AhQ Go Pro Hawk Eye Report

Black: marekfu

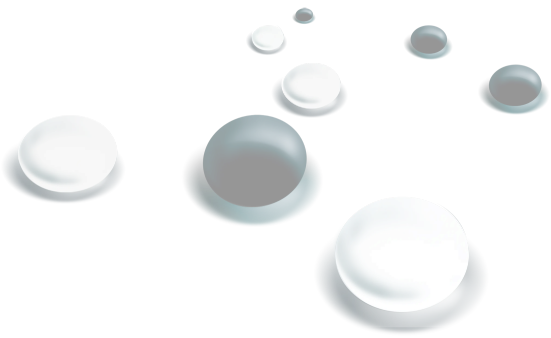
White: DamiSem

Rule: Japanese rule

Komi: Black gives 6.5 points

Game result: W wins by resignation

Analysis date: 2026-10-21 22:30:38



AhQ Go Pro 2.9.1

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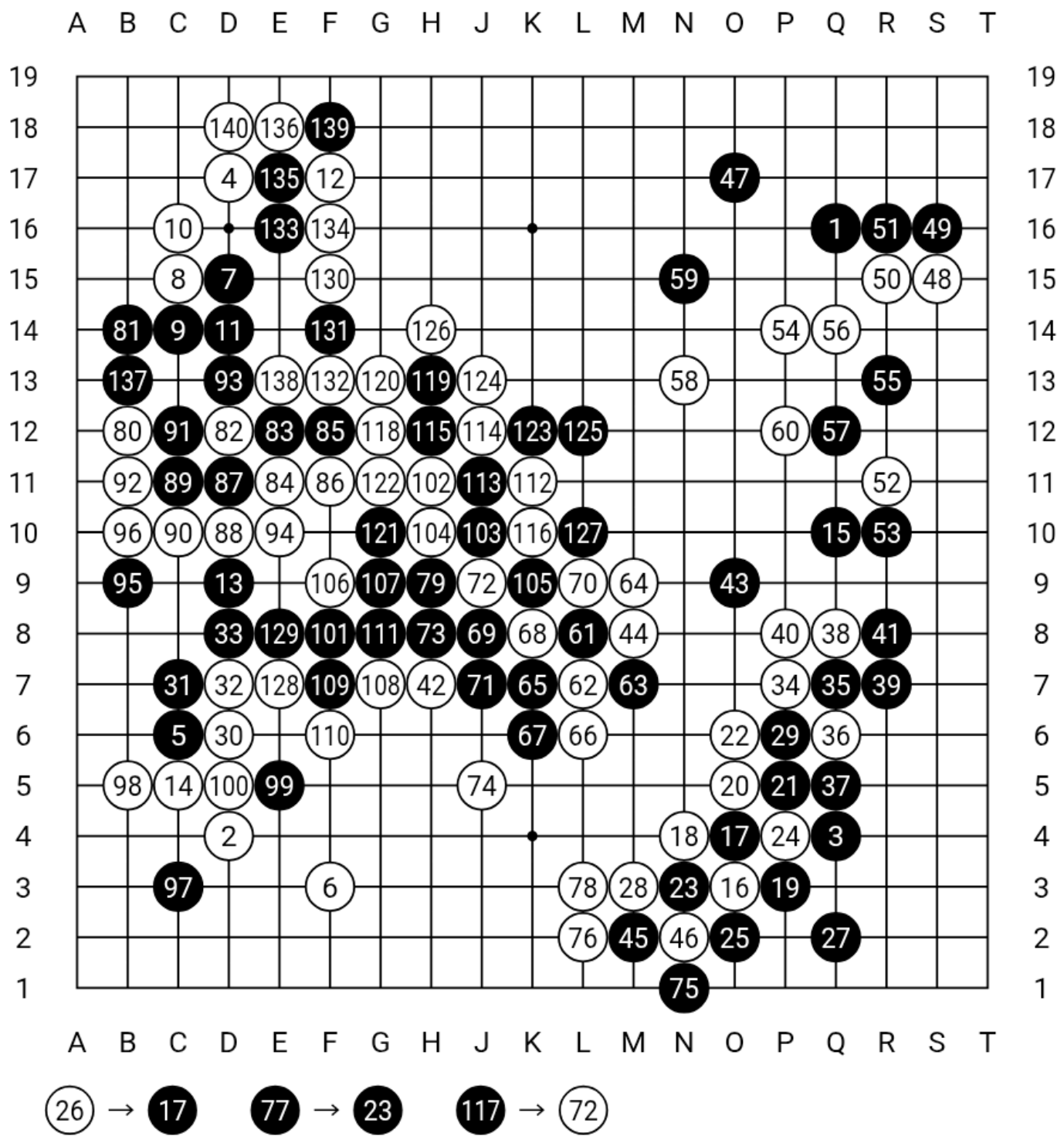
Overview


A B C D E F G H J K L M N O P Q R S T
19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
26 → 17
77 → 23
117 → 72

Game Summary

AI commentary

White controlled the game from the opening onward and never let the balance slip. Through the first sixty moves White was already the better side, and the middlegame only widened the gap, with the lead eventually reaching around forty points. By the time the game ended in White's resignation-forcing advantage, the result was never in doubt.

The decisive stretch came in the late middlegame. White's H10 stretch at move 104 preserved a lead of roughly 26 points with a winrate near 99.8%, even though the AI preferred a G7 hiki that would have been even larger. White's central atari at K10 on move 116 was likewise sound and kept White firmly ahead, giving back only part of the theoretical cushion. Black's responses in this phase were playable but slightly off: the J9 fill at 117 was second-best, and the G10 atari at 121 forced the issue locally while deepening the deficit from about -43.6 to -56.4 points.

The closing phase confirmed the pattern rather than changing it. White's capture at H14 on move 126 kept a lead above 42 points with a winrate of 99.95%, and although the E7 bend at 128 returned part of that cushion compared with the AI's preferred B13 stretch, it remained locally sound. Black's E8 connect at 129 ranked only eleventh among the candidates, and the F14 shape point at 131 reinforced the upper-left group but was less active than a F16 lean. In short, White won through steady, efficient play and solid attack-defense balance, while Black's slightly inaccurate choices in the late middlegame steadily deepened an already large gap.

Strength

marekfu Overall score **62/100**

Overall **Amateur 1-2 kyu**

DamiSem Overall score **73/100**

Overall **3.4 dan**

	marekfu	DamiSem
Opening	Amateur 1-2 kyu	**Amateur 1-2 kyu**
Middlegame	Amateur 3-5 kyu	**4.6 dan**
Endgame	Insufficient data	Insufficient data

marekfu

AI similarity

29.6%

Mistakes	23
Avg winrate loss	0.62%
Avg lead loss	3.34

DamiSem

AI similarity

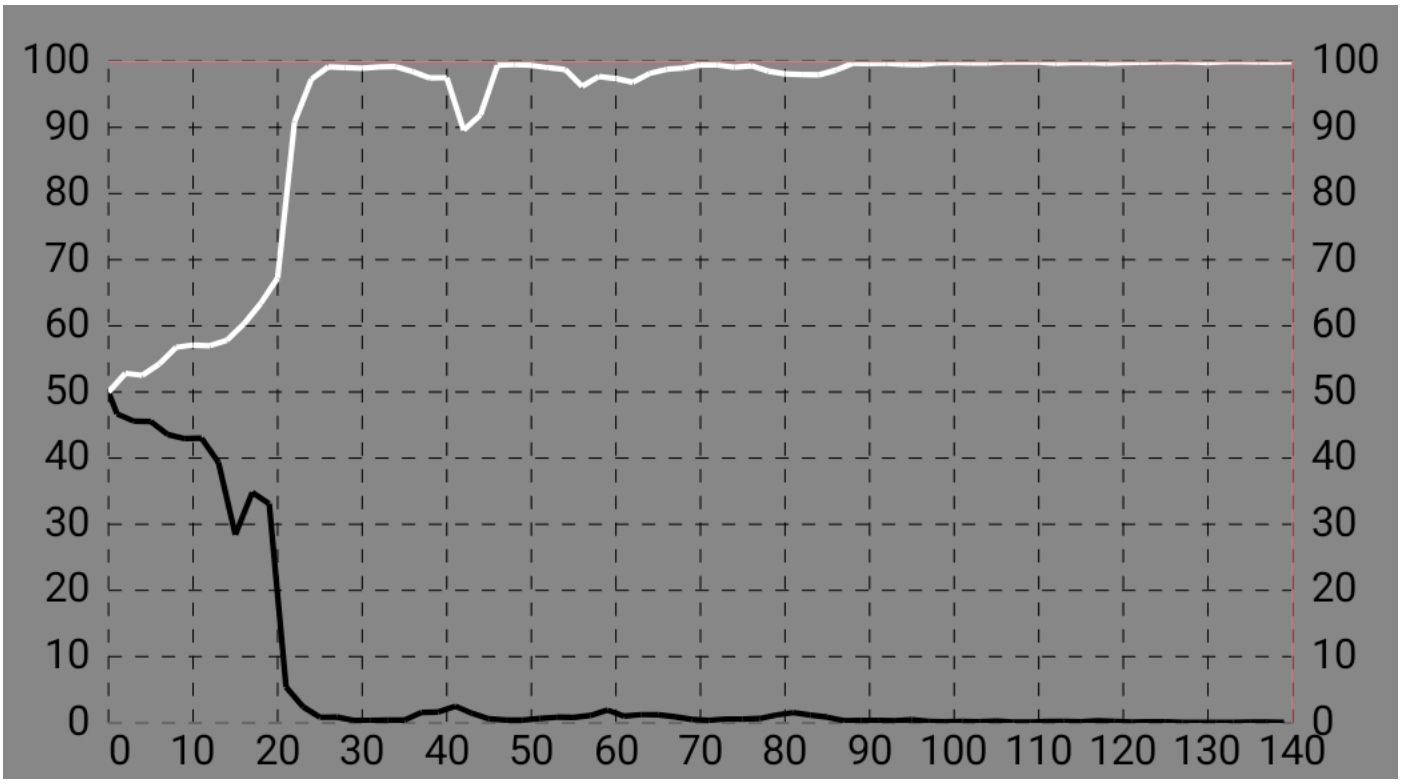
57.1%

Mistakes	19
Avg winrate loss	0.54%
Avg lead loss	2.38

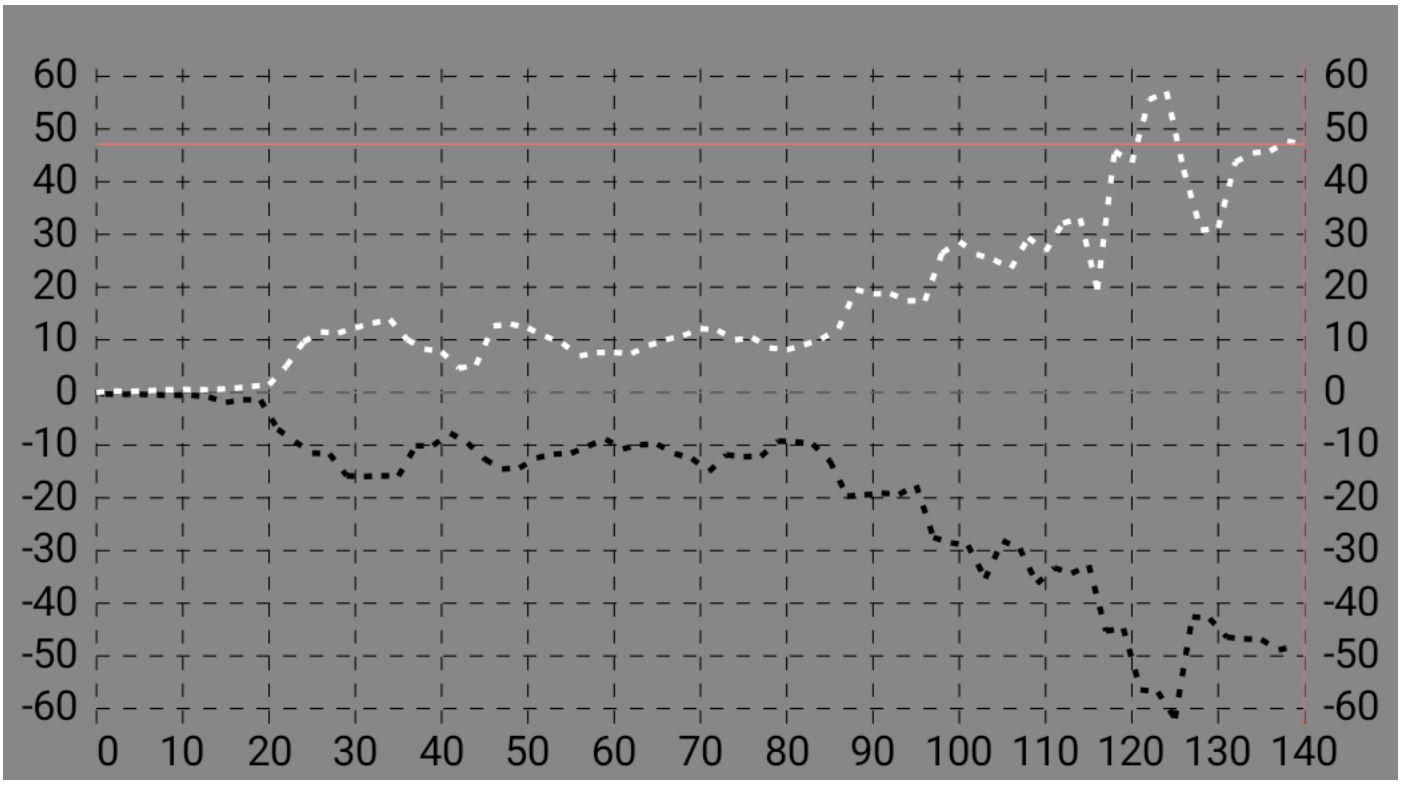
Review aid only, not an official rank.

Whole Game Trend

Winrate trend



Lead trend



Key Moves TOP 10

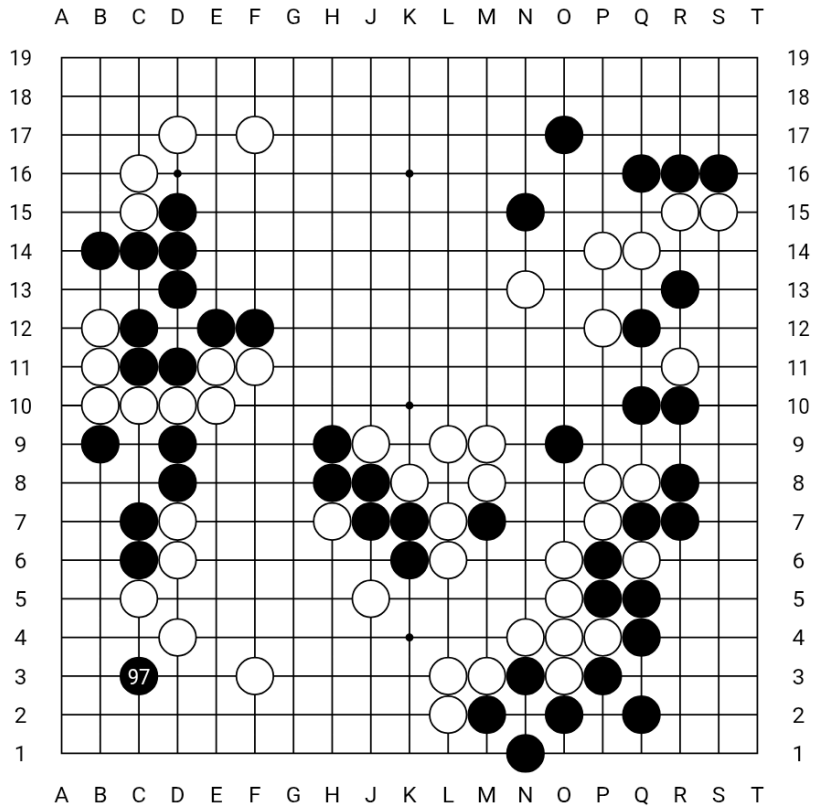
Move	Color	Coord	Level	Winrate loss	Lead loss
97	B	C3	Blunder	-0.19%	8.43
104	W	H10	Blunder	0.00%	9.26
110	W	F6	Blunder	0.03%	9.06
116	W	K10	Blunder	0.06%	10.97
117	B	J9	Blunder	-0.14%	20.77
121	B	G10	Blunder	0.08%	12.80
126	W	H14	Blunder	-0.08%	19.46
128	W	E7	Blunder	0.03%	11.77
129	B	E8	Blunder	0.01%	10.76
131	B	F14	Blunder	0.13%	15.21

Move 97 B C3

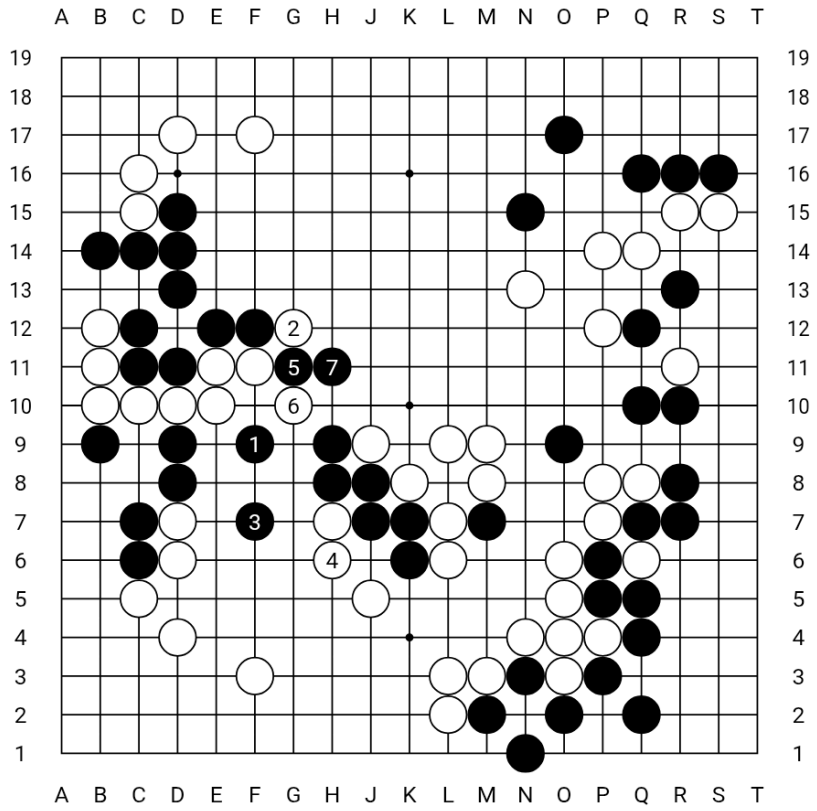
Blunder

Winrate loss: -0.19% Lead loss: 8.43

Actual position



Recommended variation

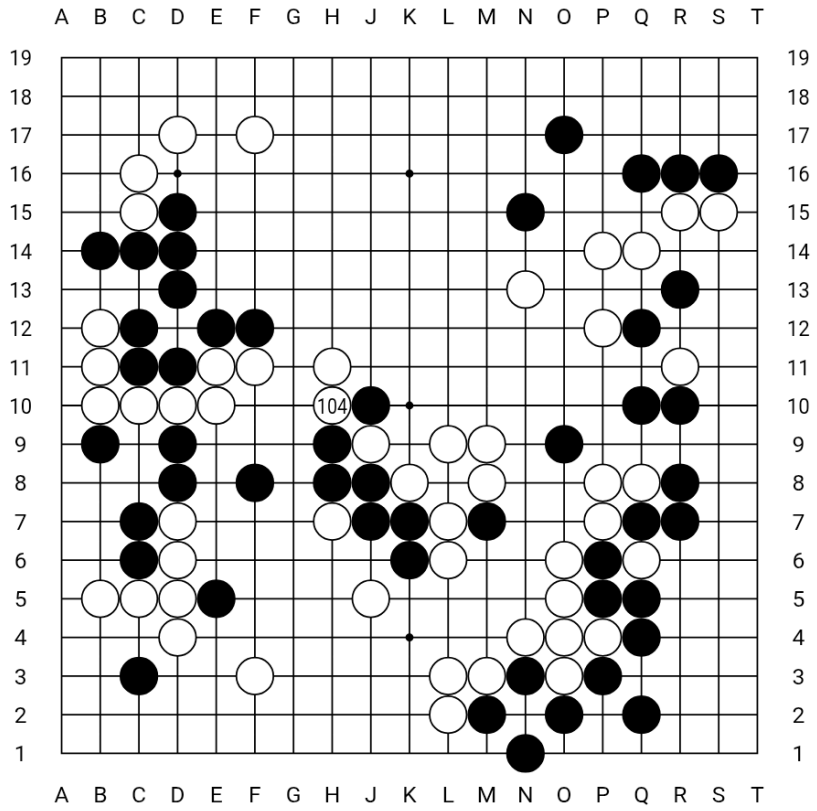


Move 104 W H10

Blunder

Winrate loss: 0.00% Lead loss: 9.26

Actual position



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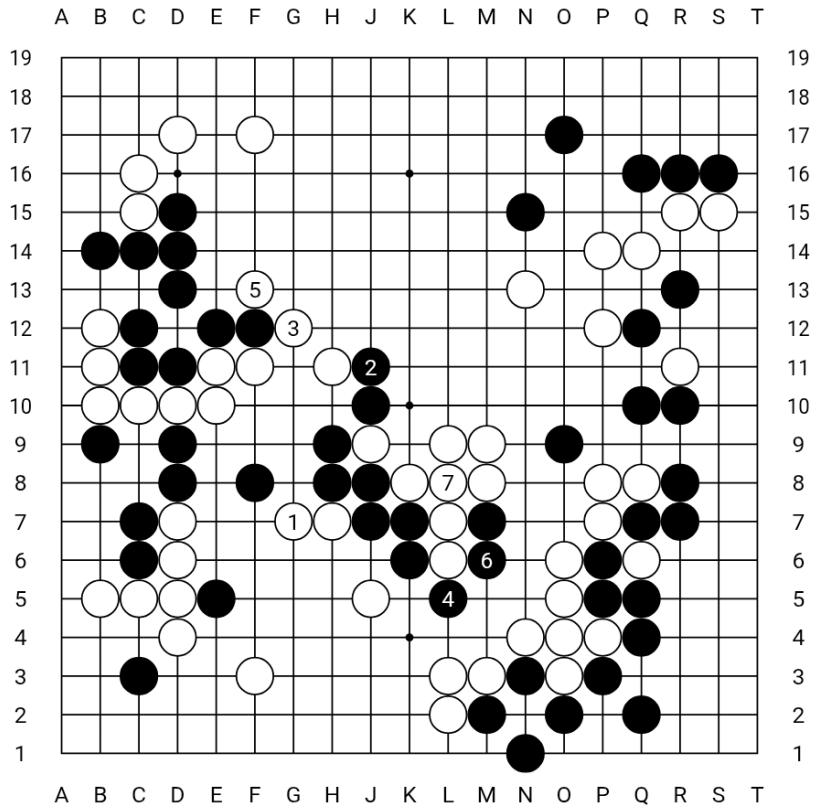


Move 104 W H10

Blunder

Winrate loss
0.00%

Lead loss
9.26

AI commentary

Overall Verdict: The actual move, White H10 Stretch, differs from the AI top choice, Candidate 1 White G7 Hiki. It keeps White's lead at 26.05 points with a 99.83% winrate, while the top candidate reaches a 35.31-point lead at the same 99.83% winrate, so the winrate gap is negligible but the lead gap is noticeable.

- Actual Move:

- Move: White H10 Stretch, played in the center at move 103 of the middlegame.

- Aim: reinforce White's central group, keep the surrounding stones connected, and prevent Black from pressing or cutting through the middle.

- Winrate: 99.83%

- Lead: 26.05 points

- The move is solid and safe, but it is seventh in the candidate list, so it is outside the main candidate group and comes from supplemental directed analysis.

- The real game continuation is simply White H10 Stretch; the projected follow-up of Black K9 Take and White G7 Hiki is only an AI line around this move, not the actual game.

- AI Comparison:

- The top candidate is White G7 Hiki in the center, with a 99.83% winrate and a 35.31-point lead.

- Both moves share the same winrate, but the top candidate carries a noticeably larger lead, about 9 points more than the actual move.

- The gap is noticeable rather than large in winrate terms, yet it is meaningful in point lead

Move 104 W H10

Blunder

AI commentary

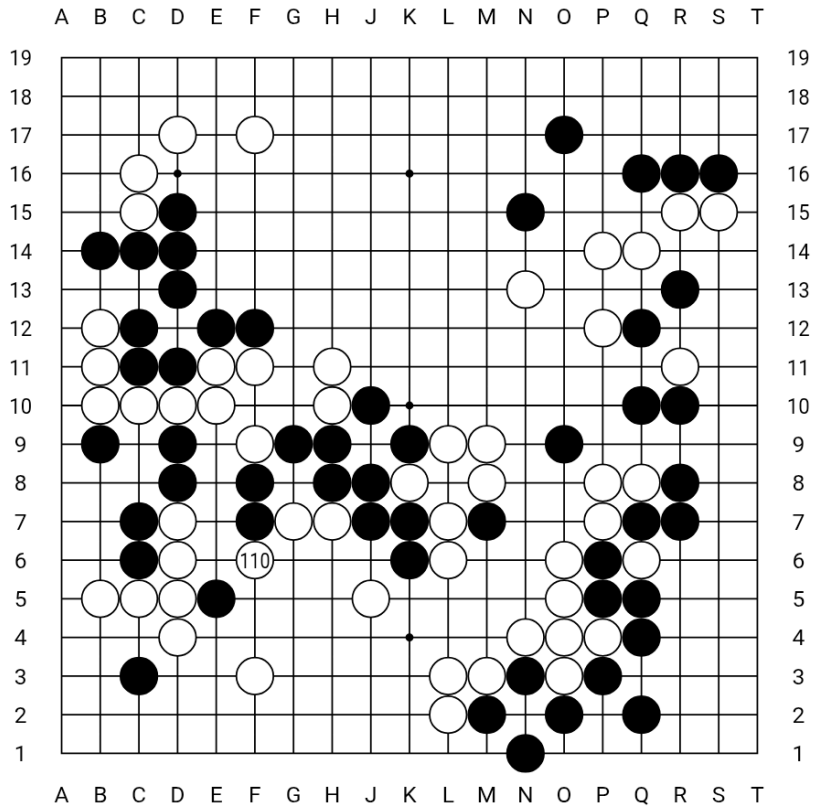
for a middlegame decision.

Move 110 W F6

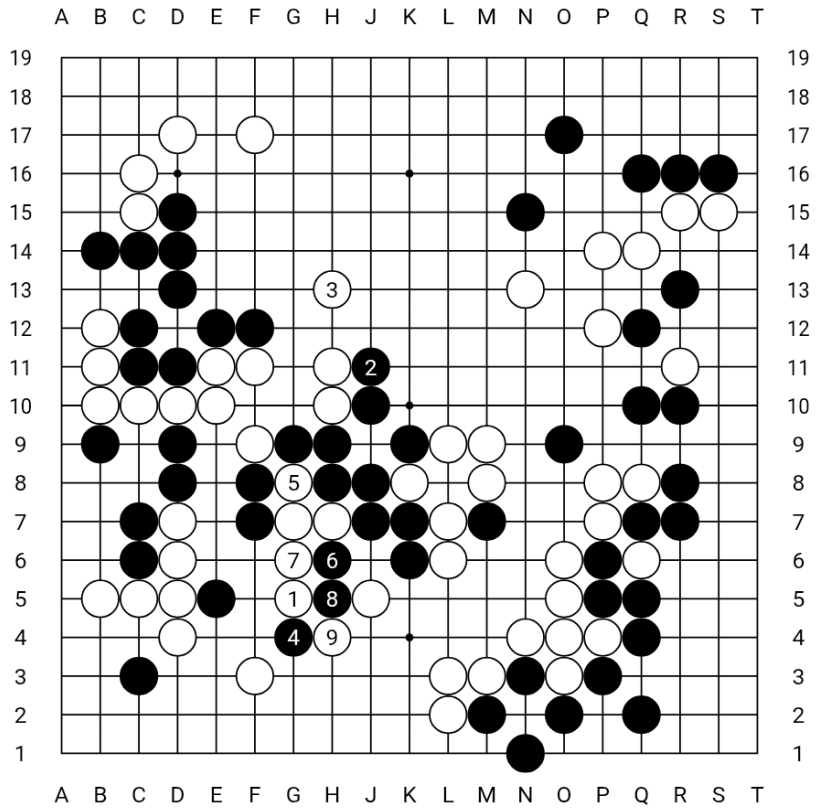
Blunder

Winrate loss: 0.03% Lead loss: 9.06

Actual position



Recommended variation

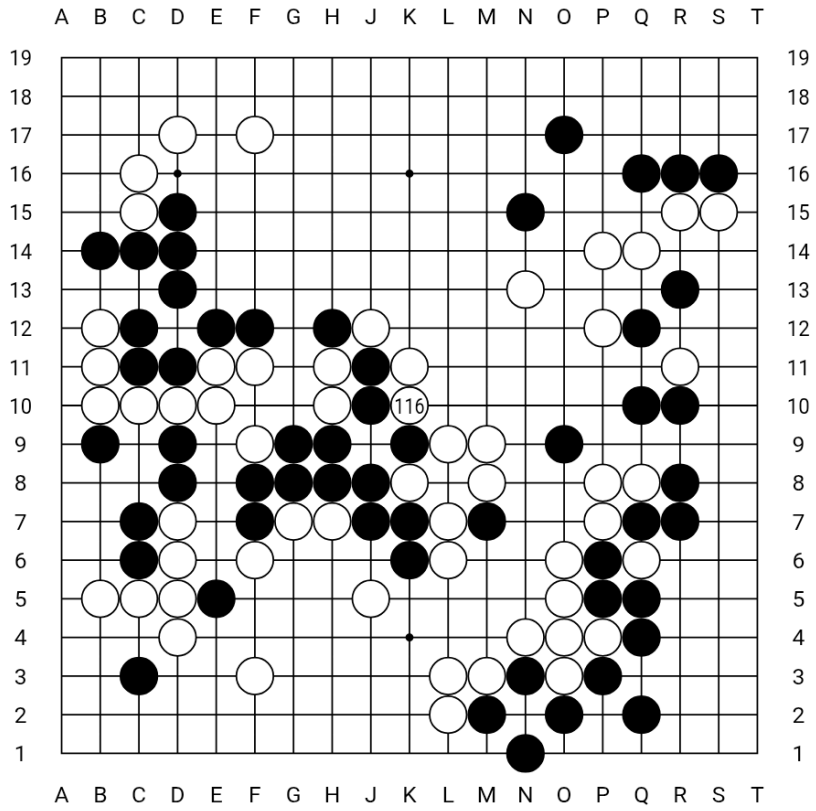


Move 116 W K10

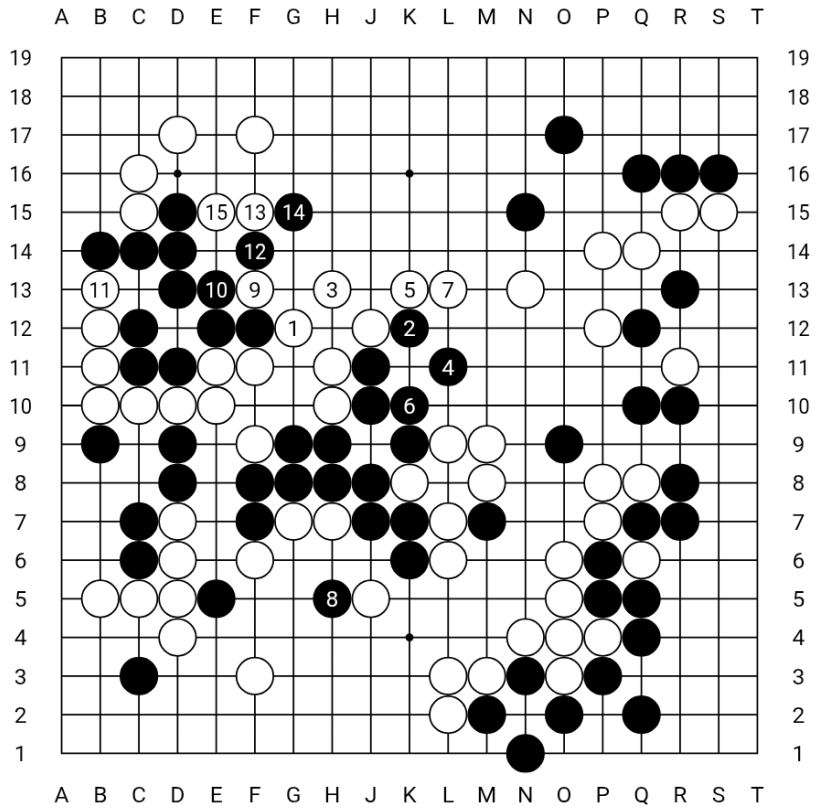
Blunder

Winrate loss: 0.06% Lead loss: 10.97

Actual position



Recommended variation



Move 116 W K10

Blunder

Winrate loss
0.06%

Lead loss
10.97

AI commentary

Overall Verdict: The actual move, White K10 Atari, differs from the AI top choice, Candidate 1 at G12. It is a sound central atari that keeps White firmly ahead, though the lead is about 11 points smaller than the top line.

- Actual Move:

- White plays K10, an atari against the black stones in the center.

- The aim is to force Black to respond, tighten the central shape, and keep the initiative while simplifying the position.

- Winrate: 99.80%

- Lead: 21.82 points

- The real game continuation is simply White K10; no further real moves are given.

- AI Comparison:

- Candidate 1 at G12 is the top move, with a winrate of 99.85% and a lead of 32.78 points.

- The gap is noticeable in points but not decisive for the result: White remains overwhelming ly ahead either way.

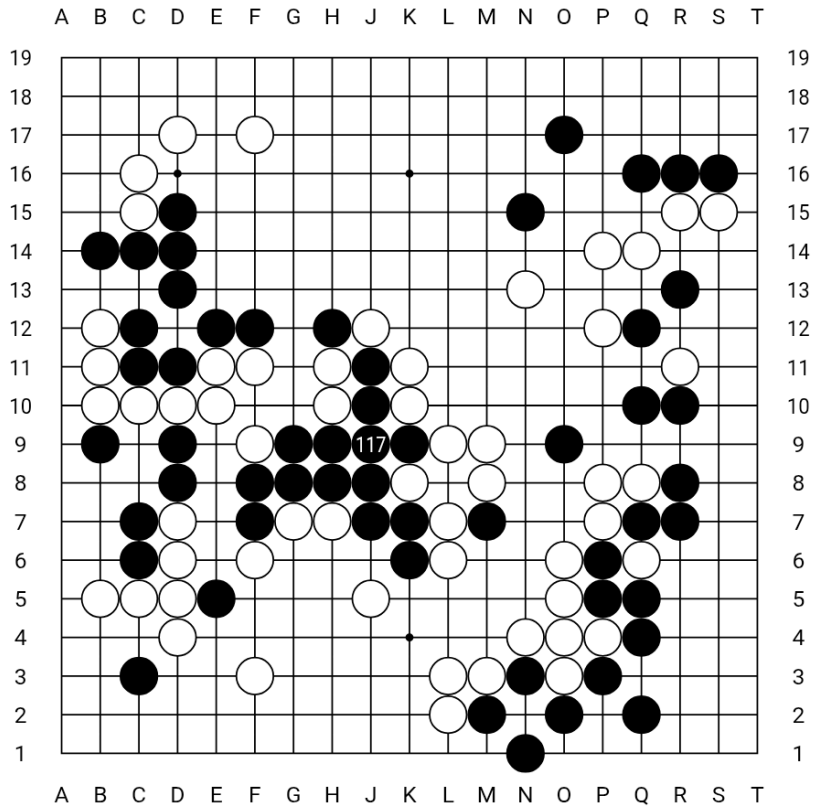
- G12 strikes at a more urgent point in the central fight, while K10 is a more straightforward forcing move.

Move 117 B J9

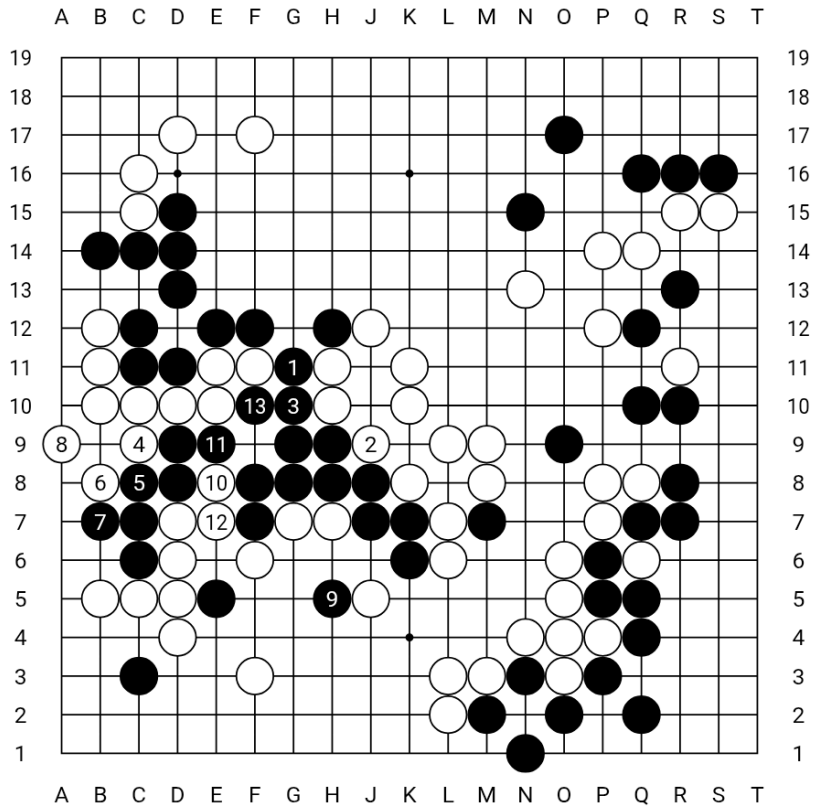
Blunder

Winrate loss: -0.14% Lead loss: 20.77

Actual position



Recommended variation



Move 117 B J9

Blunder

Winrate loss
-0.14%

Lead loss
20.77

AI commentary

Overall Verdict: The actual move, Black J9 Fill, differs from the AI top choice, Candidate 1 Black G11 Atari. The actual move is second in the candidate list, with a winrate of 0.32 and a lead of -40.33, while the top candidate offers a winrate of 0.18 and a lead of -19.56. The lead gap is noticeable, though both lines leave Black behind.

- Actual Move:

- Black J9 Fill, played in the center, connects and reinforces the central Black group.

- Winrate: 0.32

- Lead: -40.33

- The move prioritizes safety and connection, but it is slow and gives White the initiative elsewhere.

- AI Comparison:

- Candidate 1 Black G11 Atari leads with a winrate of 0.18 and a lead of -19.56.

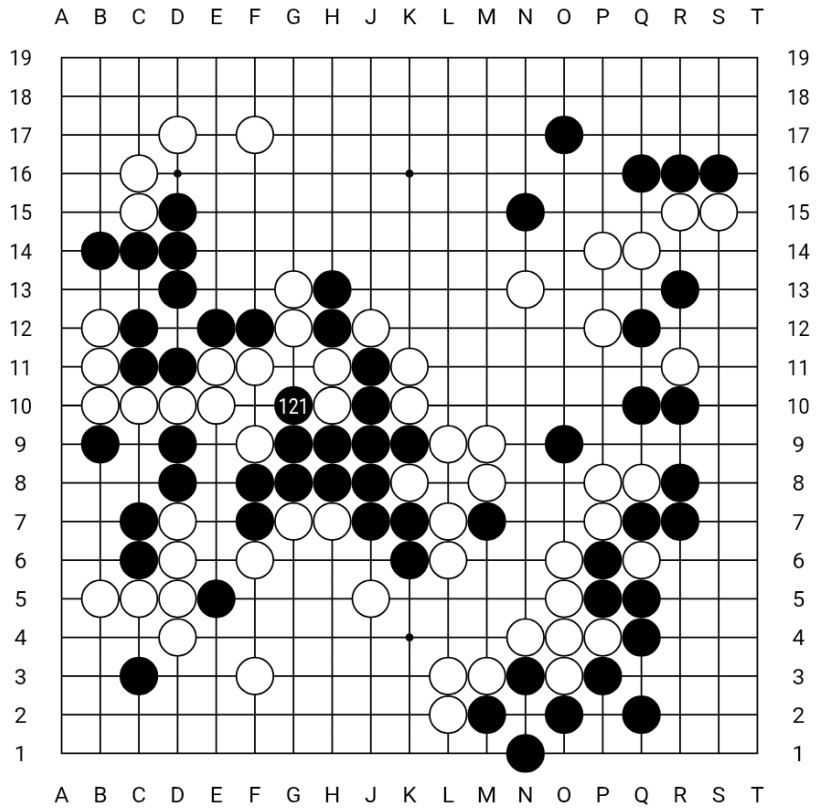
- Compared with the actual move's lead of -40.33, the difference is noticeable rather than decisive; the Atari line keeps more counterplay alive.

Move 121 B G10

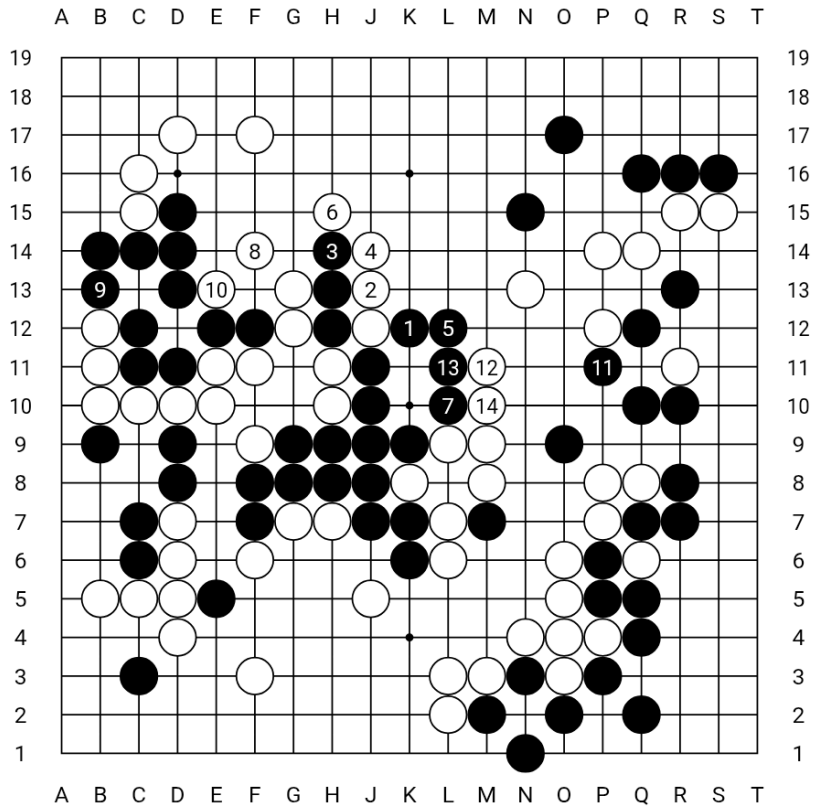
Blunder

Winrate loss: 0.08% Lead loss: 12.80

Actual position



Recommended variation



Move 121 B G10

Blunder

Winrate loss
0.08%

Lead loss
12.80

AI commentary

Overall Verdict: Black's G10 Atari is playable but slightly off; it forces the issue locally yet drops the winrate from 0.19% to 0.11% and deepens the lead deficit from -43.63 to -56.43.

- This Move:

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

- Intention: Black plays G10 to put the white stone in atari, pressing the center fight and trying to gain forcing moves against White's group.

- What it limits: it restricts White's freedom in the center and asks White to answer immediately.

- What it gives up: the move commits Black to this local line and forgoes the wider center forcing move at K12, which was the preferred alternative.

- Situation Shift:

- Before the move: winrate 0.19%, lead -43.63.

- After the move: winrate 0.11%, lead -56.43.

- Summary: the position was already heavily in White's favor, and the atari slightly worsened both the winrate and the lead rather than reversing them.

- AI Preference:

- The preferred move before Black's play was K12 Atari in the center, with winrate 0.00% and lead 0.00 as the reference evaluation.

- The projected continuation runs Black K12 Atari, White J13 Hiki, Black H14 Stretch, White

Move 121 B G10

Blunder

AI commentary

J14 Stretch, Black L12 Hiki, White H15 Hane, Black L10 Atari, White F14 Eye-stealing Tesuji, Black B13 Diamond, White E13 Diagonal.

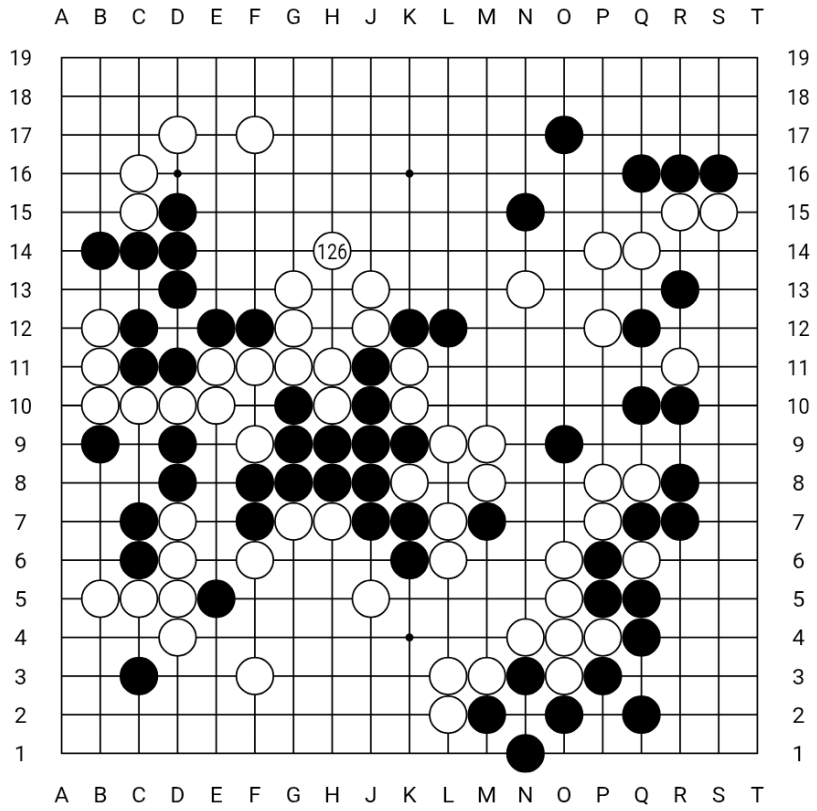
- The key difference: K12 strikes at the center from a wider angle and keeps the forcing sequence flowing across the board, while G10 is a narrower local atari that fixes Black's shape around one stone.

Move 126 W H14

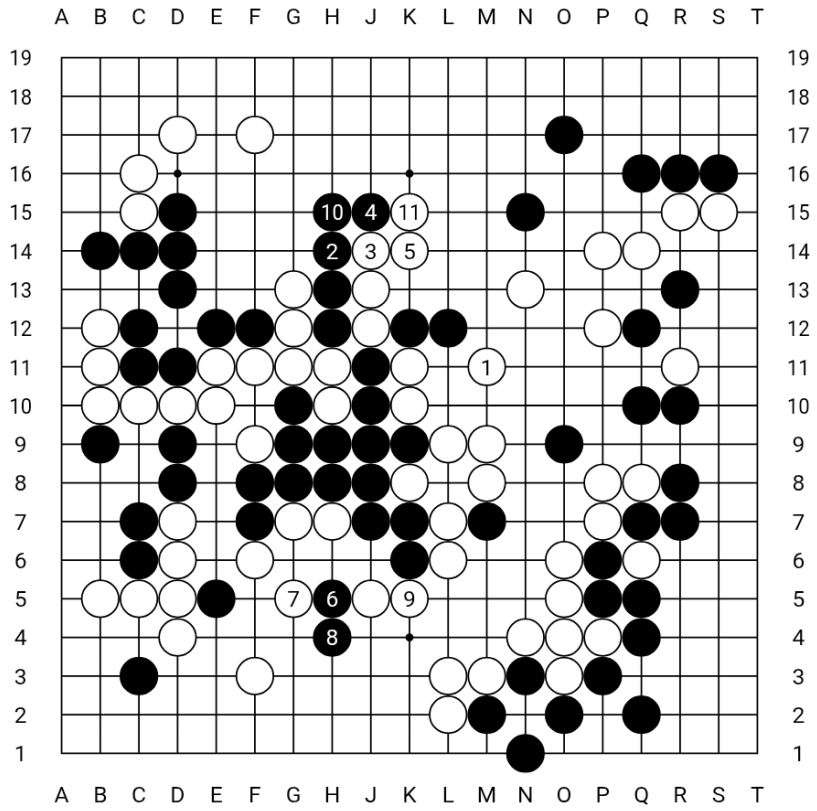
Blunder

Winrate loss: -0.08% Lead loss: 19.46

Actual position



Recommended variation



Move 126 W H14

Blunder

Winrate loss
-0.08%

Lead loss
19.46

AI commentary

Overall Verdict: The actual move is White H14, a capture on the upper side, and it differs from the AI top move, Candidate 1 at M11 in the center. The actual move keeps a very large lead of 42.39 points with a 99.95% winrate, while the top candidate reaches a 61.85-point lead at a 99.87% winrate, so the gap in lead is noticeable even though both moves keep White effectively winning.

- Actual Move:

- Move: White H14, Take, on the upper side.

- Aim: capture the black stone at H14 and remove the local cutting and forcing potential around the upper-center group.

- Winrate: 99.95%.

- Lead: 42.39 points.

- The real game continuation is simply the capture at H14, with no further real follow-up provided.

- AI Comparison:

- The AI top move is Candidate 1, White M11, a mouth-shaped point in the center.

- Candidate 1 gives a 99.87% winrate and a 61.85-point lead.

- Compared with the actual move, the top candidate gains about 19.5 points of lead while the winrate difference is negligible, so the difference is noticeable in lead but not in practical winning chances.

- The actual move is ranked third among the listed candidates, so it is still part of the main

Move 126 W H14

Blunder

AI commentary

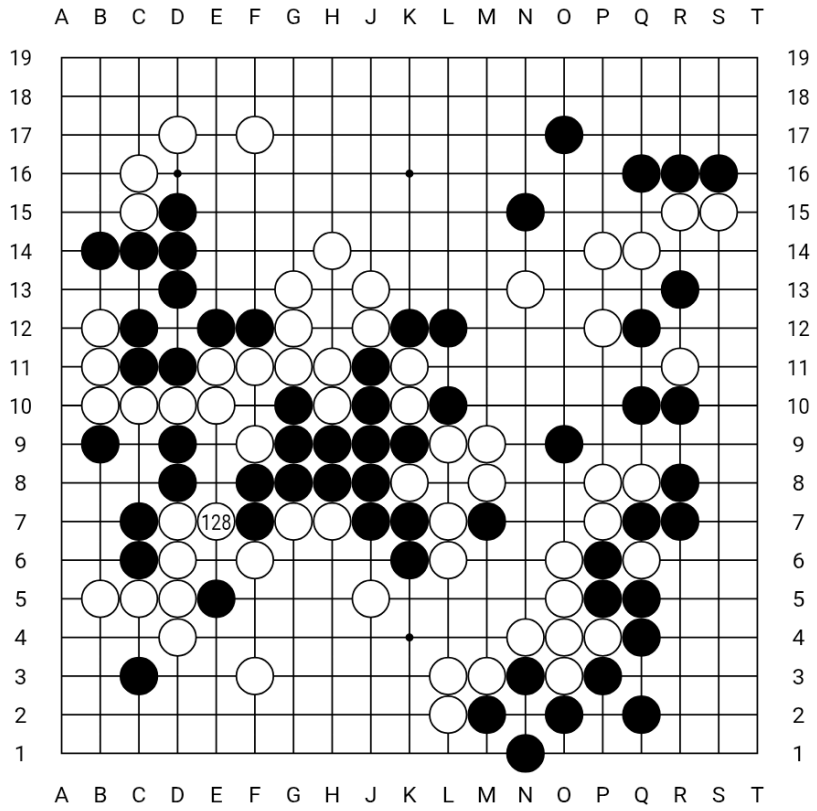
candidate list rather than an outside directed analysis.

Move 128 W E7

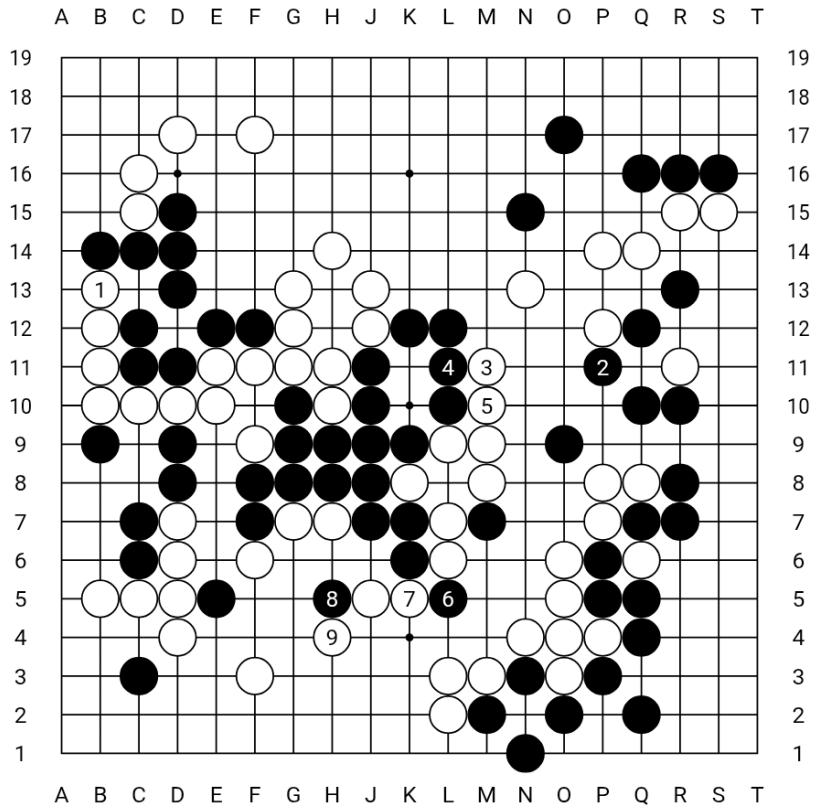
Blunder

Winrate loss: 0.03% Lead loss: 11.77

Actual position



Recommended variation



Move 128 W E7

Blunder

Winrate loss
0.03%

Lead loss
11.77

AI commentary

Overall Verdict: White's E7 bend is a playable, locally sound move that keeps White overwhelmingly ahead, though it gives back a large amount of the previous cushion compared with the AI's preferred B13 stretch.

- This Move:

- Near-best and safe rather than clearly off: White's winrate remains essentially unchanged at 99.93%, so the move does not endanger the result.

- Intention: the bend presses against Black's lower-left group, strengthens White's own stones in that area, and removes any residual weakness or counterplay along the left side.

- What it limits: it reduces Black's ability to lean on or squeeze White's lower-left formation and keeps White's groups connected and settled.

- What it gives up: the lead drops from 42.55 to 30.78, so White trades a large amount of margin for local solidity and simplicity.

- Situation Shift:

- Before the move: White already had a decisive advantage, with a 99.96% winrate and a 42.55-point lead.

- After the move: the winrate is still 99.93%, but the lead narrows to 30.78 points.

- Summary: the result is never in doubt, but the move converts a very large lead into a merely large one by choosing local security over the most efficient continuation.

- AI Preference:

- The preferred move before White's bend was the B13 stretch on the left side, which kept the

Move 128 W E7

Blunder

AI commentary

full 42.55-point lead.

- That line continued with Black P11, White M11, Black L11, White M10, Black L5, White K5, Black H5, and White H4, developing the left side and the lower side together.

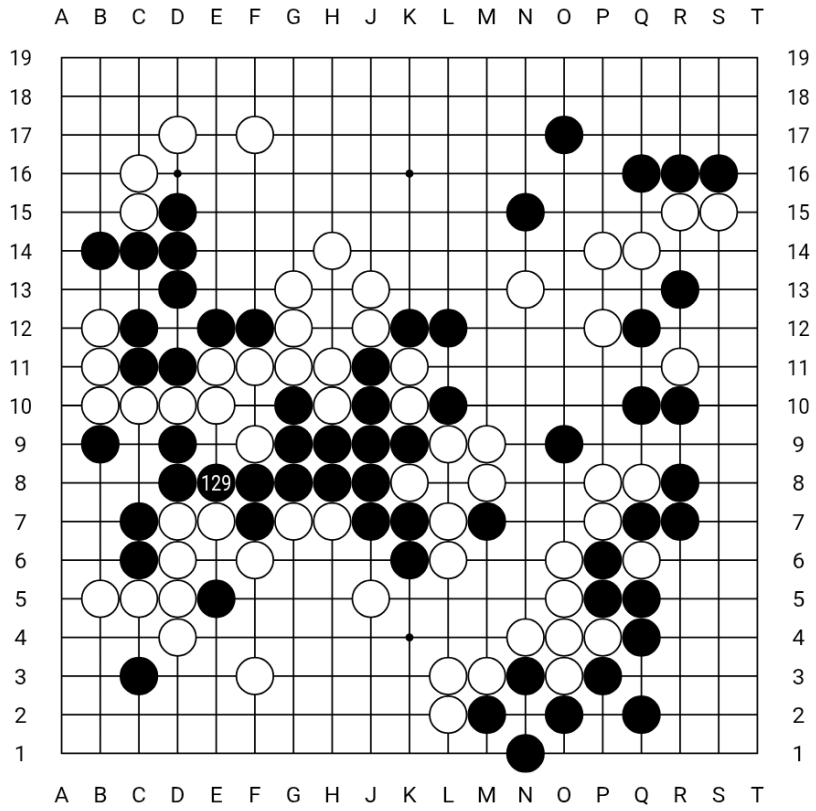
- The key difference is direction and efficiency: B13 develops White's left-side position while the follow-up sequence keeps pressure across the lower side, whereas E7 settles one local area and leaves more room for Black elsewhere.

Move 129 B E8

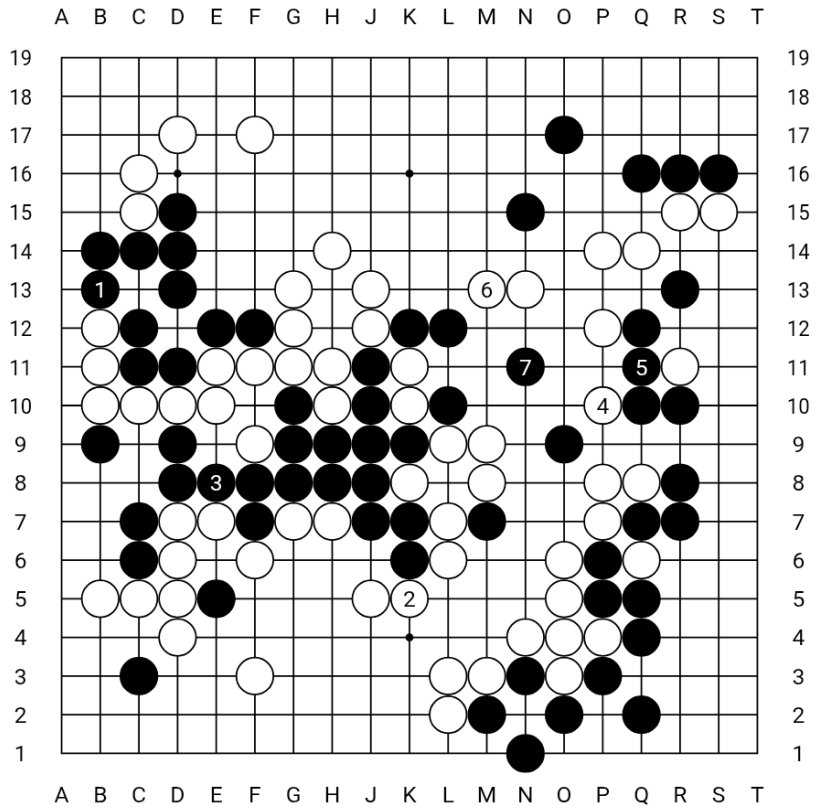
Blunder

Winrate loss: 0.01% Lead loss: 10.76

Actual position



Recommended variation



Move 129 B E8

Blunder

Winrate loss
0.01%

Lead loss
10.76

AI commentary

Overall Verdict: Black's actual move at E8 Connect differs from the AI top choice, B13 Diamond. The actual move is ranked 11th among the candidates, with a winrate of 6% and a lead of -41.53, while the top candidate B13 has a winrate of 7% and a lead of -30.78. The gap is noticeable, as the actual move gives up roughly 10 points of lead compared to the best alternative.

- Actual Move:

- Move: Black E8 Connect

- Winrate: 6%

- Lead: -41.53

- This move reinforces Black's connection in the left-side group, securing the link between the stones around D8 and F8. It is a solid defensive choice that removes weakness in Black's own shape.

- However, the real game sequence shows only this single move, with no further follow-up provided. The move is purely defensive and does not create any immediate pressure on White.

- AI Comparison:

- The AI top move is B13 Diamond, with a winrate of 7% and a lead of -30.78.

- Compared to the actual move, B13 offers a noticeably better position, improving Black's lead by approximately 10 points while maintaining a similar winrate.

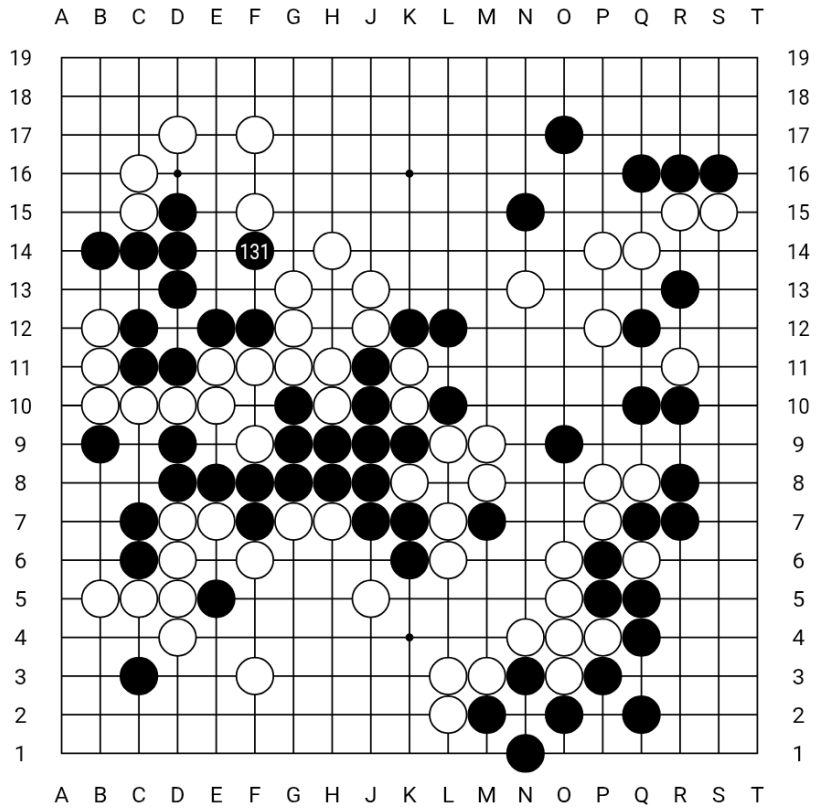
- The difference is meaningful but not dramatic; both moves leave Black in a difficult position, yet B13 preserves more potential for counterplay.

Move 131 B F14

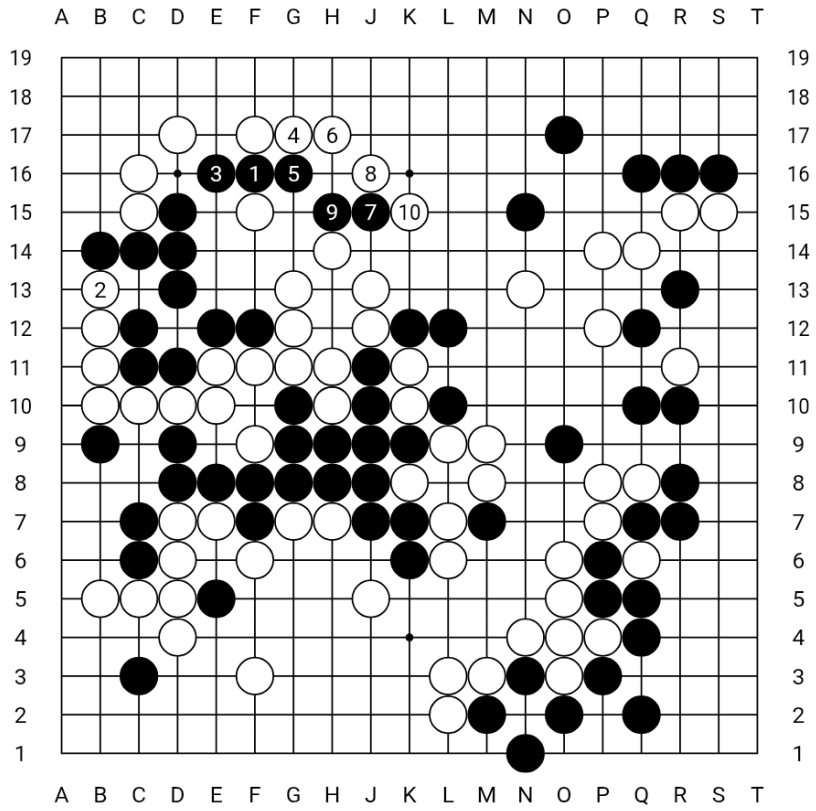
Blunder

Winrate loss: 0.13% Lead loss: 15.21

Actual position



Recommended variation



Move 131 B F14

Blunder

Winrate loss
0.13%

Lead loss
15.21

AI commentary

Overall Verdict: Black's F14 mouth shape is a playable but slightly off choice: it reinforces the upper-left group's shape, yet it loses ground compared with the more active F16 lean.

- This Move:

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

- Intention: F14 is a shape-making point that reinforces the connection and eye potential of Black's upper-left group, keeping the group locally resilient.

- What it limits: it reduces the immediate risk of the group being pressed or cut in the upper-left area.

- What it gives up: it is a defensive, self-oriented move, so it does not press White's upper-side stones or create forcing exchanges; the initiative in that region passes to White.

- Situation Shift:

- Before the move: winrate 0.17, lead -31.24.

- After the move: winrate 0.04, lead -46.45.

- Summary: the evaluation drops noticeably after F14, so the move concedes roughly fifteen points of lead while improving Black's local shape.

- AI Preference:

- The preferred alternative before the last move was F16, a lean against White's upper-side stones.

- The projected continuation runs F16, White B13, Black E16, White G17, Black G16, White

Move 131 B F14

Blunder

AI commentary

H17, Black J15, White J16, Black H15, White K15.

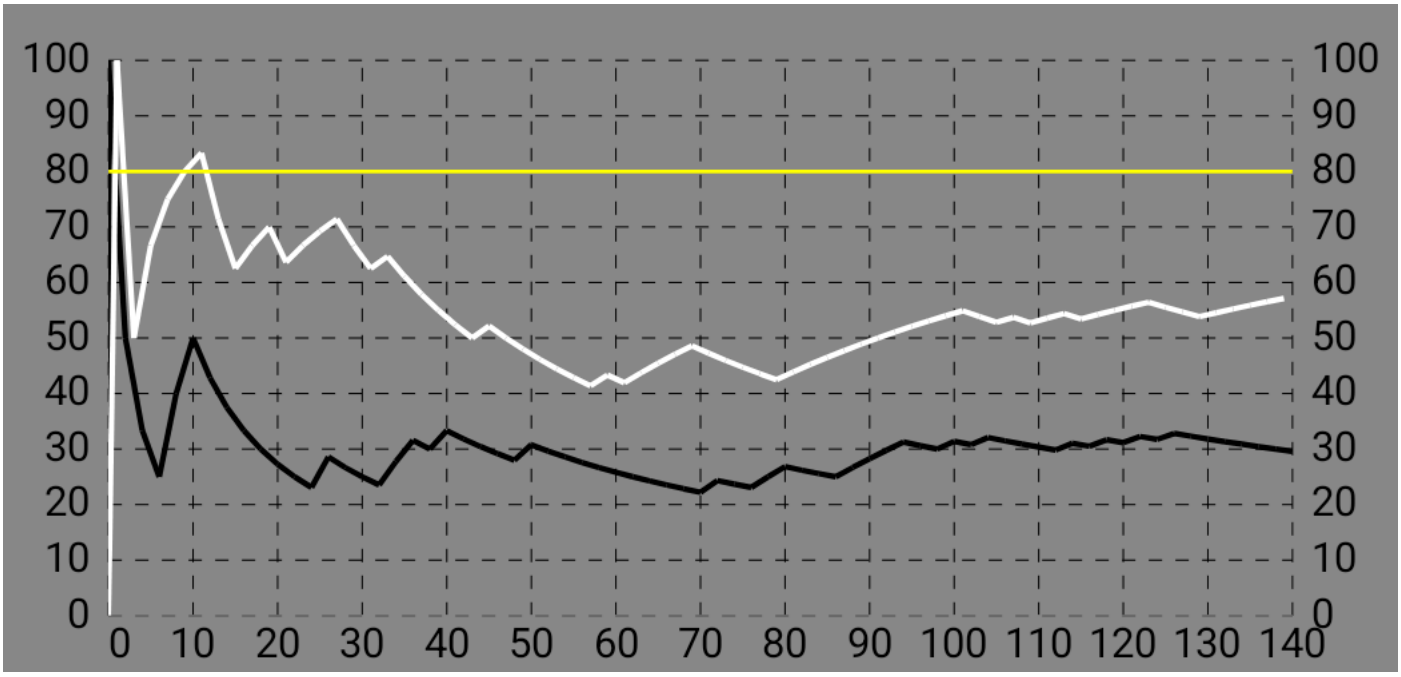
- The key difference: F16 is active and forcing, using contact to build outside influence and keep pressure on White, whereas F14 is a solid but passive shape point that leaves White free to choose the direction of play.

AI similar

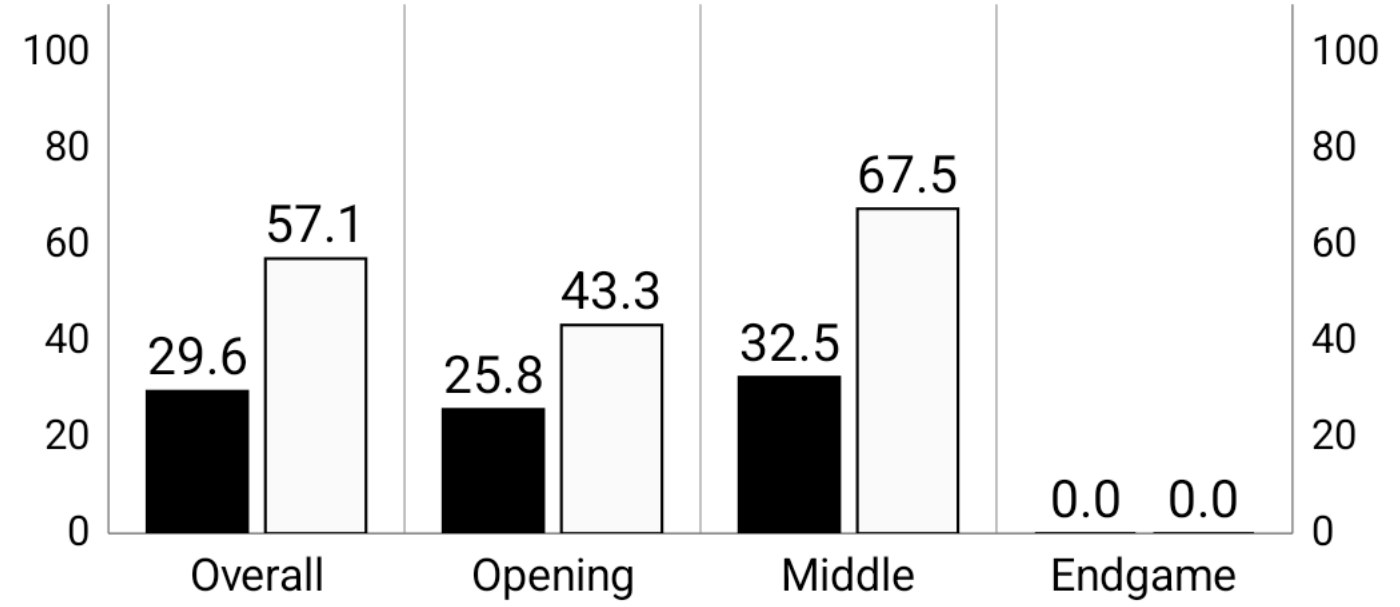
Black similarity is 29.6% White similarity is 57.1%

If exceeds the yellow line, maybe is using AI

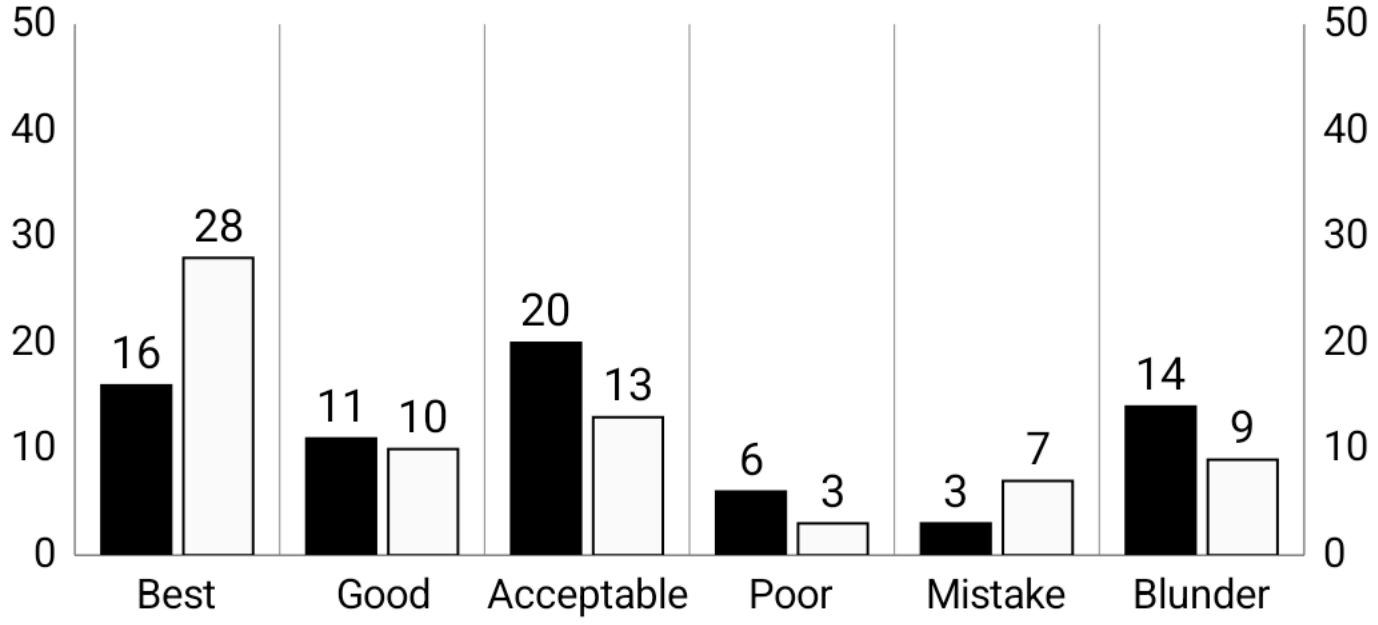
Overall similarity trend



Stage similarity



Perform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3
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14
9
Best
Good
Acceptable
Poor
Mistake
Blunder