# AhQ Go Pro Hawk Eye Report

**Black:** brambi

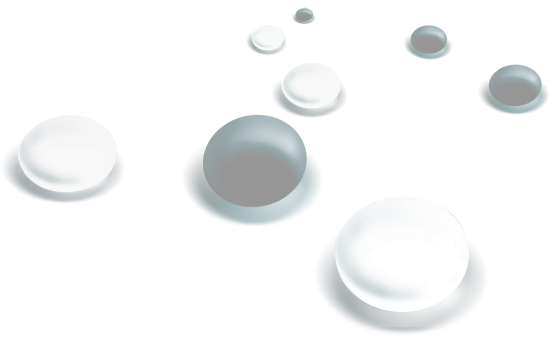
**White:** marek.cambal

**Rule:** Japanese rule

**Komi:** Black gives 6.5 points

**Game result:** B wins by 26.5 points

**Analysis date:** 2026-10-28 14:22:08



AhQ Go Pro 2.9.1

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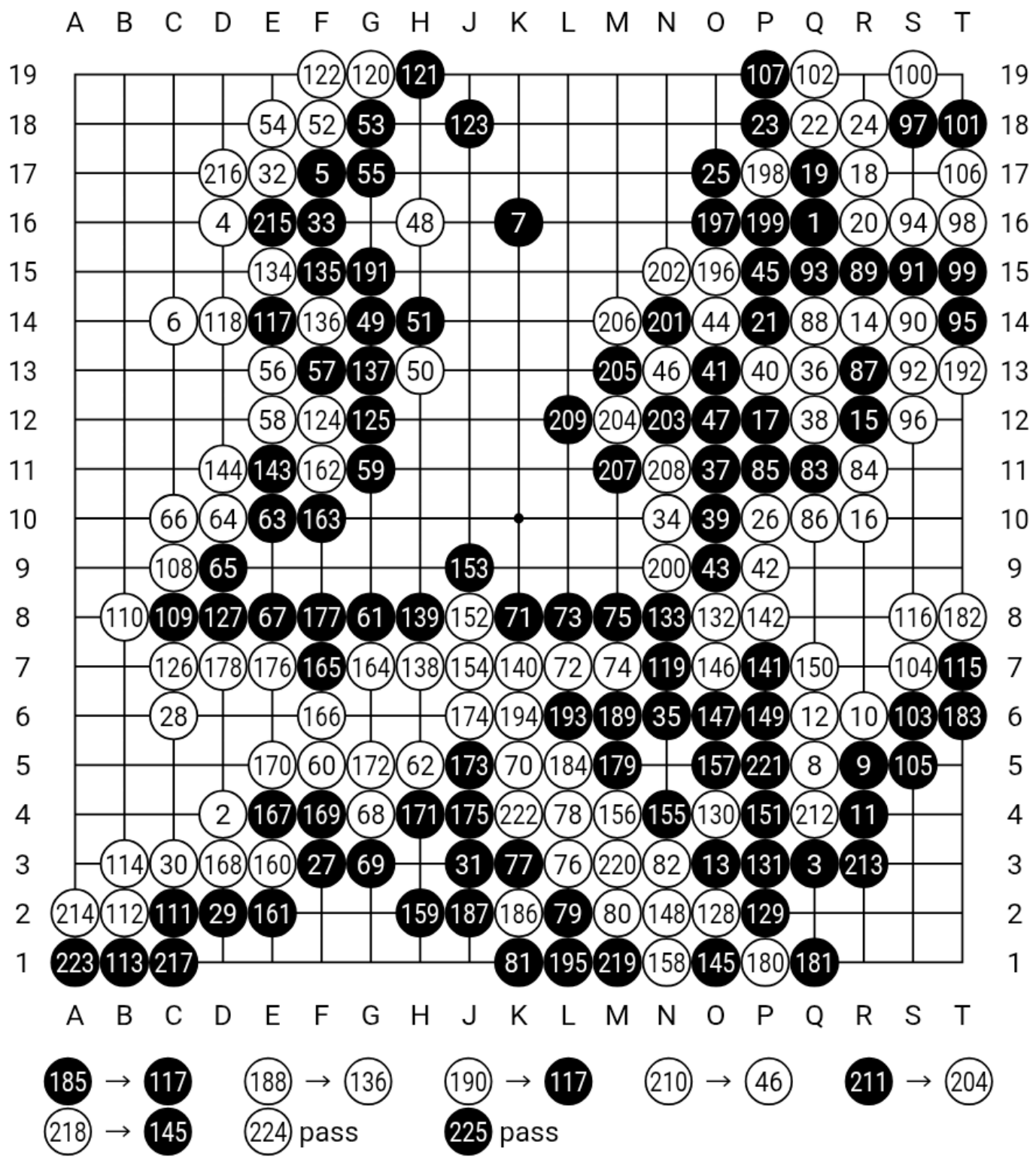
# Overview


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
122 120 121 107 102 100
54 52 53 123 23 22 24 97 101
216 32 5 55 25 198 19 18 106
4 215 33 48 7 197 199 1 20 94 98
134 135 191 202 196 45 93 89 91 99
6 118 117 136 49 51 206 201 44 21 88 14 90 95
56 57 137 50 205 46 41 40 36 87 92 192
58 124 125 209 204 203 47 17 38 15 96
144 143 162 59 207 208 37 85 83 84
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126 178 176 165 164 138 154 140 72 74 119 146 141 150 104 115
28 166 174 194 193 189 35 147 149 12 10 103 183
170 60 172 62 173 70 184 179 157 221 8 9 105
2 167 169 68 171 175 222 78 156 155 130 151 212 11
114 30 168 160 27 69 31 77 76 220 82 13 131 3 213
214 112 111 29 161 159 187 186 79 80 148 128 129
223 113 217 81 195 219 158 145 180 181
185 → 117
188 → 136
190 → 117
210 → 46
211 → 204
218 → 145
224 pass
225 pass

# Game Summary

AI commentary

Overall Verdict: Black won by 26.5 points after a game that turned on middlegame direction and late endgame accuracy.

- Move Data: The opening through move 60 favored White, but the middlegame from moves 61 to 180 shifted in Black's favor, and Black held that edge through the endgame to moves 225.

- Variation Highlights: Around moves 84 to 86, White's light right-side extension at R11 left the upper-right connection unresolved, Black's P11 connect was playable but released pressure and gave back much of the earlier lead, and White's Q10 atari was off-direction, winning a local stone while costing about 14 points of lead. At move 106, White's T17 bend was a local endgame-style play that ignored the urgent upper-side and center situation and cost a large amount of winrate.

- Strategic Explanation: The decisive stretch came in the late endgame. White's P17 throw-in at move 198 was a small upper-right probe that handed the urgent central point at N9 to Black, and White's M12 atari at move 204 fell short of the AI's preferred M16 diagonal, leaving White behind by about 22.5 points with only a 6.72% winrate. Black's own N14 and N12 ataris at moves 201 and 203 were also second-ranked choices rather than the top moves, but White's inaccuracies proved more costly.

- Actual Move: The game concluded at move 225 with a result of Black by 26.5 points.

- AI Comparison: White's off-direction choices at moves 86, 106, 198, and 204 consistently traded whole-board urgency for local gain, and that pattern of giving up the larger point is the main reason the result settled in Black's favor.

# Strength

**brambi** Overall score **79/100**

Overall **5.3 dan**

**marek.cambal** Overall score **71/100**

Overall **2.9 dan**

| | brambi | marek.cambal |
|---|---|---|
| **Opening** | 9.6 dan | 9.3 dan |
| **Middlegame** | Amateur 1-2 kyu | Amateur 1-2 kyu |
| **Endgame** | 7.3 dan | 5.2 dan |

**brambi**

AI similarity

**51.3%**

| | |
|---|---|
| Mistakes | 35 |
| Avg winrate loss | 0.66% |
| Avg lead loss | 1.85 |

**marek.cambal**

AI similarity

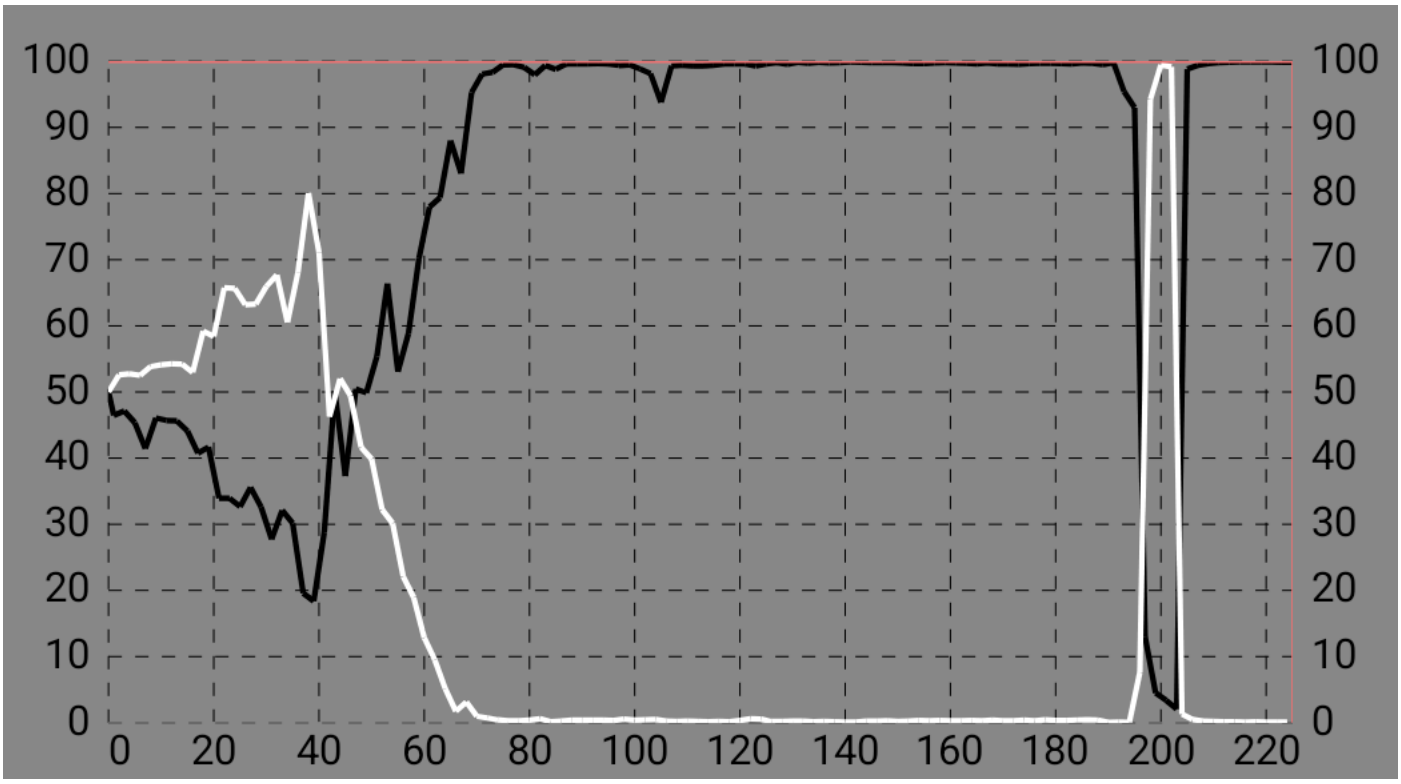
**32.7%**

| | |
|---|---|
| Mistakes | 38 |
| Avg winrate loss | 0.60% |
| Avg lead loss | 2.40 |

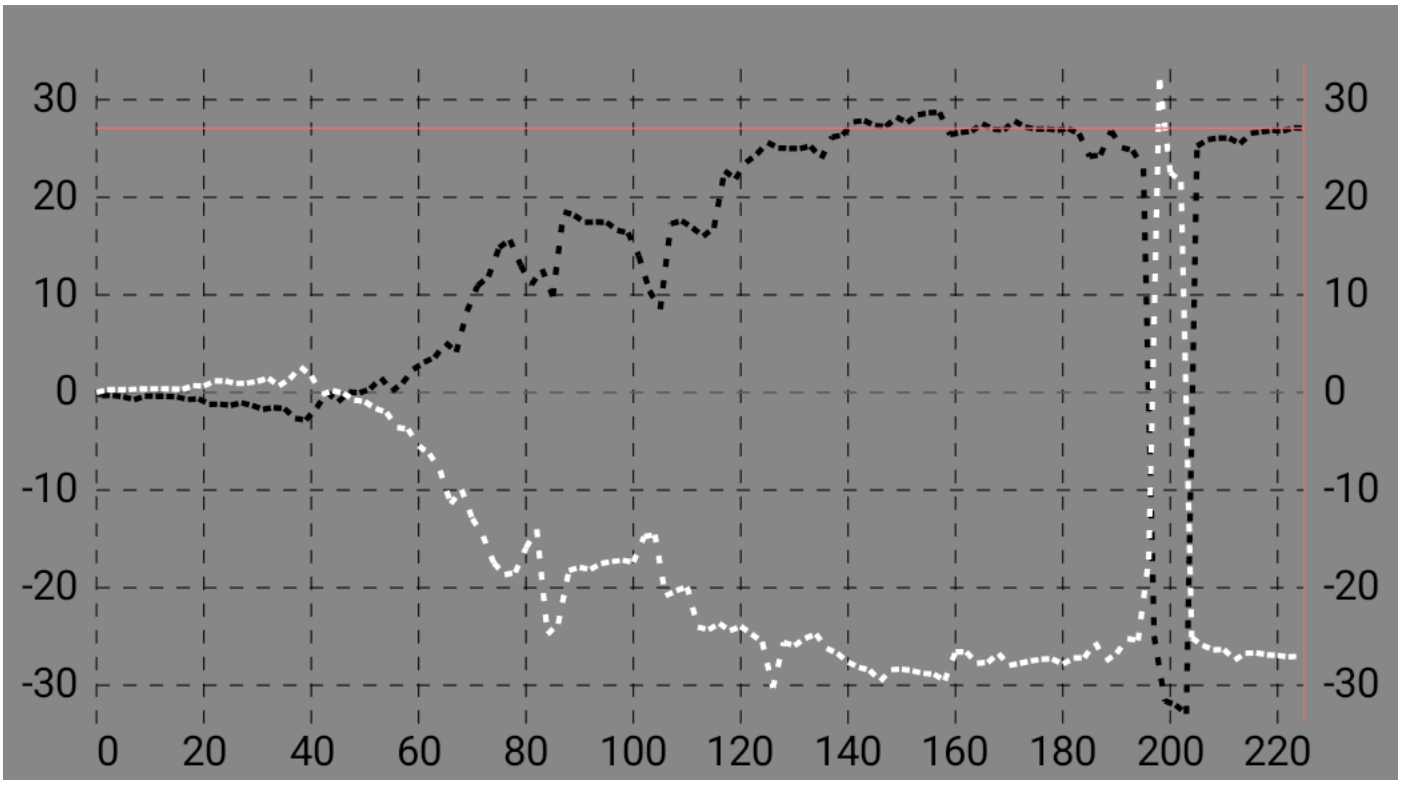
Review aid only, not an official rank.

# Whole Game Trend

## Winrate trend




## Lead trend



# Key Moves TOP 10

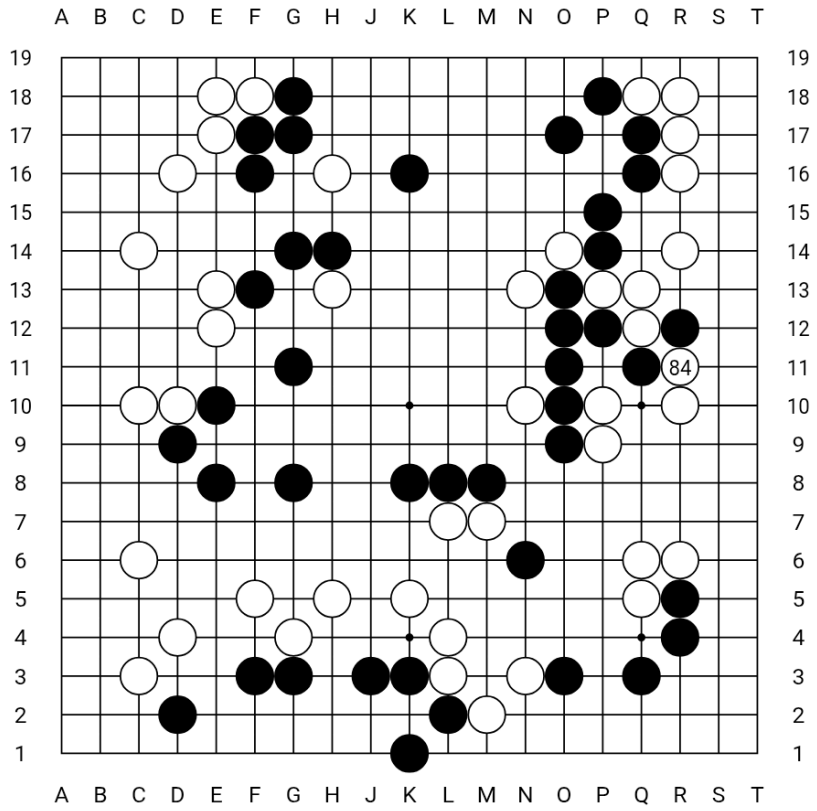
| Move | Color | Coord | Level | Winrate loss | Lead loss |
|---|---|---|---|---|---|
| 84 | W | R11 | Blunder | 0.24% | 10.86 |
| 85 | B | P11 | Blunder | 1.06% | 14.91 |
| 86 | W | Q10 | Blunder | 0.98% | 13.83 |
| 106 | W | T17 | Blunder | 5.96% | 12.32 |
| 114 | W | B3 | Blunder | 0.52% | 8.30 |
| 197 | B | O16 | Blunder | 27.79% | 8.71 |
| 198 | W | P17 | Blunder | 79.38% | 48.48 |
| 201 | B | N14 | Blunder | -3.64% | 9.14 |
| 203 | B | N12 | Blunder | -2.53% | 10.63 |
| 204 | W | M12 | Blunder | 91.22% | 55.40 |

# Move 84 W R11

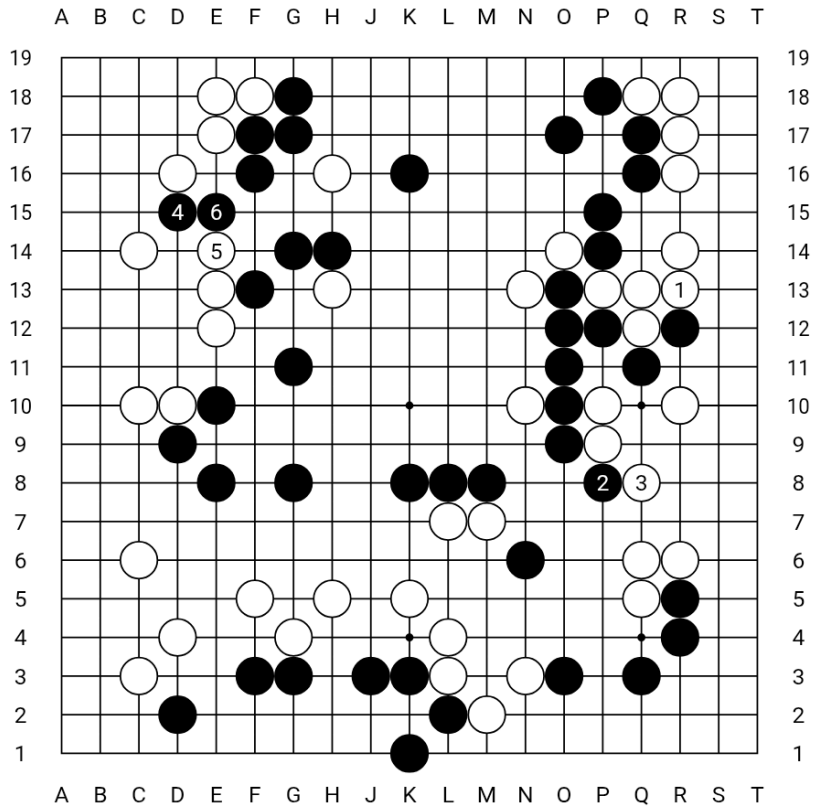
Blunder

Winrate loss: 0.24%  Lead loss: 10.86

## Actual position




## Recommended variation



# Move 84 W R11

Blunder

Winrate loss
0.24%

Lead loss
10.86

AI commentary

Overall Verdict: The actual move R11 differs from the AI top choice R13 and ranks only 11th among the considered candidates. It is a light extension on the right side, but it leaves the upper-right connection unresolved, and the projected follow-up Black R15 tiger's mouth followed by White S14 sagari costs about 10 points of lead compared with the leading candidate.

- Actual Move:

- White R11 is a "hai" extension on the right side, moving one line away from the nearby White stones.

- The likely aim is to keep the right-side group light and flexible while avoiding a heavy, overconcentrated shape in the upper right.

- Winrate: 0.40

- Lead: -23.49

- In the projected continuation, Black R15 forms a tiger's mouth and White must answer with S14 sagari, showing that the upper-right weakness remains unresolved.

- AI Comparison:

- The AI top move is Candidate 1, White R13 connect, with winrate 0.64 and lead -12.63.

- The actual move loses roughly 10.9 points of lead and about 24 percentage points of winrate relative to that recommendation.

- The gap is noticeable rather than catastrophic, but it is a meaningful loss in a middlegame position where connection and shape efficiency are central.

# Move 84 W R11

Blunder

AI commentary

- Candidate 1 White R13 Connect

- Move Data:

- Winrate: 0.64

- Lead: -12.63

- Variation Highlights:

- After White R13, Black P8 hane and White Q8 hane settle the lower-right side shape.

- Black then leans at D15, and White responds with E14 stretch before Black stretches at E15.

- The sequence keeps White's upper-right group connected while allowing play to continue naturally across the board.

- Summary: R13 is the most balanced choice because it fixes the connection issue first and preserves flexibility elsewhere.

- Strategic Explanation:

- The core aim is to remove the cutting and forcing problems around the upper-right group.

- The main gain is a solid, efficient connection that prevents Black from gaining forcing moves.

- The main cost is that the move is locally defensive and does not immediately create new territory or attack.

- Candidate 2 White Q14 Connect

- Move Data:

# Move 84 W R11

Blunder

AI commentary

- Winrate: 0.61

- Lead: -13.36

- Variation Highlights:

- After White Q14, Black plays Q10 de, and White turns at Q9.

- Black connects at R11, White stretches at P11, and Black plays R9 atari before White hanes at O8.

- The result is a more complex right-side fight with additional forcing exchanges.

- Summary: Q14 is close to the leading choice, but the resulting fight gives Black more active counterplay.

- Strategic Explanation:

- The core aim is to connect while keeping pressure on Black's right-side stones.

- The main gain is a stronger presence in the local fight.

- The main cost is the extra complexity and the forcing moves Black obtains in return.

- Candidate 3 White Q15 Bulge

- Move Data:

- Winrate: 0.54

- Lead: -14.47

- Variation Highlights:

- After White Q15 bulge, Black plays O15 atari and White connects at N14.

# Move 84 W R11

Blunder

AI commentary

- Black then connects at R11, and White follows with Q14 connect.

- The sequence resolves the upper-right shape, but White's stones become somewhat heavier.

- Summary: Q15 is a workable alternative, though less efficient than the direct R13 connection.

- Strategic Explanation:

- The core aim is to push through the upper-right shape and force a resolution.

- The main gain is removing the immediate cutting problem.

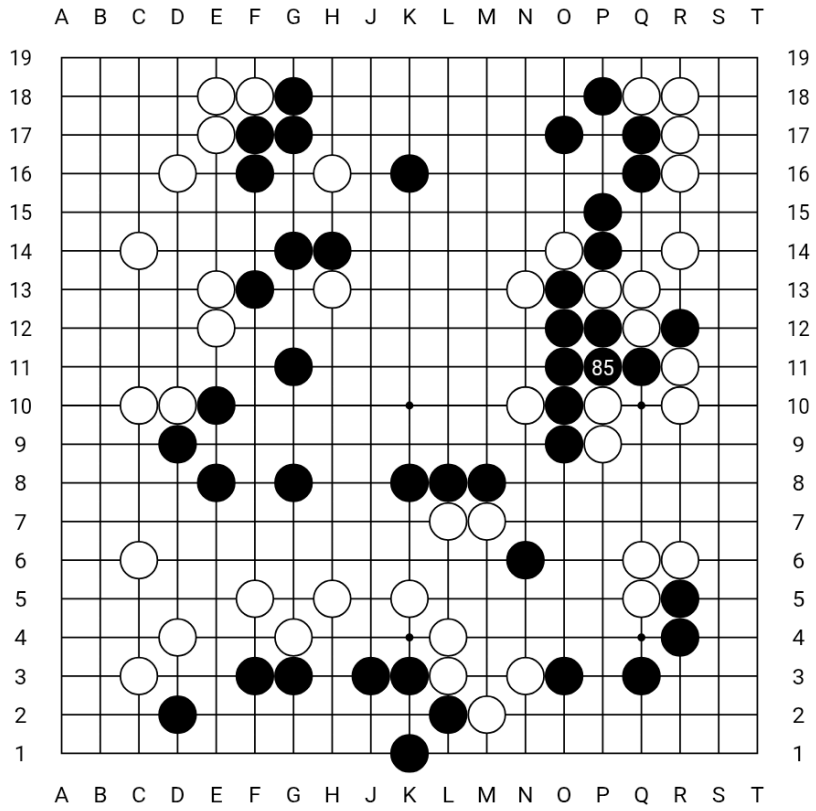
- The main cost is the heavier resulting shape and the loss of flexibility compared with R13.

# Move 85 B P11

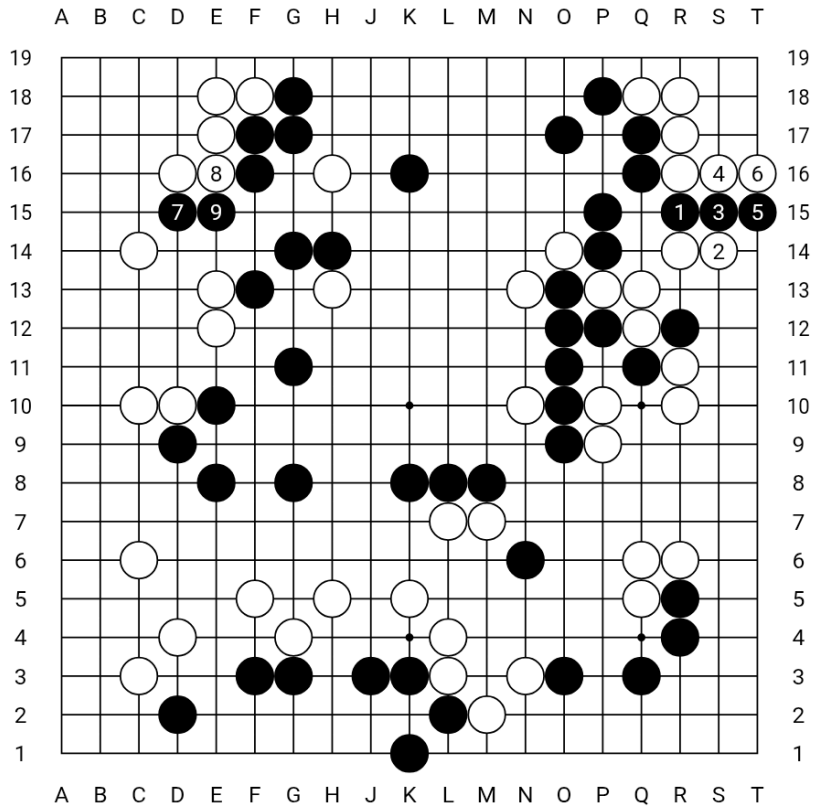
Blunder

Winrate loss: 1.06%  Lead loss: 14.91

## Actual position




## Recommended variation



# Move 85 B P11

Blunder

Winrate loss
1.06%

Lead loss
14.91

AI commentary

Overall Verdict: Black's P11 Connect is a playable but slightly off move: it removes a cutting defect in the right-side group, yet it releases pressure on White and gives back much of the earlier lead.

- This Move:

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

- Intention: P11 joins the black stones around O11, P12 and Q11 into one solid shape, eliminating the shortage-of-liberties and cutting worries in the right-side fight.

- What it gains: the black group becomes immediately safe, with no further defensive work required there.

- What it gives up: the move is locally defensive and slow. It does not attack White's upper-right group or expand Black's own framework, so the initiative in that area is handed back to White.

- Situation Shift:

- Before the move: winrate 99.85%, lead 24.77.

- After the move: winrate 98.79%, lead 9.87.

- Summary: Black remains clearly ahead, but the lead shrinks by roughly fifteen points. The loss comes from playing a purely defensive connection while a larger, more active point was available.

- AI Preference:

- The preferred move was R15 Tiger's Mouth in the upper right, with a lead of 24.77 and a

# Move 85 B P11

Blunder

AI commentary

winrate of 99.85%.

- R15 is a dual-purpose move: it protects Black's corner shape while putting White's upper-right group under pressure, keeping sente and preserving the large lead.

- The projected continuation runs Black R15, White S14 Sagari, Black S15 Sagari, White S16 Bend, Black T15 Sagari, White T16 Sagari, then Black D15 Lean, White E16 Connect, Black E15 Stretch. This sequence settles the upper right efficiently and then turns Black's attention toward the upper left.

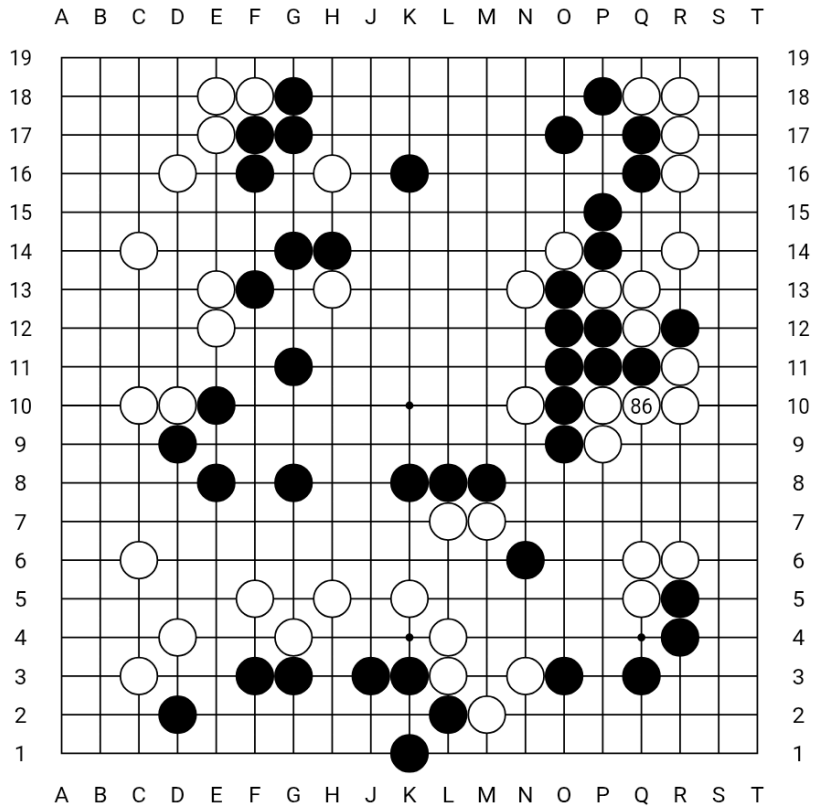
- Compared with P11, R15 combines defense with attack. P11 only repairs Black's own shape, which is why the evaluation drops despite Black still winning.

# Move 86 W Q10

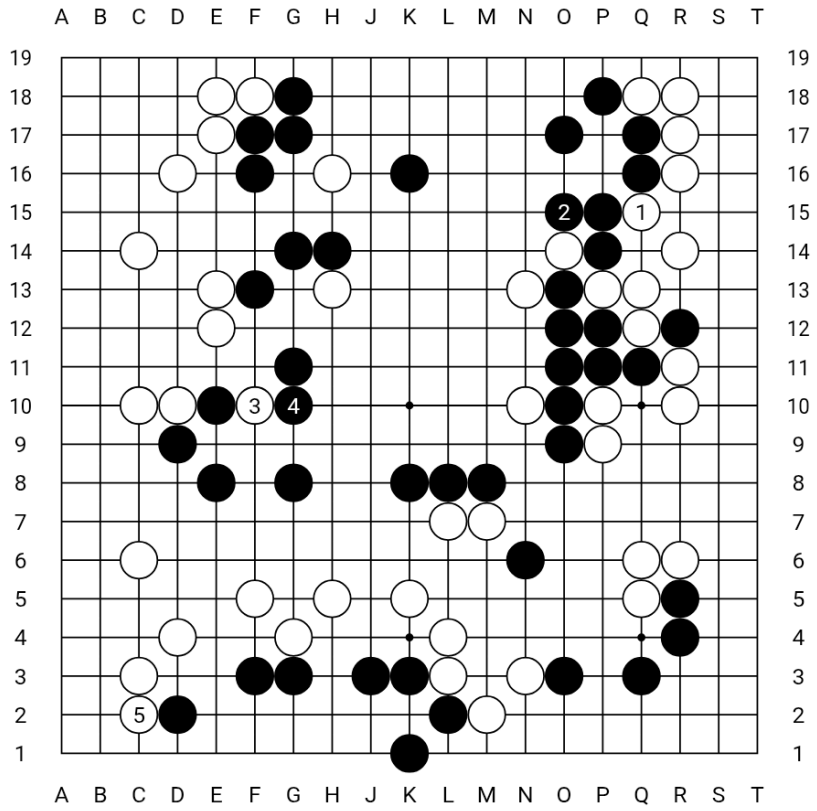
Blunder

Winrate loss: 0.98%  Lead loss: 13.83

## Actual position




## Recommended variation



# Move 86 W Q10

Blunder

Winrate loss
0.98%

Lead loss
13.83

AI commentary

Overall Verdict: White's Q10 Atari is a playable but clearly off-direction move in the middlegame; it wins a local stone yet costs about 14 points of lead and drops the winrate from 1.21% to 0.23%.

- This Move:

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

- Intention: Q10 puts the black stone at R10 in atari, aiming to capture it, reinforce White's right-side group, and simplify the local shape.

- What it gains: an immediate tactical threat and a concrete local capture that removes Black's cutting potential around R10.

- What it gives up: the move is locally forcing but small, so White spends the initiative on a low-value exchange while the larger points elsewhere remain untouched.

- Situation Shift:

- Before the move: winrate 1.21%, lead -9.87.

- After the move: winrate 0.23%, lead -23.69.

- Summary: the position worsens by roughly 14 points of lead and the winrate falls to about a fifth of its previous level, a substantial swing for a single move.

- AI Preference:

- The preferred move before White's last play was Q15 Bulge in the upper right, with winrate 1.21% and lead -9.87.

# Move 86 W Q10

Blunder

AI commentary

- The projected continuation after Q15 was Black O15 Atari, White F10 Clamp, Black G10 Stretch, White C2 Sagari.

- The key difference: Q15 acts on the larger upper-right shape and keeps White's options open across the board, while Q10 fixes White's attention on a small local capture and lets the bigger points pass.

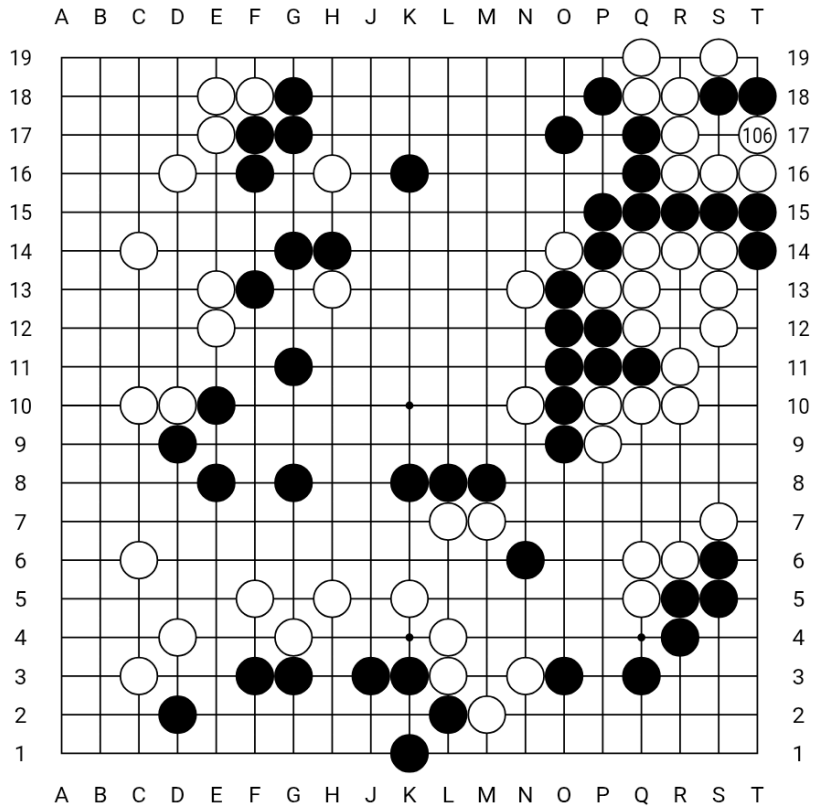
- The candidate list also shows Q15 Connect at the same evaluation, O15 Atari at lead -13.91 and winrate 2.14%, and Q14 Atari at lead -10.10 and winrate 1.10%, so the alternative s cluster around the upper-right area rather than the right-side capture.

# Move 106 W T17

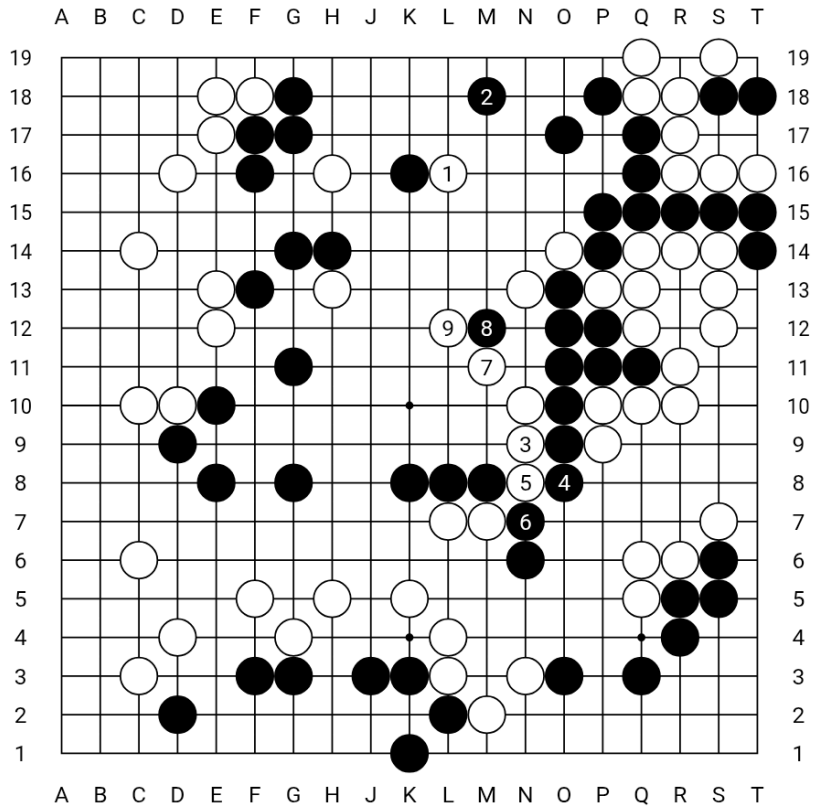
Blunder

Winrate loss: 5.96%  Lead loss: 12.32

## Actual position




## Recommended variation



# Move 106 W T17

Blunder

Winrate loss
5.96%

Lead loss
12.32

AI commentary

Overall Verdict: White's T17 bend is a clearly off move in the upper right; it is a local endgame-style play that does not address the urgent upper-side and center situation, and it costs a large amount of winrate and lead.

- This Move:

- The move is clearly off the best line. Before it, White already had a difficult position, but the evaluation was still around a 6% winrate and a lead of about 8.5 points for Black. After T17, White's winrate falls to roughly 0.2% and the lead grows to about 20.8 points for Black.

- Intention: White tries to bend on the upper-right edge, looking to press Black's corner-side group, gain a little territory, and create some outside influence or forcing moves toward the center.

- What it limits: it gives White a small amount of profit in the corner-side area and may create a follow-up squeeze or forcing move against Black's shape.

- What it gives up: it is slow in the larger position. The upper side and the center are still the main strategic areas, and T17 does not strengthen White's weak groups or reduce Black's central thickness. In a middlegame position where the balance of attack and defense matters more than a few points of edge profit, this move is too local and too small.

- Situation Shift:

- Before the move: White was behind, with a winrate of about 6.2% and a lead of about 8.5 points for Black. The position was difficult, but White still had meaningful ways to play in the upper side and center.

- After the move: White's winrate drops to about 0.24%, and Black's lead increases to about 20.8 points. The move does not change the local shape decisively, but it gives Black a free hand elsewhere and makes White's overall position much harder.

# Move 106 W T17

Blunder

AI commentary

- Summary: T17 turns a difficult but still playable position into a nearly decided one. The loss is not from a tactical collapse in the corner, but from choosing a small local profit when the whole-board direction demanded a bigger move.

- AI Preference:

- The preferred move before White's last play was the attachment at L16 on the upper side. That move directly asks Black how to answer in the area where the groups are still unsettled and where the center influence is being decided.

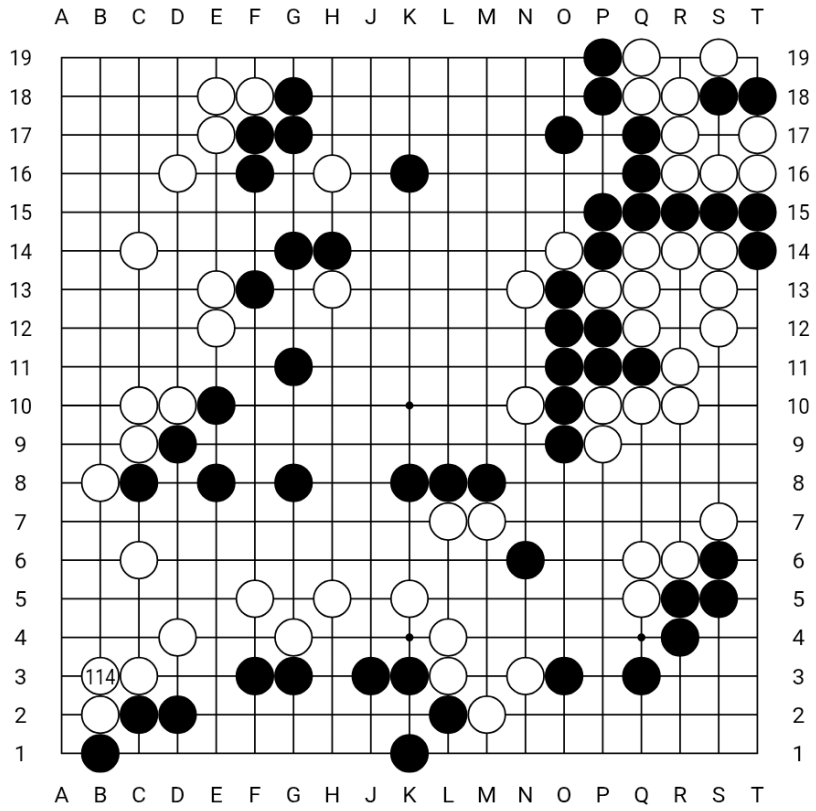
- The key difference is direction and urgency. L16 develops White's position in the upper side and center, while T17 spends a move on the edge. The attachment keeps White's stones connected to the larger fight and gives White a chance to reduce Black's thickness, whereas the bend leaves the important strategic questions unanswered.

# Move 114 W B3

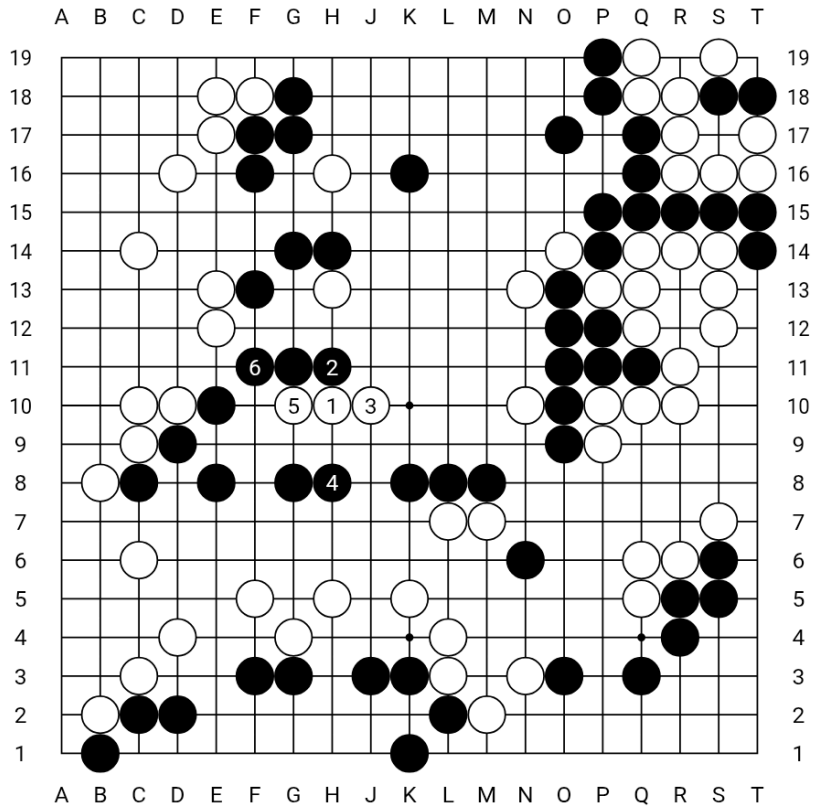
Blunder

Winrate loss: 0.52%  Lead loss: 8.30

## Actual position




## Recommended variation

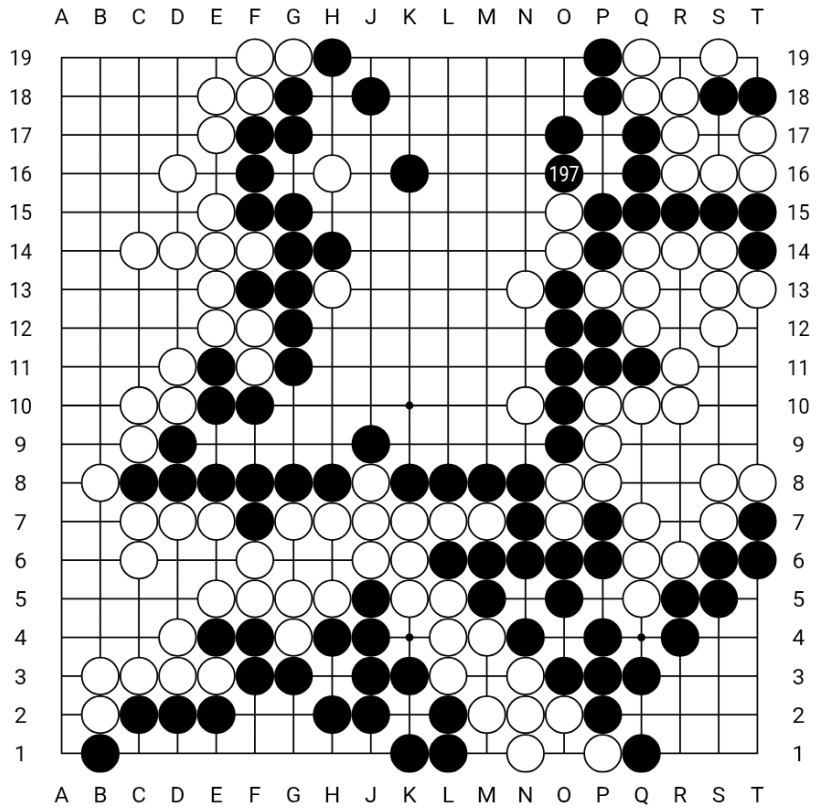


# Move 197 B O16

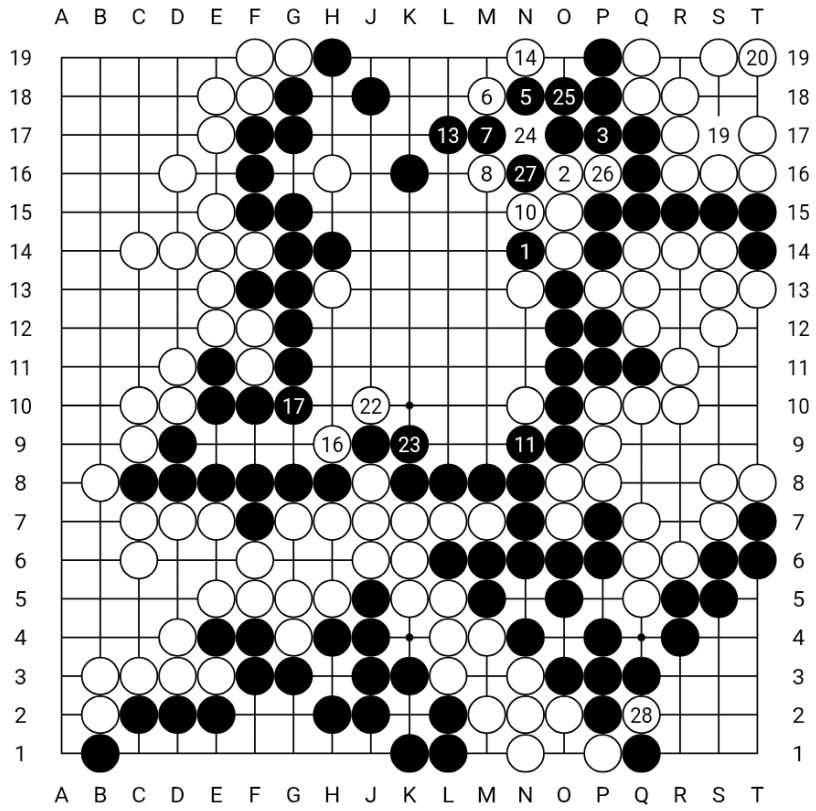
Blunder

Winrate loss: 27.79%  Lead loss: 8.71

## Actual position




## Recommended variation

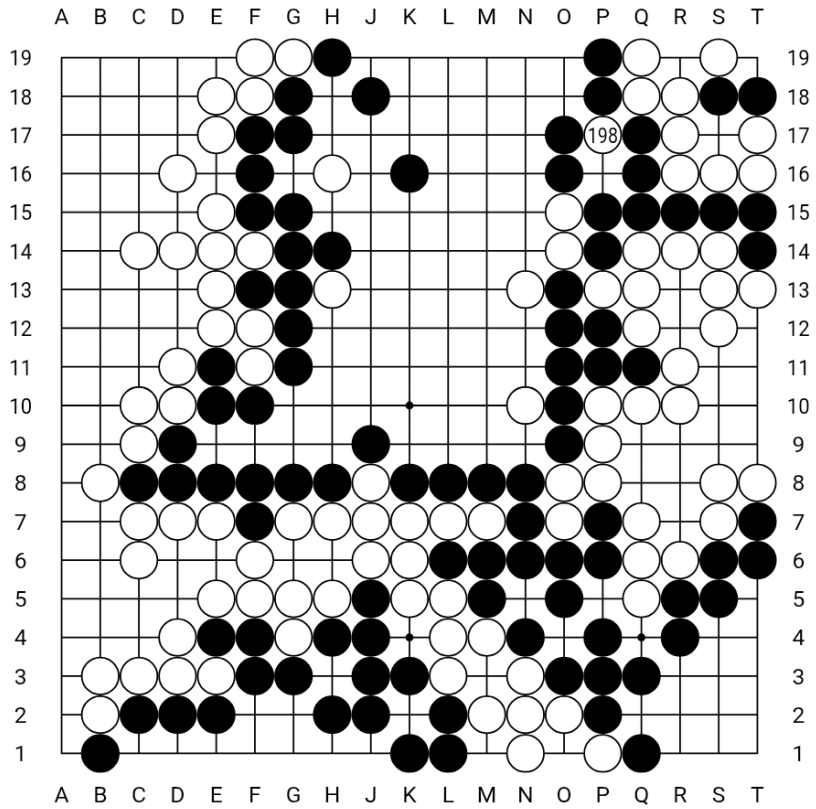


# Move 198 W P17

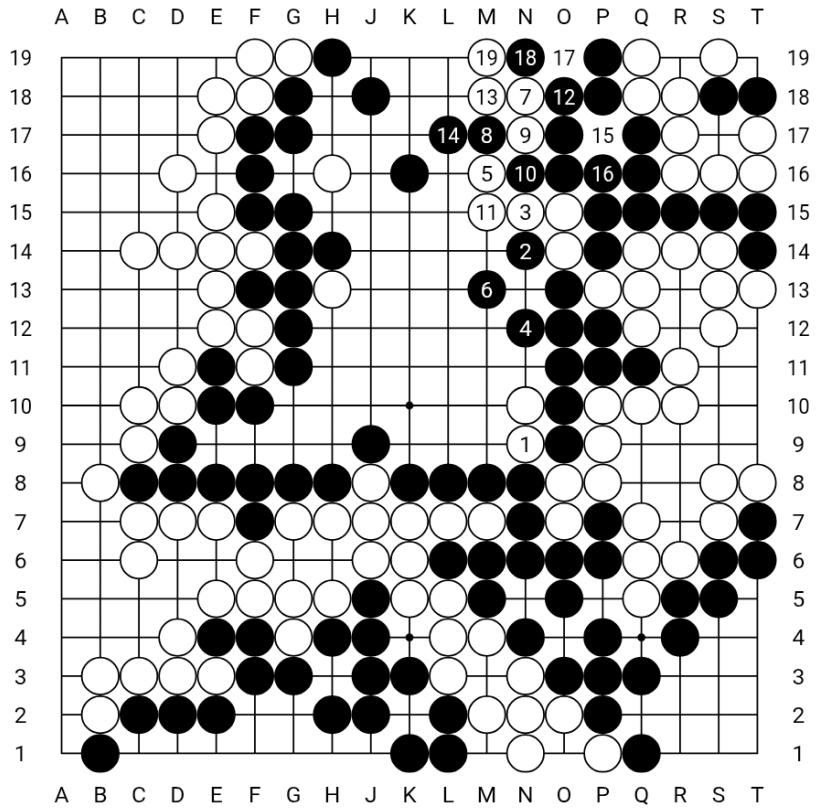
Blunder

Winrate loss: 79.38%  Lead loss: 48.48

## Actual position




## Recommended variation



# Move 198 W P17

Blunder

Winrate loss
79.38%

Lead loss
48.48

AI commentary

Overall Verdict: The actual move, White P17 throw-in, differs from the AI top choice of N9 stretch. It is a small endgame probe in the upper right, but it leaves the urgent central point at N9 to Black and carries a large evaluation cost compared with taking N9 directly.

- Actual Move:

- White plays a throw-in at P17 in the upper right, aiming to reduce Black's eye space and force a capture at P16.

- This is a classic endgame probe: it asks Black to spend a move capturing, and White can then return to the center with N9.

- Winrate: 7.68%

- Lead: -23.51 points

- The real continuation shows only White P17, with no further moves recorded.

- AI Comparison:

- The AI top move is Candidate 1, White N9 stretch in the center, with a winrate of 87.07% and a lead of 24.97 points.

- Compared with the actual P17 throw-in, N9 is clearly superior: the winrate gap is large, and the lead swings from a 23.51-point deficit to a 24.97-point advantage.

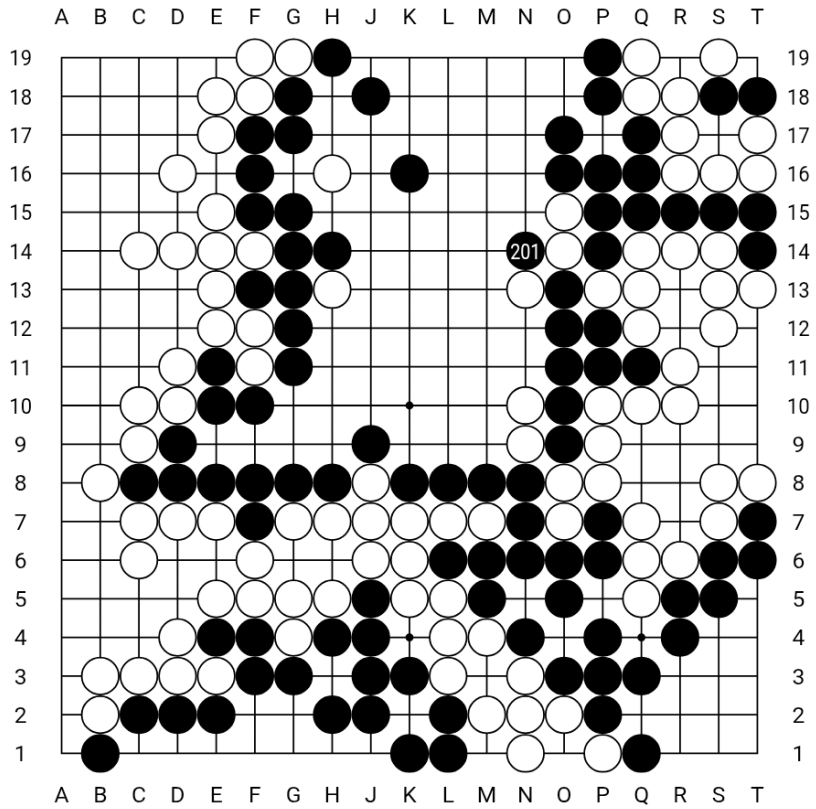
- The difference comes from timing. N9 addresses the central shape immediately, while P17 spends a move on a local endgame probe before that central point is secured.

# Move 201 B N14

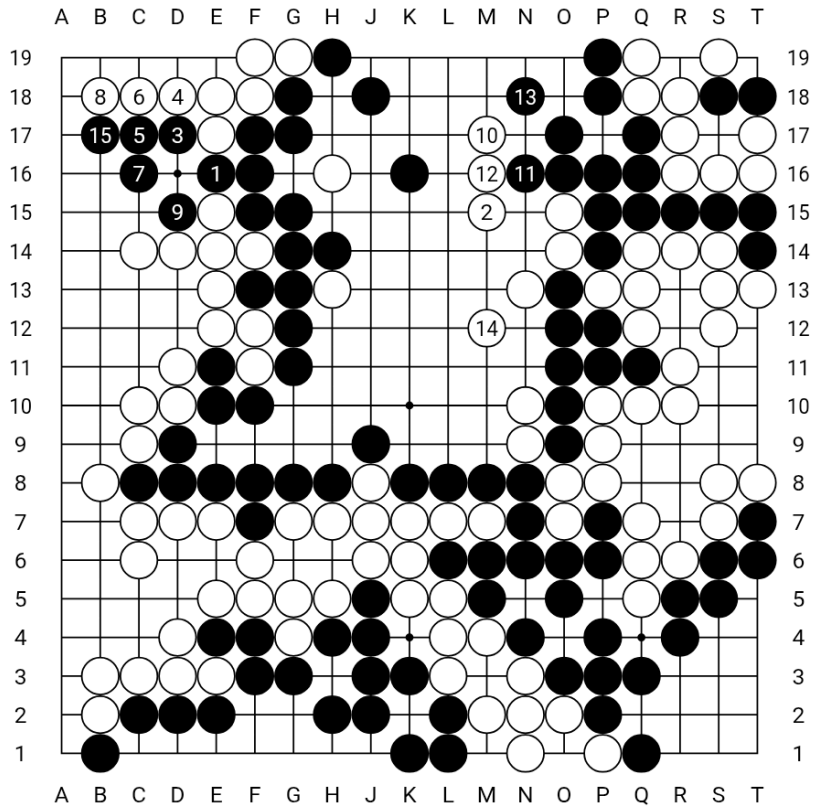
Blunder

Winrate loss: -3.64%  Lead loss: 9.14

## Actual position




## Recommended variation



# Move 201 B N14

Blunder

Winrate loss
-3.64%

Lead loss
9.14

AI commentary

Overall Verdict: Black's actual move was N14, an atari on the upper side. It matches Candidate 2, not the AI's top-ranked move, and it leaves Black far behind at roughly 31.7 points with only about 4% winrate. The gap to the best-scoring alternative is noticeable rather than decisive, but in this late endgame even a few points matter.

- Actual Move:

- Black N14 atari presses White's group on the upper side, forcing a response and keeping the initiative in that local exchange.

- Winrate: 4.17%

- Lead: -31.69 points

- The move is the second-ranked candidate, so it is a reasonable try, but it does not reduce White's lead as much as the alternatives.

- AI Comparison:

- The top-ranked move is E16, a turn in the upper left, with a winrate of 0.53% and a lead of -22.56 points.

- Compared with the actual N14, E16 improves Black's position by about 9 points of lead, a noticeable difference in the endgame, though Black remains well behind either way.

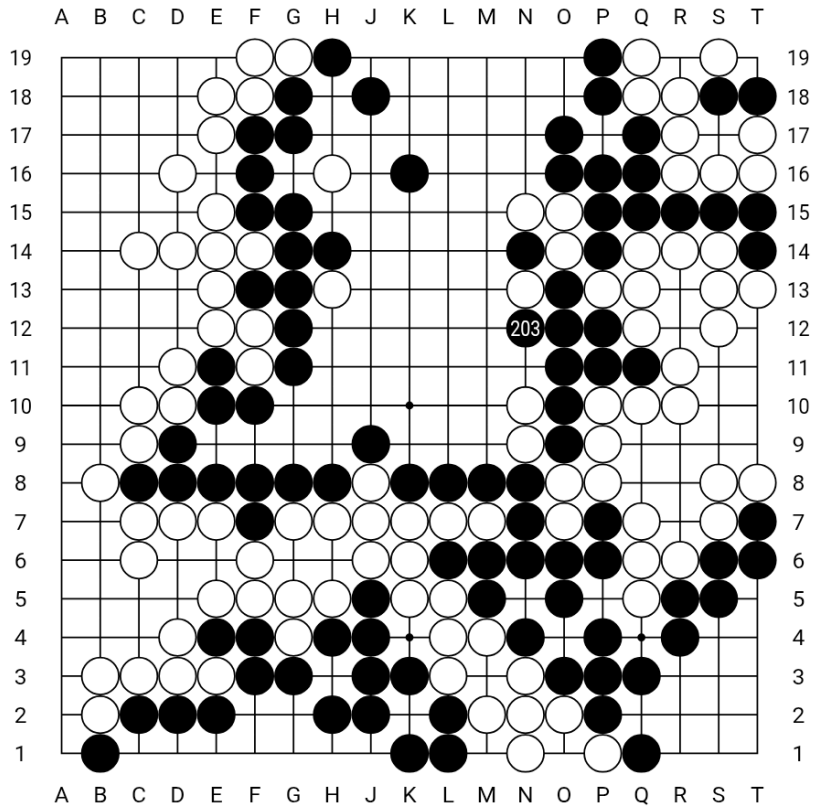
- The second candidate, N14, is the move actually played; the third candidate, B9, scores slightly better than N14 but still leaves Black trailing by about 21 points.

# Move 203 B N12

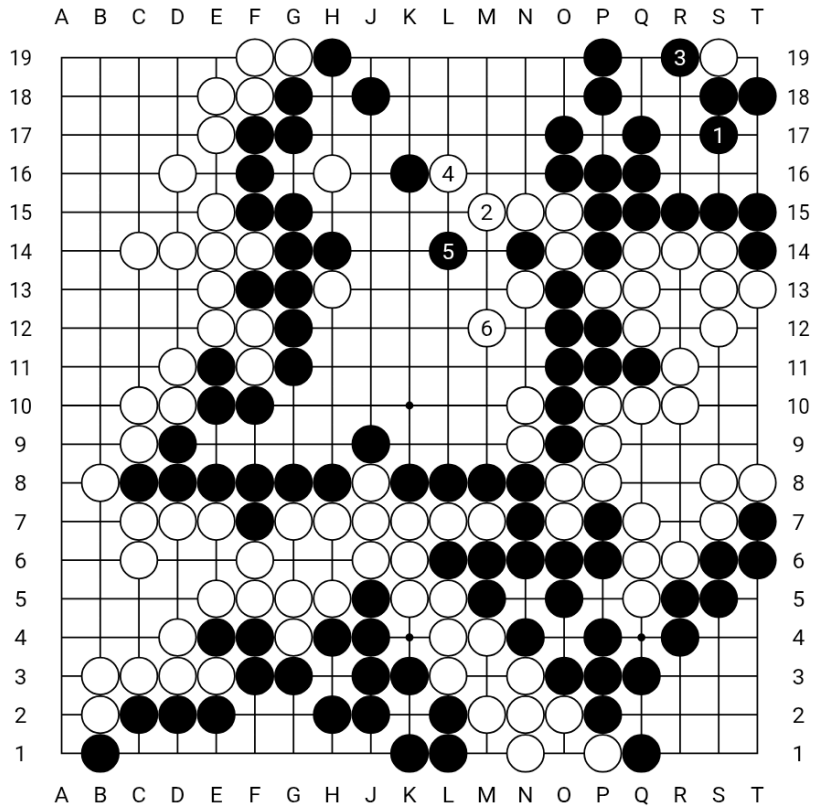
Blunder

Winrate loss: -2.53%  Lead loss: 10.63

## Actual position




## Recommended variation



# Move 203 B N12

Blunder

Winrate loss
-2.53%

Lead loss
10.63

AI commentary

Overall Verdict: Black actually played N12, an atari in the center, which is the second-ranked candidate rather than the top choice S17. The position is a late endgame where Black trails by roughly 32 points, and the actual move gives White the initiative in the upper-center fighting. Compared with the top candidate S17, the actual move is noticeably worse in the lead, although all three options leave Black far behind.

- Actual Move:

- Move: Black N12, an atari in the center, played at move 202.

- Winrate: 3.38%.

- Lead: Black trails by about 32.2 points.

- Aim: put pressure on White's upper-center stones and try to create complications in the center, hoping to profit from the resulting fight.

- The real game continuation recorded is simply Black N12, with no further moves provided.

- AI Comparison:

- The top candidate is S17, an atari in the upper right, with a winrate of 0.85% and a lead of about 21.6 points behind.

- The actual N12 is noticeably worse than S17 in the lead, by roughly 10 points, although the winrate figures for both moves are very low and should be read mainly through the lead.

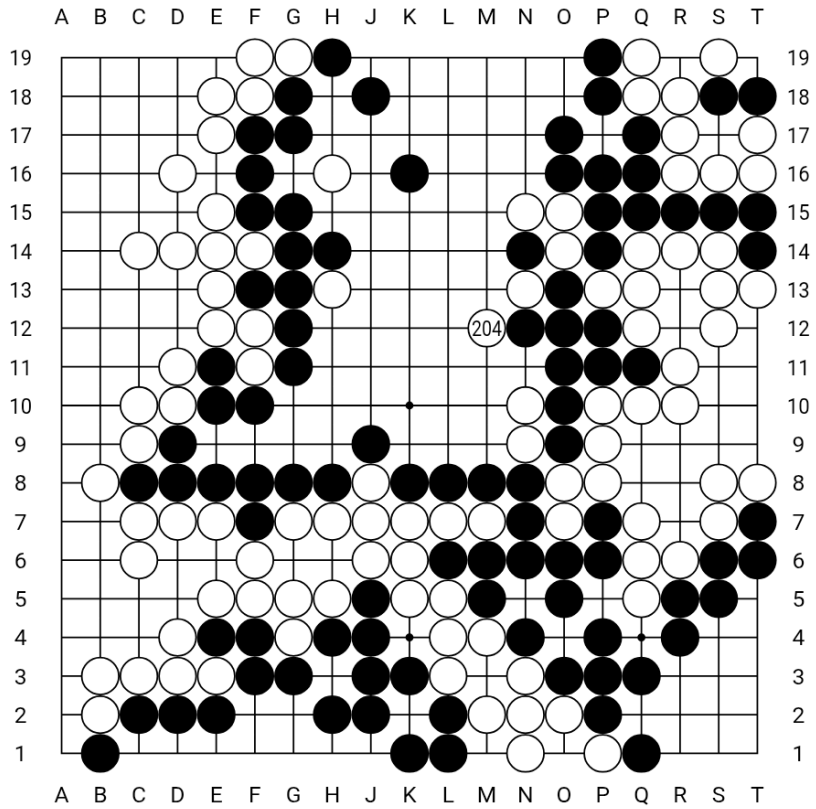
- The gap is noticeable rather than decisive on its own, since Black is already in a difficult endgame position.

# Move 204 W M12

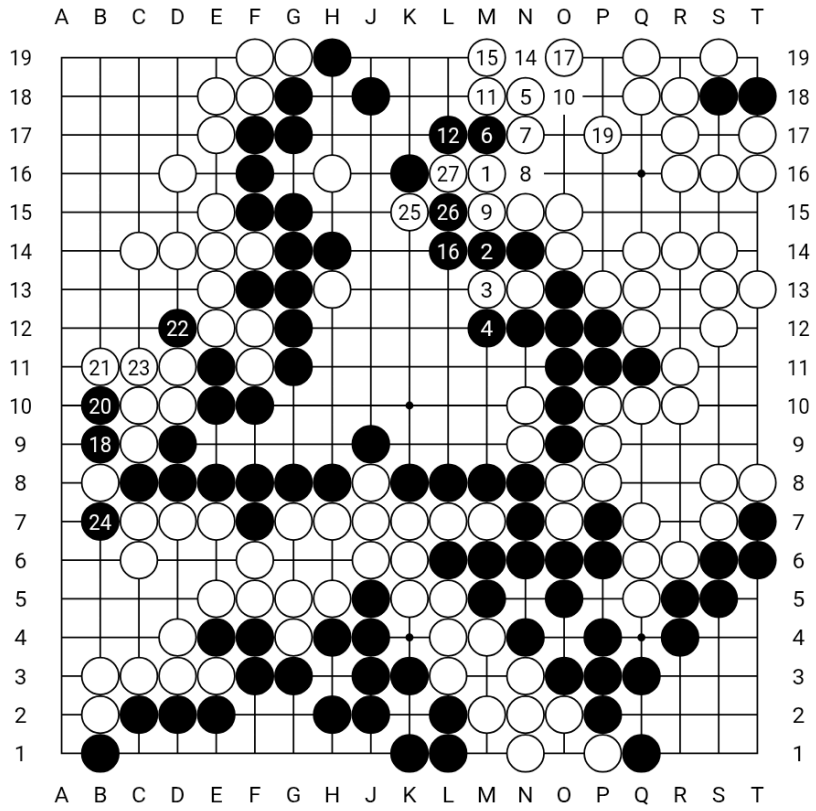
Blunder

Winrate loss: 91.22%  Lead loss: 55.40

## Actual position




## Recommended variation



# Move 204 W M12

Blunder

Winrate loss
91.22%

Lead loss
55.40

AI commentary

Overall Verdict: The actual move, White M12 Atari, differs from the AI top choice, Candidate 1 White M16 Diagonal. In this endgame position, M12 leaves White behind by about 22.47 points with a 6.72% winrate, while M16 would give White a 32.93-point lead and a 97.94% winrate. The gap is large, so the choice of move is decisive here.

- Actual Move:

- White plays M12 Atari in the center, putting pressure on Black's stones and looking to force a response before turning to the upper side.

- Winrate: 6.72%

- Lead: -22.47 points

- The real game continuation recorded is simply White M12 Atari, with no further moves provided.

- AI Comparison:

- Candidate 1 White M16 Diagonal holds a 97.94% winrate and a 32.93-point lead, compared with the actual move's 6.72% and -22.47 points.

- This is a large difference: the actual atari does not deliver the same endgame value as the diagonal, and White falls well behind.

- Move Data:

- Winrate: 6.72%

- Lead: -22.47 points

# Move 204 W M12

Blunder

AI commentary

- Variation Highlights:

- White M12 Atari, Black M13 Take, White N11 Atari, Black N13 Fill.

- White then plays M16 Diagonal, but Black answers with N16 Atari, White M15 Connect, Black L13 Stretch, White N18 Small Knight, and Black M17 Hane.

- The sequence lets Black stabilize the upper-side shape and keeps White's profit limited.

- Summary: The atari sequence does not convert into enough endgame gain, leaving White with a clear deficit.

- Strategic Explanation:

- The core aim is to use the atari to dictate Black's response and create forcing moves in the center.

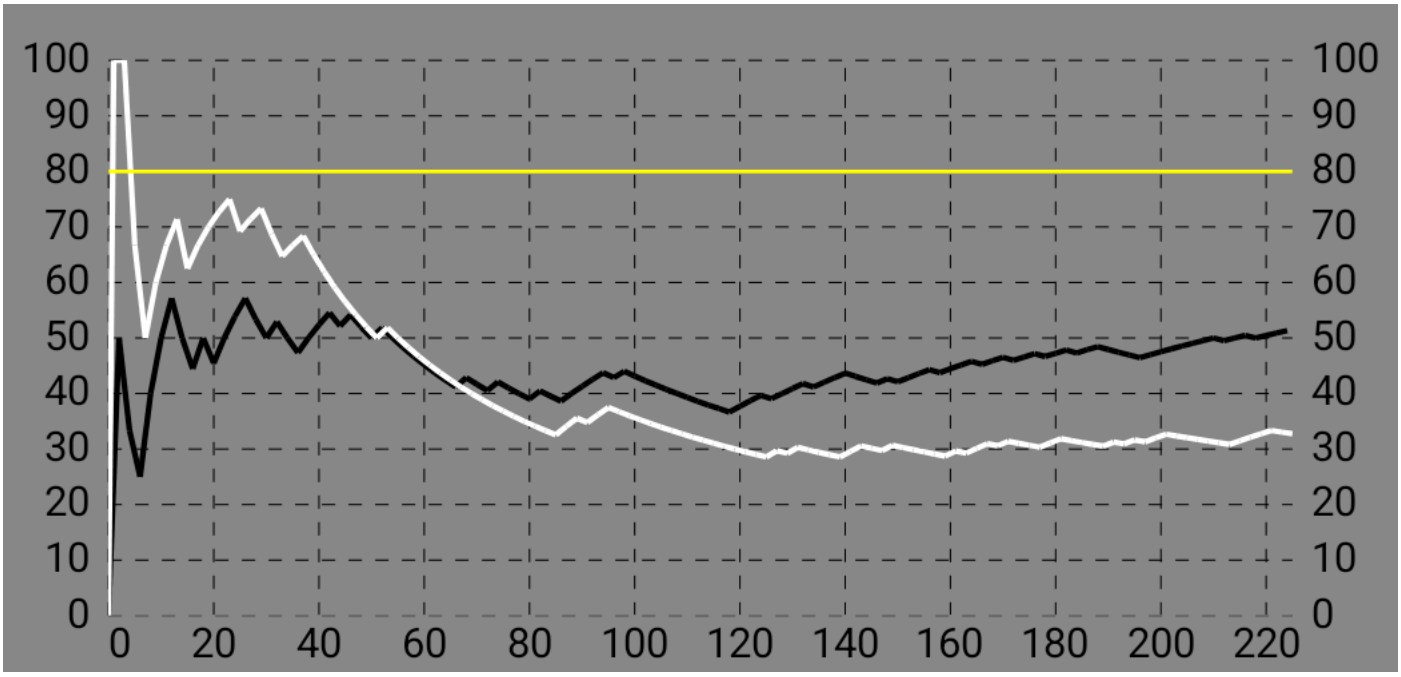
- The main gain is a forcing exchange, but the main cost is that Black is allowed to settle the upper-side shape, so White's overall endgame position remains behind.

# AI similar

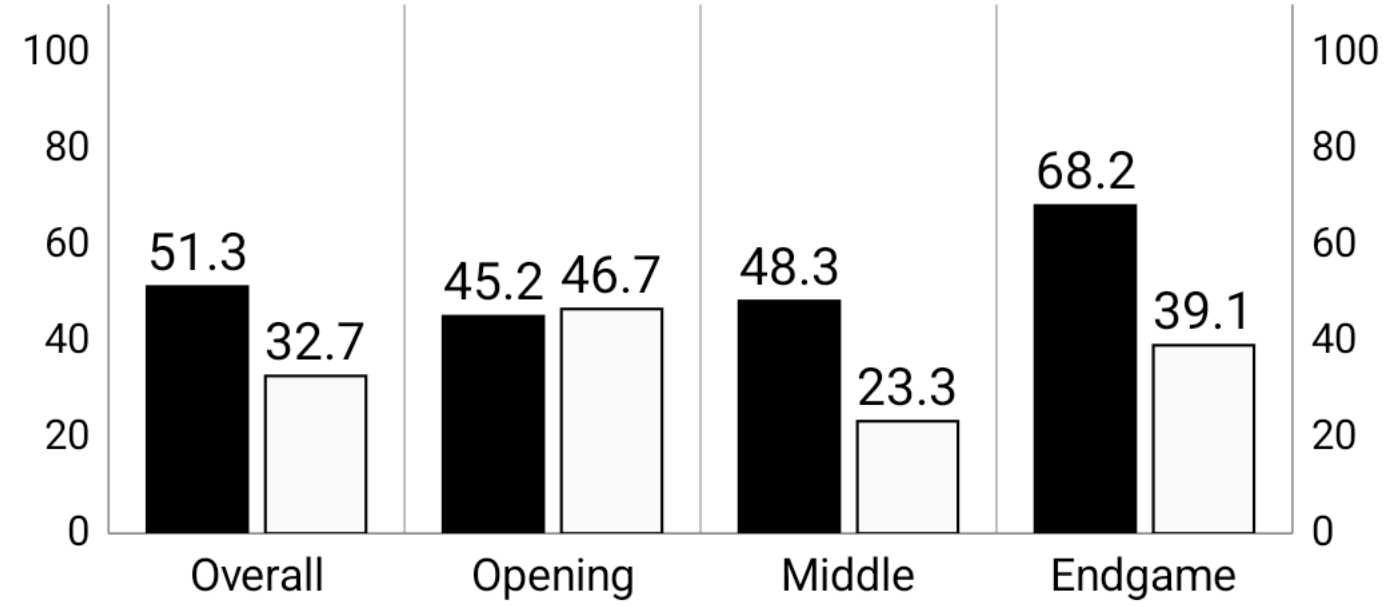
Black similarity is 51.3%  White similarity is 32.7%

If exceeds the yellow line, maybe is using AI

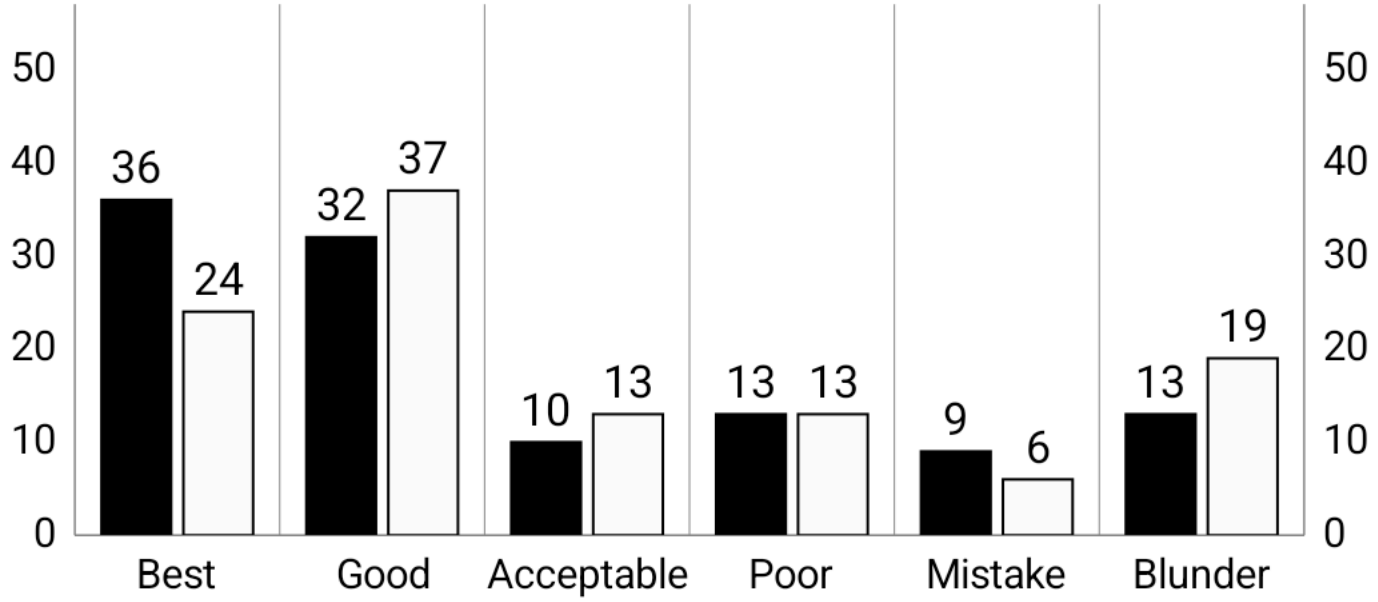
## Overall similarity trend




## Stage similarity



# Perform


50
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Best
Good
Acceptable
Poor
Mistake
Blunder