 118 57 56 133 135 136 149 154 179 184
9 8 107 75 119 117 65 58 134 84 160 159 15 155 182
11 12 79 116 67 66 74 158 157 183
7 2 113 77 72 70 71 83 85 86 90 161
5 6 122 78 112 111 17 76 87 88 162 92 3
109 110 80 82 129 81 115 89 91 114 163
127 121 120 125 123

Game Summary

AI commentary

Overall Verdict: White won by resignation after a game that stayed close through the opening, then shifted decisively in White's favor across the middlegame and endgame.

- Move Data: The opening through move 60 was a close game. From move 61 onward the trend turned to White better, and White remained better through the endgame to move 188.

- Variation Highlights: The turning moves were 92, 93, 97, 111, 120, 181, 187, and 188.

- Strategic Explanation: The first clear shift came around moves 92 and 93. White's P3 lean in the lower right was playable but slightly off, giving up much of White's earlier advantage; Black's F12 hane in the center, however, was clearly off compared with the available alternative and sharply worsened an already difficult position. Black's difficulties continued at move 97, where F13 Connect on the left side was only the third-ranked choice and fell well short of the AI's preferred C2 Sagari in the lower left, leaving Black with a 0.79% winrate. At move 111, Black's H3 bend on the lower side again differed from the AI's F1 in the lower left: the actual move stood at a 3% winrate and a lead of -48.38, while F1 would have reached 11%. White's F1 Diamond at move 120 was a solid endgame choice in the lower left, though the AI preferred C1 Hane for a larger lead of 47.07.

- Actual Move: In the closing stages, Black's S12 lean on the right at move 181 was a playable endgame-side probe but clearly off compared with the preferred K5, moving the lead from -76.48 to -95.77 and giving up about 19 points. Black's E17 bulge at move 187 was likewise playable but slightly off, reducing White's corner potential while conceding initiative elsewhere. White's D18 Hiki at move 188 differed from the AI's G10 Connect, keeping the winrate at 100.00% while reducing the lead to 81.86 points instead of 100.56.

- AI Comparison: The pattern throughout was that both sides often chose playable moves rather than the top-ranked ones, but Black's misses were more costly. Black's inaccuracies at moves 93, 97, 111, 181, and 187 compounded an already difficult position, while White's choices at moves 92 and 120, though not always the AI's first pick, were solid enough to preserve the advantage. The final result, White by resignation, followed from this accumulati on of small losses by Black rather than from any single decisive error.

Strength

Martin_L Overall score **70/100**

Overall **Amateur 1-2 kyu**

Guufre Overall score **89/100**

Overall **8.1 dan**

	Martin_L	Guufre
Opening	8.0 dan	**10.2 dan**
Middlegame	Amateur 3-5 kyu	**5.4 dan**
Endgame	Amateur 11-15 kyu	**Amateur 11-15 kyu**

Martin_L

AI similarity

41.1%

Mistakes	42
Avg winrate loss	0.50%
Avg lead loss	3.06

Guufre

AI similarity

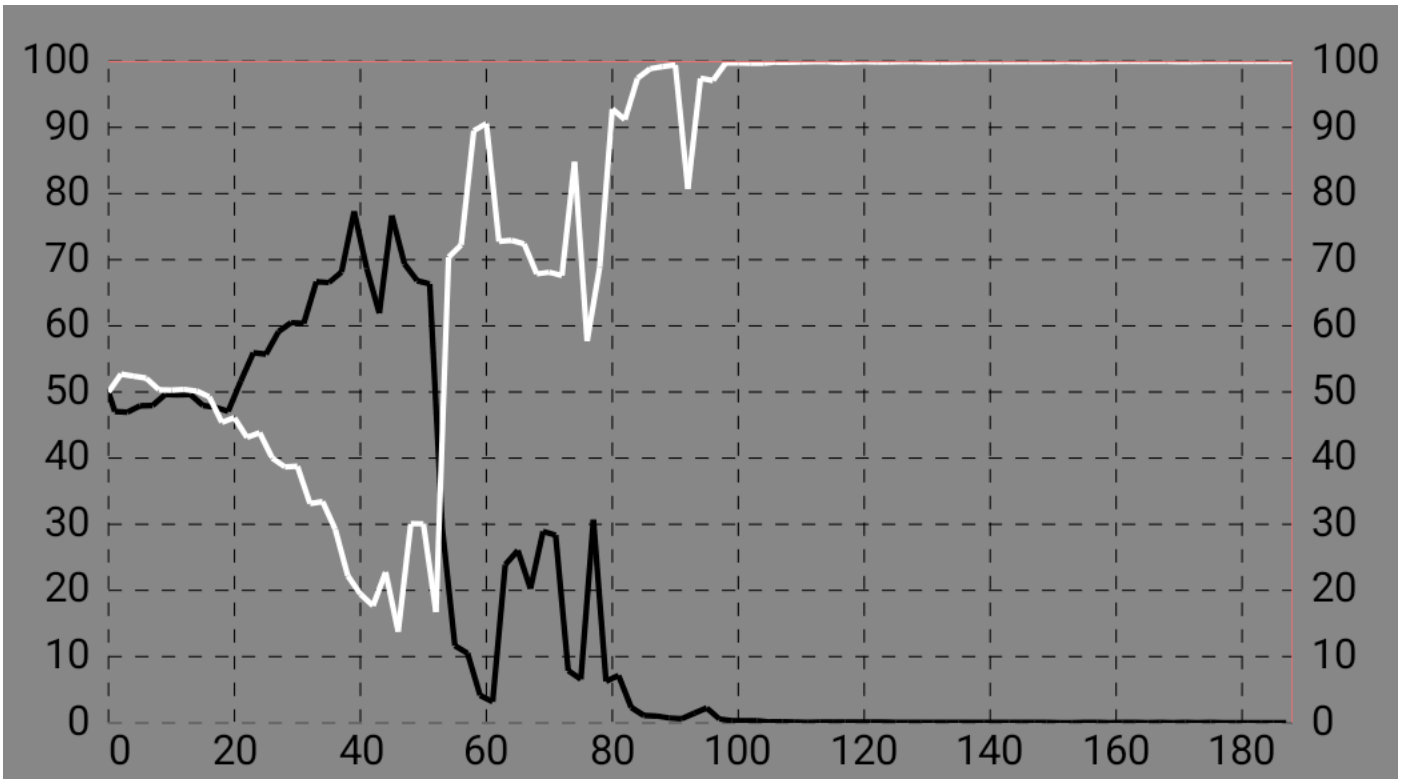
59.6%

Mistakes	30
Avg winrate loss	0.55%
Avg lead loss	3.04

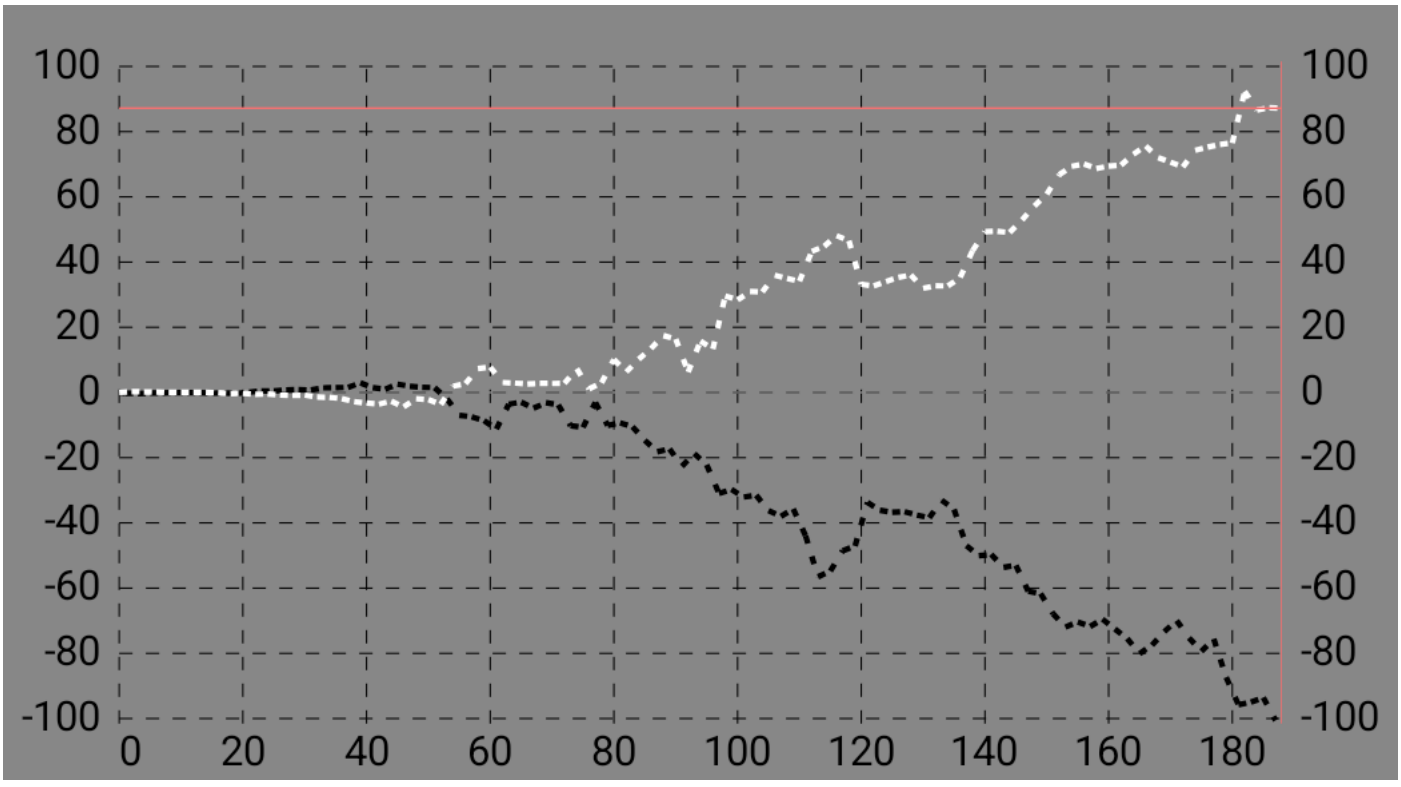
Review aid only, not an official rank.

Whole Game Trend

Winrate trend



Lead trend



Key Moves TOP 10

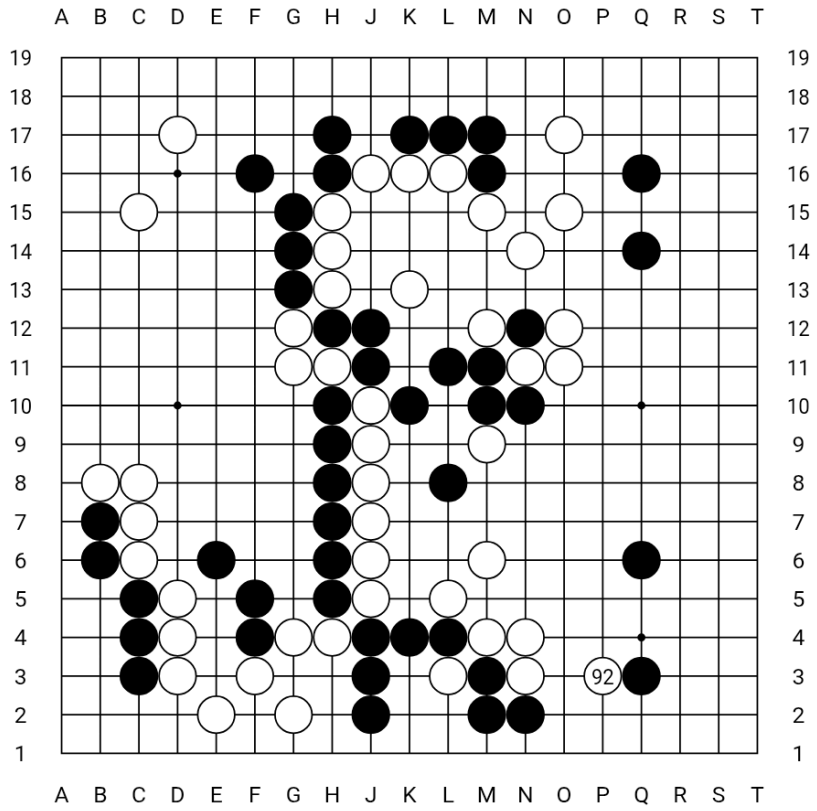
Move	Color	Coord	Level	Winrate loss	Lead loss
92	W	P3	Blunder	18.70%	16.32
93	B	F12	Blunder	17.87%	12.45
97	B	F13	Blunder	2.11%	16.61
111	B	H3	Blunder	0.08%	14.28
120	W	F1	Blunder	-0.05%	13.32
137	B	K8	Blunder	-0.01%	11.71
179	B	S7	Blunder	0.00%	11.27
181	B	S12	Blunder	0.00%	19.29
187	B	E17	Blunder	-0.00%	13.22
188	W	D18	Blunder	-0.00%	18.70

Move 92 W P3

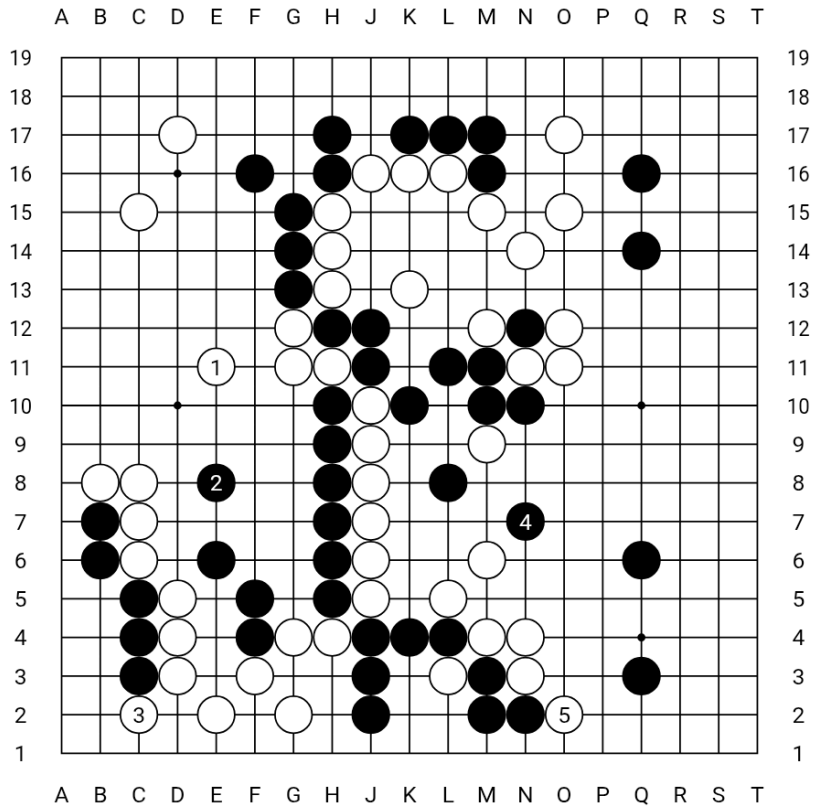
Blunder

Winrate loss: 18.70% Lead loss: 16.32

Actual position



Recommended variation



Move 92 W P3

Blunder

Winrate loss
18.70%

Lead loss
16.32

AI commentary

Overall Verdict: White's P3 Lean in the lower right is a playable but slightly off move: it reduces Black's corner potential, yet it gives up a large part of White's earlier advantage.

- This Move:

- The move is a contact play against Black's stone on the third line, aiming to settle White's shape locally and limit Black's territory in the lower right.

- It is not a clear blunder, but it is less efficient than the recommended direction on the left side, so it is slightly off the best line.

- The trade-off is local profit and stability at the cost of leaving the larger left-side issue unresolved.

- Situation Shift:

- Before the move: White had a 99.41% winrate and a 22.61-point lead.

- After the move: White's winrate is 80.70% and the lead is 6.28 points.

- Summary: The move keeps White ahead, but it costs roughly 16 points of lead and a substantial amount of winrate, so the advantage becomes much less secure.

- AI Preference:

- The preferred move was the one-point jump at E11 on the left side, followed by the projected sequence of Black E8, White C2, Black N7, and White O2.

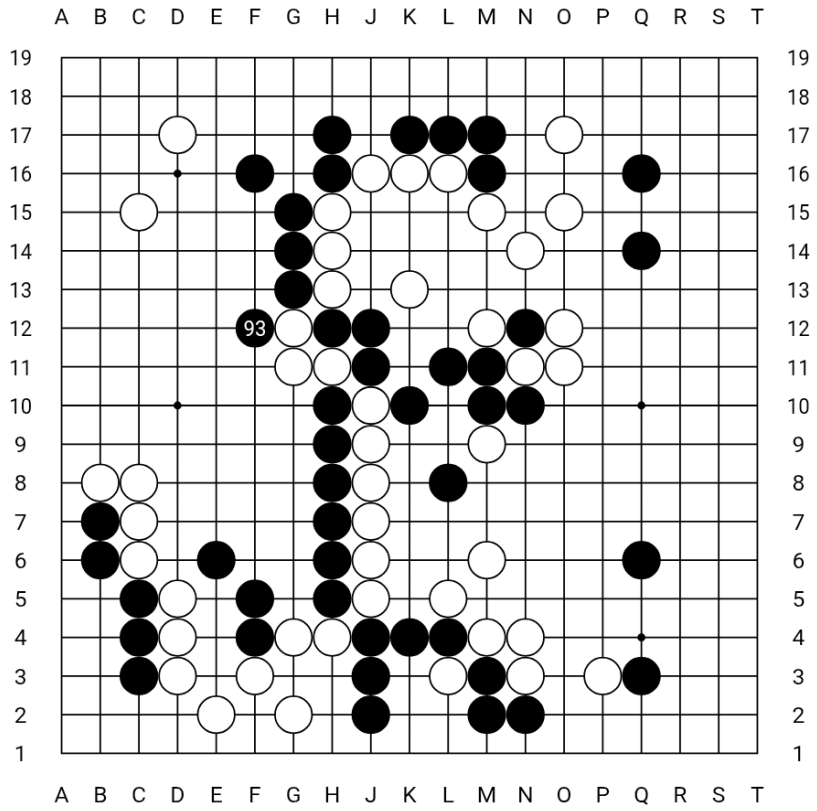
- That direction strengthens White's central and left-side influence while keeping the lower-right reduction for later, whereas P3 spends the move locally and allows the left-side issue to remain.

Move 93 B F12

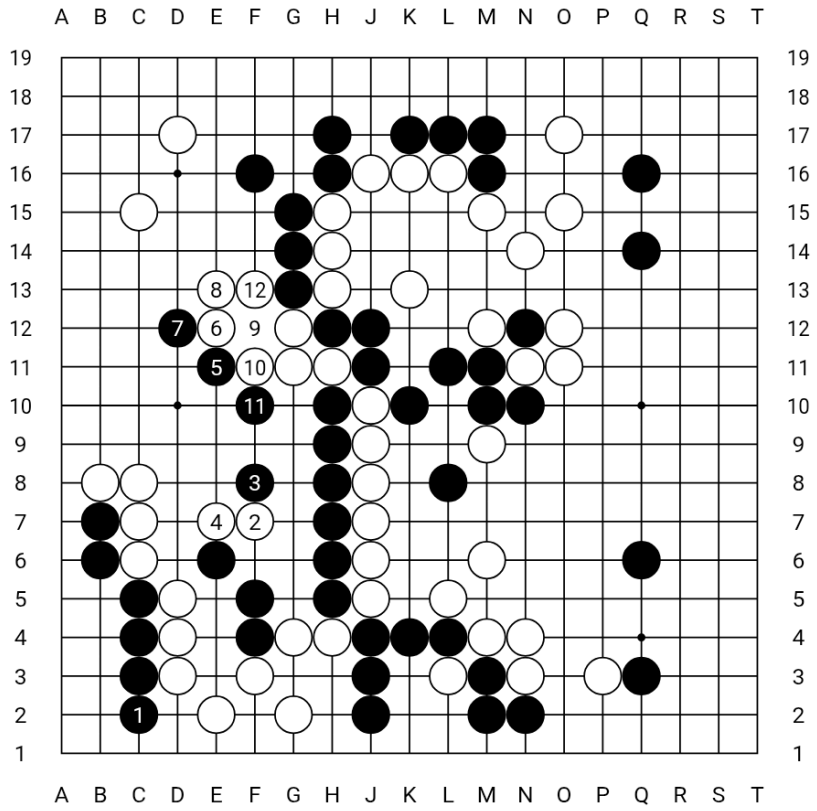
Blunder

Winrate loss: 17.87% Lead loss: 12.45

Actual position



Recommended variation



Move 93 B F12

Blunder

Winrate loss
17.87%

Lead loss
12.45

AI commentary

Overall Verdict: Black's F12 hane is a playable-looking shape move in the center, but it is clearly off compared with the available alternative, sharply worsening an already difficult position.

- This Move:

- Near-best: no. Playable but clearly off: yes.

- Black plays a hane against White's stones on the left side of the center, trying to press White, keep the central black groups connected, and gain outside influence.

- The move does limit White's freedom in the center and looks active, but it leaves cutting points and weaknesses that White can exploit.

- The cost is large: the evaluation drops from a 19.30% winrate and a 6.28-point deficit to a 1.43% winrate and an 18.74-point deficit.

- Situation Shift:

- Before the move: Black was behind, but the position remained within practical reach at a 19.30% winrate and a 6.28-point deficit.

- After the move: Black's winrate falls to 1.43% and the lead becomes 18.74 points for White, so the game is now very difficult.

- Summary: The hane increased the pressure on White's shape, but the resulting weaknesses and counterplay cost Black far more than the move gained.

- AI Preference:

- The preferred move before Black's hane was C2 sagari in the lower left.

Move 93 B F12

Blunder

AI commentary

- That move is a large, concrete territorial play: it secures profit in the corner and keeps the lower-left situation under control.

- The key difference is direction and risk. C2 takes certain profit while leaving the center to be handled calmly; F12 engages in the center immediately and exposes Black to a severe counterattack.

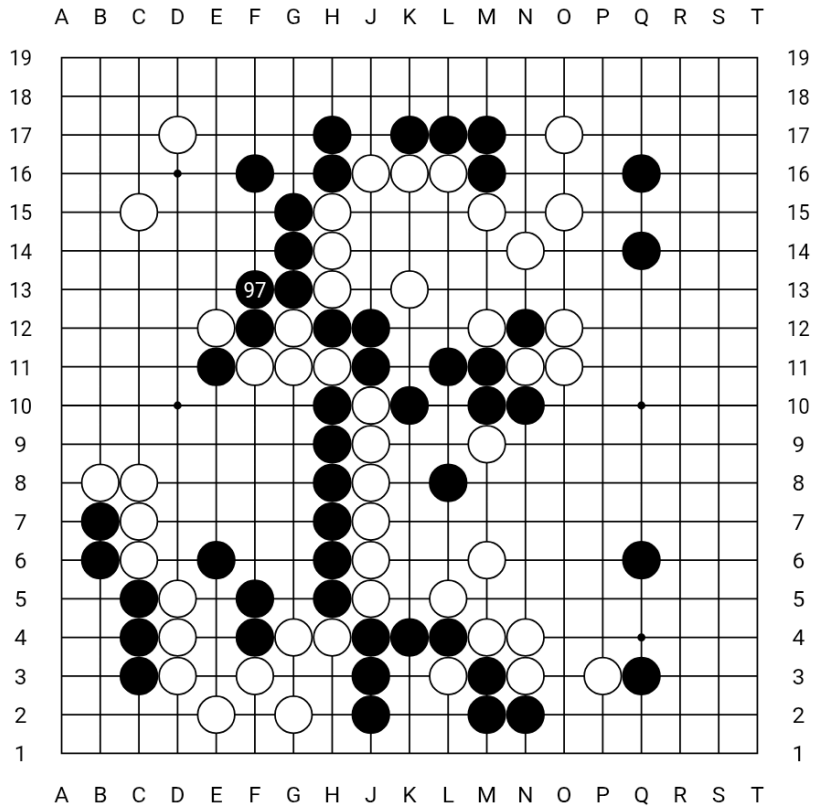
- The projected line after C2 also shows that the center issue remains important, with White's two-point jump at F7 and the subsequent pressing sequence, but Black's overall position is much more balanced there.

Move 97 B F13

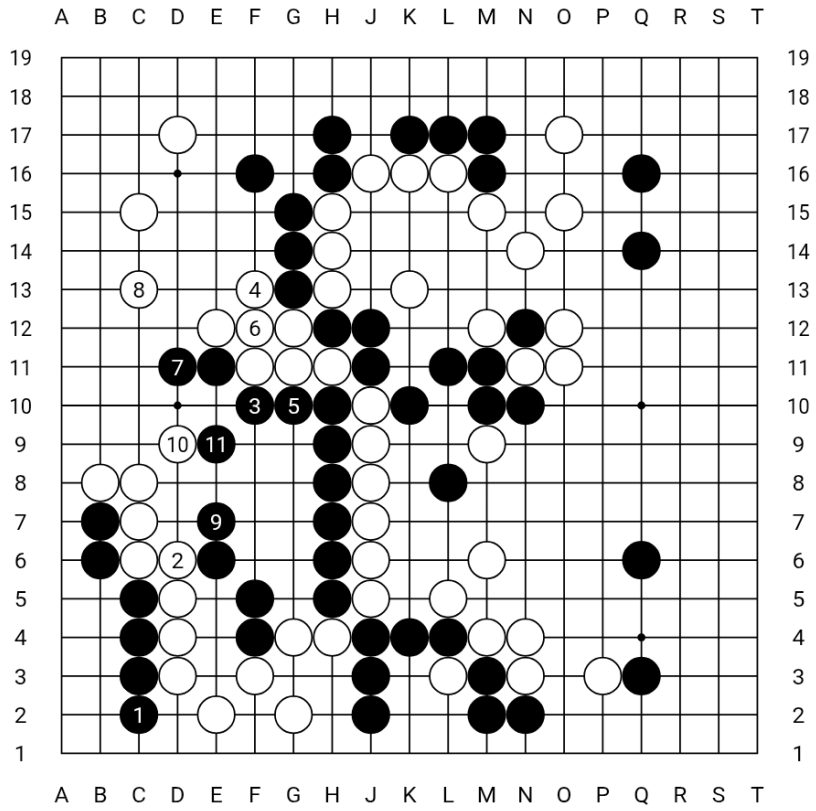
Blunder

Winrate loss: 2.11% Lead loss: 16.61

Actual position



Recommended variation



Move 97 B F13

Blunder

Winrate loss
2.11%

Lead loss
16.61

AI commentary

Overall Verdict: Black's actual move was F13 Connect on the left side, which is the third-ranked candidate and differs from the AI top choice, C2 Sagari in the lower left. The actual move holds a 0.79% winrate and a lead of -29.91, while the top candidate reaches 2.90% and -13.31, a noticeable gap that leaves Black with fewer practical chances.

- Actual Move:

- Move: Black F13 Connect, left side

- Aim: reinforce the black stones around F12 and G12, keeping the left-side group connected and avoiding a cutting or atari problem in the center-left.

- Winrate: 0.79%

- Lead: -29.91

- The real game continuation is simply Black F13 Connect; no further real moves are provided.

- AI Comparison:

- AI top move: Candidate 1, Black C2 Sagari in the lower left

- Winrate: 2.90%

- Lead: -13.31

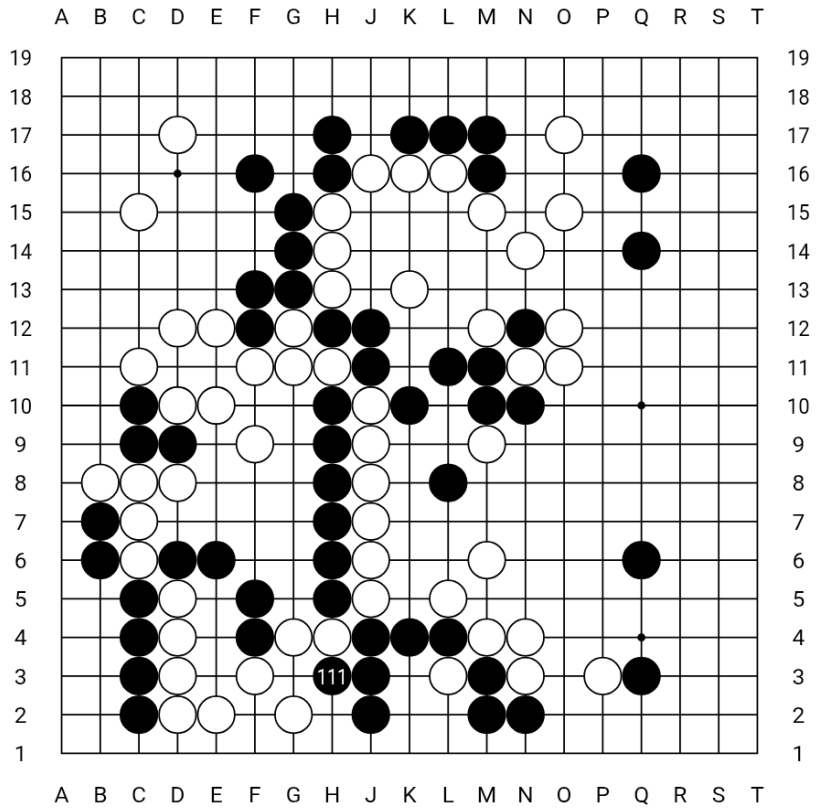
- The gap from the actual move is noticeable: C2 improves both the winrate and the lead, while F13 leaves Black clearly behind.

Move 111 B H3

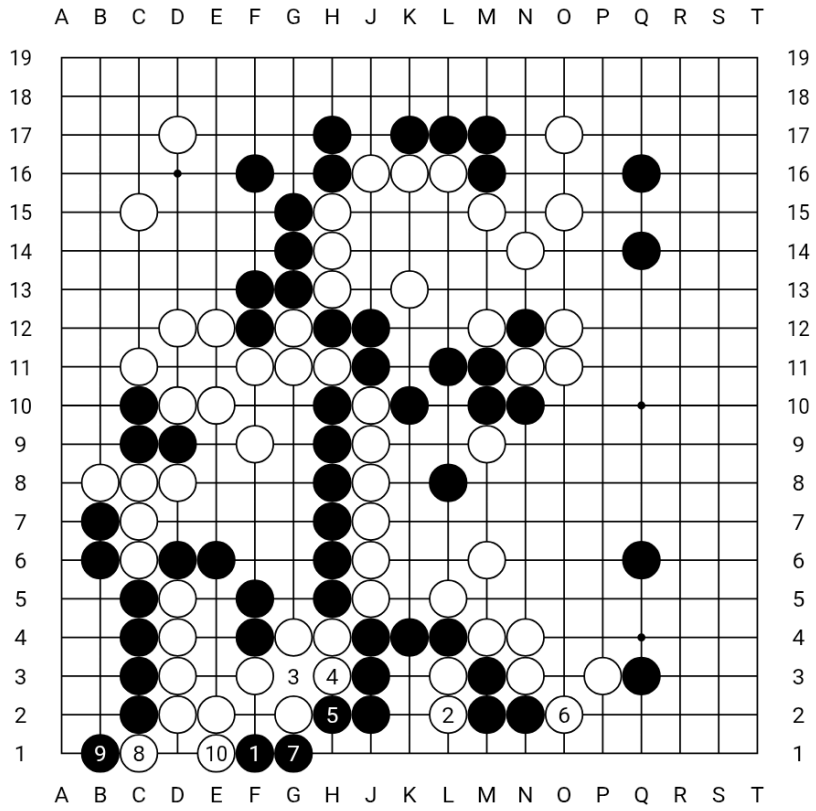
Blunder

Winrate loss: 0.08% Lead loss: 14.28

Actual position



Recommended variation



Move 111 B H3

Blunder

Winrate loss
0.08%

Lead loss
14.28

AI commentary

Overall Verdict: Black's actual move is H3, a bend on the lower side; it differs from the AI top candidate, F1 in the lower left. The actual move stands at a 3% winrate and a lead of -48.38, while F1 reaches an 11% winrate and a lead of -34.10, so the gap is noticeable rather than decisive on its own. Black remains behind in this middlegame position, and the choice of the lower-left endgame point is the main difference.

- Actual Move:

- Move: Black H3 Bend, lower side

- Likely aim: to press against White's lower-side stones and keep the boundary firm, while also preparing to connect or reduce White's eye space along the bottom.

- Winrate: 3%

- Lead: -48.38

- The move is ranked sixth among the listed candidates, so it sits outside the main three shown on the board and comes from supplemental directed analysis.

- The real game continuation contains only this move, so no further real follow-up is shown.

- AI Comparison:

- AI top move: Black F1, lower left

- Winrate: 11%

- Lead: -34.10

- The difference from the actual move is noticeable: F1 improves both the winrate and the

Move 111 B H3

Blunder

AI commentary

lead, but Black is still behind after it.

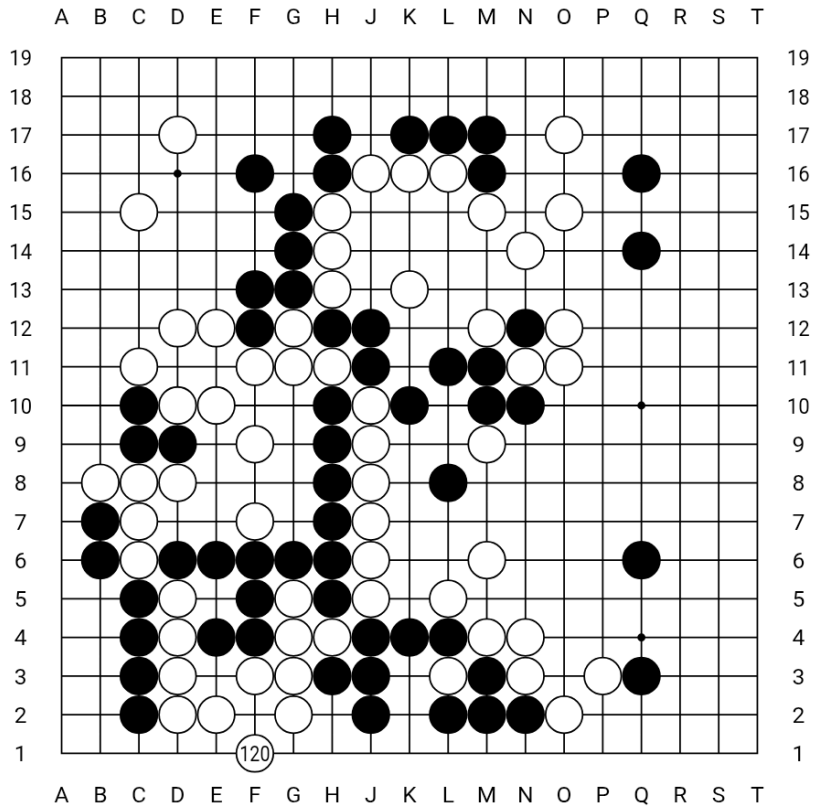
- F1 targets the lower-left corner and first line directly, where the largest remaining boundary profit is available, while H3 spends a move on the lower side.

Move 120 W F1

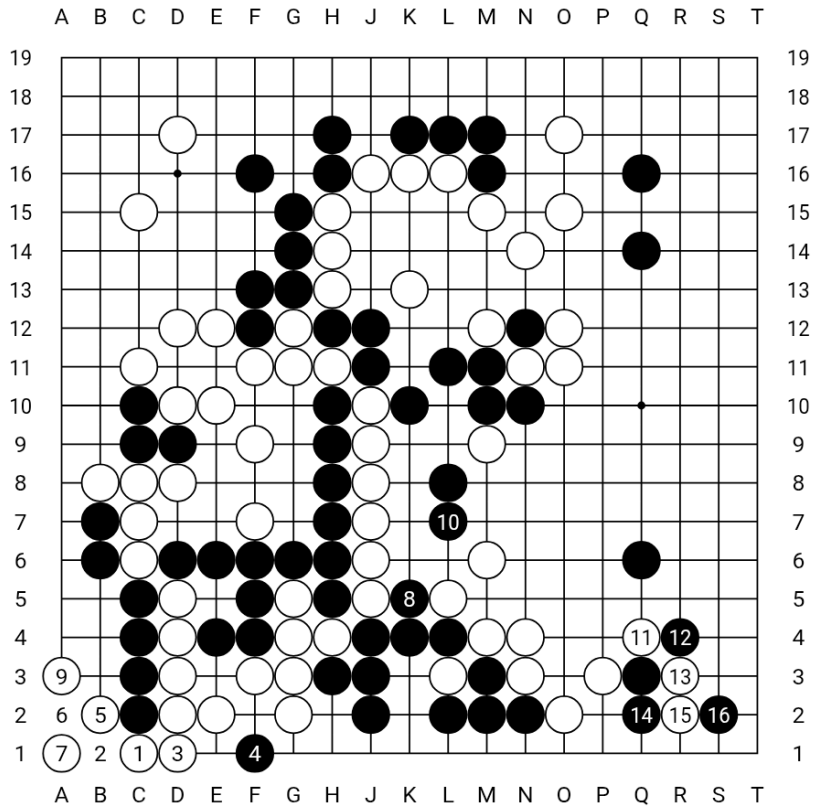
Blunder

Winrate loss: -0.05% Lead loss: 13.32

Actual position



Recommended variation



Move 120 W F1

Blunder

Winrate loss
-0.05%

Lead loss
13.32

AI commentary

Overall Verdict: The actual move, White F1 Diamond, is a solid endgame choice in the lower left, but it is not the AI top move. The AI prefers Candidate 1, White C1 Hane, which yields a larger lead of 47.07 compared to 33.75 for the actual move. The winrate difference is negligible, but the point difference is noticeable.

- Actual Move:

- White plays F1 Diamond in the lower left, aiming to reduce Black's corner territory while keeping White's own stones connected and safe.

- Winrate: 99.95%

- Lead: 33.75 points

- AI Comparison:

- The AI top move is Candidate 1, White C1 Hane, with a winrate of 99.90% and a lead of 47.07 points.

- The gap between the actual move and the AI top move is noticeable in terms of lead (about 13 points), though both moves maintain an overwhelmingly high winrate.

- Candidate 1 White C1 Hane

- Move Data:

- Winrate: 99.90%

- Lead: 47.07

- Variation Highlights:

Move 120 W F1

Blunder

AI commentary

- White C1 Hane, Black B1 Atari, White D1 Connect, Black F1, White B2 Atari, Black A2 Atari, White A1 Take, Black K5 De, White A3 Take, Black L7 Stretch

- This sequence allows White to secure more territory in the lower left corner while maintaining sente potential elsewhere.

- Summary: Candidate 1 provides a larger territorial gain in the lower left, contributing to a higher lead.

- Strategic Explanation:

- The core aim is to maximize corner territory reduction while keeping White's position solid.

- The main gain is the increased lead from more efficient corner play.

- The main cost is a slightly more complex sequence requiring careful reading of the corner liberties.

- Candidate 2 White F1 Diamond

- Move Data:

- Winrate: 99.95%

- Lead: 33.75

- Variation Highlights:

- White F1 Diamond, Black D1 Hane, White E3 Connect, Black H1 Diagonal, White E7 Stretch, Black C1 Connect

- This is the actual game sequence, where White prioritizes connection and safety over maximum territorial gain.

Move 120 W F1

Blunder

AI commentary

- Summary: Candidate 2 is a safe, solid choice that maintains a high winrate but with a smaller lead than Candidate 1.

- Strategic Explanation:

- The core aim is to ensure White's stones remain connected and avoid any risky fights.

- The main gain is stability and a very high winrate.

- The main cost is a smaller lead compared to the more aggressive Candidate 1.

- Candidate 3 White Q4 Hane

- Move Data:

- Winrate: 99.94%

- Lead: 33.37

- Variation Highlights:

- White Q4 Hane, Black D1 Hane, White P9 Small Knight, Black O8 Small Knight

- This candidate shifts focus to the lower right, aiming for a balanced position across the board.

- Summary: Candidate 3 offers a comparable lead to the actual move but with a different strategic emphasis.

- Strategic Explanation:

- The core aim is to develop the lower right while keeping options open in the lower left.

- The main gain is balanced development across two areas.

Move 120 W F1

Blunder

AI commentary

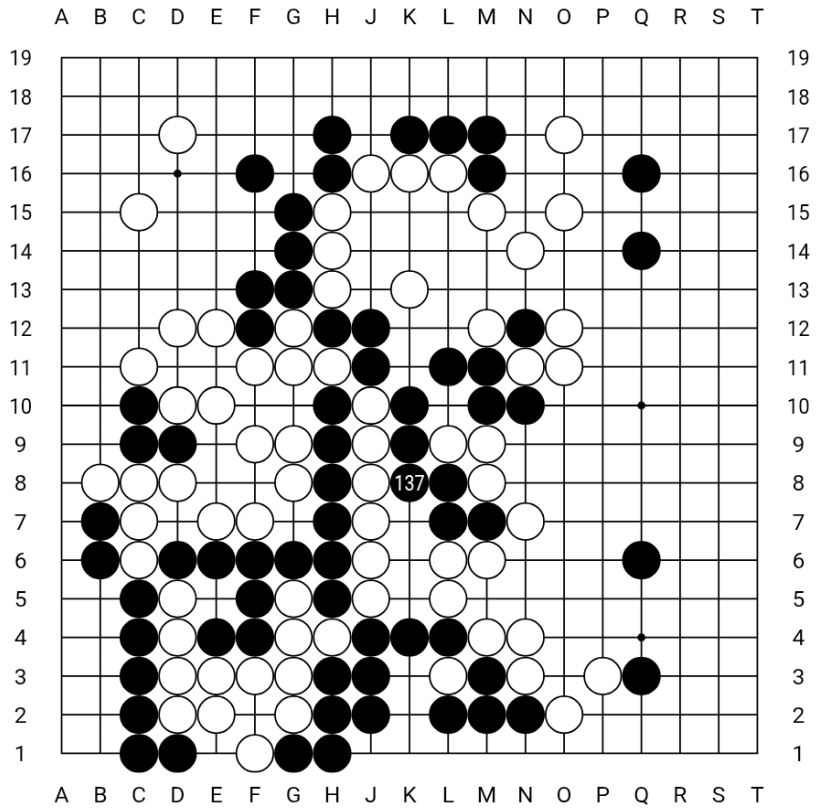
- The main cost is slightly less immediate profit in the lower left compared to Candidate 1.

Move 137 B K8

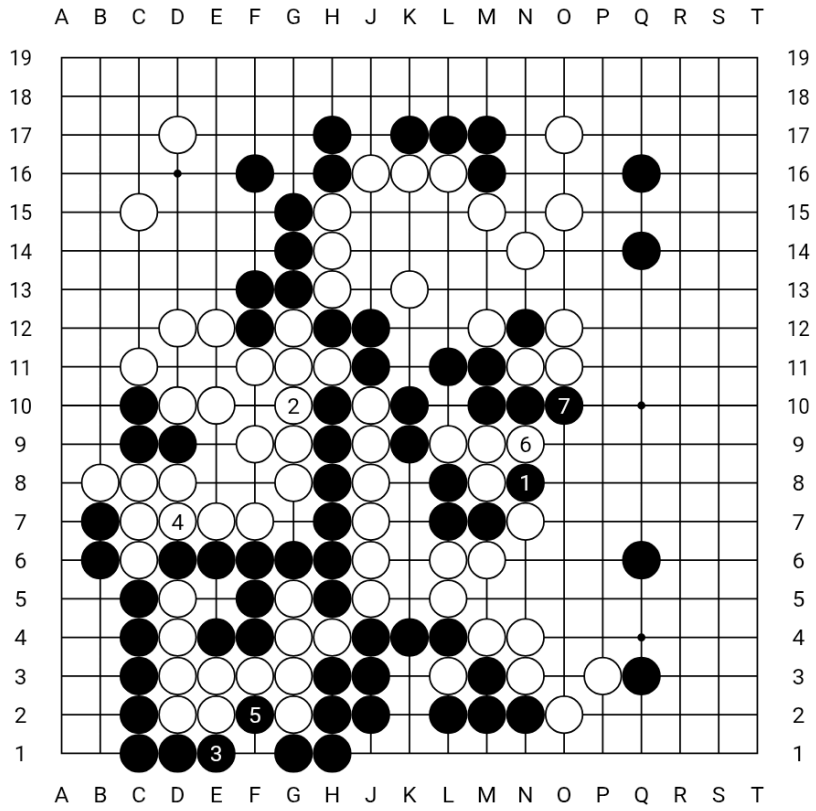
Blunder

Winrate loss: -0.01% Lead loss: 11.71

Actual position



Recommended variation

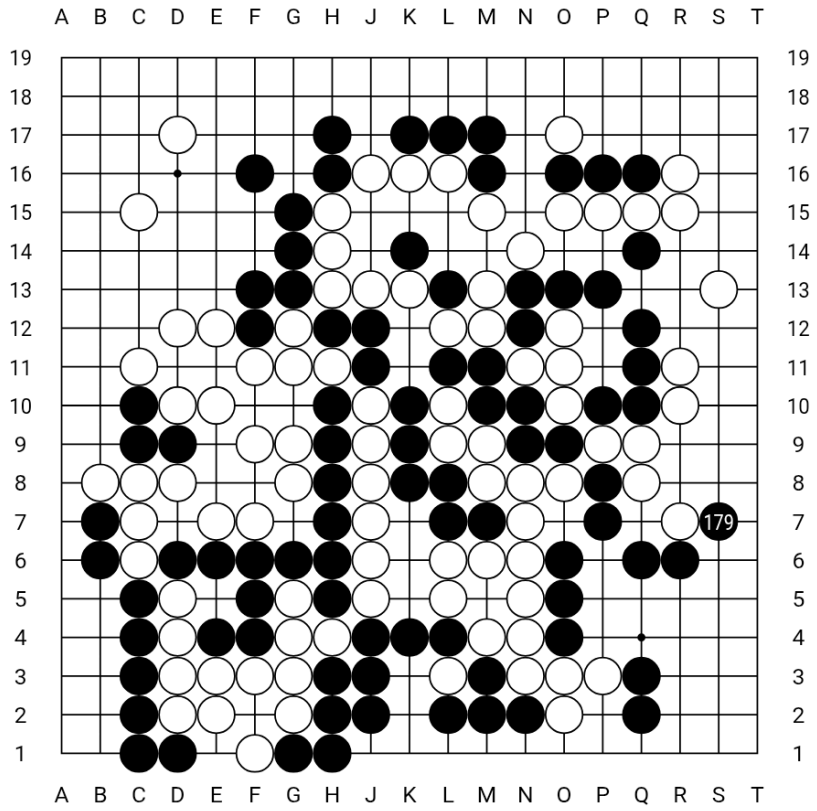


Move 179 B S7

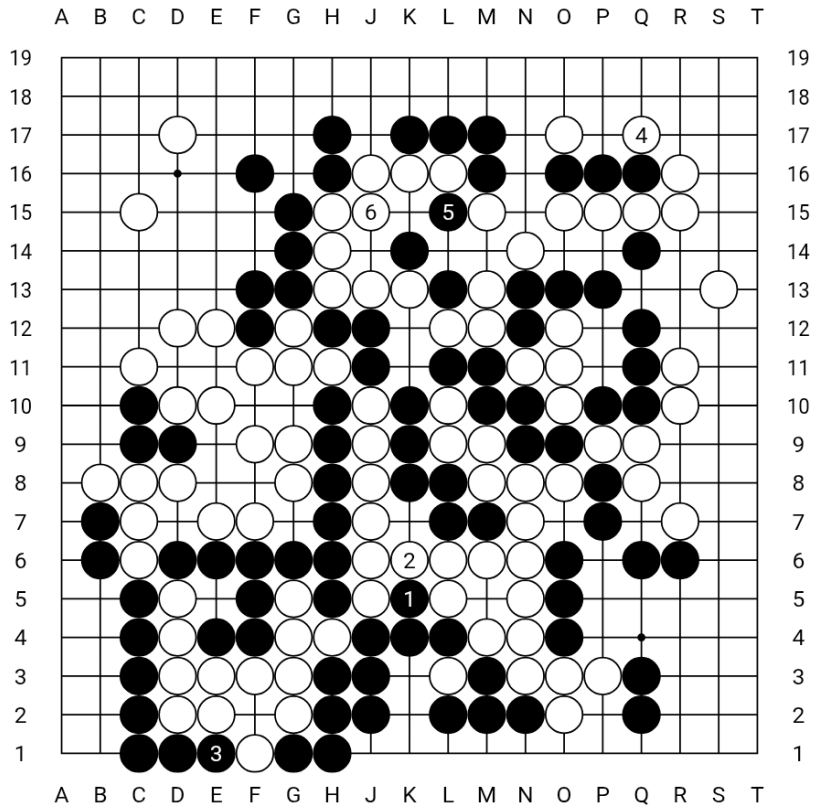
Blunder

Winrate loss: 0.00% Lead loss: 11.27

Actual position



Recommended variation

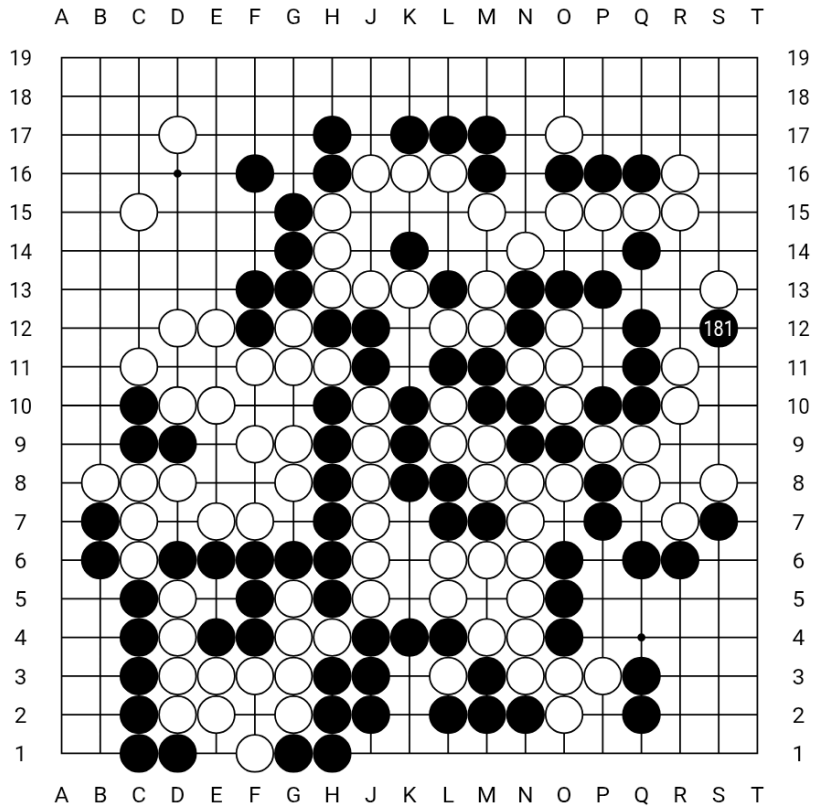


Move 181 B S12

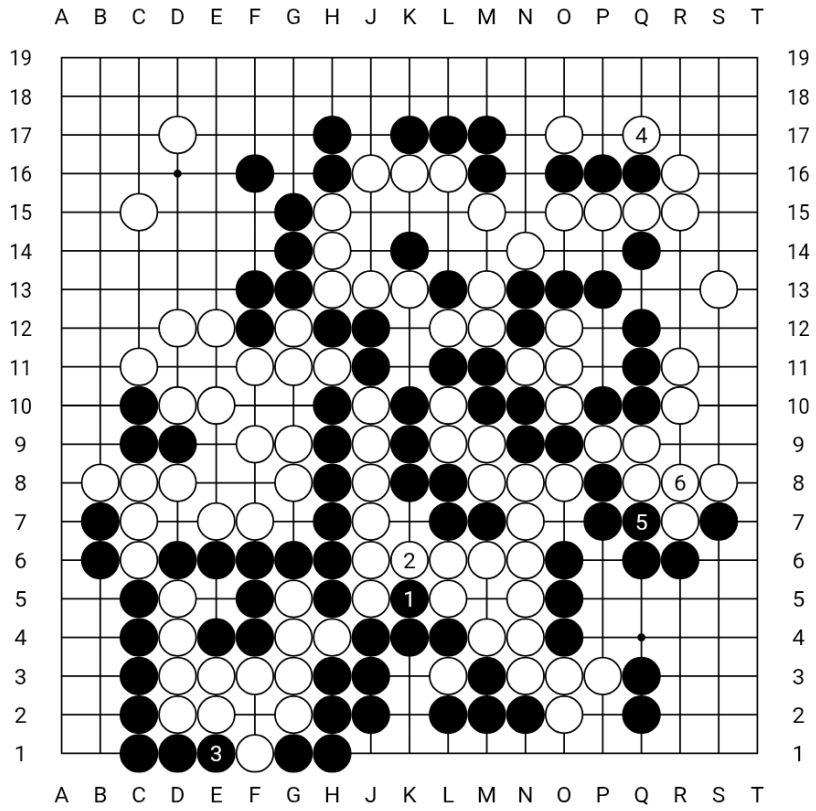
Blunder

Winrate loss: 0.00% Lead loss: 19.29

Actual position



Recommended variation



Move 181 B S12

Blunder

Winrate loss
0.00%

Lead loss
19.29

AI commentary

Overall Verdict: Black's S12 lean is a playable endgame-side probe on the right, but it is clearly off compared with the preferred K5 move: the lead moves from -76.48 to -95.77, so Black gives up about 19 points of ground.

- This Move:

- Clearly off the best line, though not a tactical blunder in itself.

- S12 leans against White's R13 stone on the right side, looking to press White's corner-side group, force a defensive reply, and squeeze out profit there.

- It is a locally reasonable forcing move, but it is slow relative to the whole board: it does not address the large lower-side boundary, where the biggest remaining points are.

- The cost is positional rather than a collapse - Black spends the move on a smaller area while White keeps the initiative elsewhere.

- Situation Shift:

- Before the move: winrate 0.00%, lead -76.48.

- After the move: winrate 0.00%, lead -95.77.

- Summary: the winrate stays at the floor, so the move does not change the outcome, but the point lead worsens by roughly 19 points - a meaningful loss of ground in an already difficult position.

- AI Preference:

- K5, a placement on the lower side, was the preferred move before Black played S12.

Move 181 B S12

Blunder

AI commentary

- Its projected continuation runs Black K5, White K6 connect, Black E1 atari, White Q17 hane, Black Q7 atari, White R8 connect - a sequence that works the lower side and the upper-right corner at the same time.

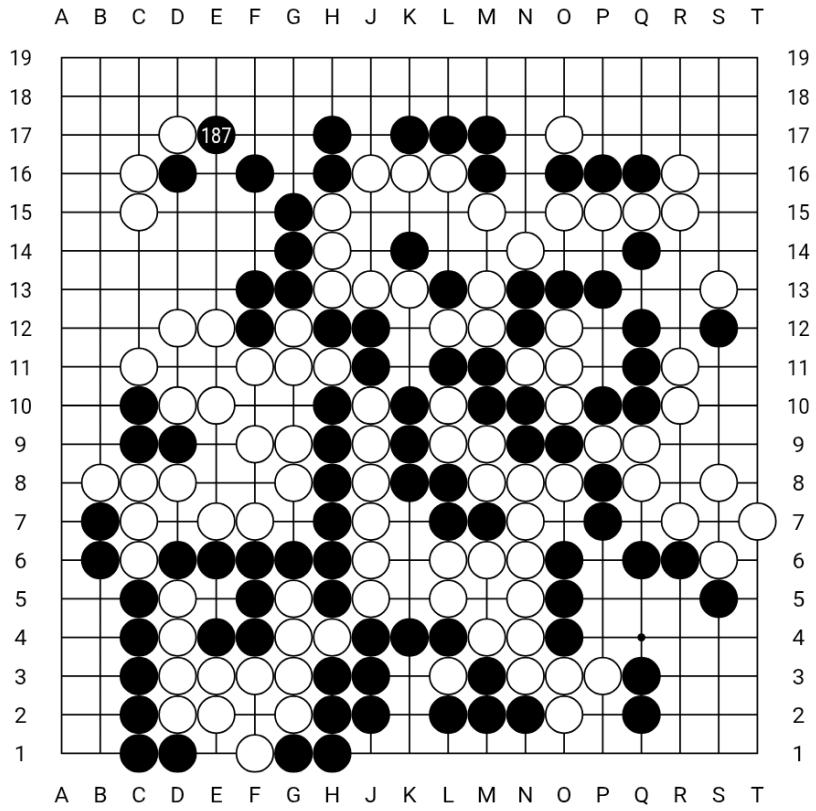
- The key difference is direction: K5 contests the largest open boundary and keeps Black active on several fronts, while S12 commits to a smaller local gain on the right and lets the lower side settle on White's terms.

Move 187 B E17

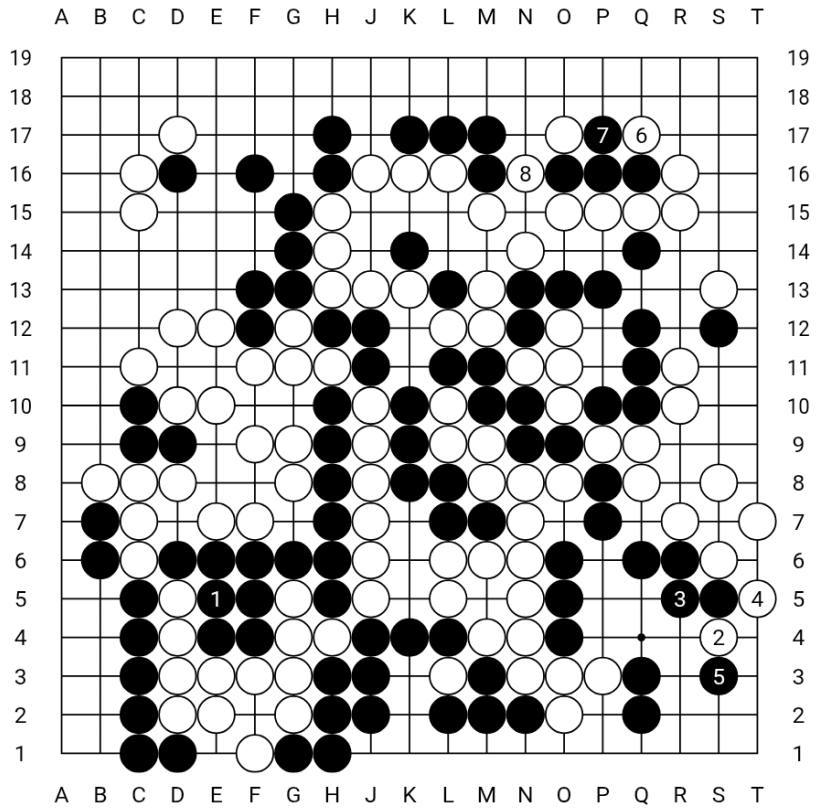
Blunder

Winrate loss: -0.00% Lead loss: 13.22

Actual position



Recommended variation



Move 187 B E17

Blunder

Winrate loss
-0.00%

Lead loss
13.22

AI commentary

Overall Verdict: Black's E17 bulge is a playable endgame move in the upper left, but it is slightly off compared with the AI's preferred choice; it reduces White's corner potential while conceding initiative elsewhere, and the position remains decisively lost for Black.

- This Move:

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

- Intention: the bulge at E17 pushes into the upper-left area, reducing White's corner-side potential and keeping Black's group connected along the top.

- What it limits: it denies White an easy expansion or squeeze in that corner region and preserves Black's outside shape.

- What it gives up: it is a local endgame action, so Black spends the turn there instead of addressing the larger remaining points elsewhere on the board.

- Situation Shift:

- Before the move: Black's winrate was 0.00% with a lead of -87.34 points.

- After the move: Black's winrate is still 0.00% and the lead has moved to -100.56 points.

- Summary: the move does not change the outcome; the deficit grows by roughly 13 points, reflecting lost initiative rather than a collapse caused by this single play.

- AI Preference:

- The preferred alternative before the last move was E5, a connect in the lower left.

- That choice secures Black's own group and removes a weakness, after which the projected

Move 187 B E17

Blunder

AI commentary

continuation runs through White's S4 clamp, Black's R5 connect, White's T5 hane, Black's S3 clamp, White's Q17 hane, Black's P17 de, and White's N16 atari.

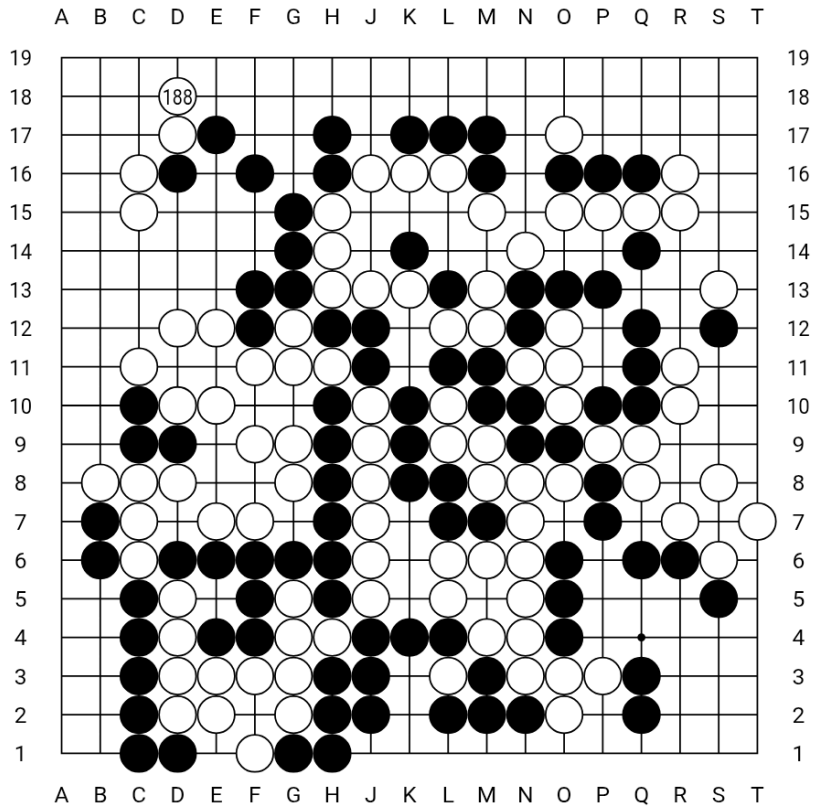
- The key difference is direction: E5 addresses a larger, more consequential area and keeps Black's stones solid, while E17 takes a smaller local endgame point and leaves the lower-left issue unresolved.

Move 188 W D18

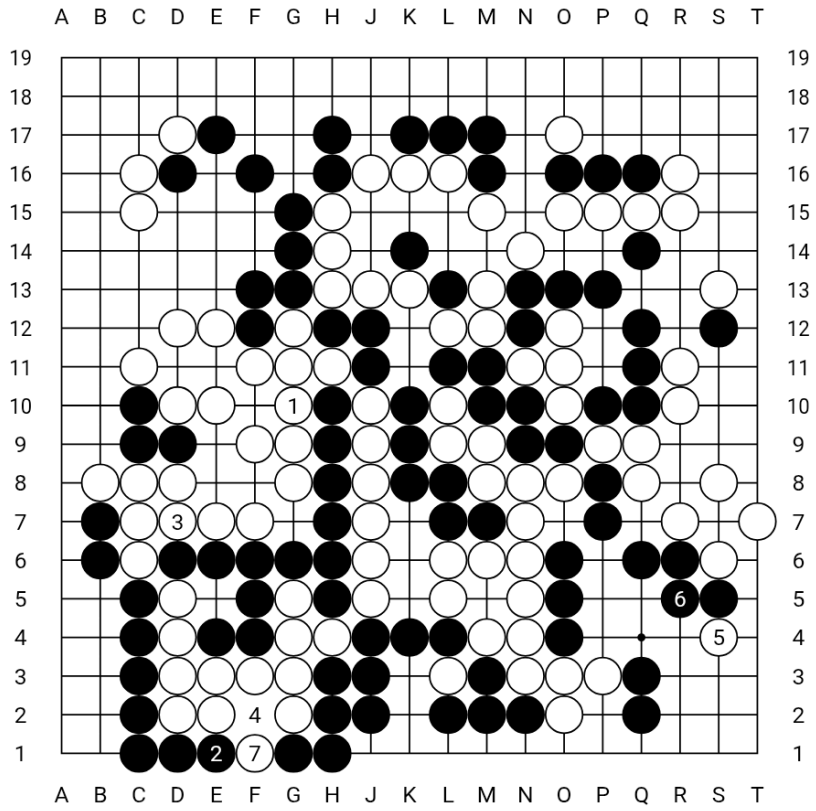
Blunder

Winrate loss: -0.00% Lead loss: 18.70

Actual position



Recommended variation



Move 188 W D18

Blunder

Winrate loss
-0.00%

Lead loss
18.70

AI commentary

Overall Verdict: The actual move, White D18 Hiki in the upper left, differs from the AI top move, Candidate 1 G10 Connect. It keeps White's winrate at 100.00% but reduces the lead to 81.86 points, compared with 100.56 points for Candidate 1, a noticeable gap in the endgame count even though the game's outcome is not in doubt.

- Actual Move:

- Move Data:

- Winrate: 100.00%

- Lead: 81.86 points

- The move is a hiki, a solid extension in the upper left, and its likely aim is to keep that corner group settled and safe while taking a definite endgame point.

- It ranks seventh among the listed candidates, so it sits outside the main candidate list and comes from supplemental directed analysis.

- The real game continuation contains only this single move, so no further follow-up is shown.

- AI Comparison:

- The AI top move is Candidate 1 G10 Connect, with a winrate of 100.00% and a lead of 100.56 points.

- Both moves hold the same winrate, but the lead differs by roughly 19 points, which is a noticeable endgame gap rather than a change in the game's result.

- The comparison is brief: D18 is a safe, locally profitable reply, while G10 first repairs the

Move 188 W D18

Blunder

AI commentary

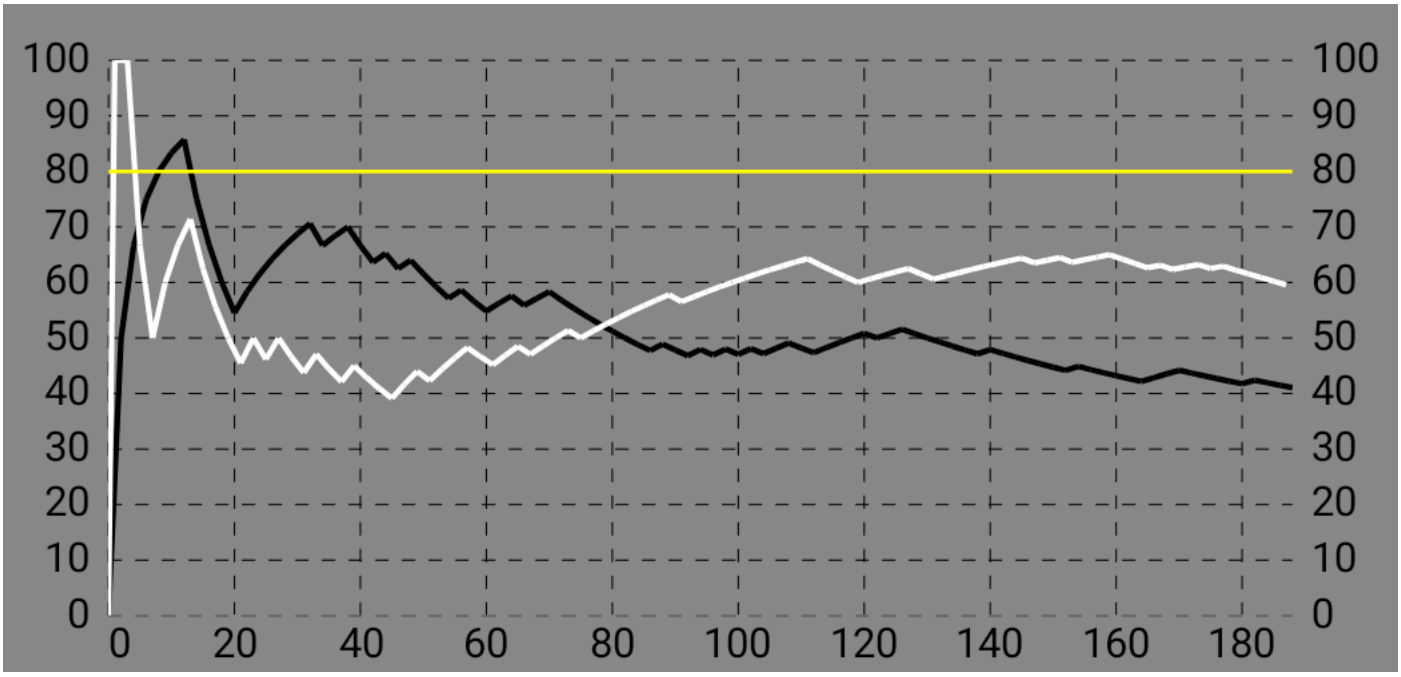
center and then converts the remaining endgame points.

AI similar

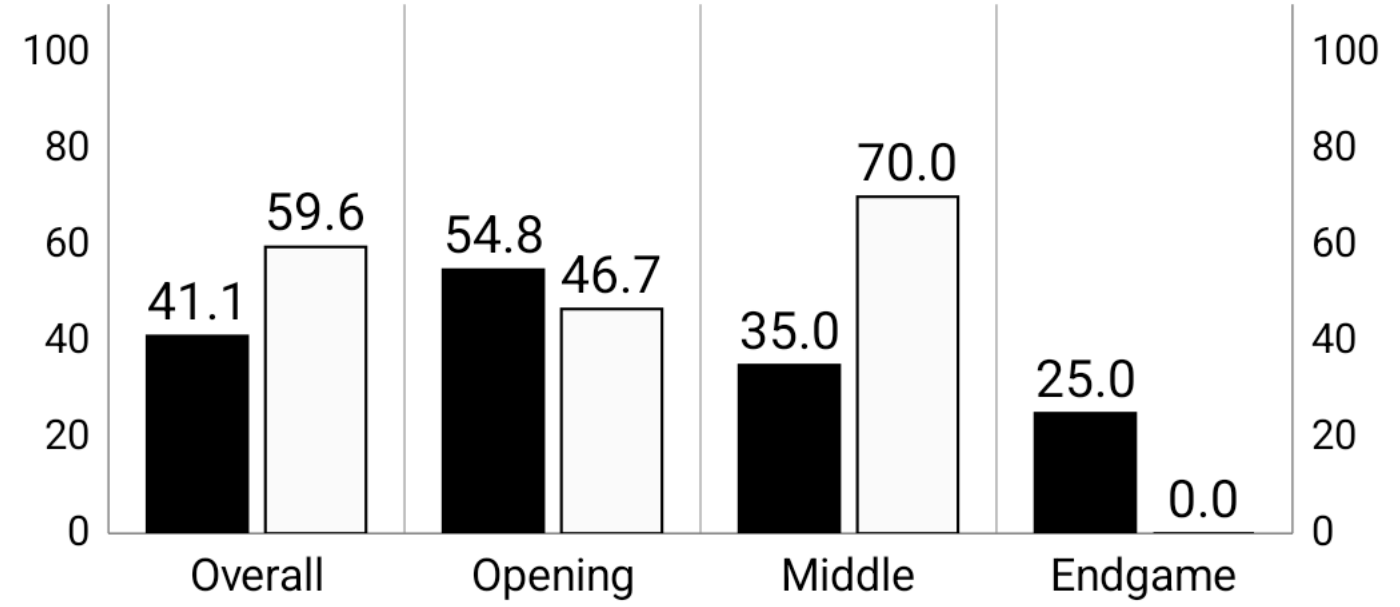
Black similarity is 41.1% White similarity is 59.6%

If exceeds the yellow line, maybe is using AI

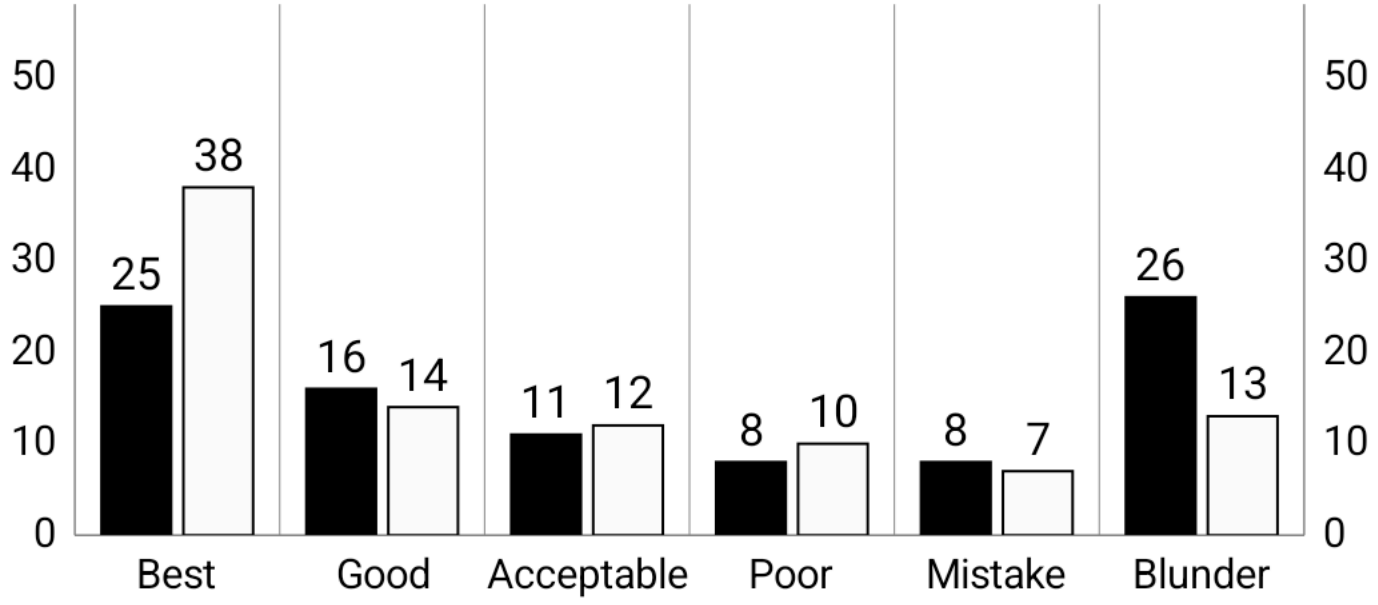
Overall similarity trend



Stage similarity



Perform


50
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8
7
26
13
Best
Good
Acceptable
Poor
Mistake
Blunder