AhQ Go Pro Hawk Eye Report

Black: sapujapu

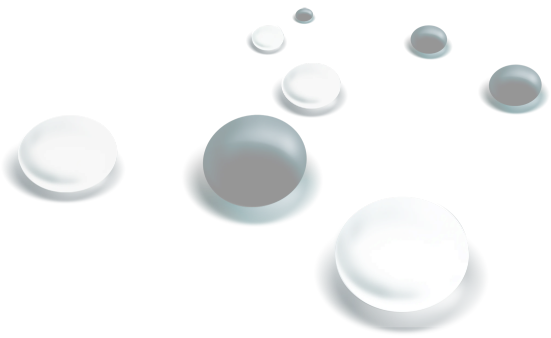
White: toved2

Rule: Japanese rule

Komi: Black gives 6.5 points

Game result: B wins by resignation

Analysis date: 2026-10-08 23:31:19



AhQ Go Pro 2.9.1

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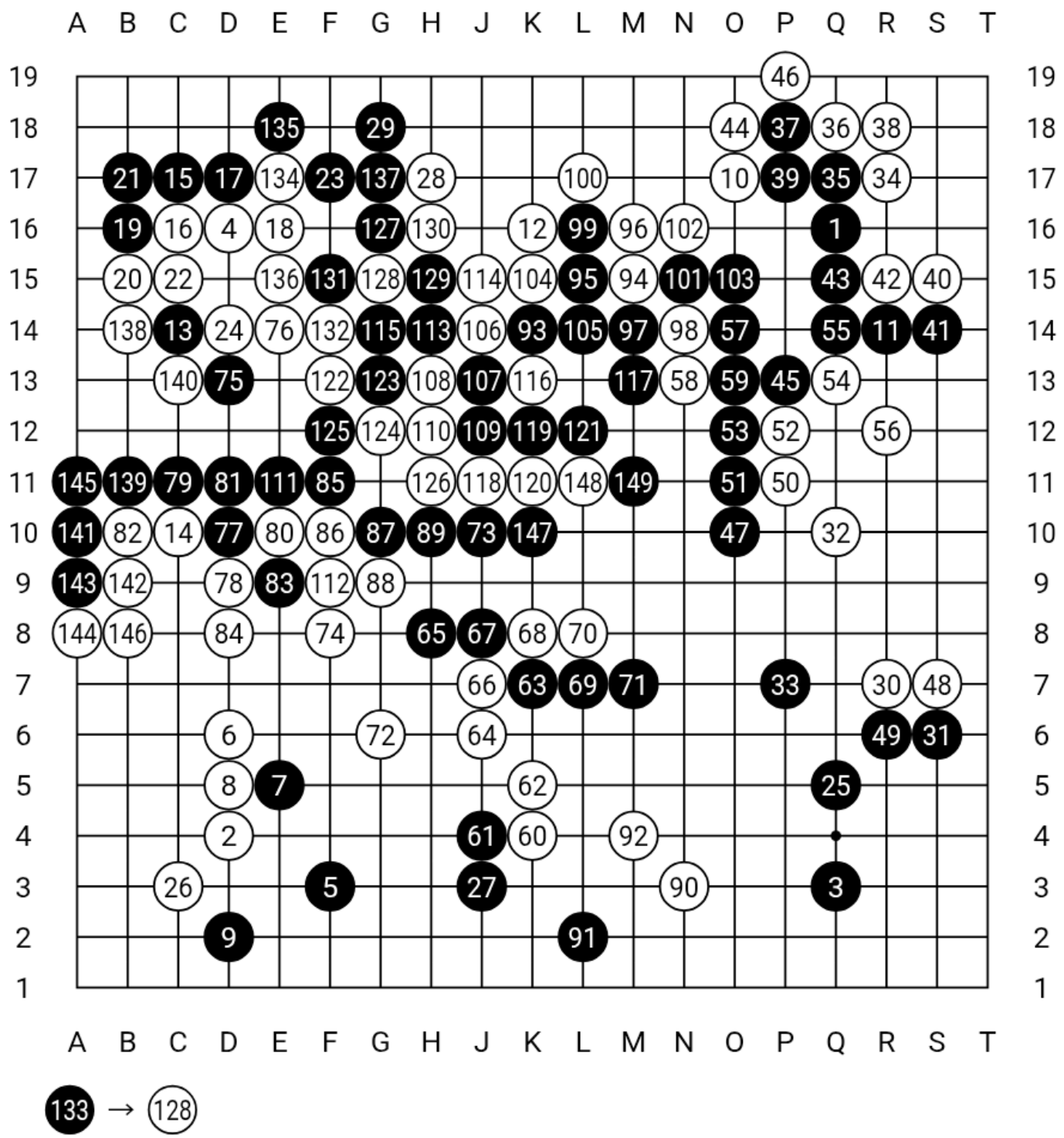
Overview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143 142 78 83 112 88
144 146 84 74 65 67 68 70
66 63 69 71 33 30 48
6 72 64 49 31
8 7 62 25
2 61 60 92
26 5 27 90 3
9 91
133 → 128

Game Summary

AI commentary

Black built an advantage from the opening and stayed ahead through the middlegame, eventually winning by resignation. The direction of play favored Black throughout: White's responses were generally playable but slightly off, and each small concession added up.

The first notable moment came at move 90, where White's N3 large knight reduced Black's lower-side potential but missed the more urgent point on the right. Later, White's H11 connection at 126 removed a cutting defect in the center but was too passive, allowing Black to consolidate a large advantage. White's G15 lean at 128 pressed Black's upper-side group yet surrendered the left-side initiative, and the E15 connection at 136, while fixing a weakness in the upper left, was slow and let the lead slip further.

Black was not flawless either: the G17 connection at 137 and the K10 stretch at 147 were solid but gave up part of the lead compared with more forcing alternatives, and the M11 tiger's mouth at 149 was a sound central connection that kept Black comfortably ahead rather than maximizing the margin. White's L11 stretch at 148 was a playable central connection but slightly off the most urgent direction, costing roughly 13 points. Even so, Black's consistent thickness and control of the initiative meant that White never found a way to reverse the trend, and the accumulated advantages produced the final winning result.

Strength

sapujapu — Overall score **74/100**

Overall **3.6 dan**

toved2 — Overall score **65/100**

Overall **Amateur 3-5 kyu**

	sapujapu	toved2
Opening	10.0 dan	7.2 dan
Middlegame	Amateur 3-5 kyu	Amateur 11-15 kyu
Endgame	Insufficient data	Insufficient data

sapujapu

AI similarity

44.0%

Mistakes	30
Avg winrate loss	0.64%
Avg lead loss	3.08

toved2

AI similarity

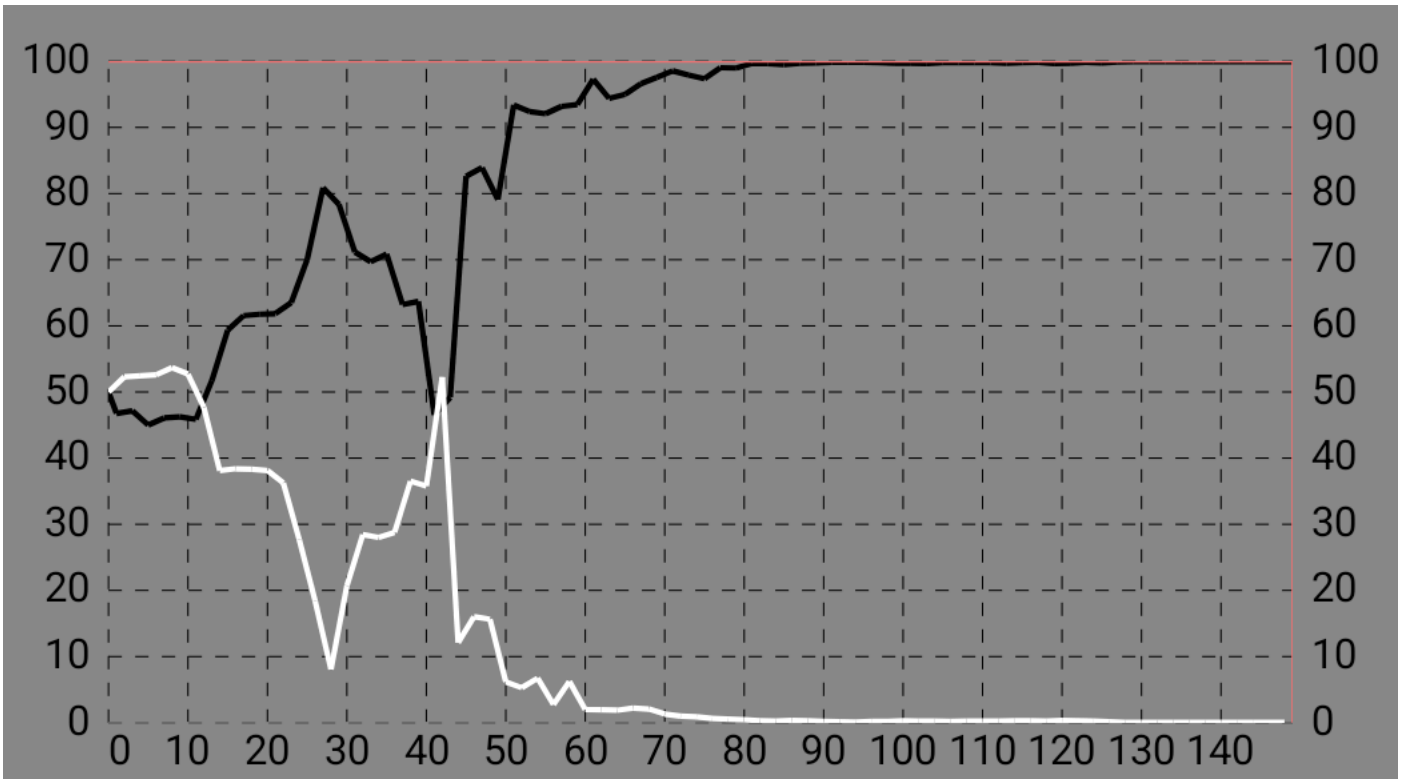
32.0%

Mistakes	37
Avg winrate loss	0.54%
Avg lead loss	1.99

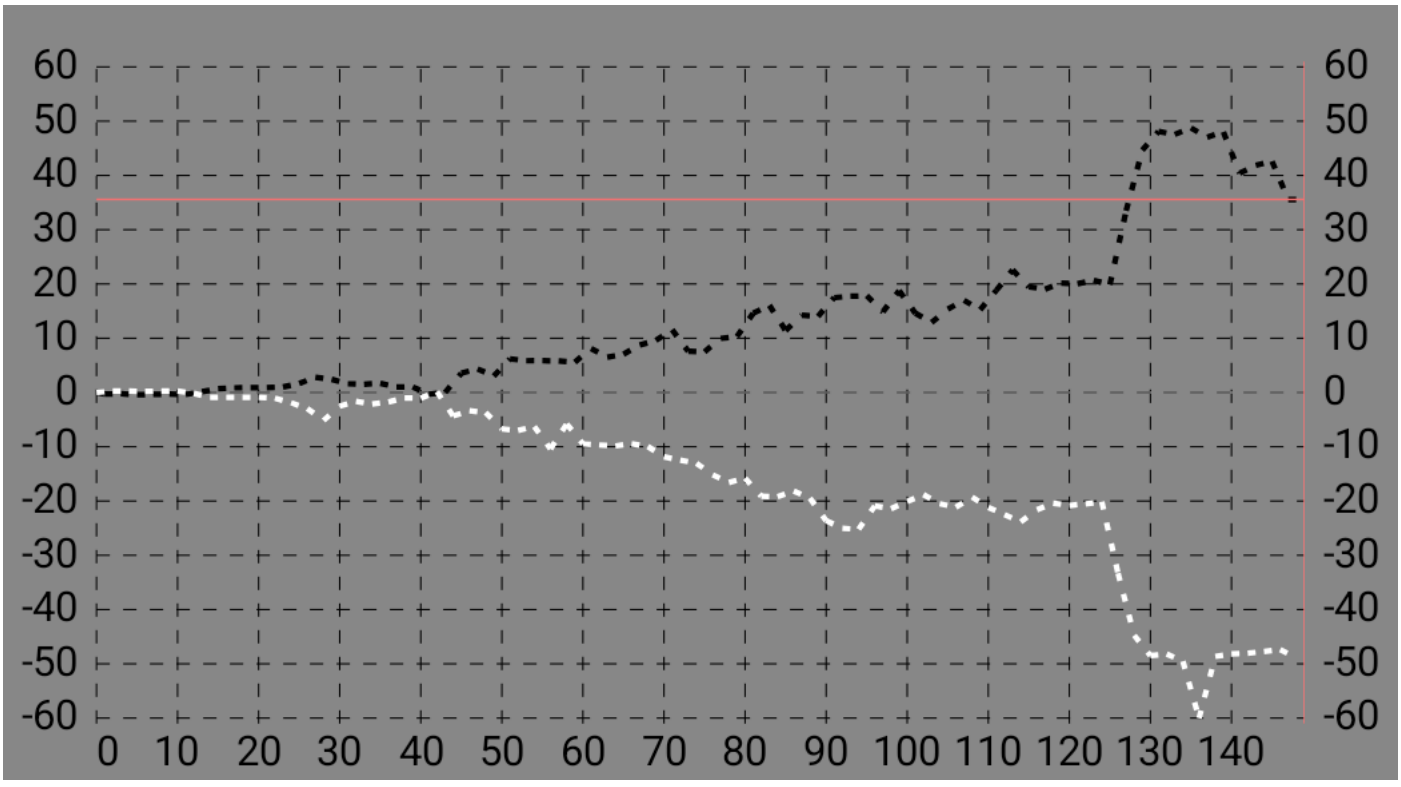
Review aid only, not an official rank.

Whole Game Trend

Winrate trend



Lead trend



Key Moves TOP 10

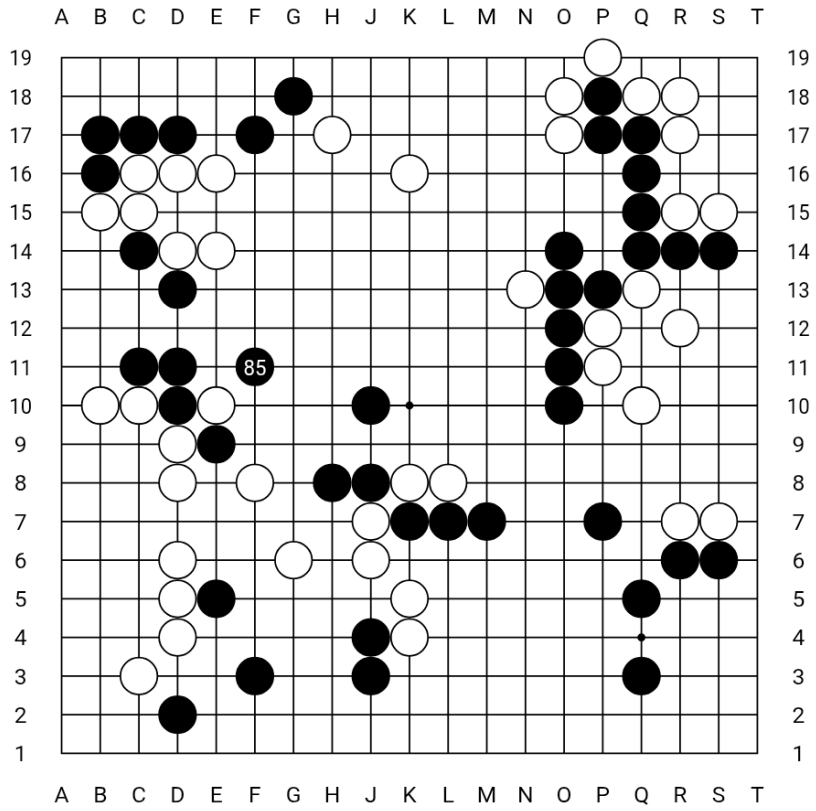
Move	Color	Coord	Level	Winrate loss	Lead loss
85	B	F11	Blunder	0.23%	7.79
90	W	N3	Blunder	0.09%	9.60
126	W	H11	Blunder	0.10%	13.44
128	W	G15	Blunder	0.04%	11.27
136	W	E15	Blunder	-0.02%	11.26
137	B	G17	Blunder	-0.01%	13.69
141	B	A10	Blunder	0.03%	7.77
147	B	K10	Blunder	0.01%	11.82
148	W	L11	Blunder	0.02%	13.32
149	B	M11	Blunder	0.01%	13.73

Move 85 B F11

Blunder

Winrate loss: 0.23% Lead loss: 7.79

Actual position



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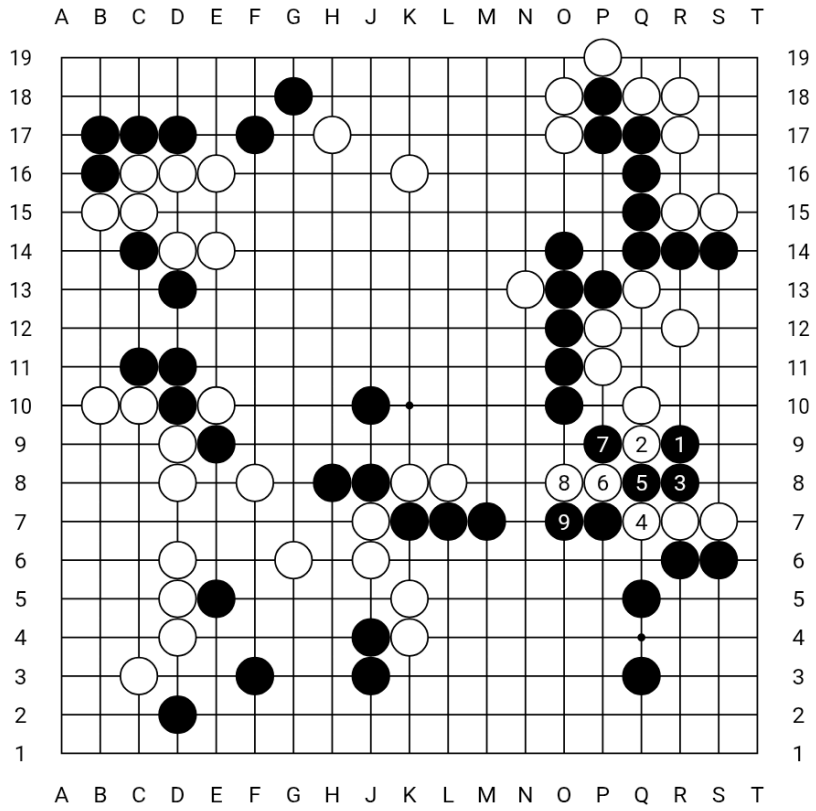
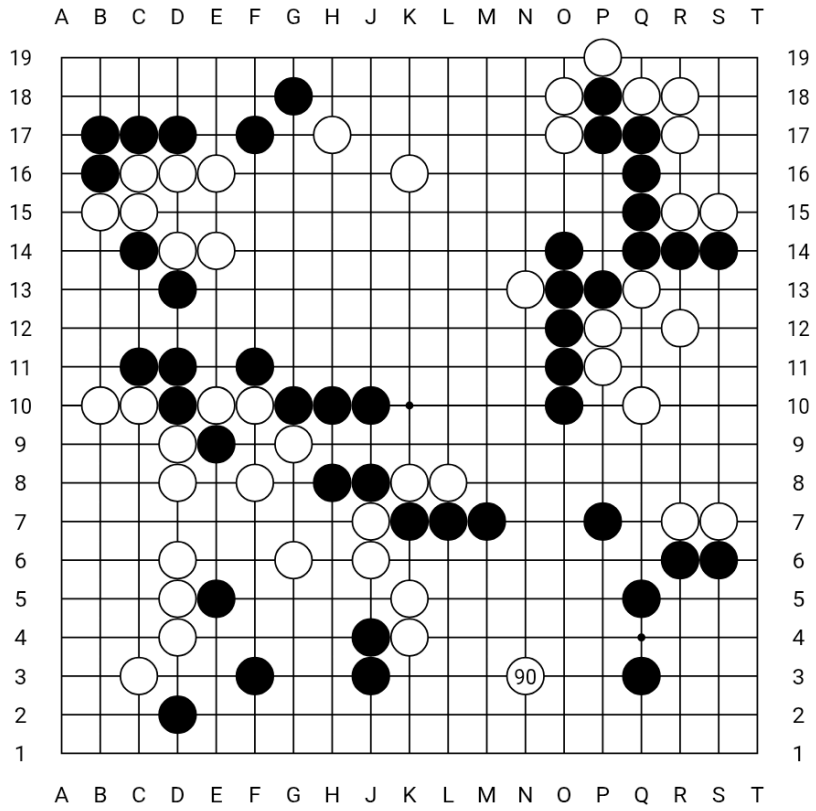


Move 90 W N3

Blunder

Winrate loss: 0.09% Lead loss: 9.60

Actual position



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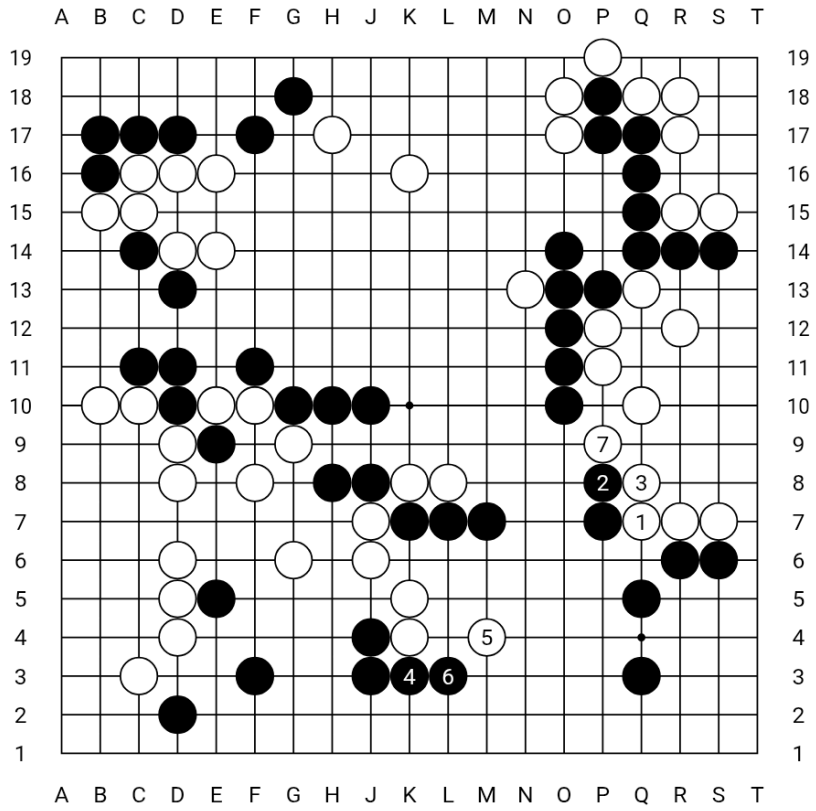


Move 90 W N3

Blunder

Winrate loss
0.09%

Lead loss
9.60

AI commentary

Overall Verdict: White's N3 Large Knight is a playable but slightly off choice in a difficult position; it reduces Black's lower-side potential but misses the more urgent right-side point.

- This Move:

- Near-best is too generous, but the move is not a clear blunder: it is a reasonable reduction on the lower side.

- The large knight into N3 aims to break up Black's framework along the bottom, keep White's stones light, and leave room to slide further or connect back toward the center.

- What it limits: Black's potential territory between the lower-left and lower-right groups becomes much less solid, and White gains a foothold for later endgame reduction.

- What it gives up: the right side remains unresolved, so Black keeps the initiative there and White's group around Q7-R7 is left without reinforcement.

- The evaluation shifts from a 26% winrate and a 14.03-point deficit to a 17% winrate and a 23.63-point deficit, so the move costs roughly 9 percentage points of winrate and about 9.6 points of lead.

- Situation Shift:

- Before the move: White was already behind, with a 26% winrate and a 14.03-point deficit; the right side was the most urgent area.

- After the move: White's winrate falls to 17% and the deficit grows to 23.63 points; the lower side is reduced, but the right-side problem remains.

- Summary: the move makes local sense but is one step behind the position's priority, and the evaluation worsens accordingly.

Move 90 W N3

Blunder

AI commentary

- AI Preference:

- The preferred move before White played was Q7 on the right side, a stretch that directly strengthens White's group and contests Black's influence there.

- The projected continuation after Q7 is Black P8 stretch, White Q8 bend, Black K3 turn, White M4 one-point jump, Black L3 stretch, and White P9 bulge: White stabilizes the right side while also staying active toward the center and lower side.

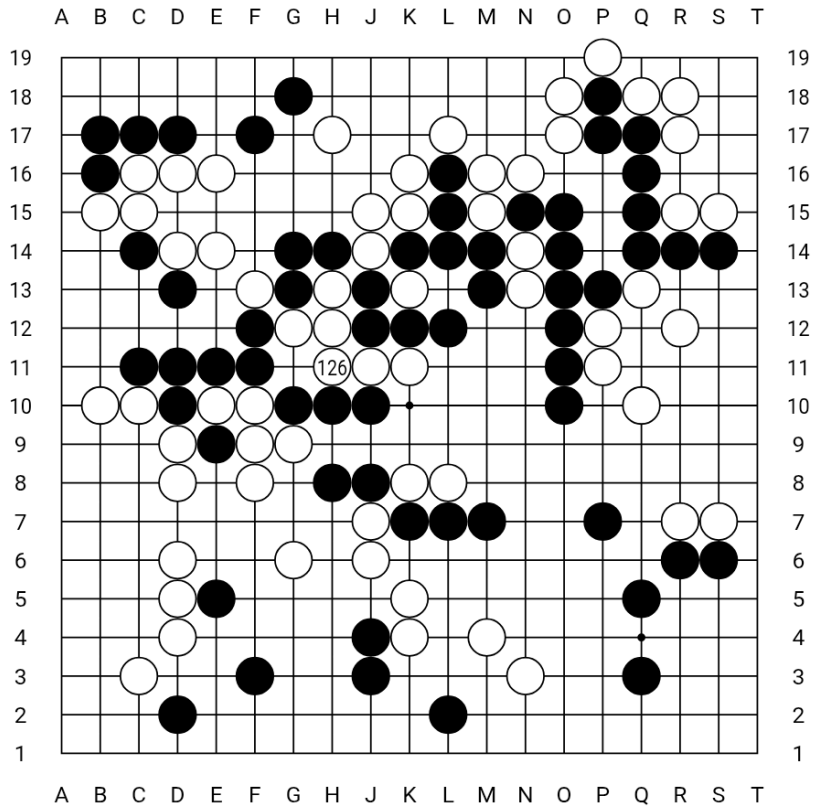
- The key difference is direction: Q7 addresses the urgent right-side fight first, whereas N3 spends the move on a reduction that Black can afford to ignore for the moment.

Move 126 W H11

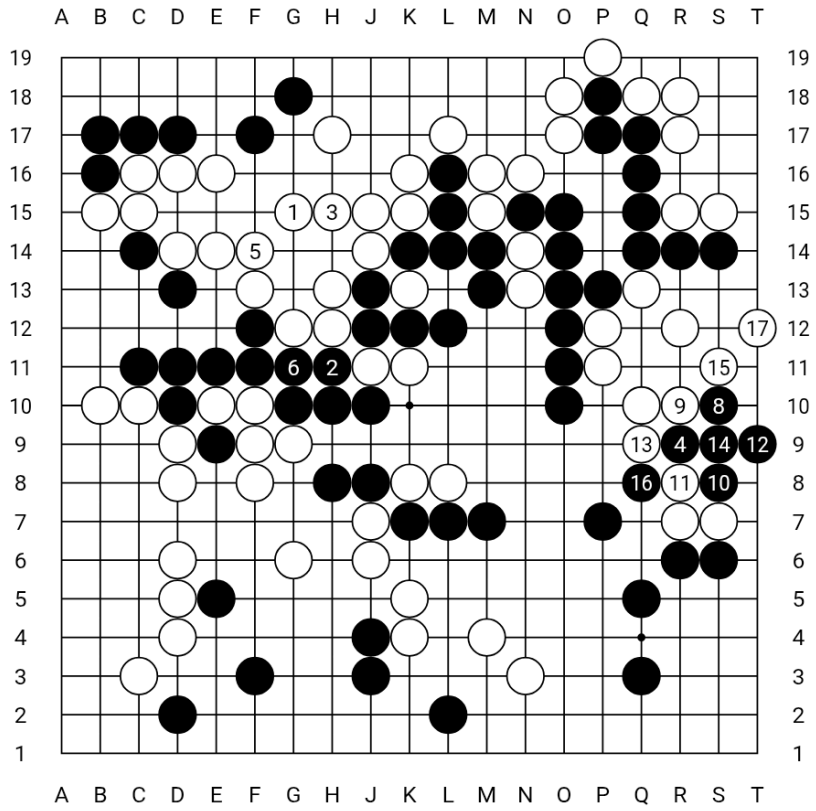
Blunder

Winrate loss: 0.10% Lead loss: 13.44

Actual position



Recommended variation



Move 126 W H11

Blunder

Winrate loss
0.10%

Lead loss
13.44

AI commentary

Overall Verdict: White's H11 connection is a playable but slightly off defensive move; it removes a cutting defect in the center, yet it is too passive and lets Black consolidate a large advantage.

- This Move:

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

- Intention: White connects at H11 to repair the weakness in the center group, preventing Black from exploiting a cut and keeping the central stones unified.

- What it achieves: the center group becomes safer, and the immediate tactical danger of being split is removed.

- What it gives up: the move is purely defensive and local. It does not create pressure on Black, does not expand White's own territory, and does not address the larger-scale issues elsewhere on the board.

- Result: White's position remains difficult, with a substantial deficit after the move.

- Situation Shift:

- Before the move: White's winrate was 0.24, with a lead of -19.87, already clearly behind.

- After the move: White's winrate dropped to 0.15, with the lead worsening to -33.30.

- Summary: The connection solved a local problem but cost tempo and initiative, allowing Black's advantage to grow considerably.

- AI Preference:

Move 126 W H11

Blunder

AI commentary

- The preferred move before White's last play was G15, a lean on the upper side, evaluated at a winrate of 0.24 and a lead of -19.87.

- The key difference is direction: G15 is an active move that leans against Black's shape, creates forcing exchanges, and keeps White involved in the fight across the upper side and center.

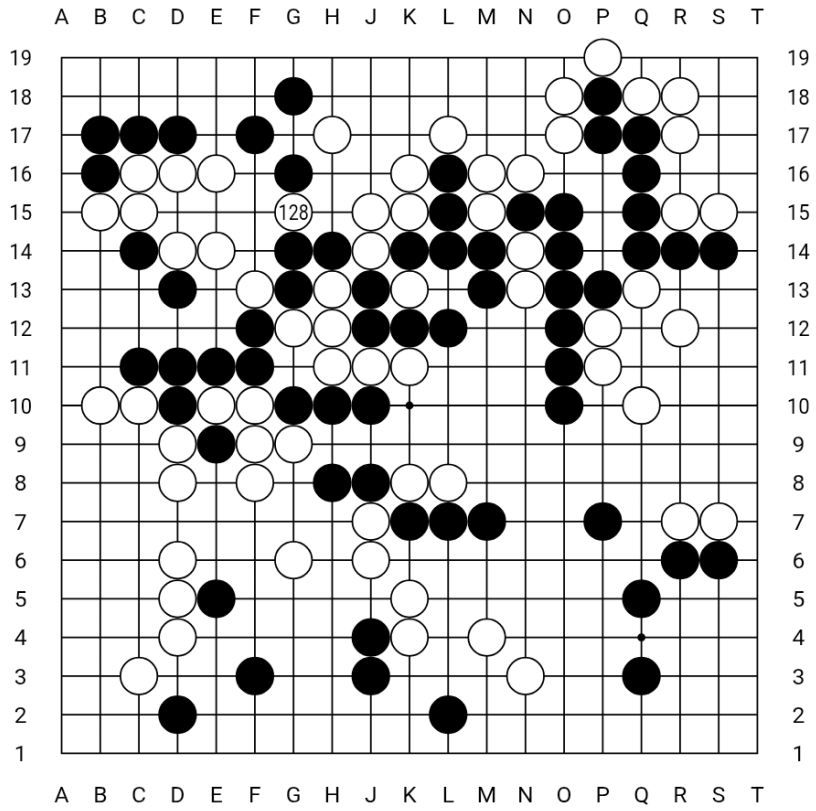
- By contrast, H11 is a purely reactive connection. It secures White's own group but hands the initiative to Black, which is why the evaluation fell so sharply.

Move 128 W G15

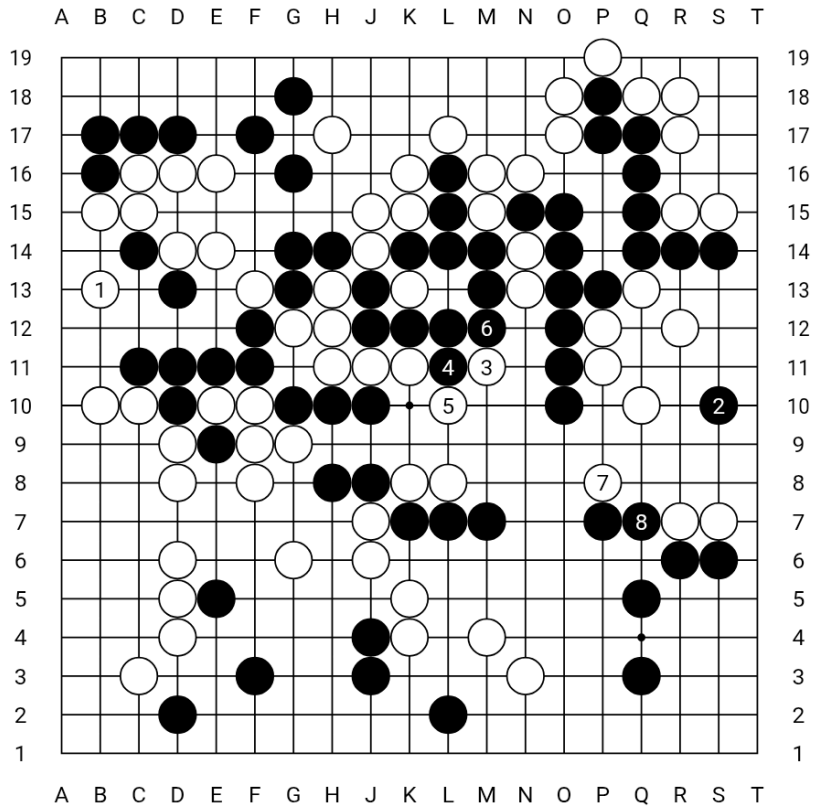
Blunder

Winrate loss: 0.04% Lead loss: 11.27

Actual position



Recommended variation



Move 128 W G15

Blunder

Winrate loss
0.04%

Lead loss
11.27

AI commentary

Overall Verdict: White's G15 Lean is a playable but slightly off choice in an already difficult position; it presses Black's upper-side group but gives up the left-side initiative, and the evaluation slips further against White.

- This Move:

- The move is a leaning attack against Black's stones around G14/H14, trying to gain strength in the upper side while keeping pressure on Black's group.

- It is not a clear blunder, but it is slightly off the preferred direction: the left side was the more urgent area, and this move lets that initiative pass.

- What it gains is outside influence and a forcing shape in the upper side; what it gives up is the chance to settle the left side first.

- Situation Shift:

- Before the move: White's winrate was 0.11% with a lead of -33.47, already a large deficit.

- After the move: White's winrate falls to 0.06% with a lead of -44.74, so the gap widens by about 11 points.

- Summary: The move does not reverse the trend; it slightly accelerates Black's advantage by spending a play in the upper side instead of addressing the left.

- AI Preference:

- The preferred alternative was B13, a one-point jump on the left side, followed by the sequence Black S10, White M11 one-point jump, Black L11 De, White L10 hane, Black M12 connect, White P8 lean, Black Q7 tiger's mouth.

Move 128 W G15

Blunder

AI commentary

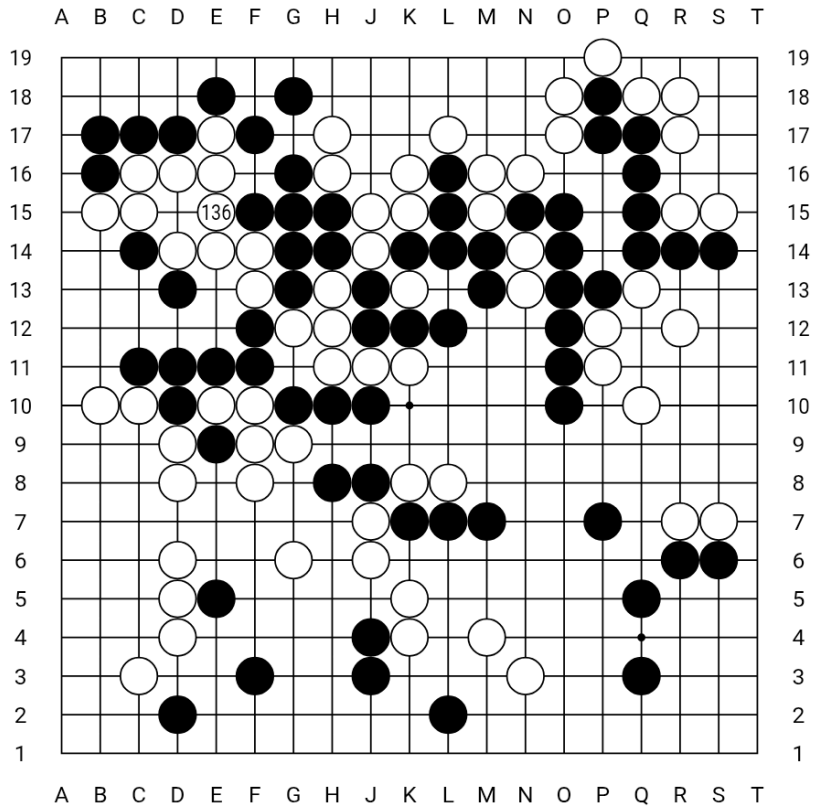
- The key difference is direction: B13 develops White's left-side group and keeps the initiative there, while G15 spends the move on upper-side pressure without settling the more urgent area.

Move 136 W E15

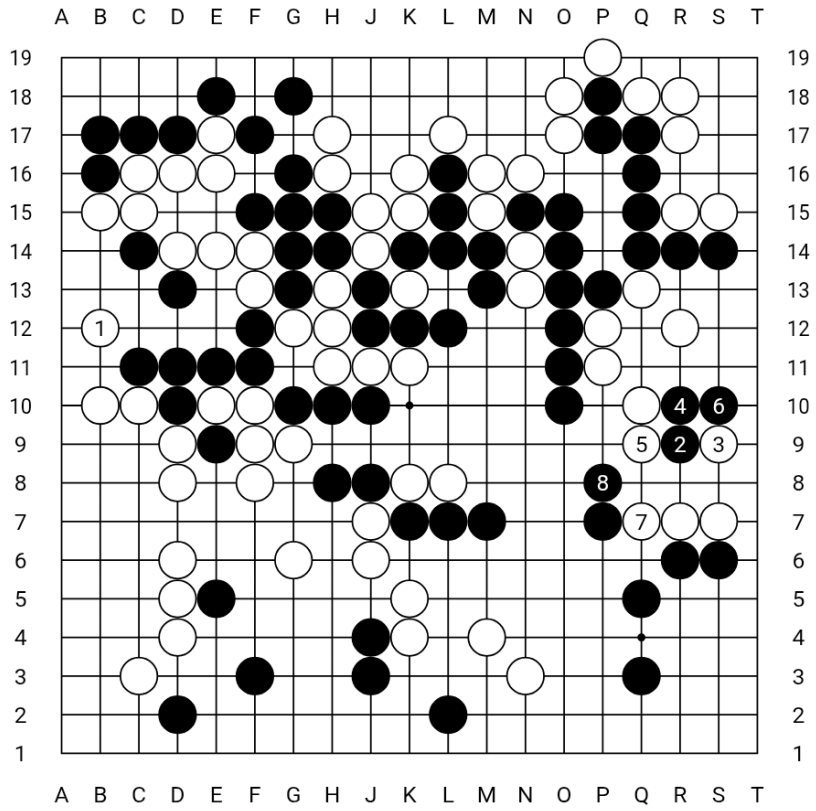
Blunder

Winrate loss: -0.02% Lead loss: 11.26

Actual position



Recommended variation



Move 136 W E15

Blunder

Winrate loss
-0.02%

Lead loss
11.26

AI commentary

Overall Verdict: White's E15 connection is a playable but slightly off defensive move; it removes a cutting weakness in the upper left, but it is slow and lets the lead slip further.

- This Move:

- The move is playable but slightly off rather than a clear mistake.

- Its intention is to connect the white stones in the upper left and eliminate the defect around E15, keeping the group solid.

- What it gains: the cutting problem is gone, and White no longer has to worry about that local weakness.

- What it gives up: the move is purely defensive and does not use the initiative elsewhere, so it misses a chance to play a larger point.

- Situation Shift:

- Before the move: White's winrate was 0.02% with a lead of -48.76 points.

- After the move: White's winrate was 0.04% with a lead of -60.02 points.

- Summary: the winrate is essentially unchanged at a very low level, while the point lead moves against White by about 11 points, so the connection did not improve the situation.

- AI Preference:

- The preferred move before White's connection was B12, a one-point jump on the left side.

- That move is active rather than purely defensive: it develops White's position on the left while keeping pressure on Black, and it also has follow-up ideas such as the attachment at

Move 136 W E15

Blunder

AI commentary

S9.

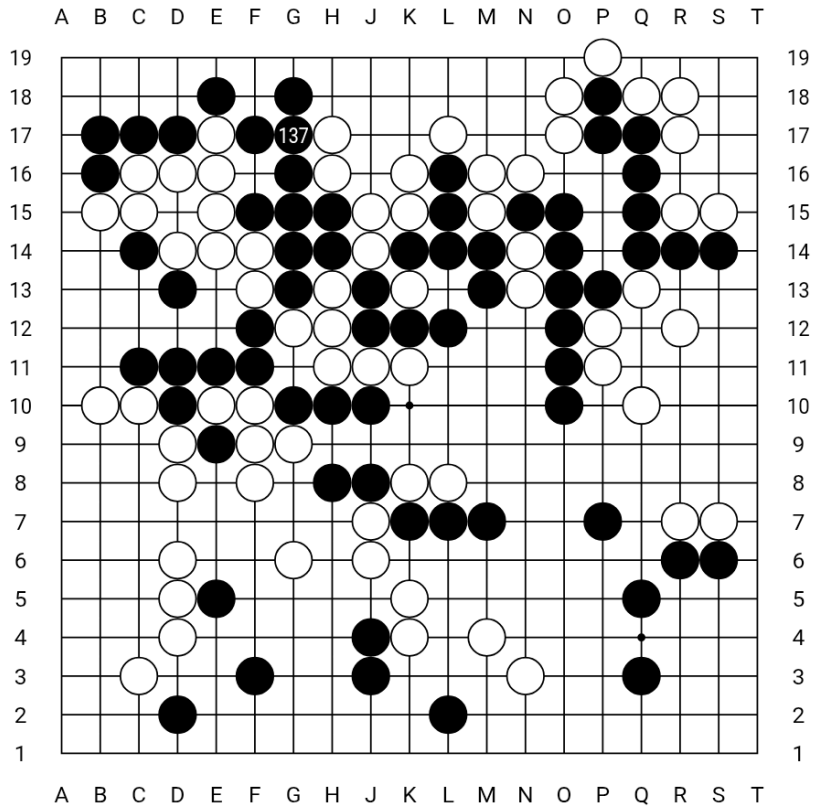
- The key difference is direction and initiative. E15 repairs a local defect but is slow, whereas B12 takes a larger point and keeps the game moving.

Move 137 B G17

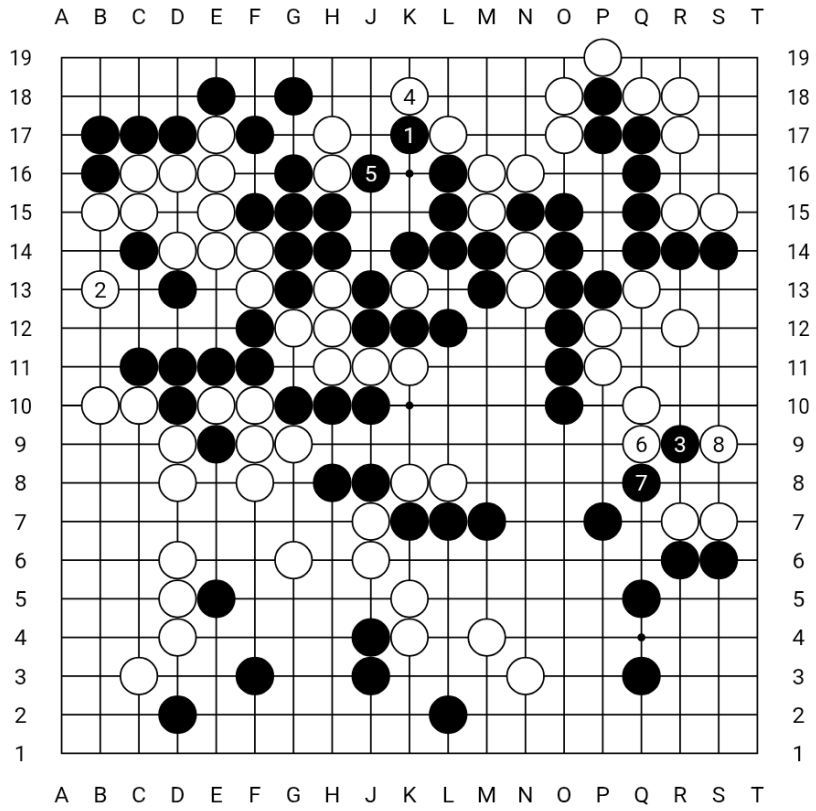
Blunder

Winrate loss: -0.01% Lead loss: 13.69

Actual position



Recommended variation



Move 137 B G17

Blunder

Winrate loss
-0.01%

Lead loss
13.69

AI commentary

Overall Verdict: Black's actual move, G17 Connect, differs from the AI top choice, K17 Atari. It is a solid connection in the upper side that keeps Black comfortably ahead, but it gives up a noticeable amount of lead compared with the more forcing K17.

- Actual Move:

- Move Data:

- Winrate: 99.97%

- Lead: 46.33 points

- Variation Highlights:

- Black plays G17 to connect the upper-side group, removing any cutting or atari risk through that point.

- White answers with B13, a one-point jump on the left side that expands White's own shape while keeping pressure on the surrounding position.

- The exchange is calm: Black secures the group first, then White takes the next large point.

- Summary: A safe connection followed by White's B13 leaves Black with a large, stable lead.

- Strategic Explanation:

- The core aim is to remove weakness in the upper-side Black group before anything else.

- The main gain is certainty: no cutting problem remains, and Black's position becomes easy to play out.

Move 137 B G17

Blunder

AI commentary

- The main cost is initiative and pressure. By defending first, Black lets White choose B13, and the lead drops from 60.02 to 46.33 points.

- AI Comparison:

- The top choice is K17 Atari, with a winrate of 99.96% and a lead of 60.02 points.

- Compared with the actual G17 Connect, K17 gives up almost nothing in winrate but gains about 13.7 points of lead, a noticeable difference.

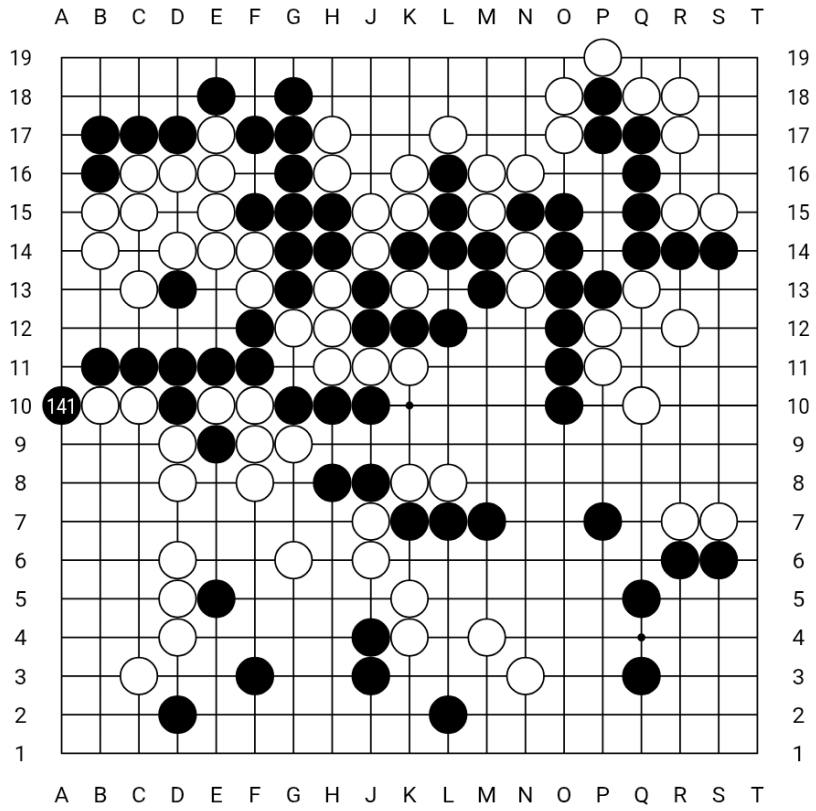
- The reason is forcing play: K17 strikes at White's upper-side stones first, so Black keeps the initiative instead of defending passively.

Move 141 B A10

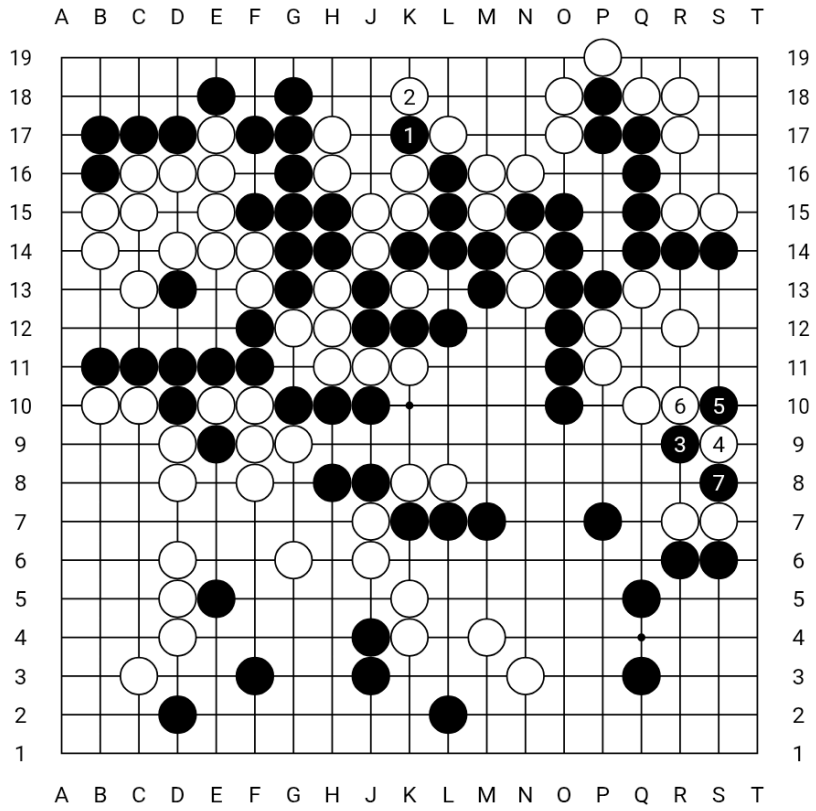
Blunder

Winrate loss: 0.03% Lead loss: 7.77

Actual position



Recommended variation

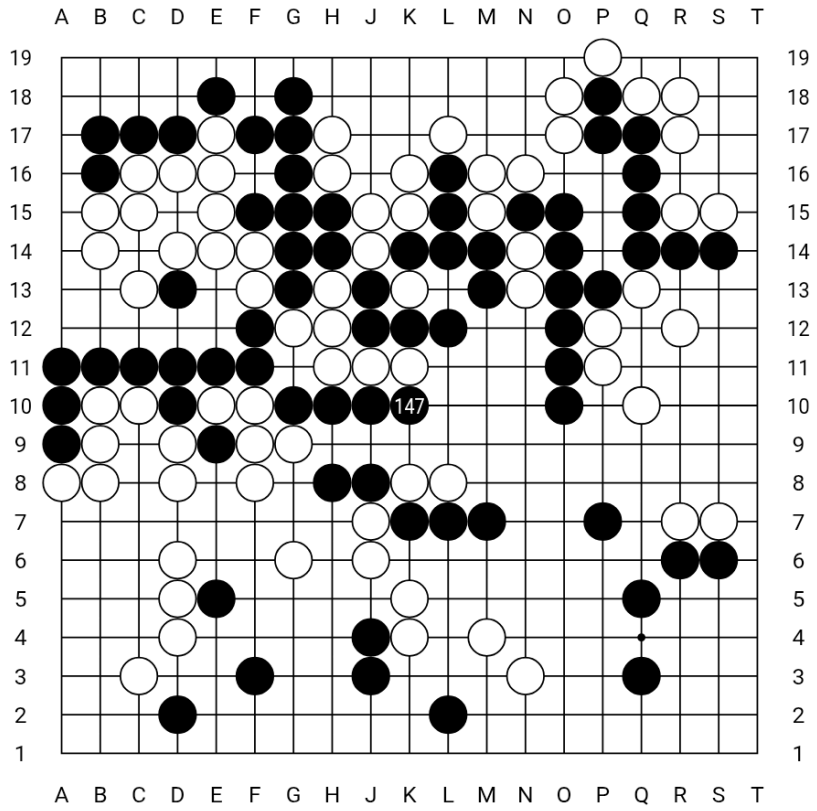


Move 147 B K10

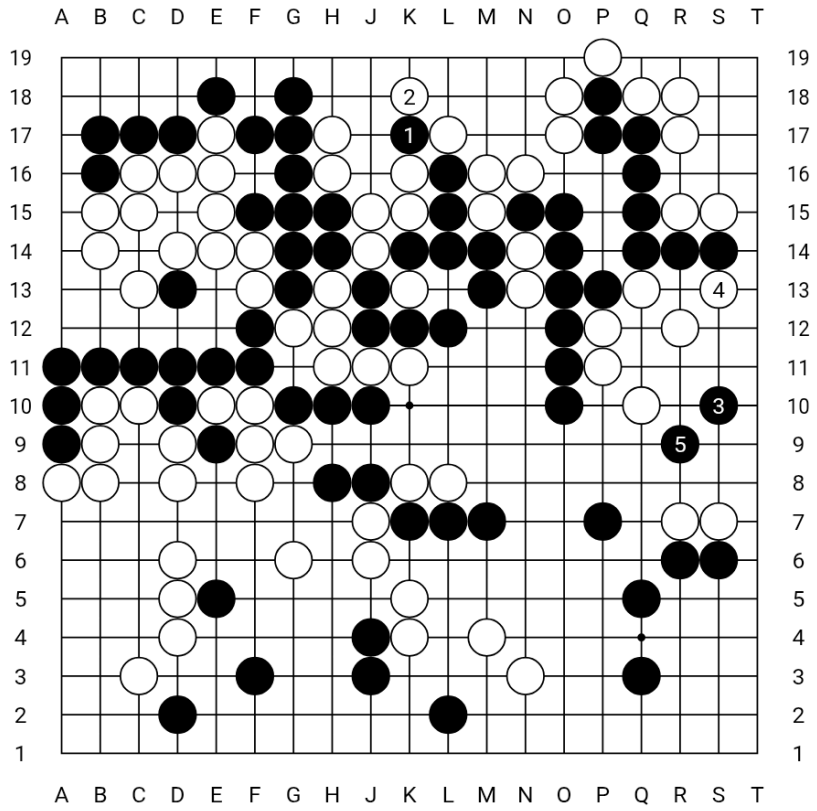
Blunder

Winrate loss: 0.01% Lead loss: 11.82

Actual position



Recommended variation



Move 147 B K10

Blunder

Winrate loss
0.01%

Lead loss
11.82

AI commentary

Overall Verdict: Black's K10 stretch is a playable but slightly off move: it is a solid connection in the center, yet it gives up part of the large lead compared with the forcing alternative.

- This Move:

- Near-best to playable but slightly off; it is a safe, thick connection in the center.

- It reinforces Black's central stones, removes cutting and shortage-of-liberties concerns, and keeps the surrounding groups connected.

- The cost is tempo: the move is locally defensive and does not press White, so the lead shrinks from 47.37 to 35.55 points while the winrate remains essentially unchanged at 99.95%.

- The drop in lead reflects lost initiative rather than a collapse; the position remains overwhelmingly favorable for Black.

- Situation Shift:

- Before the move: winrate 99.97%, lead 47.37 points.

- After the move: winrate 99.95%, lead 35.55 points.

- Summary: the winrate is effectively unchanged, but the point lead narrows by about 11.8 points because the move consolidates rather than creates new pressure.

- AI Preference:

- The preferred alternative was K17 atari on the upper side, a forcing move that exploits White's weakness there.

Move 147 B K10

Blunder

AI commentary

- The projected continuation was Black K17 atari, White K18 atari, Black S10, White S13 diagonal, Black R9 diagonal.

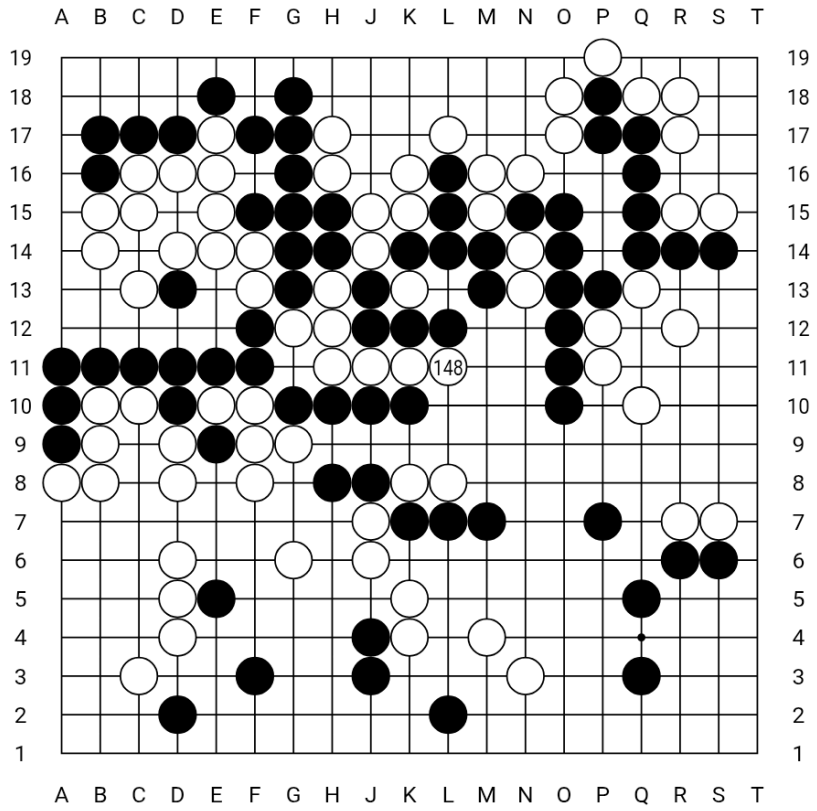
- The key difference is initiative: K17 forces White to respond and keeps Black active across the board, while K10 is a self-reinforcing connection that lets White choose the next point of play.

Move 148 W L11

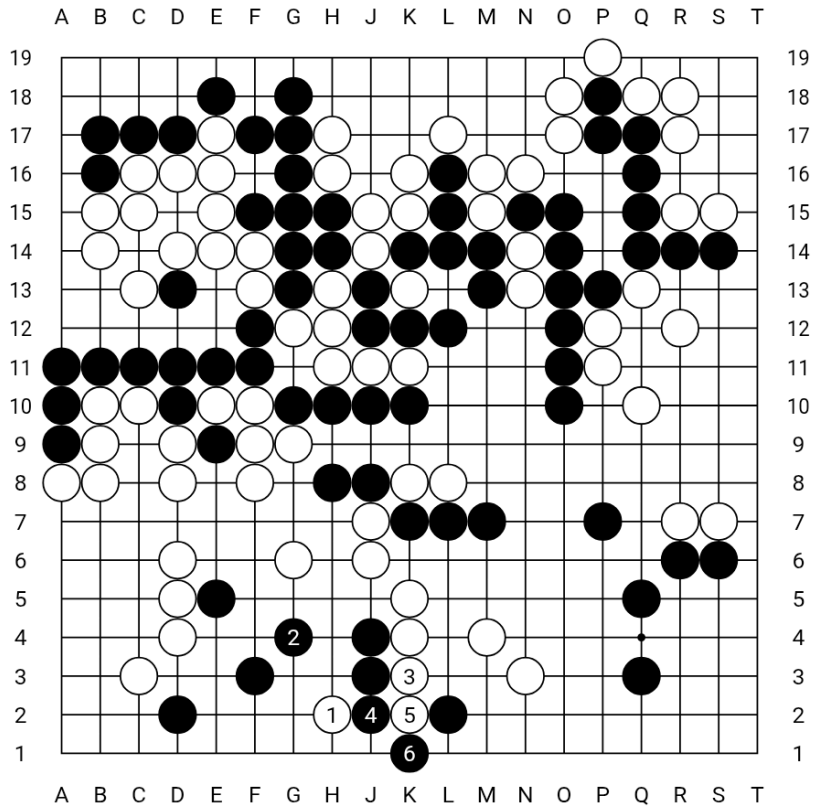
Blunder

Winrate loss: 0.02% Lead loss: 13.32

Actual position



Recommended variation



Move 148 W L11

Blunder

Winrate loss
0.02%

Lead loss
13.32

AI commentary

Overall Verdict: White's L11 stretch is a playable central connection, but it is slightly off the most urgent direction: it costs about 13 points of lead in an already difficult position.

- This Move:

- Playable but slightly off, not a clear blunder.

- The stretch reinforces White's central stones and keeps the group connected, while limiting Black's ability to press or cut through the center.

- It is a solid, low-risk move, but it does not address the largest remaining area of the board, so White gives up the chance to reduce Black's lower-side potential.

- Situation Shift:

- Before the move: White's winrate was 0.05% with a lead of -35.55.

- After the move: White's winrate was 0.03% with a lead of -48.87.

- Summary: The position was already heavily in Black's favor, and the stretch made the deficit larger by roughly 13 points without changing the overall outcome.

- AI Preference:

- The preferred alternative was H2 on the lower side, followed by the sequence Black G4 diagonal, White K3 descent, Black J2 descent, White K2 block, and Black K1 hane.

- That line directly reduces Black's lower-side territory and keeps the endgame contest closer, whereas L11 spends a move on central defense where White already had reasonable shape.

- The key difference is direction: H2 contests the largest remaining profit, while L11

Move 148 W L11

Blunder

AI commentary

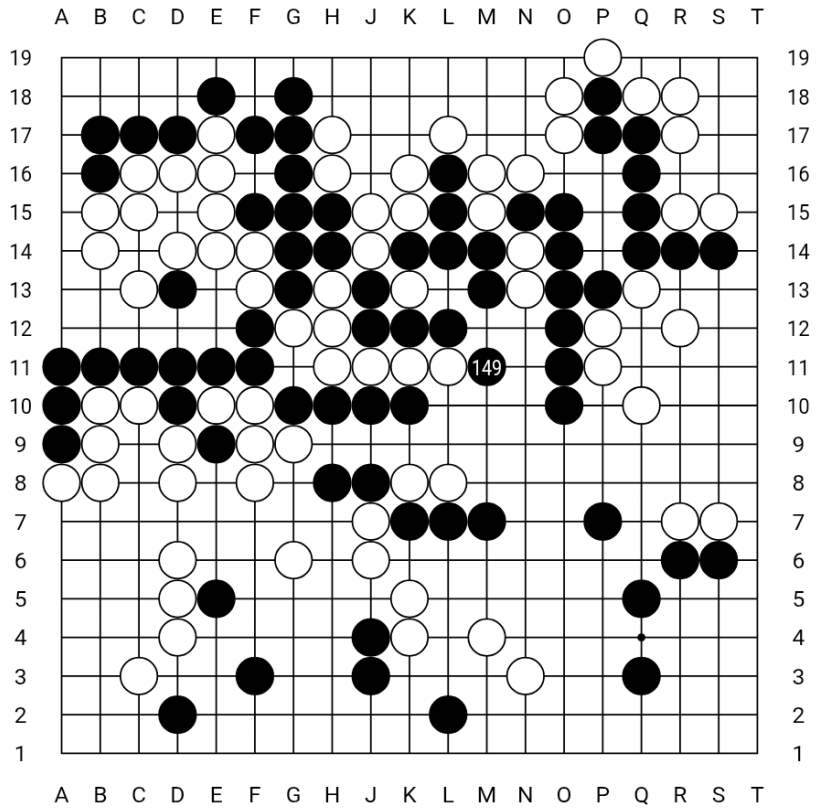
improves connection but concedes more ground.

Move 149 B M11

Blunder

Winrate loss: 0.01% Lead loss: 13.73

Actual position



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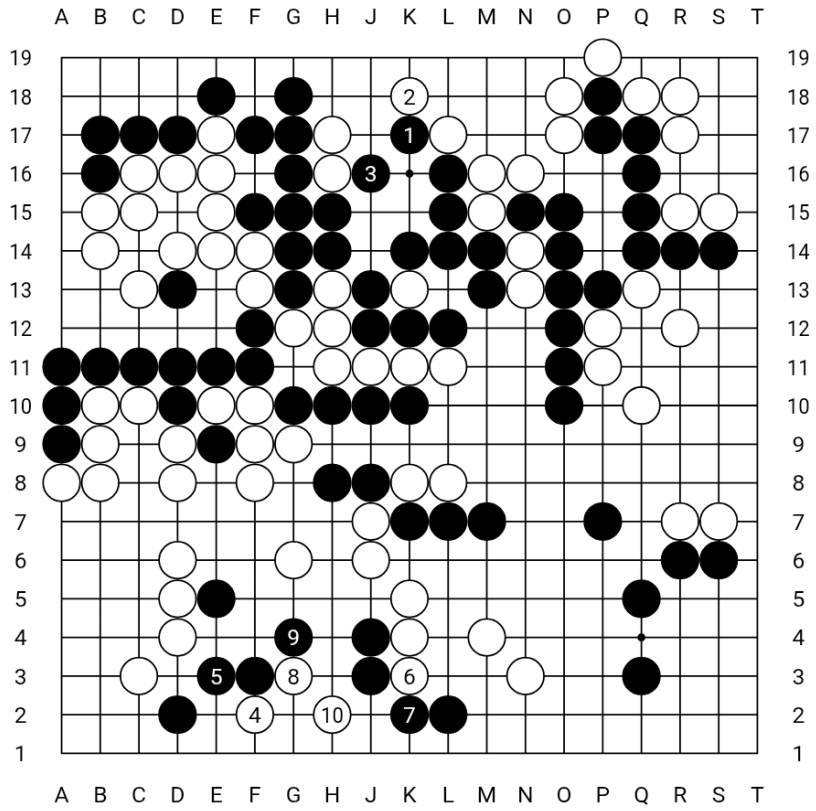


Move 149 B M11

Blunder

Winrate loss
0.01%

Lead loss
13.73

AI commentary

Overall Verdict: Black's actual move, M11 Tiger's Mouth, differs from the AI top choice, K17 Atari, and ranks second among the candidates. It is a sound central connection that keeps Black comfortably ahead, though it gives up about 13.7 points of lead compared with the upper-side atari.

- Actual Move:

- Move: Black M11 Tiger's Mouth, played in the center.

- Winrate: 99.96%

- Lead: 35.14

- Aim: The tiger's mouth links Black's central stones, removes the cutting weakness around M11, and keeps Black's center group solid and connected toward the right side.

- The real game continuation is simply Black M11; no further real moves are provided.

- AI Comparison:

- Top choice: Candidate 1, Black K17 Atari, in the upper side.

- Winrate: 99.97%

- Lead: 48.87

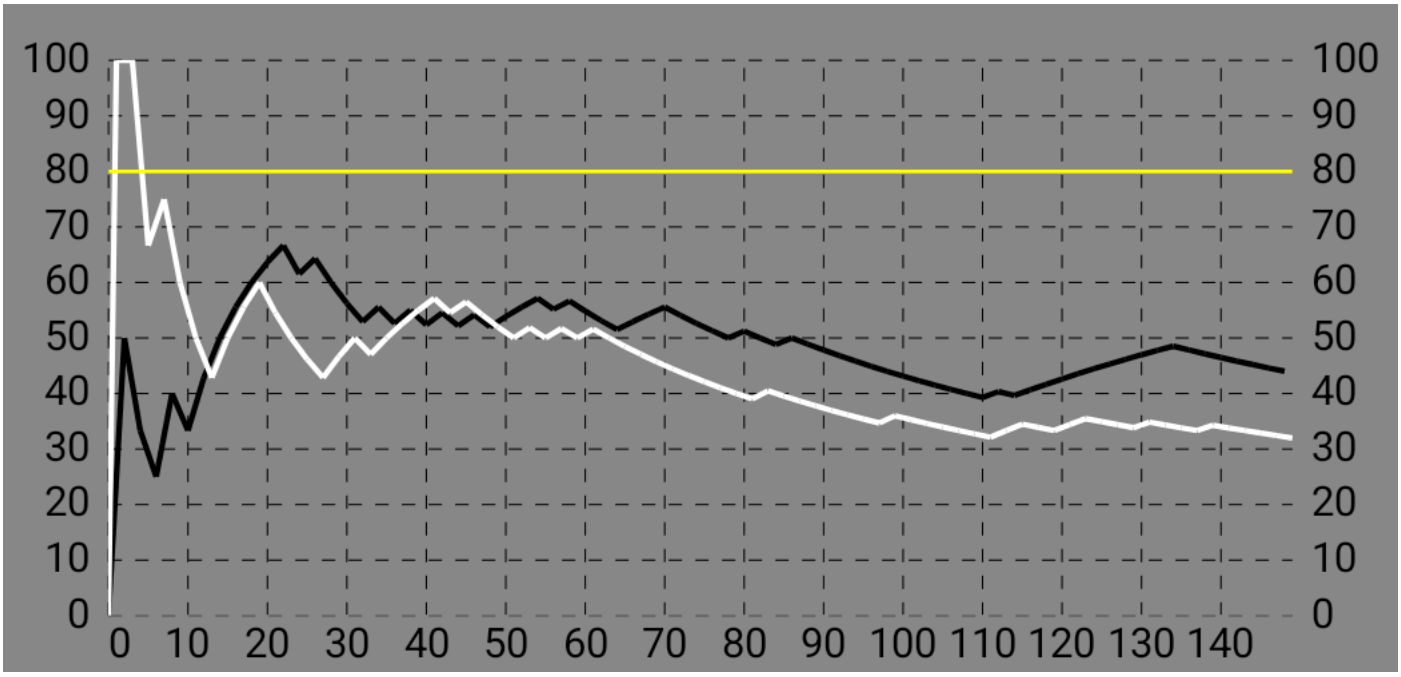
- The gap is noticeable in points of lead, about 13.7, while the winrates are nearly identical. Black remains clearly ahead either way, but K17 converts more of the advantage.

AI similar

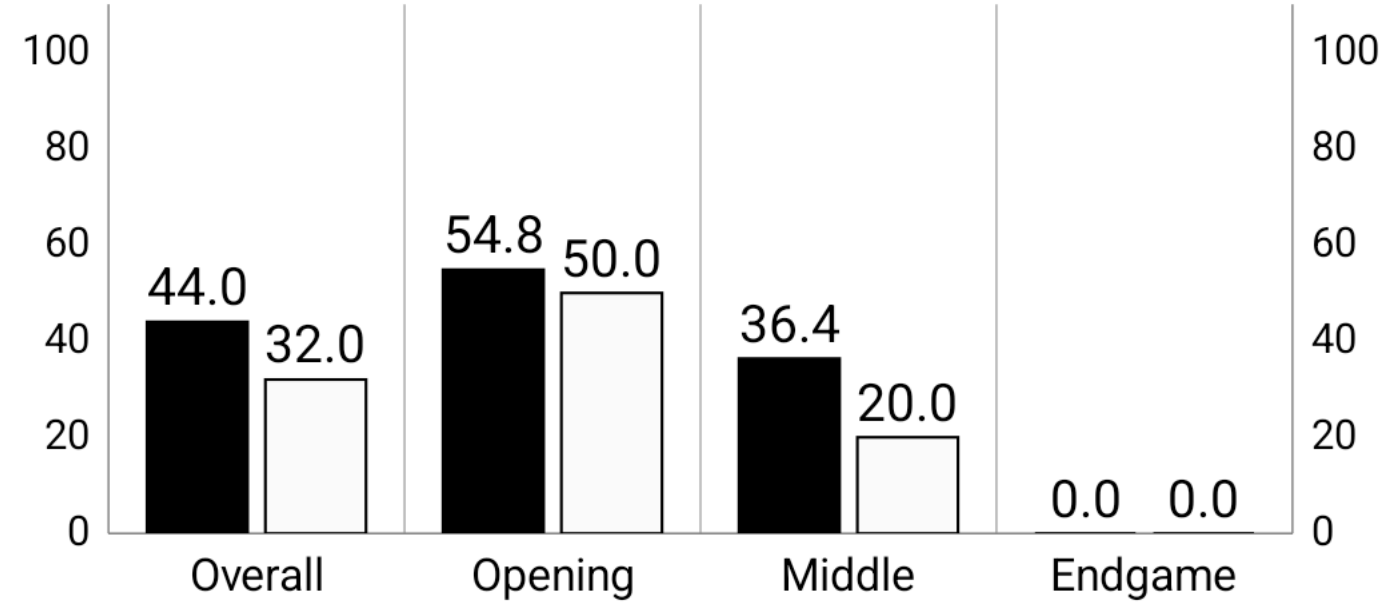
Black similarity is 44.0% White similarity is 32.0%

If exceeds the yellow line, maybe is using AI

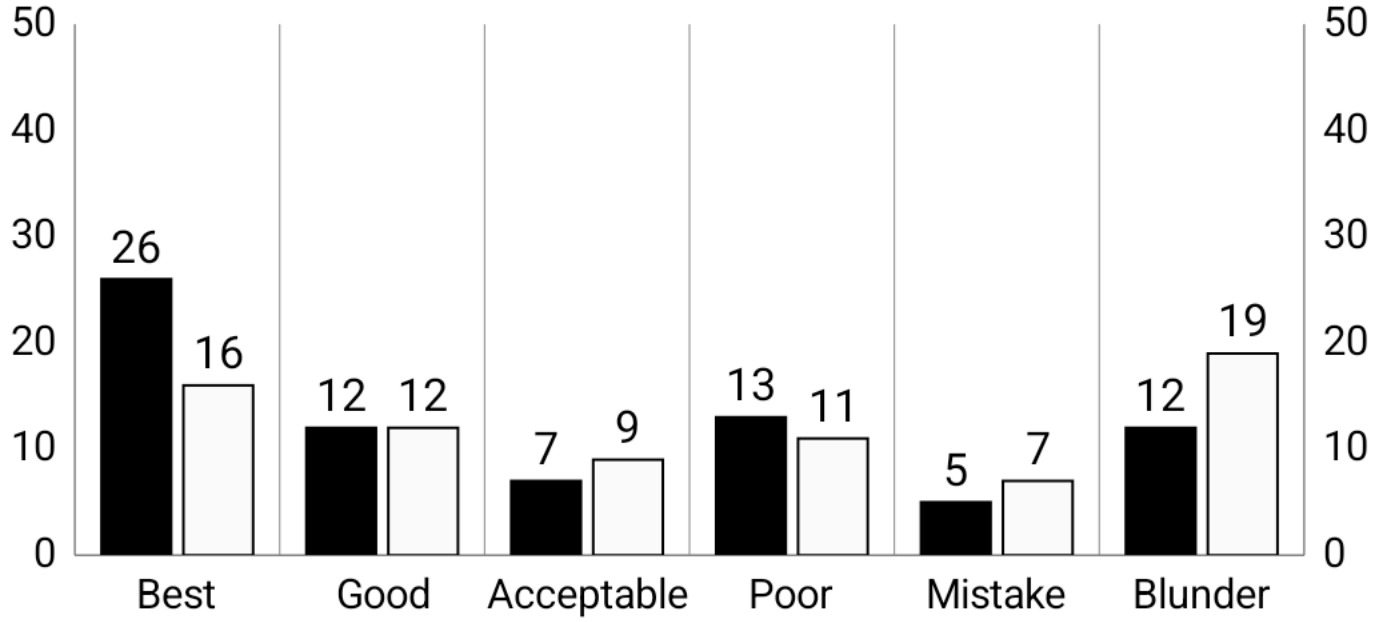
Overall similarity trend



Stage similarity



Perform


50
40
30
20
10
0
26
16
12
12
7
9
13
11
5
7
12
19
Best
Good
Acceptable
Poor
Mistake
Blunder