AhQ Go Pro Hawk Eye Report

Black: -

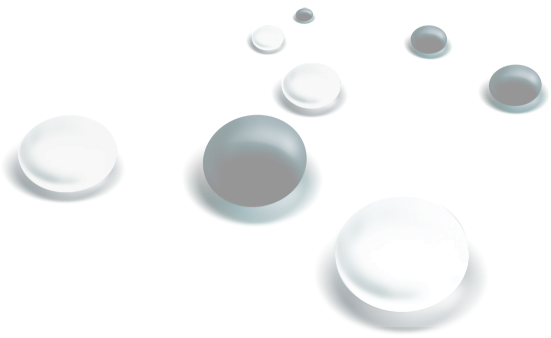
White: -

Rule: Chinese rule

Komi: Black gives 3.25 stones

Game result: Unknown result

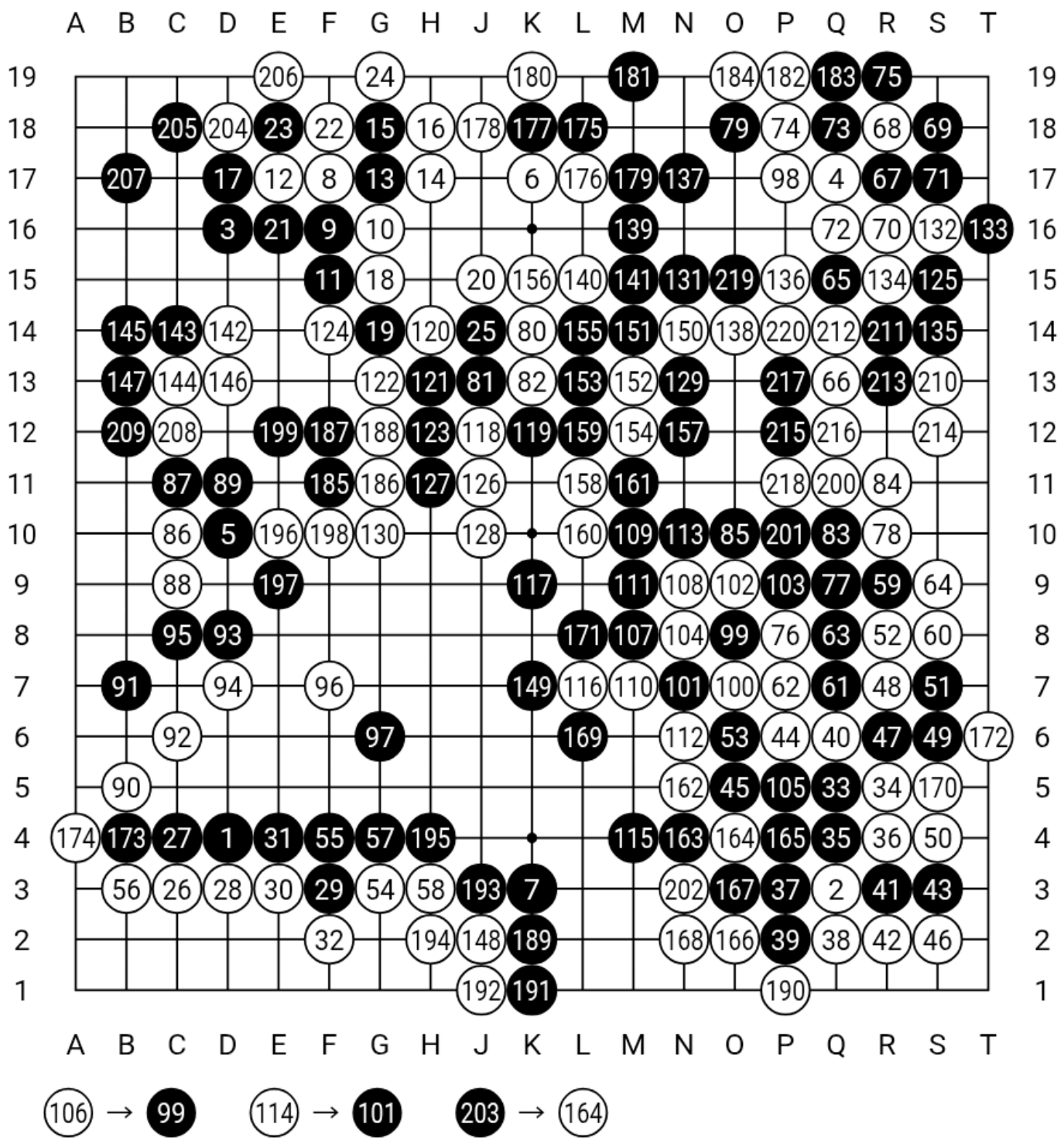
Analysis date: 2026-10-27 20:39:46



AhQ Go Pro 2.9.1

www.ezandroid.cn

Overview


A B C D E F G H J K L M N O P Q R S T
19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
106 → 99
114 → 101
203 → 164

Game Summary

AI commentary

Overall Verdict: White won by a wide margin, with a final lead of about 20 points.

- Move Data: 220 moves, Chinese rules, 6.5 komi.

- Variation Highlights: White held the advantage from the opening through the middlegame and endgame. The critical stretch came around moves 90–98, where both sides repeatedly chose side and corner moves over the urgent right-side battle.

- Strategic Explanation: White's Q13 at move 66 was a playable but clearly off move that gave back most of a nearly decided game. Later, White's B5 one-point jump at move 90 was off-direction, reducing Black's lower-left territory but surrendering the central initiative. Black failed to capitalize: the Large Knight at B7 (91), the one-point jump at D8 (93), the Sagari at C8 (95), and the one-point jump at G6 (97) all developed the left or lower side while missing the urgent right-side shape point, each costing significant winrate and lead. White's F7 jump at 96 was slightly off, giving back part of the initiative, and White's P17 Connect at 98 removed a local cutting weakness in the upper right but missed a more urgent central move, returning much of the previous advantage. Despite these swings, White remained ahead through the endgame and converted the lead into a decisive victory.

- Actual Move: White's Q13 at move 66.

- AI Comparison: The evaluation dropped sharply after Black's G6 one-point jump at move 97, which reinforced the lower side but missed the urgent right-side battle.

Strength

Black Overall score **70/100**

Overall **Amateur 1-2 kyu**

White Overall score **67/100**

Overall **Amateur 1-2 kyu**

	Black	White
Opening	9.6 dan	**10.1 dan**
Middlegame	**Amateur 6-10 kyu**	Amateur 3-5 kyu
Endgame	**2.7 dan**	Amateur 1-2 kyu

Black

AI similarity

36.0%

Mistakes	**54**
Avg winrate loss	**0.72%**
Avg lead loss	**3.19**

White

AI similarity

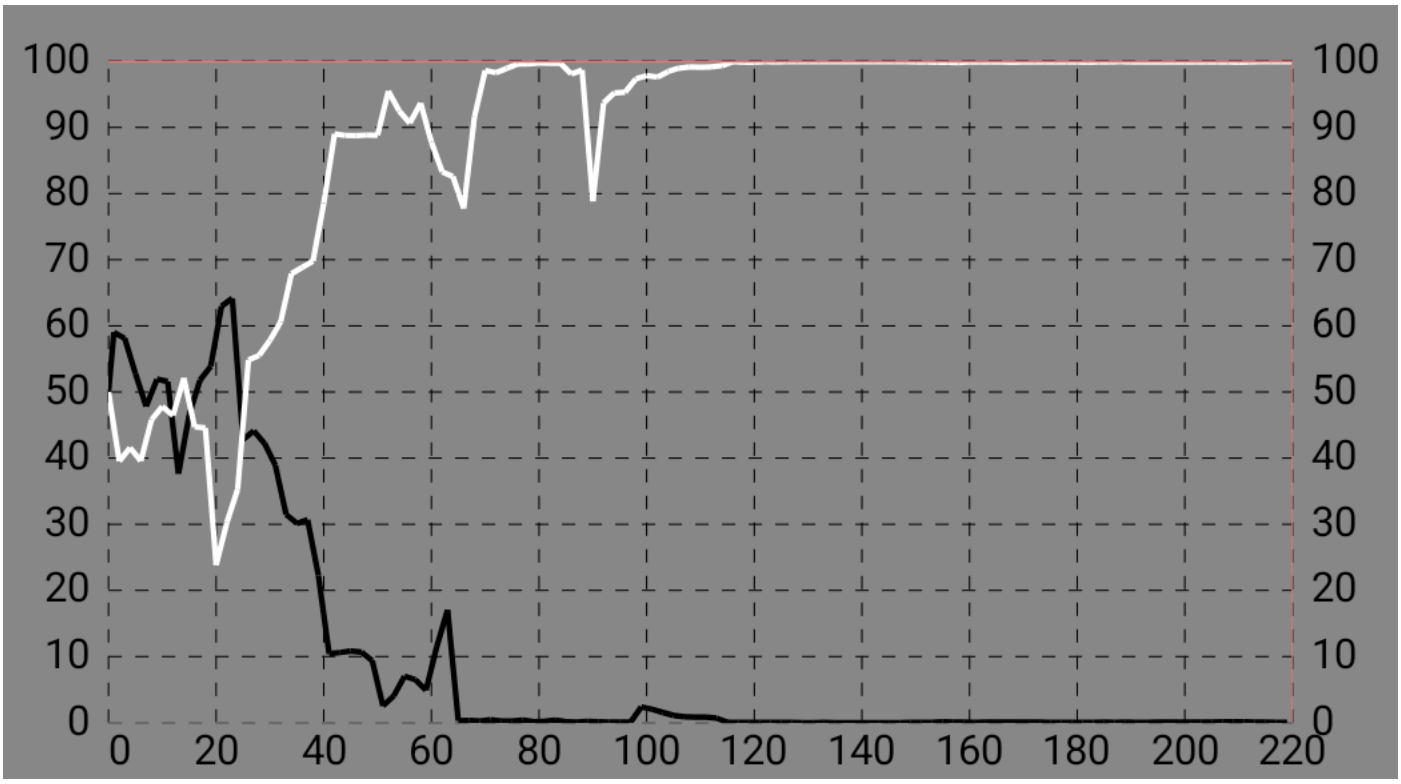
40.9%

Mistakes	**54**
Avg winrate loss	**0.70%**
Avg lead loss	**2.97**

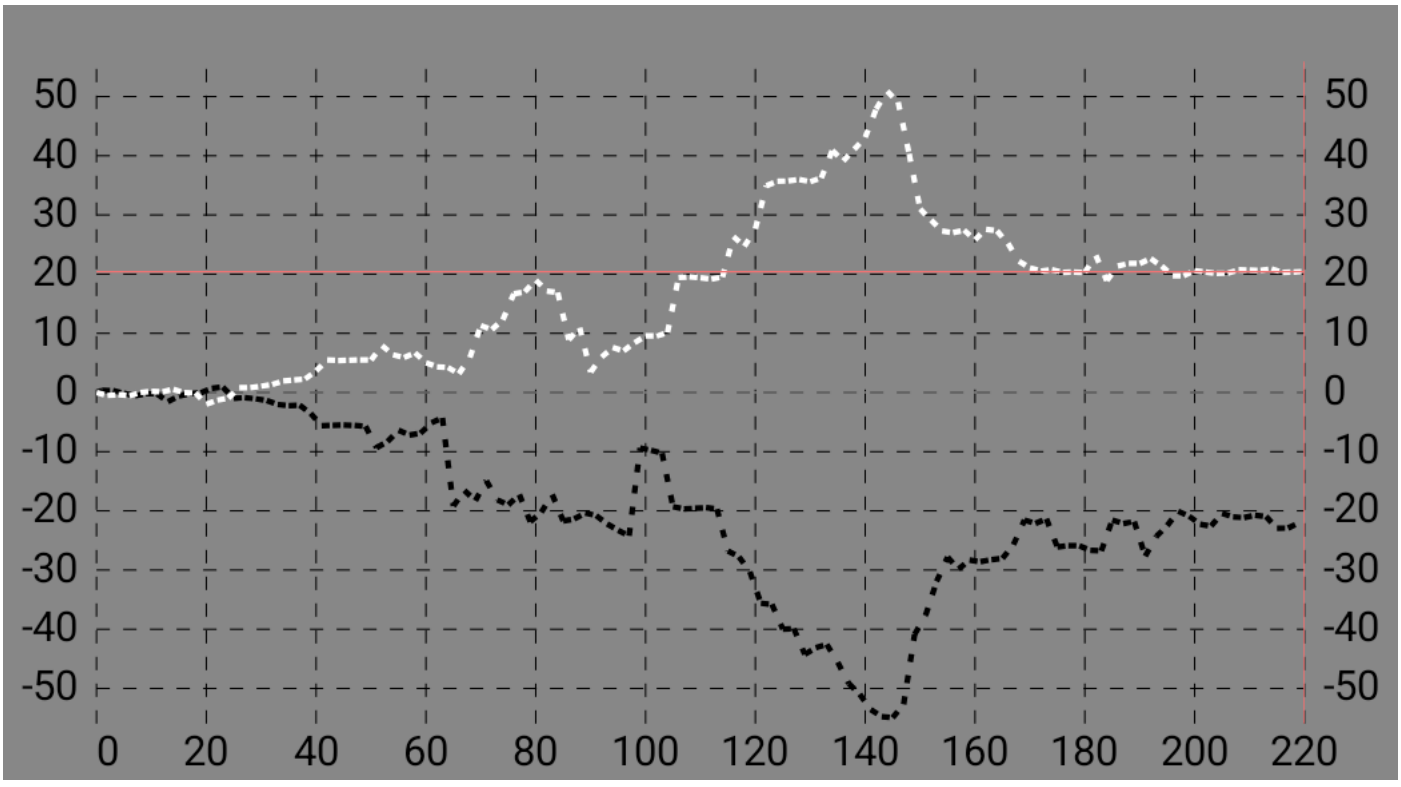
Review aid only, not an official rank.

Whole Game Trend

Winrate trend



Lead trend



Key Moves TOP 10

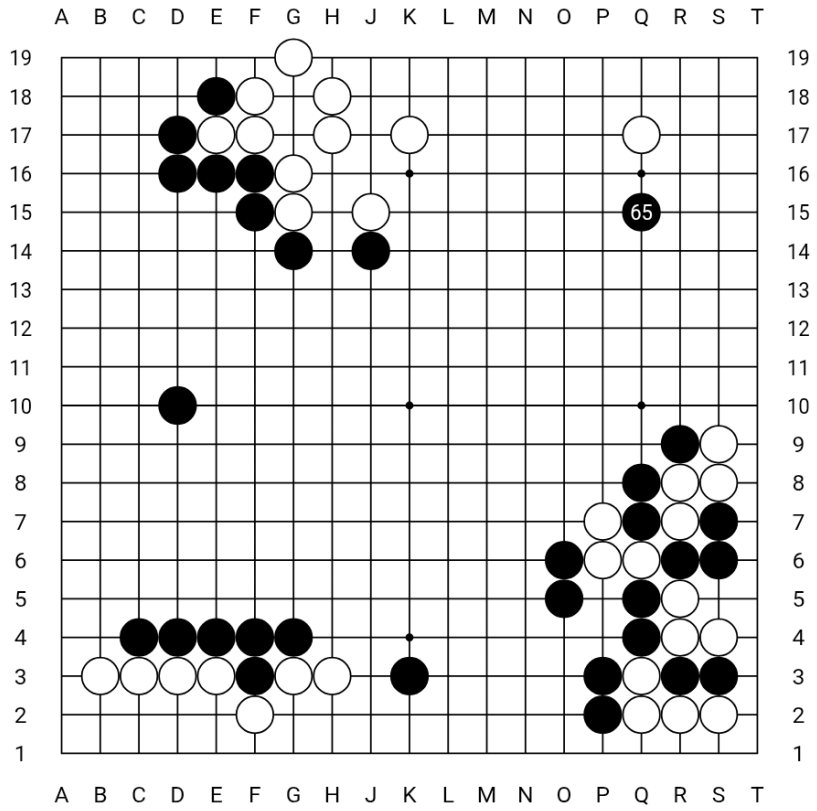
Move	Color	Coord	Level	Winrate loss	Lead loss
65	B	Q15	Blunder	17.12%	14.96
66	W	Q13	Blunder	21.95%	16.04
90	W	B5	Blunder	20.98%	16.91
91	B	B7	Blunder	21.06%	17.34
92	W	C6	Blunder	6.17%	14.82
93	B	D8	Blunder	6.20%	16.22
95	B	C8	Blunder	4.69%	15.68
96	W	F7	Blunder	4.60%	16.25
97	B	G6	Blunder	4.60%	17.21
98	W	P17	Blunder	2.58%	15.81

Move 65 B Q15

Blunder

Winrate loss: 17.12% Lead loss: 14.96

Actual position



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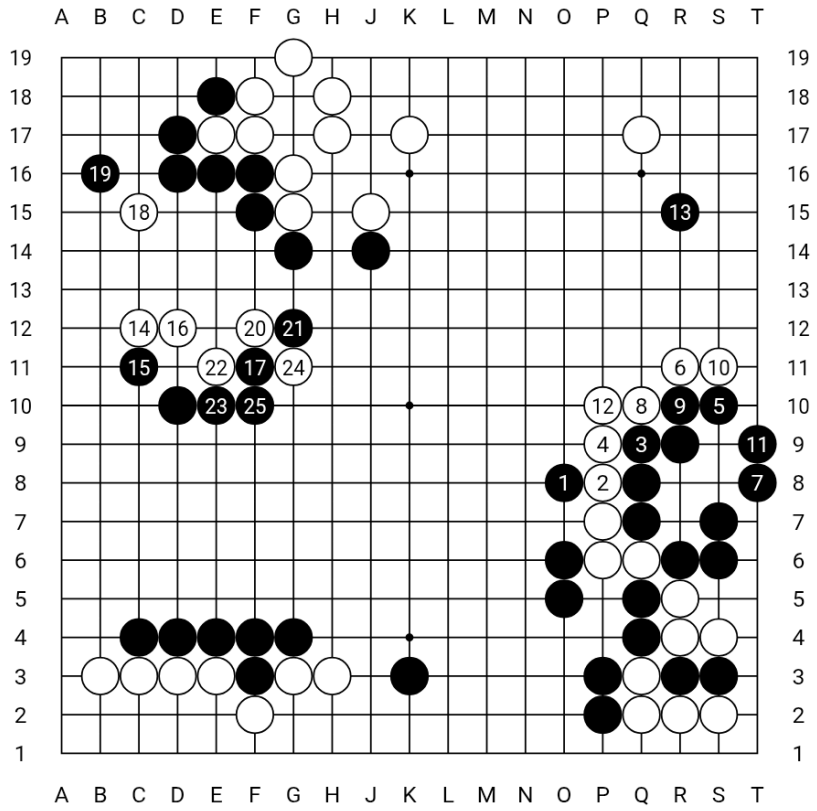
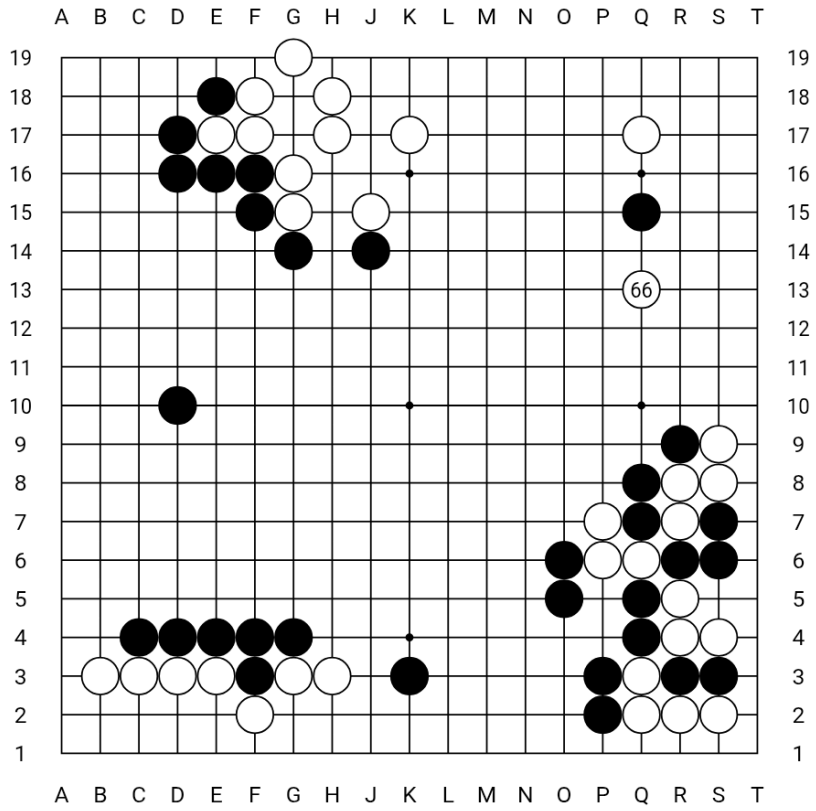


Move 66 W Q13

Blunder

Winrate loss: 21.95% Lead loss: 16.04

Actual position



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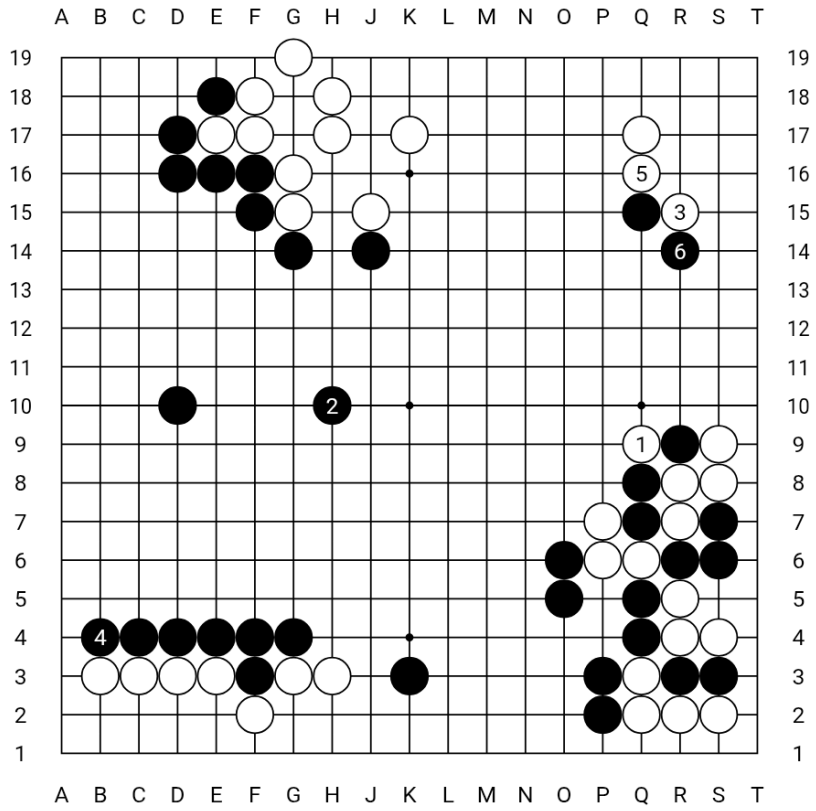


Move 66 W Q13

Blunder

Winrate loss
21.95%

Lead loss
16.04

AI commentary

Overall Verdict: White's Q13 is a playable but clearly off move in a position that demanded immediate tactical resolution on the right side; it gives back most of a nearly decided game.

- This Move:

- Playable but clearly off: Q13 is a loose, high move on the right side that aims to develop White's upper-right potential and keep the position flexible.

- However, it leaves the urgent tactical point at Q9 unanswered, allowing Black to resolve the weakness in the lower-right group.

- The move gives up the immediate initiative and the large profit available from the forcing sequence, while its strategic gain is modest compared to the loss.

- Situation Shift:

- Before the move: White held a commanding position with a 99.71% winrate and a 19.20-point lead.

- After the move: White's winrate dropped to 77.76% and the lead shrank to 3.16 points.

- Summary: The single move erased roughly 16 points of lead and turned a near-certain win into a much closer game.

- AI Preference:

- The preferred move was Q9, an Atari that directly exploits the weakness in Black's lower-right group.

- The key difference is timing: Q9 forces Black to respond, preserving White's initiative and securing concrete profit, whereas Q13 is a slow, non-forcing move that lets Black fix the

Move 66 W Q13

Blunder

AI commentary

defect.

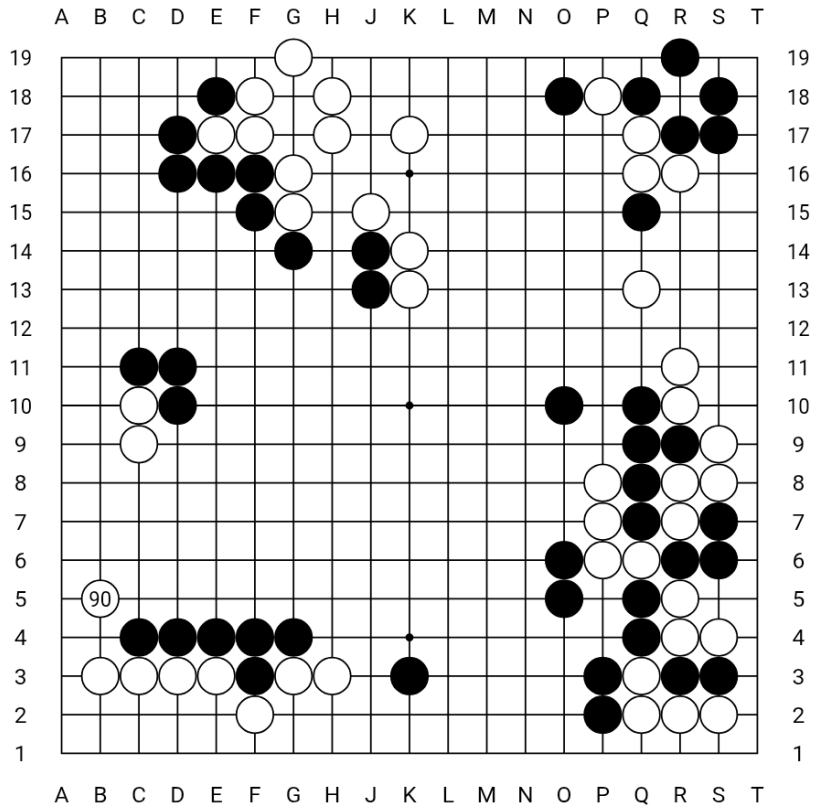
- The comparison shows that the tactical opportunity at Q9 was far more valuable than the strategic development offered by Q13.

Move 90 W B5

Blunder

Winrate loss: 20.98% Lead loss: 16.91

Actual position



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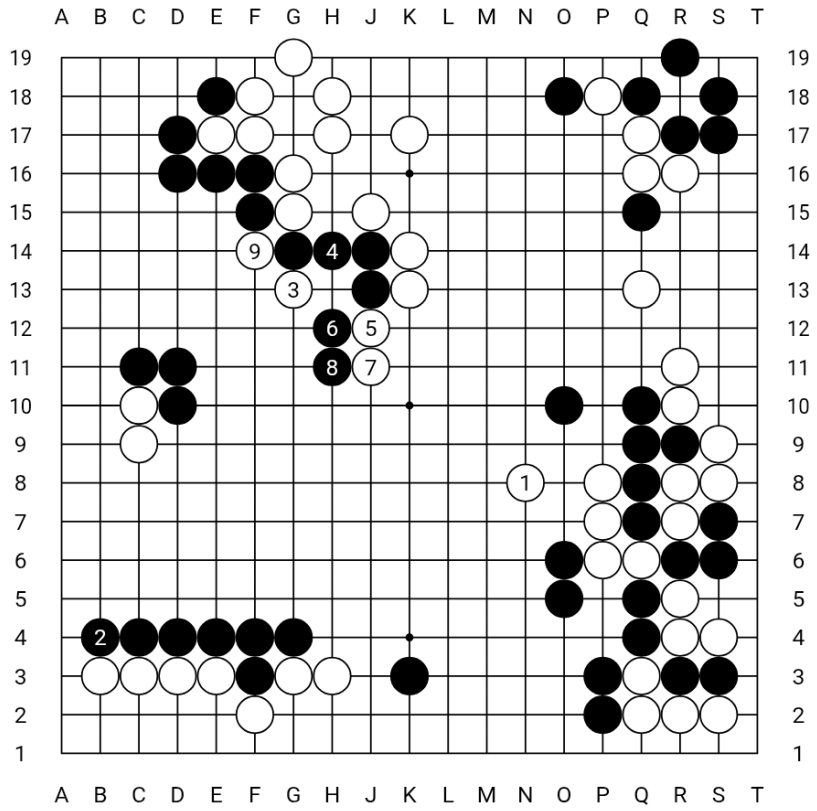


Move 90 W B5

Blunder

Winrate loss
20.98%

Lead loss
16.91

AI commentary

Overall Verdict: White's B5 one-point jump is a playable but clearly off-direction move in this middlegame; it reduces Black's lower-left territory but gives up the central initiative and drops the evaluation substantially.

- This Move:

- Playable but slightly off: B5 is a legitimate reduction move in the lower left, pushing into Black's framework along the fourth and third lines.

- Intention: limit Black's corner and side territory while keeping White's stones light and connected toward the lower side.

- What it gives up: the move is locally oriented and slow relative to the center, where the main strategic value lies at this stage.

- Impact: it does not create an immediate tactical disaster, but it hands Black the opportunit y to take control of the center.

- Situation Shift:

- Before the move: White held a commanding position with a winrate of 99.80% and a lead of 20.37 points.

- After the move: the winrate falls to 78.83% and the lead shrinks to 3.46 points.

- Summary: the single move erases most of White's advantage, converting a near-decided game into a much closer contest.

- AI Preference:

- The preferred move was N8, a one-point jump in the center, which keeps White's central

Move 90 W B5

Blunder

AI commentary

influence connected and maintains pressure on Black's central group.

- The projected continuation after N8 includes Black B4 sagari, White G13 clamp, Black H14 connect, White J12 hane, Black H12 hane, White J11 hiki, Black H11 stretch, and White F14 cut, showing White actively shaping the center.

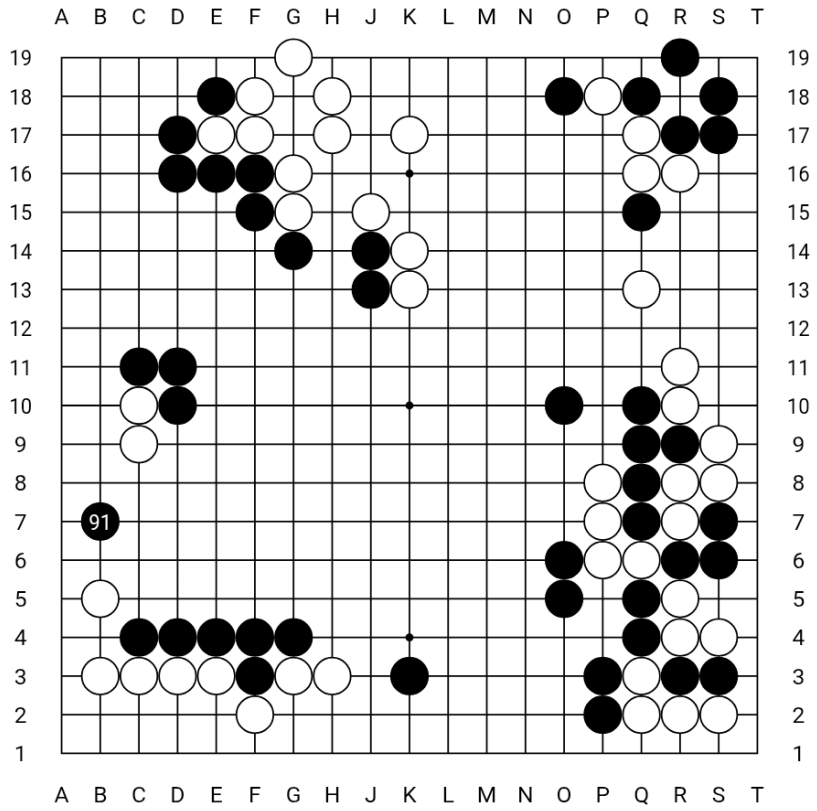
- The key difference: N8 develops the center and preserves White's lead, while B5 spends a move on a local reduction that leaves the center open for Black.

Move 91 B B7

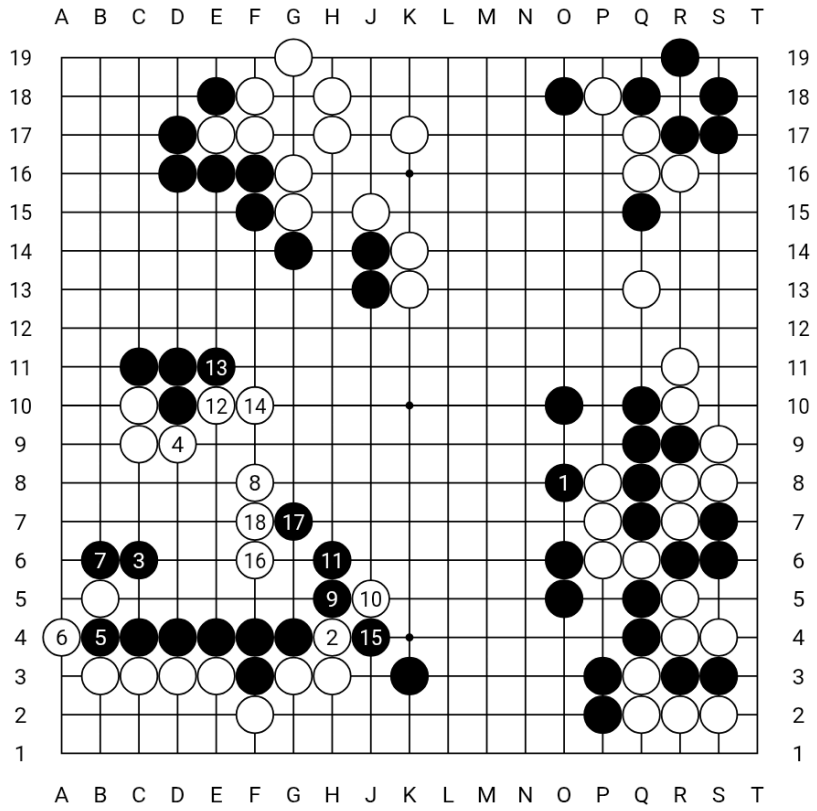
Blunder

Winrate loss: 21.06% Lead loss: 17.34

Actual position



Recommended variation



Move 91 B B7

Blunder

Winrate loss
21.06%

Lead loss
17.34

AI commentary

Overall Verdict: Black's B7 Large Knight is a playable but clearly off-direction move in the middlegame; it reduces White's left-side potential but misses the urgent right-side shape point, dropping the winrate from 21.17% to 0.12% and turning a manageable -3.46 lead into a -20.80 deficit.

- This Move:

- Near-best? No. Playable but clearly off, and the evaluation drop is large enough to count as a serious mistake.

- Intention: B7 is a large-knight extension along the left side, aiming to undercut White's left-side framework, keep Black's lower-left group connected, and claim side territory.

- What it limits: it reduces White's left-side potential and denies White a follow-up expansion in that area.

- What it gives up: it is a slow, gote-direction move that leaves the right-side shape unresolved, where White's stones are pressing against Black's group and the vital point matters more than side territory.

- Situation Shift:

- Before the move: Black's winrate was 21.17% with a lead of -3.46, a close game where the right-side shape was the priority.

- After the move: Black's winrate falls to 0.12% with a lead of -20.80, a large swing caused by neglecting the urgent right-side point.

- Summary: the left-side reduction is real but secondary; the missed right-side timing costs far more than the territory gained.

Move 91 B B7

Blunder

AI commentary

- AI Preference:

- The preferred move before Black played was O8 Lean on the right side, evaluated at 0.00% winrate and 0.00 lead in the given data, which is the reference point for comparison.

- O8 leans against White's shape at the vital point, keeping Black's right-side group flexible and preserving outside influence, while B7 spends a move on a quieter side reduction.

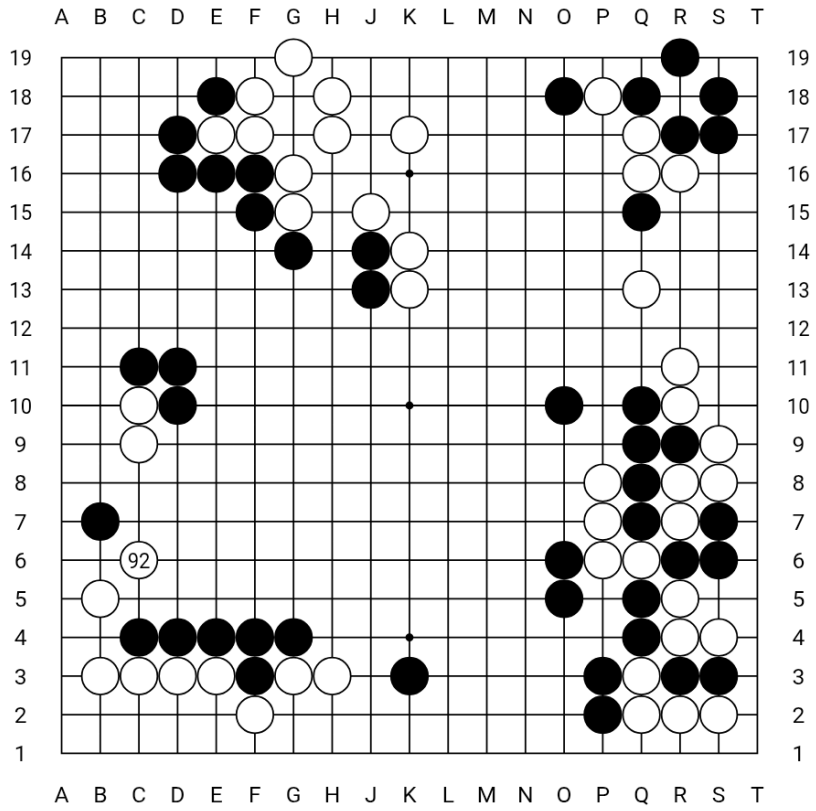
- The projected continuation after O8 runs: Black O8 Lean, White H4 Turn, Black C6 One-Point Jump, White D9 Turn, Black B4 Sagari, White A4 Hane, Black B6 Sagari, White F8 Small Knight, Black H5 Hane, White J5 Hane, showing a balanced fight across the right and lower side instead of a one-sided loss of initiative.

Move 92 W C6

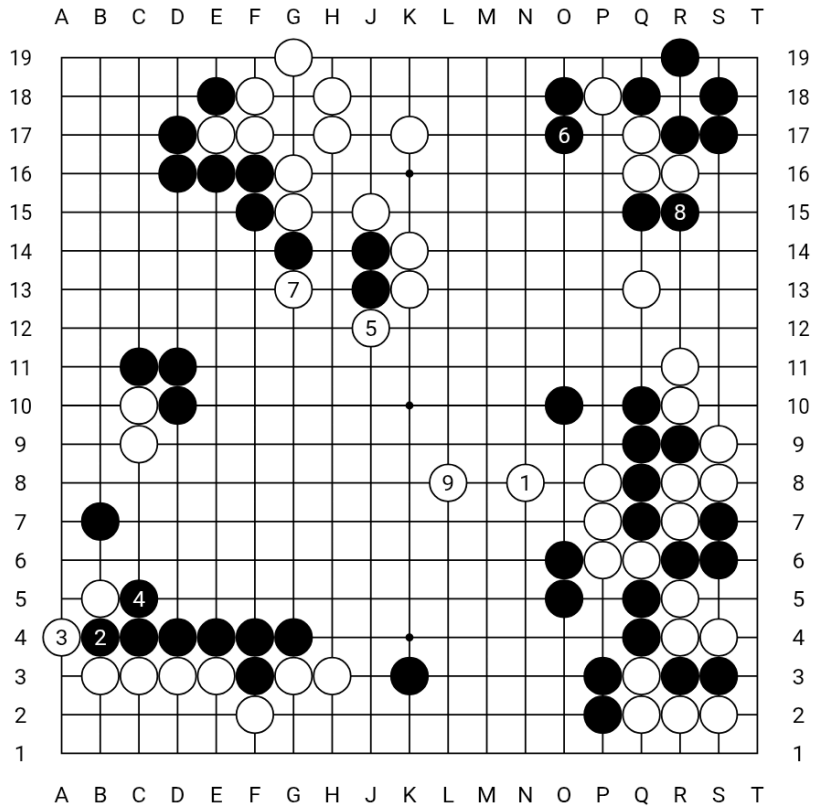
Blunder

Winrate loss: 6.17% Lead loss: 14.82

Actual position



Recommended variation

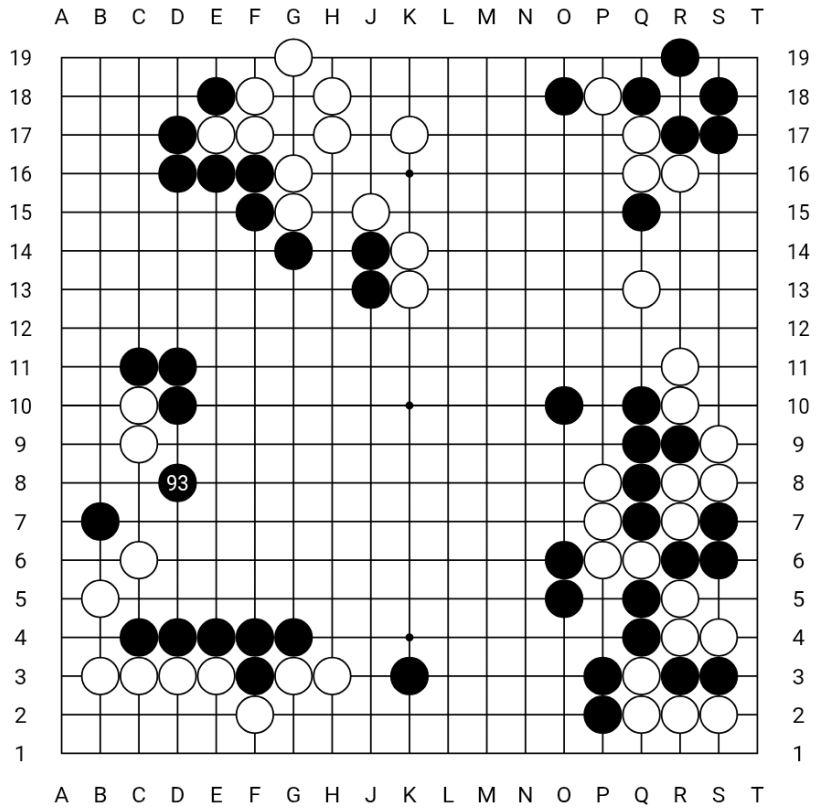


Move 93 B D8

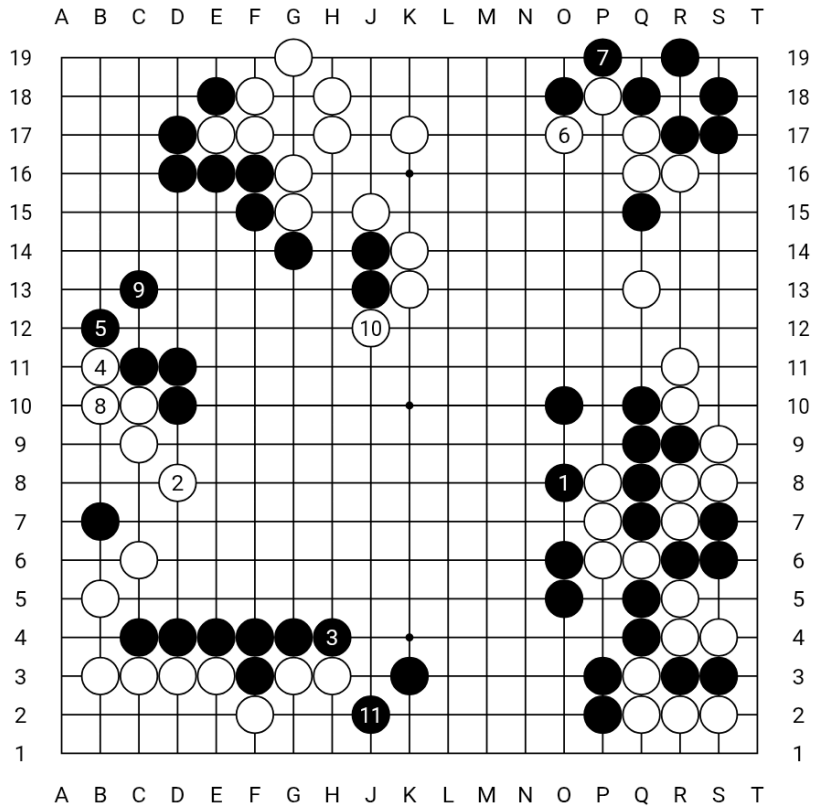
Blunder

Winrate loss: 6.20% Lead loss: 16.22

Actual position



Recommended variation



Move 93 B D8

Blunder

Winrate loss
6.20%

Lead loss
16.22

AI commentary

Overall Verdict: Black's D8 one-point jump is a clearly off move in the middlegame; it develops the left side but misses the urgent right-side battle and costs a large amount of winrate and lead.

- This Move:

- Playable but clearly off the best line: D8 is a light one-point jump toward the center from Black's left-side group.

- Intention: it aims to expand the left-side framework, keep the group connected, and limit White's ability to press from above.

- What it gives up: it is slow relative to the large-scale fighting on the right side, where White's stones are already pressing Black's group and the initiative there is worth more than the left-side expansion.

- The evaluation before the move was already difficult for Black, and this move makes the position substantially worse rather than changing the direction of the game.

- Situation Shift:

- Before the move: Black's winrate was about 6.29% with a lead of about -5.98 points, so Black was behind but still within a manageable range.

- After the move: Black's winrate falls to about 0.09% with a lead of about -22.20 points, a very large deterioration.

- Summary: the move buys local shape and outside influence on the left, but White gains the chance to keep the initiative on the right and turn the position into a decisive lead.

- AI Preference:

Move 93 B D8

Blunder

AI commentary

- The preferred move was O8 on the right side, a lean against White's shape.

- The idea is to strike first in the active area: the lean asks White to respond, keeps Black's right-side group connected, and prevents White from freely building a large framework.

- The projected continuation after O8 includes White's D8 diagonal, Black's H4 stretch, White's B11 hane, Black's B12 hane, White's O17 tiger's mouth, Black's P19 atari, White's B10 connect, Black's C13 tiger's mouth, and White's J12 hane.

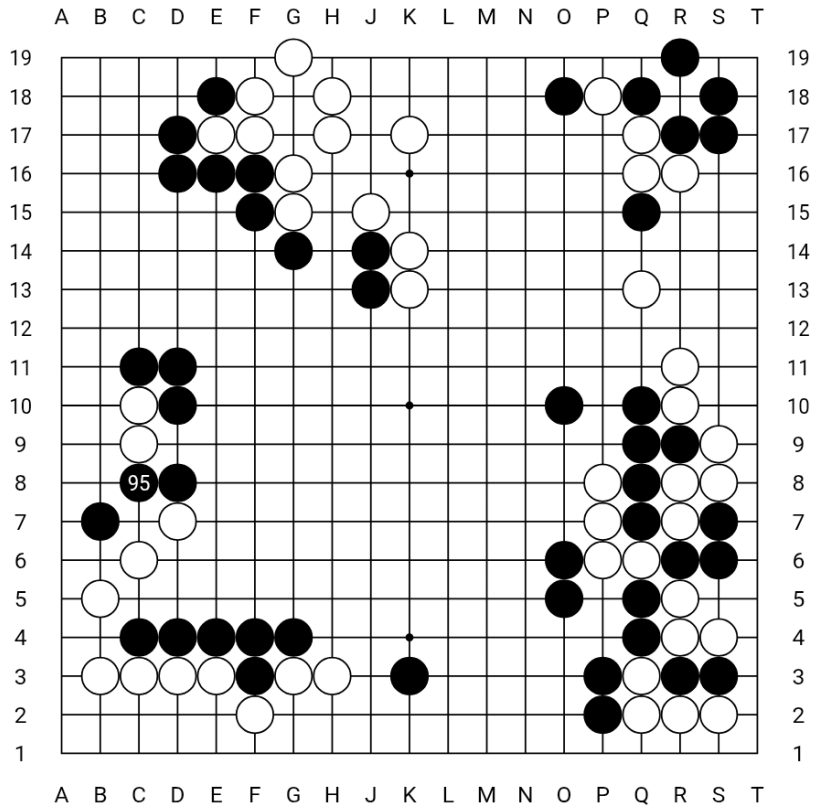
- Compared with D8, O8 keeps the right-side initiative and limits White's expansion, while D8 spends the move on a slower left-side development and allows White to take control of the more important area.

Move 95 B C8

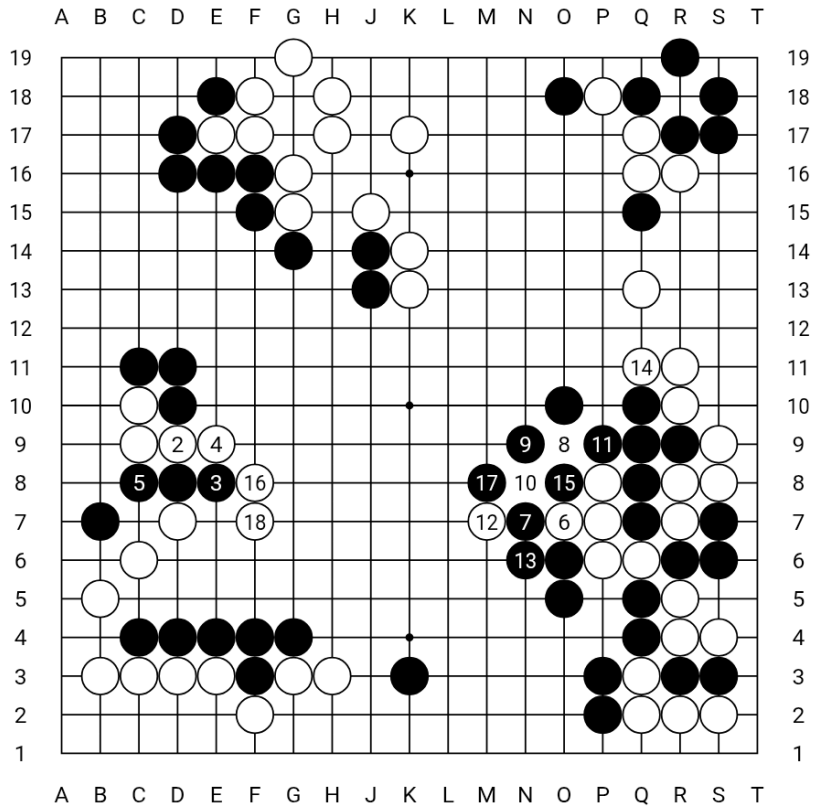
Blunder

Winrate loss: 4.69% Lead loss: 15.68

Actual position



Recommended variation



Move 95 B C8

Blunder

Winrate loss
4.69%

Lead loss
15.68

AI commentary

Overall Verdict: Black's C8 Sagari is a playable but clearly off-direction move in the middlegame; it secures local profit on the left side but misses the urgent right-side battle, turning a difficult position into a nearly lost one.

- This Move:

- Playable but slightly off: C8 is a solid descent that strengthens Black's left-side group and removes White's potential follow-up there.

- Intention: gain local profit and settle the left-side shape, while keeping the option to invade or reduce White's lower-left territory later.

- Limitation: it is a slow, gote move in a position where the right-side fight demands immediate attention.

- What it gives up: the initiative on the right side, where White can now press Black's weak group and build a decisive advantage.

- Situation Shift:

- Before the move: Black's winrate was about 4.76% with a lead of -7.60 points, already behind but with a playable fight on the right side.

- After the move: Black's winrate drops to about 0.07% with a lead of -23.27 points, a swing of roughly 15.7 points against Black.

- Summary: the local gain on the left is far smaller than the strategic loss of tempo and position on the right.

- AI Preference:

Move 95 B C8

Blunder

AI commentary

- The preferred move was O8 Lean on the right side, directly striking at White's shape and keeping the right-side group active.

- The projected line continues: Black O8 Lean, White D9 De, Black E8 Stretch, White E9 Stretch, Black C8 Sagari, White O7 De, Black N7 Hane, White O9 Atari, Black N9 Atari, White N8 Take.

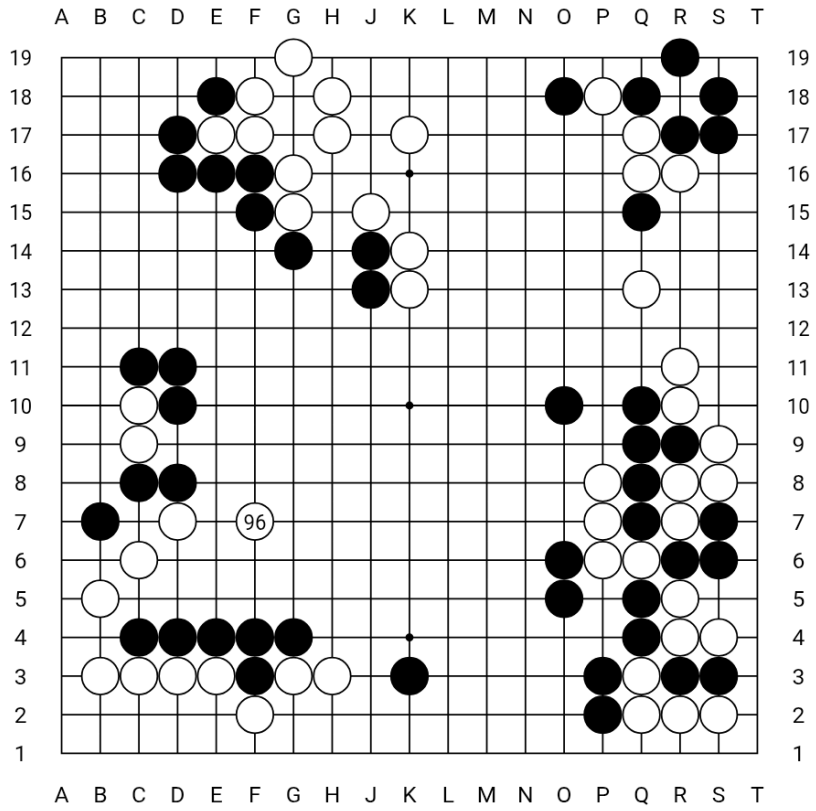
- Key difference: O8 keeps Black involved in the decisive right-side fight, while C8 abandons that fight for a smaller, slower local gain.

Move 96 W F7

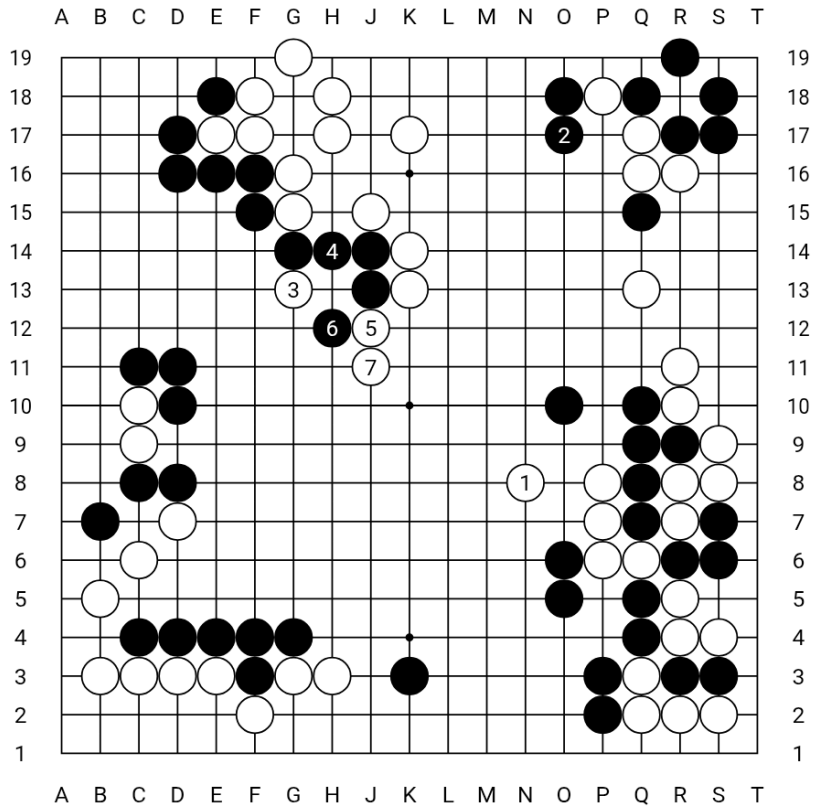
Blunder

Winrate loss: 4.60% Lead loss: 16.25

Actual position



Recommended variation



Move 96 W F7

Blunder

Winrate loss
4.60%

Lead loss
16.25

AI commentary

Overall Verdict: White's F7 one-point jump is playable but slightly off the preferred line; it secures the left side while giving up part of the initiative in the center.

- This Move:

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

- Intention: the one-point jump at F7 links White's lower-left group with the stones around D7 and E8, reinforcing eye shape and keeping the left side connected.

- It also limits Black's ability to press that group from above and removes a potential forcing move for Black in the area.

- What it gives up: the move is locally defensive and slow, so it does not keep pressure on Black's center-right formation or use the momentum available elsewhere.

- Situation Shift:

- Before the move: White held a 99.93% winrate and a 23.27-point lead.

- After the move: White's winrate is 95.33% and the lead is 7.02 points.

- Summary: White remains clearly ahead, but the lead narrows by more than 16 points because the move is defensive and does not follow up in the center.

- AI Preference:

- The preferred move was the one-point jump at N8 in the center.

- That move keeps the center active, works with White's stones around K13 and K14, and maintains pressure on Black's group near O10 and the right side.

Move 96 W F7

Blunder

AI commentary

- The projected continuation after N8 was: White N8, Black O17 stretch, White G13 clamp, Black H14 connect, White J12 hane, Black H12 hane, White J11 pull back.

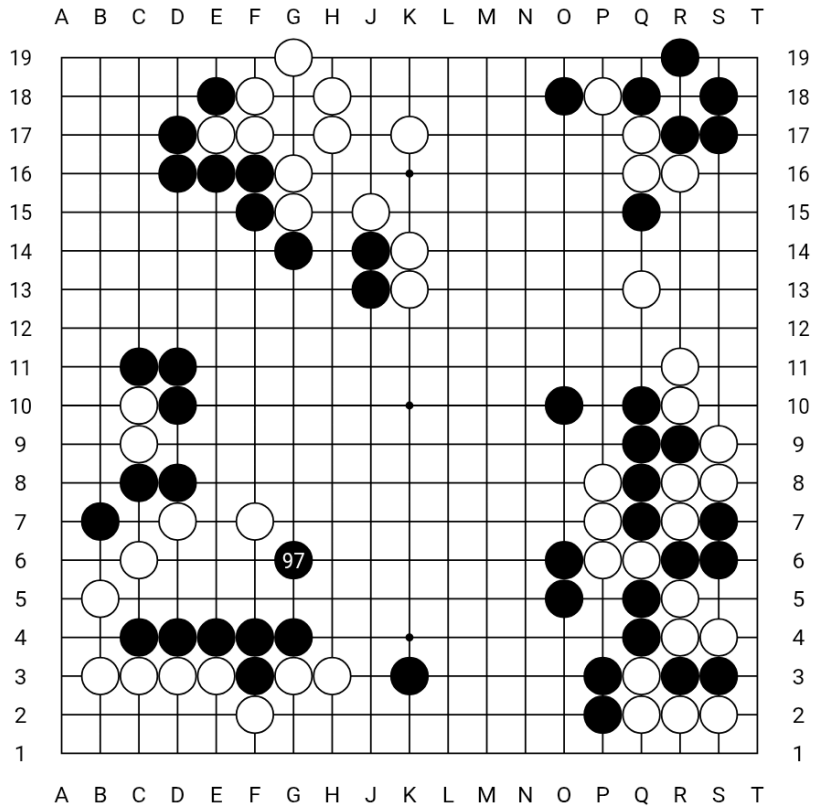
- The key difference: N8 preserves central initiative and keeps the game in a sharper, more forcing flow, while F7 settles the left side but releases that pressure.

Move 97 B G6

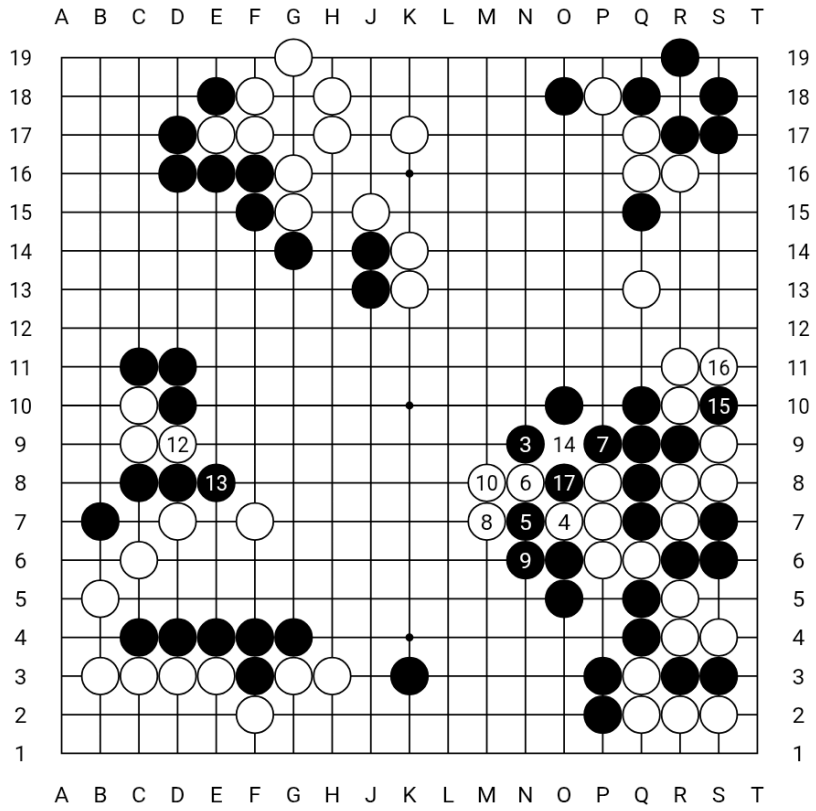
Blunder

Winrate loss: 4.60% Lead loss: 17.21

Actual position



Recommended variation



Move 97 B G6

Blunder

Winrate loss
4.60%

Lead loss
17.21

AI commentary

Overall Verdict: Black's G6 one-point jump is a clearly off move in the middlegame: it reinforces the lower side but misses the urgent right-side battle, and the evaluation drops sharply after it.

- This Move:

- Clearly off the best line.

- Intention: a solid one-point jump that links Black's lower-side group and expands central influence.

- Limitation: it is slow and defensive, leaving the right-side fight unresolved.

- Cost: it gives White the initiative elsewhere and worsens the balance substantially.

- Situation Shift:

- Before the move: Black's winrate was about 4.67% with a lead of -7.02, already behind but still within a manageable range.

- After the move: the winrate falls to about 0.07% and the lead widens to -24.23.

- Summary: the position changes from a difficult but contestable game to a clearly losing one, because Black spends a move on local safety while the right side remains critical.

- AI Preference:

- The preferred move before Black played was the O8 lean on the right side.

- The idea is to press White's right-side stones directly, forcing a sequence of hane, atari, and connection exchanges.

Move 97 B G6

Blunder

AI commentary

- This keeps the initiative in the decisive area and limits White's room to settle or counteratta ck.

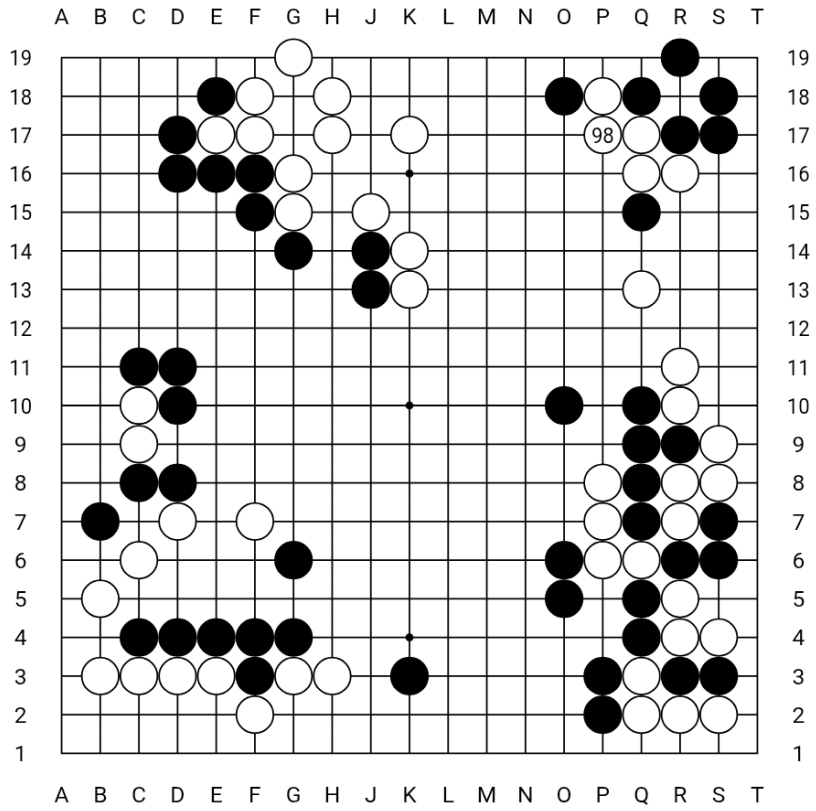
- Compared with G6, the O8 line is active and urgent, while G6 is solid but passive and too far from the main fight.

Move 98 W P17

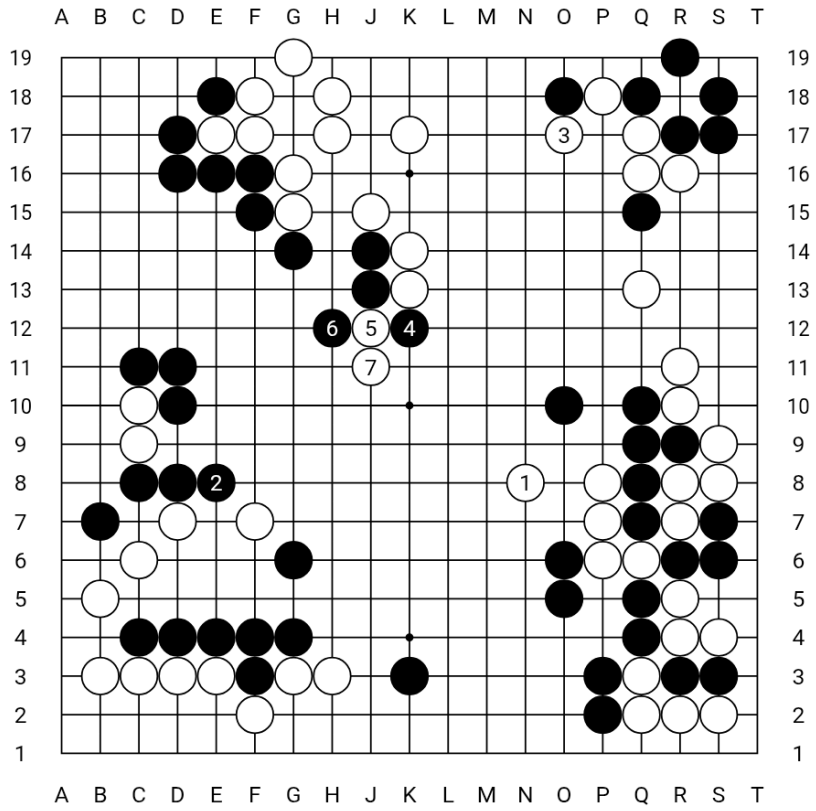
Blunder

Winrate loss: 2.58% Lead loss: 15.81

Actual position



Recommended variation



Move 98 W P17

Blunder

Winrate loss
2.58%

Lead loss
15.81

AI commentary

Overall Verdict: White's P17 Connect is a playable but slightly off move: it removes a local cutting weakness in the upper right, yet it gives back much of the previous advantage by missing the more urgent central move.

- This Move:

- This is a solid, defensive connection in the upper right.

- It removes the weakness around the O17 and Q17 area, making White's group locally secure and preventing Black from creating cutting or forcing moves there.

- The move is safe and easy to understand, but it is slow because it does not address the active central situation.

- The evaluation remains strongly favorable for White, so this is not a clear blunder; it is simply less efficient than the central alternative.

- Situation Shift:

- Before the move: White had a 99.93% winrate and a 24.23-point lead.

- After the move: White still has a 97.35% winrate and an 8.42-point lead.

- Summary: White keeps a decisive advantage, but the lead drops by about 15.8 points. The move trades central initiative for local security.

- AI Preference:

- The preferred move was N8, a one-point jump in the center.

- N8 develops White's central influence while putting pressure on Black's central group,

Move 98 W P17

Blunder

AI commentary

keeping the initiative in the most active area of the board.

- The projected continuation was White N8, Black E8, White O17, Black K12, White J12, Black H12, White J11. This line combines central development with the upper-right reinforcement, rather than handling the two issues separately.

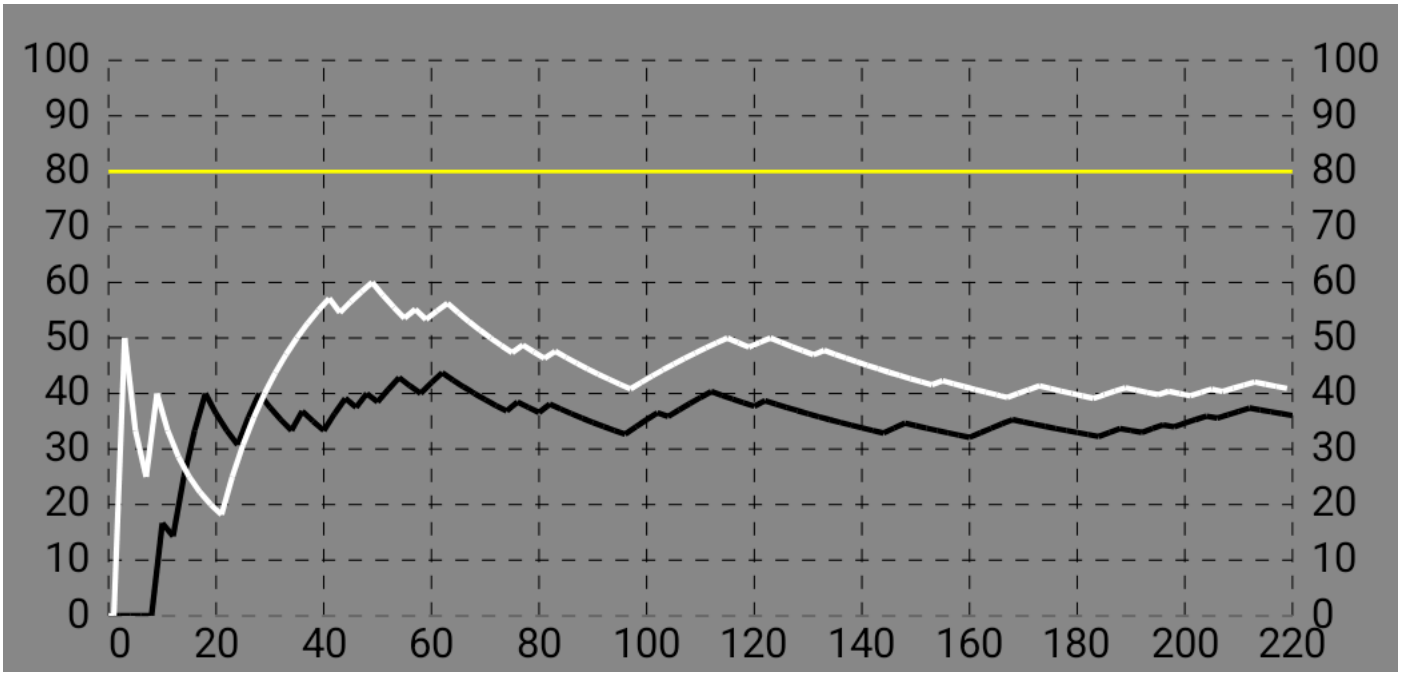
- Compared with P17, N8 keeps more pressure on Black and avoids spending a move on a connection that was less urgent.

AI similar

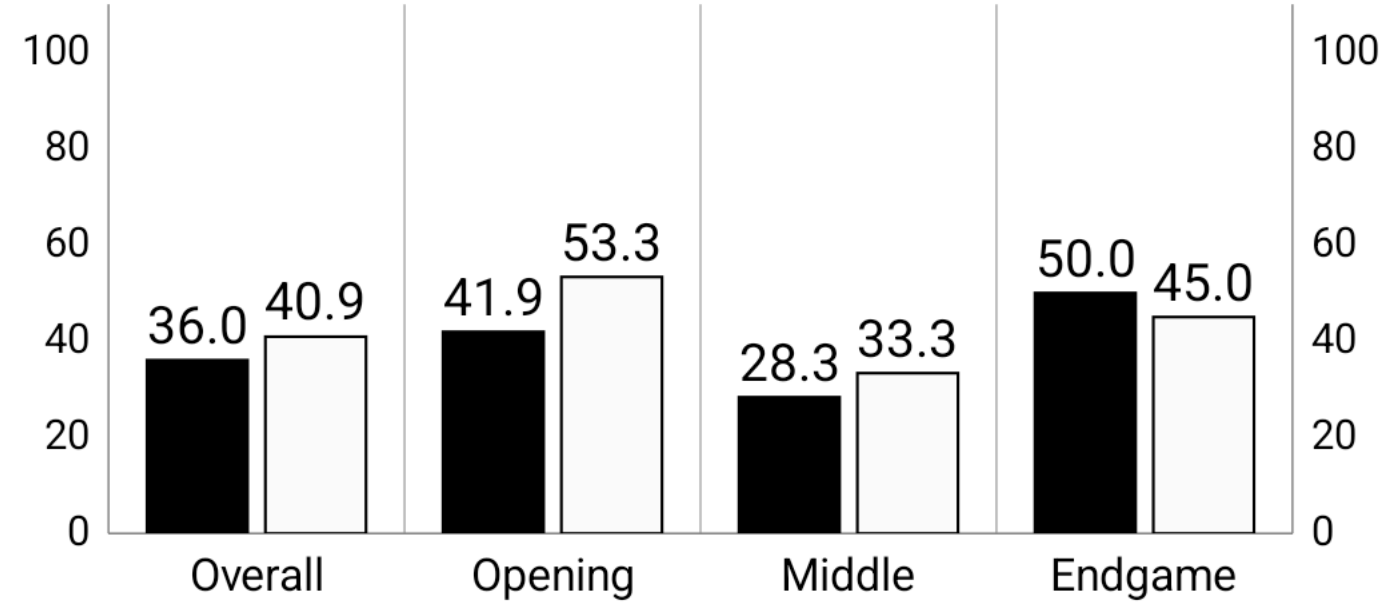
Black similarity is 36.0% White similarity is 40.9%

If exceeds the yellow line, maybe is using AI

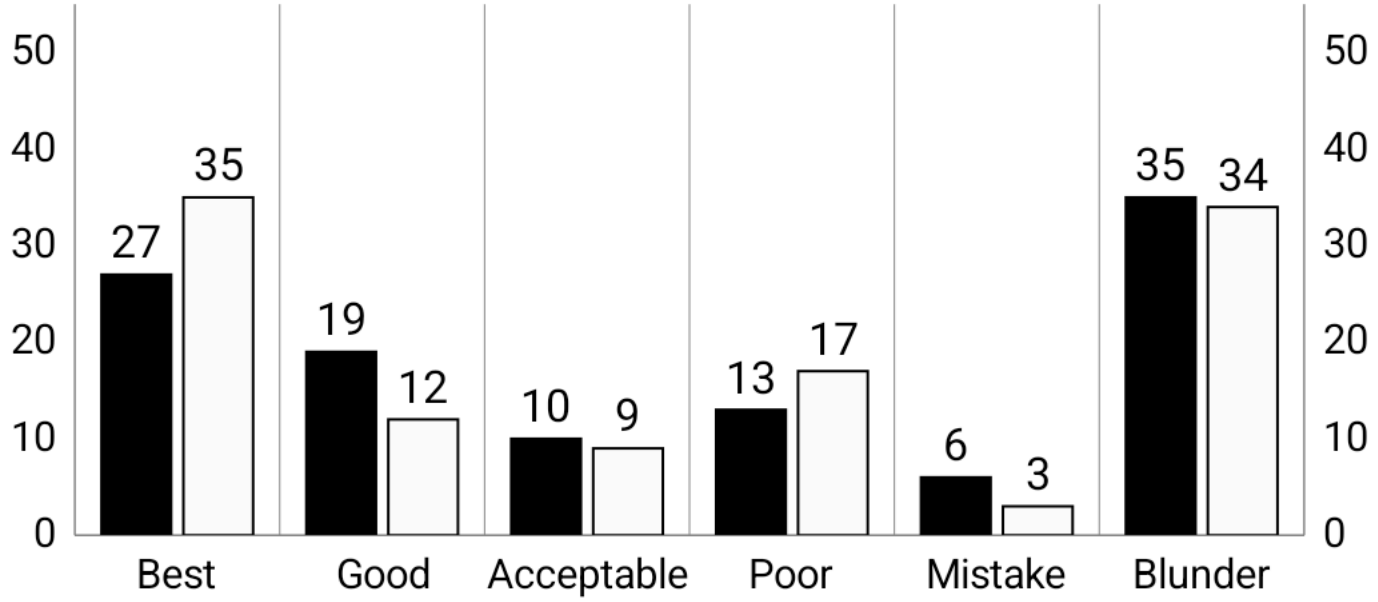
Overall similarity trend



Stage similarity



Perform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Best
Good
Acceptable
Poor
Mistake
Blunder