AhQ Go Pro Hawk Eye Report

Black: -

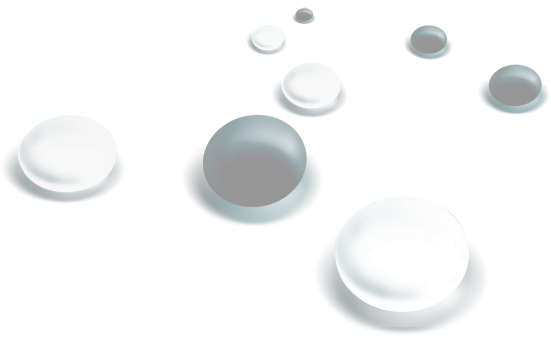
White: -

Rule: Chinese rule

Komi: Black gives 3.75 stones

Game result: Unknown result

Analysis date: 2026-10-21 10:55:55



AhQ Go Pro 2.9.1

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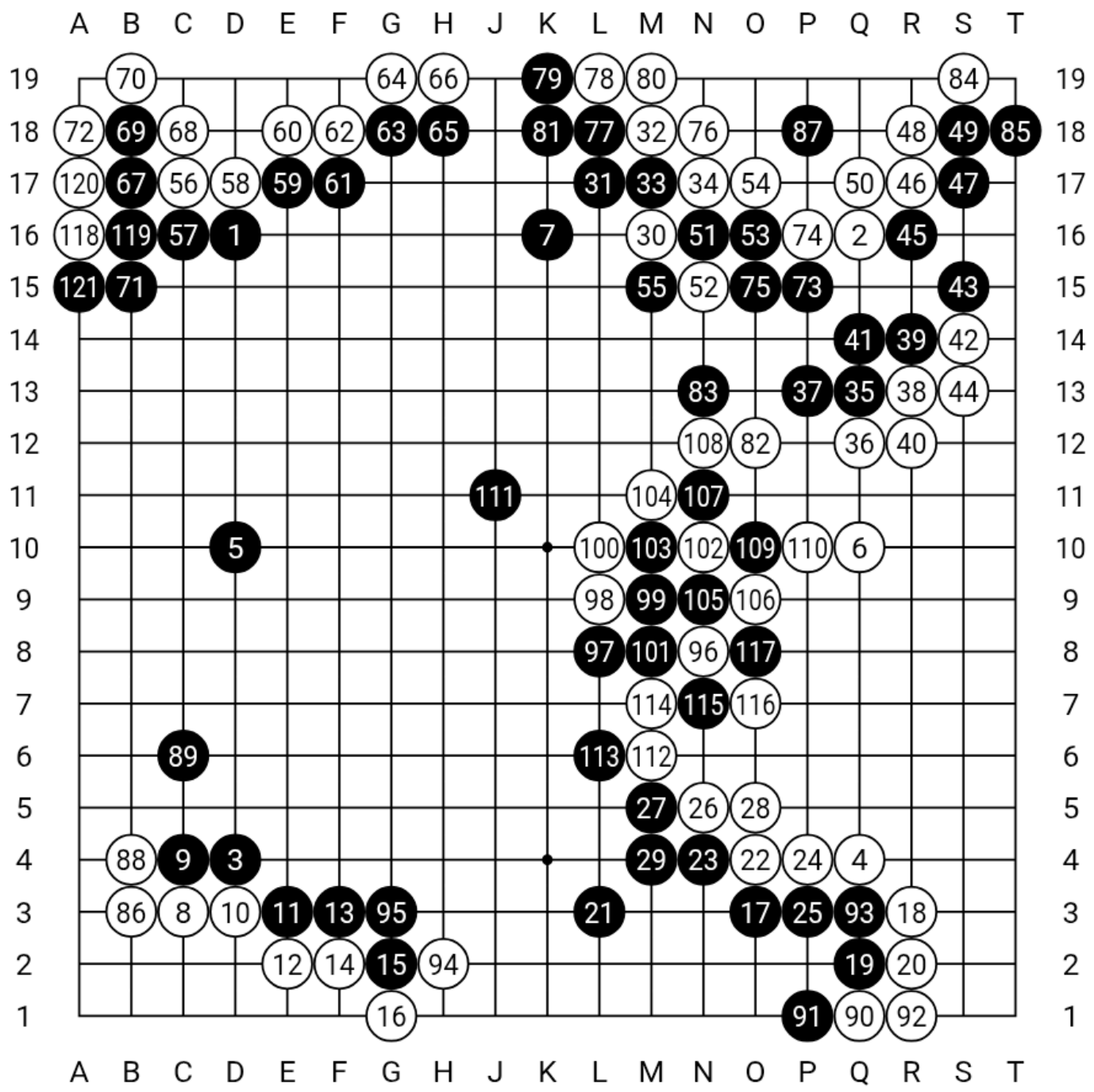
Overview


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
70 64 66 79 78 80 84
72 69 68 60 62 63 65 81 77 32 76 87 48 49 85
120 67 56 58 59 61 31 33 34 54 50 46 47
118 119 57 1 7 30 51 53 74 2 45
121 71 55 52 75 73 43
41 39 42
83 37 35 38 44
108 82 36 40
111 104 107
5 100 103 102 109 110 6
98 99 105 106
97 101 96 117
114 115 116
89 113 112
27 26 28
88 9 3 29 23 22 24 4
86 8 10 11 13 95 21 17 25 93 18
12 14 15 94 19 20
16 91 90 92

Game Summary

AI commentary

Overall Verdict: Black built and maintained a winning advantage throughout, with the opening and middlegame both trending in Black's favor.

- Move Data: The game ran 121 moves under Chinese rules with 7.5 points of komi. Black was better from move 1 through 60 and remained better from move 61 to the end, with the final lead reaching about 100 points. Turning moves were recorded at 72, 76, 84, 85, 90, 92, 120, and 121.

- Variation Highlights: White's A18 hane at move 72 was clearly off, reducing local profit while worsening the overall position and dropping the winrate from 0.08% to 0.02%. White's N18 connection at 76 was playable but too passive, fixing a cutting point while surrenderin g the initiative. The later White choices at 84, 90, 92, and 120 were all playable but slightly off, each passing up a better alternative in a position already heavily lost.

- Strategic Explanation: The decisive factor was initiative and efficiency rather than any single dramatic collapse. White repeatedly chose safe, locally reasonable moves that failed to address the more urgent points elsewhere, so the deficit kept widening instead of narrowing. Black, for its part, played solidly to preserve the lead, though move 85 in the upper right and the final move 121 at A15 were slightly less efficient than the preferred continuations, with 121 giving up more than 13 points of lead compared with the AI's choice.

- Actual Move: The game ended after Black's A15 at move 121, a playable but slightly off last move that wins a stone in the upper left.

- AI Comparison: Across the key points, White's moves were consistently playable yet slightly off, while Black's two flagged moves were safe but not the most efficient; the accumulated small inaccuracies on White's side, beginning with the clearly off A18 hane, are what turned a difficult position into an overwhelming one.

Strength

Black Overall score **61/100**

Overall **Amateur 3-5 kyu**

White Overall score **60/100**

Overall **Amateur 6-10 kyu**

	Black	White
Opening	Amateur 3-5 kyu	**Amateur 3-5 kyu**
Middlegame	**Amateur 3-5 kyu**	Amateur 11-15 kyu
Endgame	Insufficient data	Insufficient data

Black

AI similarity

24.6%

Mistakes	**35**
Avg winrate loss	**0.83%**
Avg lead loss	**3.93**

White

AI similarity

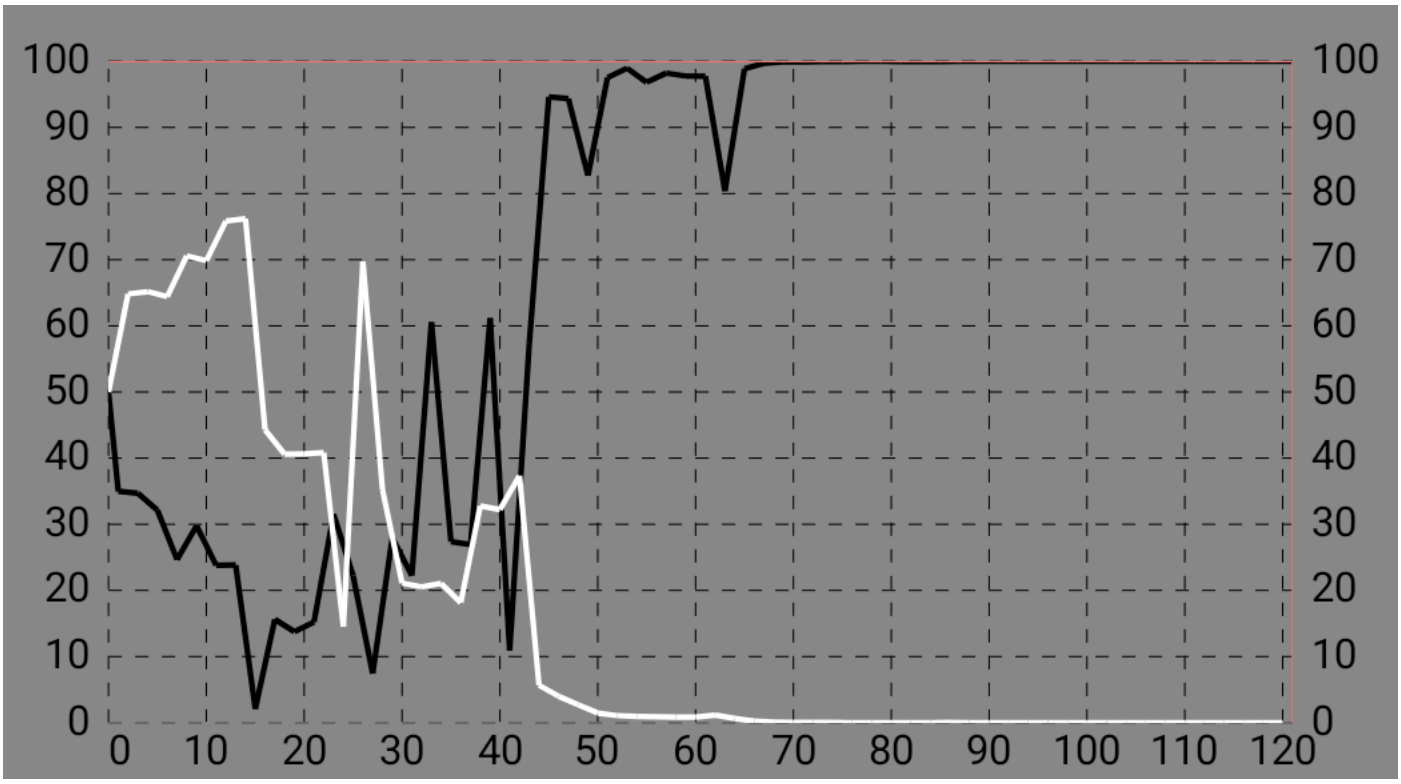
14.8%

Mistakes	**43**
Avg winrate loss	**0.76%**
Avg lead loss	**5.07**

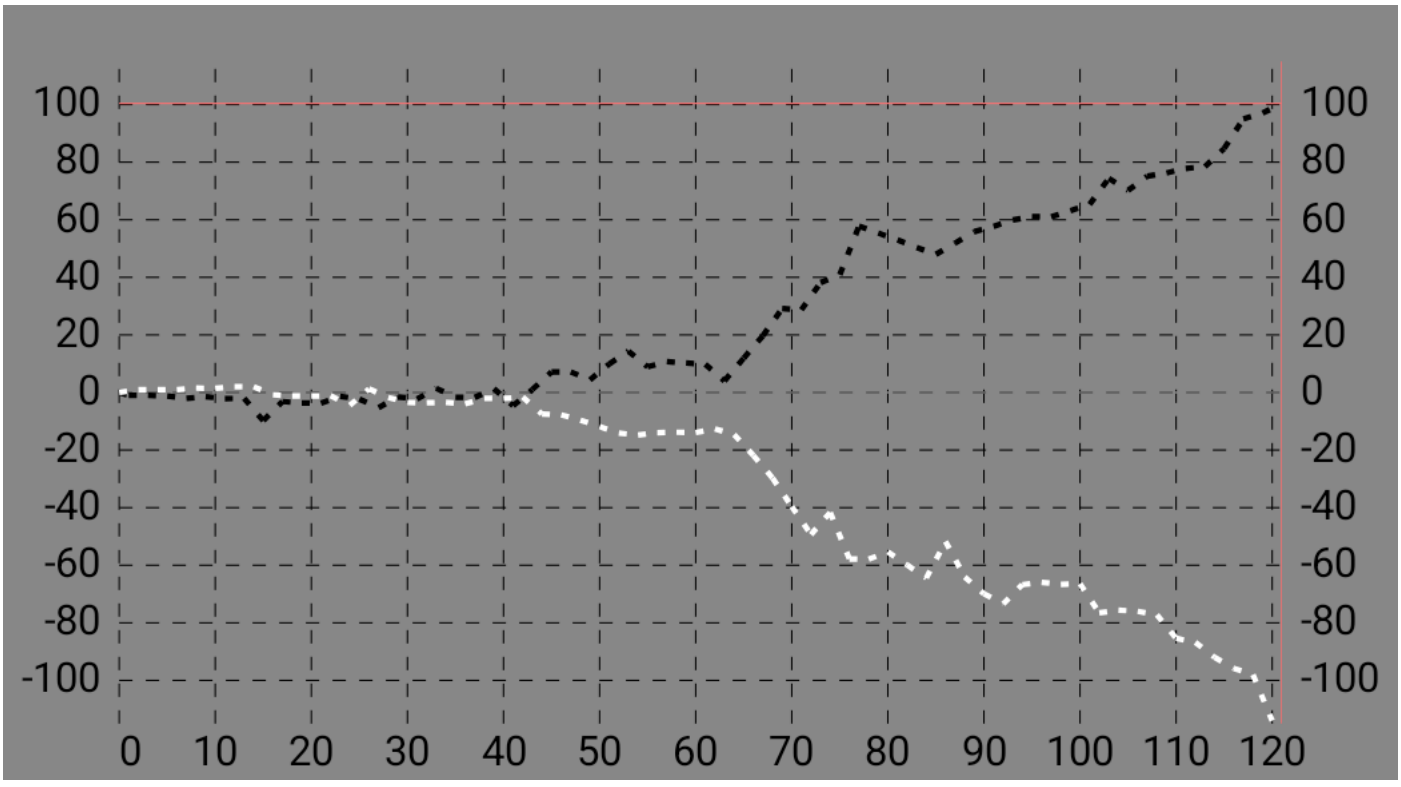
Review aid only, not an official rank.

Whole Game Trend

Winrate trend



Lead trend



Key Moves TOP 10

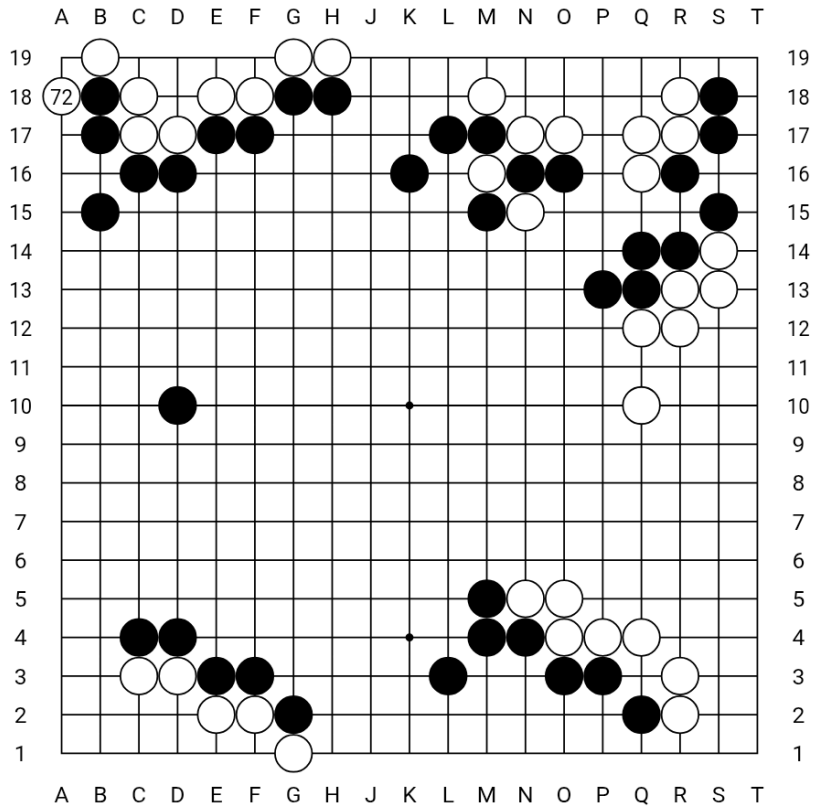
Move	Color	Coord	Level	Winrate loss	Lead loss
72	W	A18	Blunder	0.06%	20.61
76	W	N18	Blunder	0.02%	16.91
84	W	S19	Blunder	0.02%	14.13
85	B	T18	Blunder	0.02%	16.47
90	W	Q1	Blunder	0.01%	14.04
92	W	R1	Blunder	0.01%	15.70
93	B	Q3	Blunder	0.01%	13.50
114	W	M7	Blunder	0.00%	13.53
120	W	A17	Blunder	0.00%	17.00
121	B	A15	Blunder	0.00%	13.60

Move 72 W A18

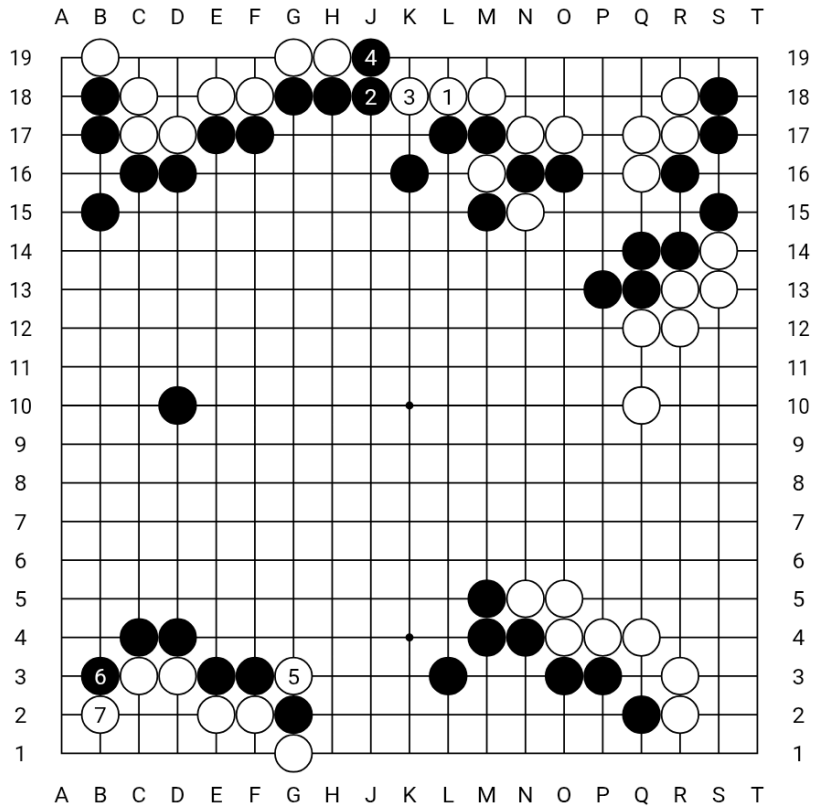
Blunder

Winrate loss: 0.06% Lead loss: 20.61

Actual position



Recommended variation



Move 72 W A18

Blunder

Winrate loss
0.06%

Lead loss
20.61

AI commentary

Overall Verdict: White's A18 hane is a clearly off move in the upper left; it reduces local profit but worsens the overall position substantially, dropping the winrate from 0.08% to 0.02% and deepening the lead deficit from -28.72 to -49.32.

- This Move:

- Clearly off the best line, though the position was already very difficult for White before it.

- Intended to squeeze the upper left corner, reduce Black's eye space, and create forcing moves along the first line.

- In doing so, it gives Black a free outside wall and removes White's own flexibility in the upper side, turning a manageable local exchange into a clear loss.

- Situation Shift:

- Before the move: White already trailed heavily, with a winrate of 0.08% and a lead of -28.72.

- After the move: the winrate falls to 0.02% and the lead widens to -49.32, confirming that the hane accelerated the collapse rather than creating counterplay.

- Summary: the move traded a small local gain for a much larger strategic loss, leaving White with fewer options and a weaker outside position.

- AI Preference:

- The preferred move was L18 on the upper side, a calm turn that keeps the upper-side groups connected and avoids handing Black free outside strength.

- The key difference is direction: L18 preserves balance and keeps the game within a manageable margin, while A18 spends a move on a small corner profit that strengthens

Move 72 W A18

Blunder

AI commentary

Black's outside wall.

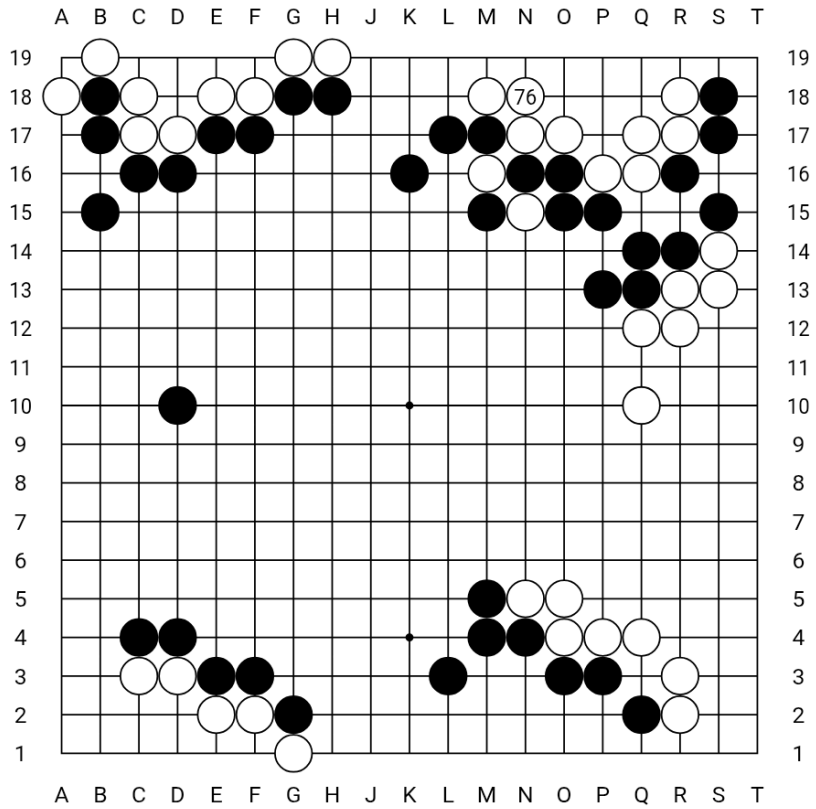
- The follow-up after L18 would have continued with Black J18, White K18, Black J19, then White G3, Black B3, White B2, showing a more balanced exchange instead of a one-sided loss.

Move 76 W N18

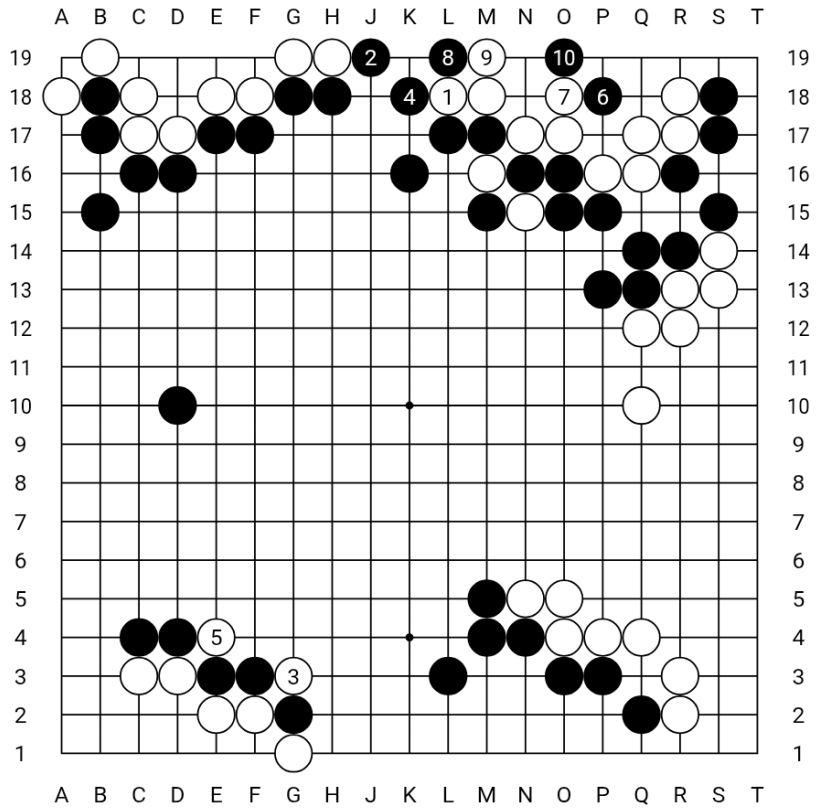
Blunder

Winrate loss: 0.02% Lead loss: 16.91

Actual position



Recommended variation



Move 76 W N18

Blunder

Winrate loss
0.02%

Lead loss
16.91

AI commentary

Overall Verdict: White N18 Connect is a playable but slightly off defensive move; it fixes a local cutting point on the upper side, yet it is too passive and gives up the initiative, deepening an already difficult position.

- This Move:

- Near-best is not the right description, but this is not a reckless blunder either: it is a solid, understandable connection.

- The intention is clear: remove the shortage of liberties and the potential cut around N18, keeping the upper-side white stones connected.

- What it achieves: the shape becomes locally safe, and Black cannot immediately exploit the defect at that point.

- What it limits: White takes away Black's most direct local forcing move, avoiding a sudden collapse in that area.

- What it gives up: the move is slow and defensive. It does not create counterplay, does not pressure Black, and leaves the initiative with Black elsewhere.

- The cost is visible in the evaluation: the winrate drops from 4% to 1%, and the lead changes from -40.90 to -57.81. The position was already bad, and this move makes the margin wider.

- Situation Shift:

- Before the move: White was already behind, with a winrate of 4% and a lead of -40.90. The upper side still had a tactical weakness that needed careful handling.

- After the move: White's winrate is 1% and the lead is -57.81. The local weakness is repaired,

Move 76 W N18

Blunder

AI commentary

but the loss of tempo and the lack of active play outweigh that small safety gain.

- Summary: the move improves local safety but worsens the overall balance, because it is purely defensive in a position where White needs active compensation.

- AI Preference:

- The preferred alternative was White L18, a turn on the upper side.

- L18 keeps the same defensive idea of fixing the upper-side shape, but it does so with better direction and more flexibility.

- The key difference is initiative: after L18, White can still look for forcing moves and counterplay, while N18 simply answers the local problem and hands the turn back to Black.

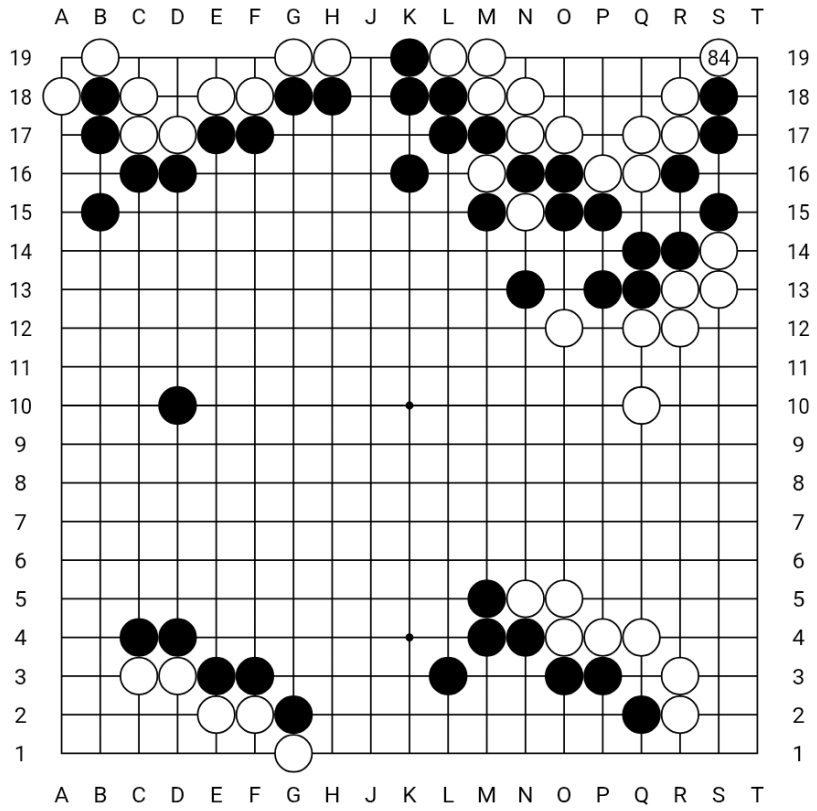
- The comparison line shows how much more active the position can become: White L18 Hai, Black J19 Atari, White G3 Atari, Black K18 Tiger's Mouth, White E4 Atari, Black P18 Peep, White O18 Tiger's Mouth, Black L19 Hane, White M19 Atari, Black O19 Hane. This sequence demonstrates the kind of broader fighting and forcing potential that the quiet N18 connection does not use.

Move 84 W S19

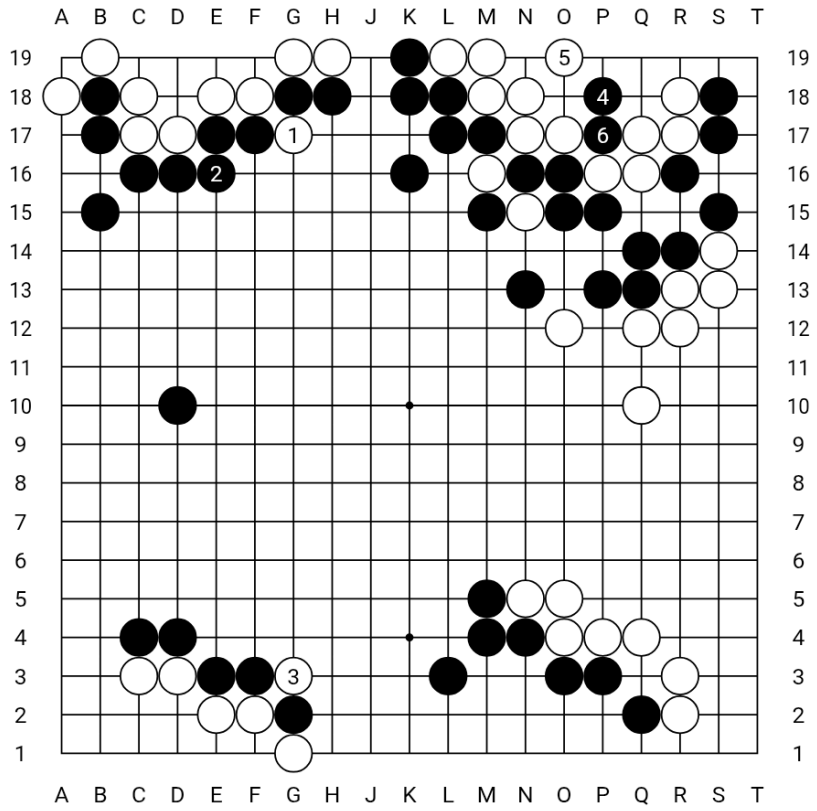
Blunder

Winrate loss: 0.02% Lead loss: 14.13

Actual position



Recommended variation



Move 84 W S19

Blunder

Winrate loss
0.02%

Lead loss
14.13

AI commentary

Overall Verdict: White's S19 hane is a playable endgame move in the upper right, but it is slightly off compared with the AI's preferred alternative on the upper side; the position remains heavily lost for White either way.

- This Move:

- The move is a first-line hane at S19, reducing Black's corner territory while expanding White's own eye space along the top edge.

- It is a concrete, locally sound endgame probe that forces Black to respond carefully in the corner.

- However, it does not address the larger strategic issue on the upper side, where White's groups still need attention.

- The evaluation before the move already showed White far behind, and this move does not change that assessment.

- Situation Shift:

- Before the move: White's winrate was about 0.02% with a lead of -50.32 points.

- After the move: White's winrate dropped slightly to about 0.01% with a lead of -64.45 points.

- Summary: The move gave up roughly 14 points of relative standing, a meaningful but not catastrophic decline in an already difficult position.

- AI Preference:

- The preferred move before White's last play was G17, a cut on the upper side.

Move 84 W S19

Blunder

AI commentary

- That cut would have created complications around Black's E16 connection, leading to a sequence involving White G3, Black P18, White O19, and Black P17.

- The key difference is direction: G17 fights for the upper side and keeps White's options open, while S19 settles a small local profit without changing the broader balance.

- Variation Highlights:

- The projected line after the cut runs: White G17, Black E16, White G3, Black P18, White O19, Black P17.

- This sequence shifts attention away from the corner and toward the upper side and center, where the position remains more fluid.

- Summary: The alternative keeps the game more complex, whereas the played hane simplifies a small corner exchange.

- Strategic Explanation:

- In the middlegame, direction and efficiency matter more than a few points of first-line profit.

- The hane at S19 is safe and reduces territory, but it is a gote move that leaves the upper-side issue unresolved.

- The cut at G17 would have challenged Black's shape directly and given White more leverage in the fight.

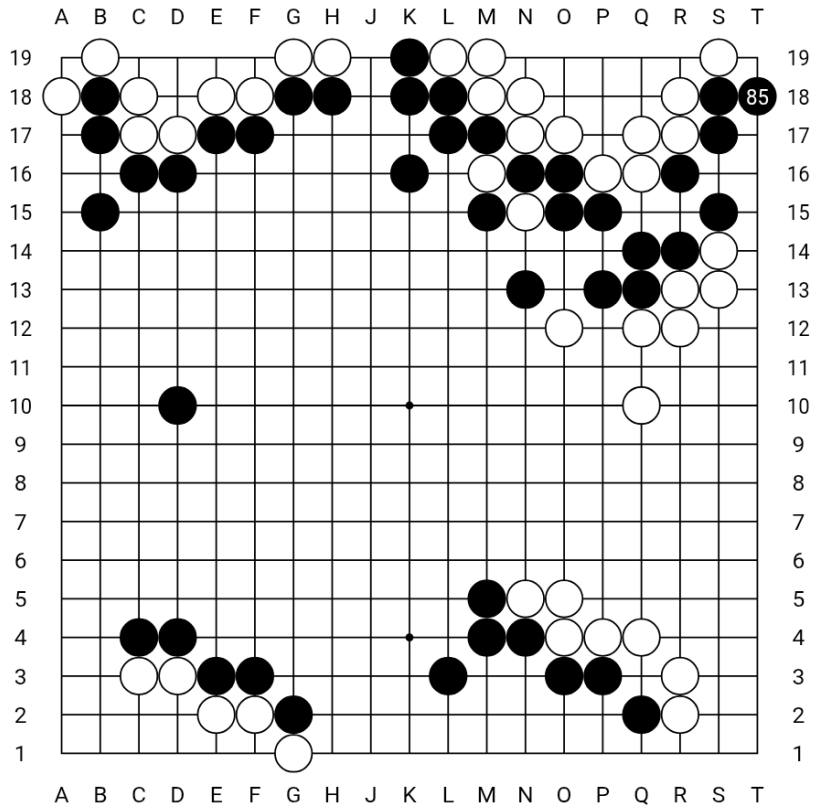
- Since White is already far behind, choosing the move that creates the most practical complications is the better practical approach.

Move 85 B T18

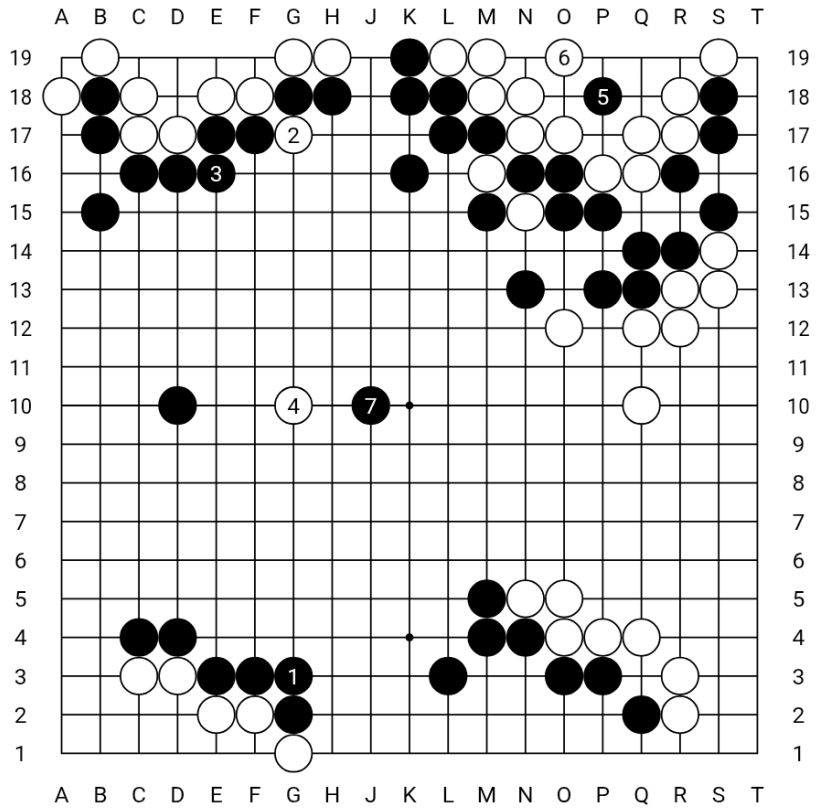
Blunder

Winrate loss: 0.02% Lead loss: 16.47

Actual position



Recommended variation



Move 85 B T18

Blunder

Winrate loss
0.02%

Lead loss
16.47

AI commentary

Overall Verdict: Black's T18 bend in the upper right is a playable, safe move that keeps the winning position, but it is slightly off the most efficient continuation because it gives up part of the initiative and reduces the lead compared with the preferred alternative.

- This Move:

- Near-best and clearly playable, though not the top choice.

- The bend presses against White's upper-right corner group, taking profit on the edge while keeping Black's own stones connected and strong.

- It limits White's room to expand along the top-right side and removes a potential forcing move for White.

- The cost is that the move is relatively local and slow, leaving the important lower-side point at G3 unattended and allowing White to take sente elsewhere.

- The evaluation remains overwhelmingly favorable for Black, so this is a matter of efficiency rather than a serious mistake.

- Situation Shift:

- Before the move: Black's winrate was 99.99% with a lead of 64.45 points.

- After the move: Black's winrate is 99.98% with a lead of 47.98 points.

- Summary: The lead drops by roughly 16 points, but Black still holds a decisive advantage; the change reflects lost efficiency rather than a reversal of the game.

- AI Preference:

Move 85 B T18

Blunder

AI commentary

- The preferred move was G3 on the lower side, a connection that solidifies Black's group and removes White's cutting or pressing possibilities in that area.

- The suggested continuation after G3 was White G17 cut, Black E16 connect, White G10, Black P18 peep, White O19 diagonal, and Black J10 cap, showing a balanced plan that defends the lower side while keeping pressure on White's upper groups.

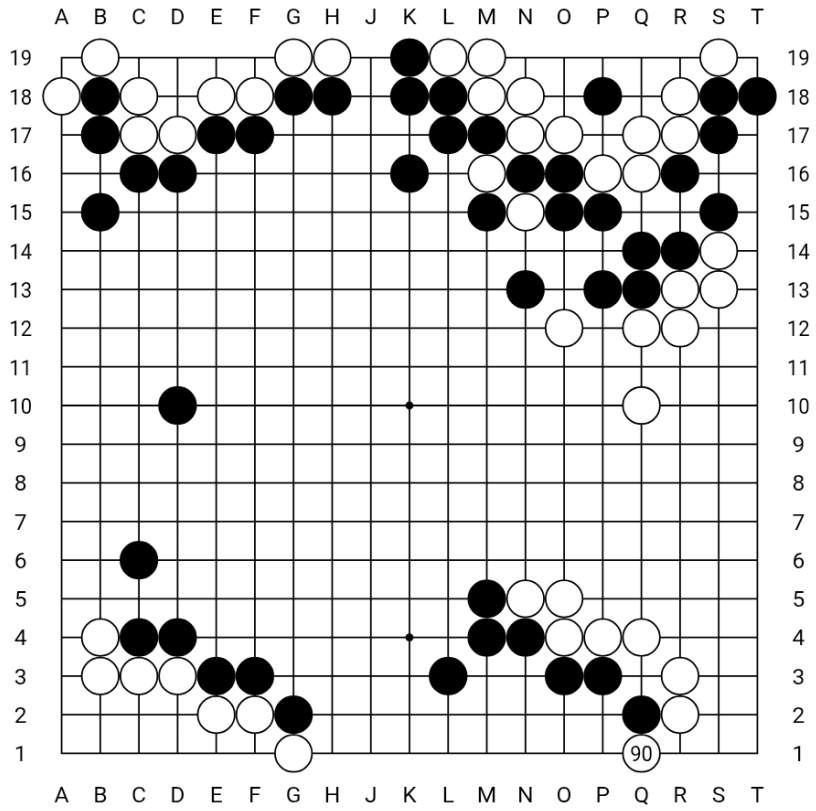
- Compared with T18, G3 addresses a more urgent point: it protects Black's own shape and preserves sente, whereas T18 takes a smaller local profit and lets White choose the next direction.

Move 90 W Q1

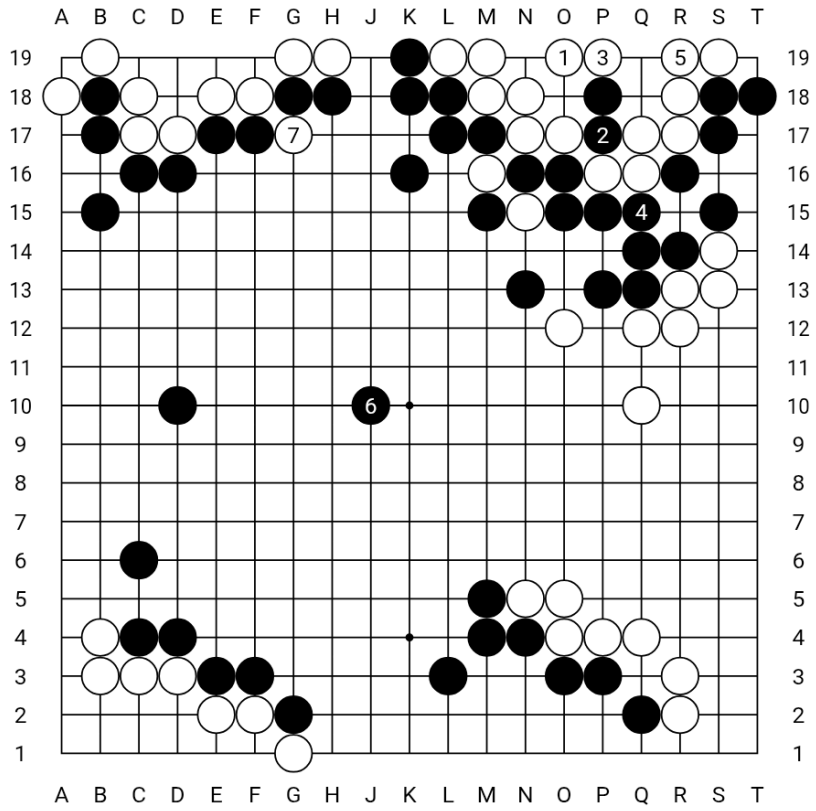
Blunder

Winrate loss: 0.01% Lead loss: 14.04

Actual position



Recommended variation



Move 90 W Q1

Blunder

Winrate loss
0.01%

Lead loss
14.04

AI commentary

Overall Verdict: White's Q1 hane is a playable endgame move in the lower right, but it is slightly off compared with the upper-right alternative; the position was already overwhelmin gly lost for White before it was played.

- This Move:

- This is a slightly off choice rather than a clear blunder.

- The move is a first-line hane at Q1, reducing Black's lower-right corner territory while expanding White's own boundary along the bottom edge.

- It is a concrete, locally sound endgame technique, but it is small in scale and does not address the decisive upper-right conflict.

- The lead shifts from -55.87 to -69.91, a further loss of roughly 14 points, while the winrate remains at 0.01%.

- Because White was already in a hopeless position, the move does not change the result, but it does concede additional margin.

- Situation Shift:

- Before the move: White's winrate was 0.01% with a lead of -55.87, so Black was already winning by a very large margin.

- After the move: White's winrate is still 0.01%, with the lead worsening to -69.91.

- Summary: The move secures a small local endgame gain but gives up roughly 14 points of relative standing, deepening an already decisive deficit.

- AI Preference:

Move 90 W Q1

Blunder

AI commentary

- The preferred move before White's last play was O19, a diagonal move in the upper right.

- The projected continuation was White O19, Black P17 stretch, White P19 descent, Black Q15 connect, White R19 connect, Black J10, and White G17 cut.

- This line keeps the focus on the upper-right group, where White can press Black's shape, force defensive responses, and create cutting points that carry much greater strategic weight.

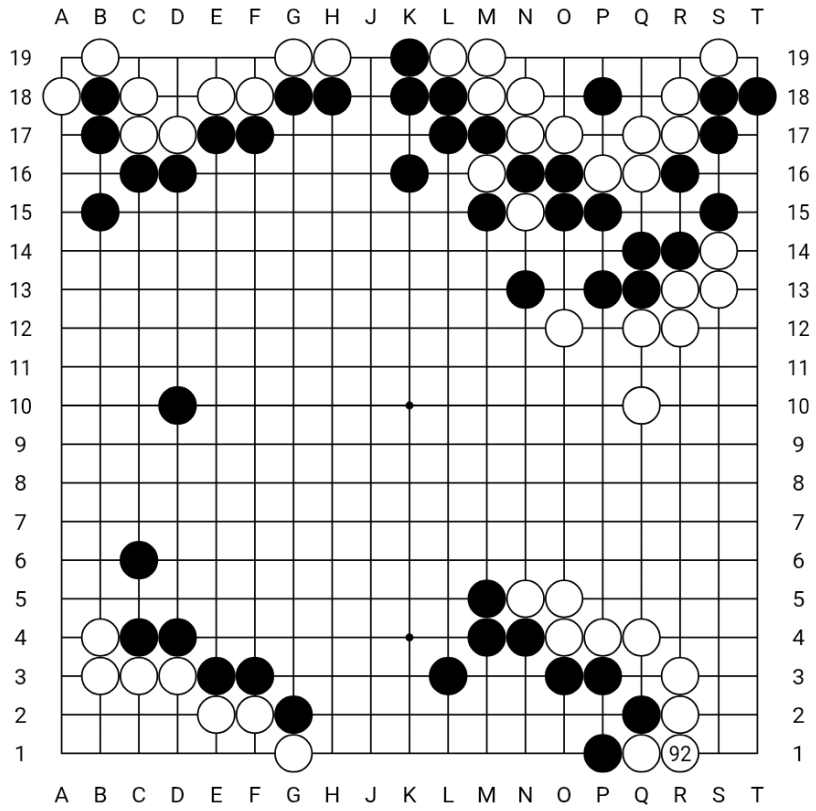
- Compared with Q1, the O19 direction preserves more potential to disrupt Black's structure and limit Black's outside influence, whereas Q1 settles a small boundary while leaving the upper right unresolved.

Move 92 W R1

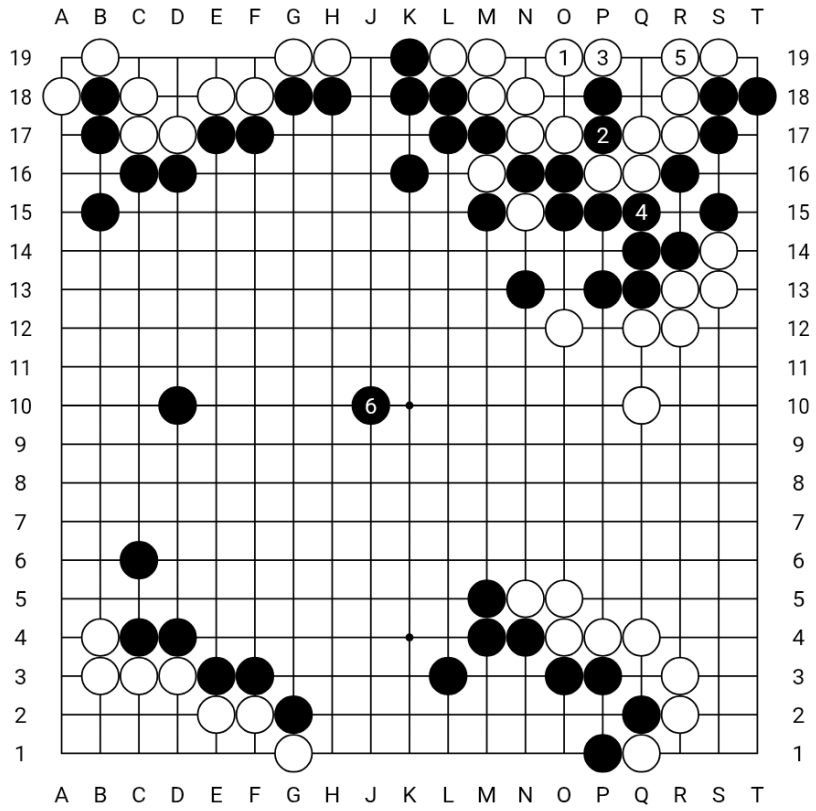
Blunder

Winrate loss: 0.01% Lead loss: 15.70

Actual position



Recommended variation



Move 92 W R1

Blunder

Winrate loss
0.01%

Lead loss
15.70

AI commentary

Overall Verdict: White R1 Connect is a playable but slightly off move in an already difficult position; it secures the lower-right corner connection but passes up the more urgent upper-right exchange.

- This Move:

- Playable but slightly off: White R1 is a solid defensive connection in the lower right, removing any residual cutting or corner-squeeze concerns and firmly linking the white stones along the first line.

- The move is small and slow for the middlegame stage. It consolidates a few points of local profit but does not address the larger-scale problems elsewhere on the board.

- Because it is gote, Black is free to take the initiative in the upper right or elsewhere, which is the main cost of this choice.

- Situation Shift:

- Before the move: White's winrate was about 0.01% with a lead of roughly -57.7 points, already a very large deficit.

- After the move: White's winrate is about 0.00% with a lead of roughly -73.4 points.

- Summary: The connection itself is locally sound, but spending a move on it allows the evaluation to slip further, as the initiative and the bigger points are handed to Black.

- AI Preference:

- The preferred alternative was the upper-right diagonal at O19, followed by the sequence Black P17 Stretch, White P19, Black Q15 Connect, White R19 Connect, and Black J10.

Move 92 W R1

Blunder

AI commentary

- This line forces a meaningful exchange in the upper right: White gains eye space and settling value in that corner while Black consolidates the outside.

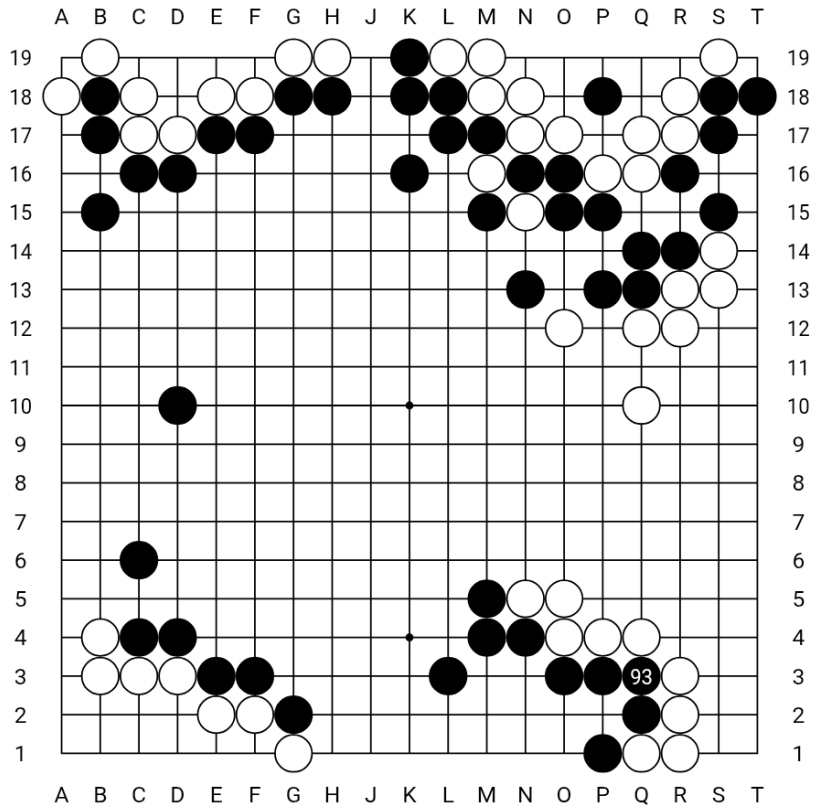
- Compared with R1, the O19 line is more urgent and larger in scale, addressing the unsettled upper-right shape rather than taking a small, self-contained defensive point.

Move 93 B Q3

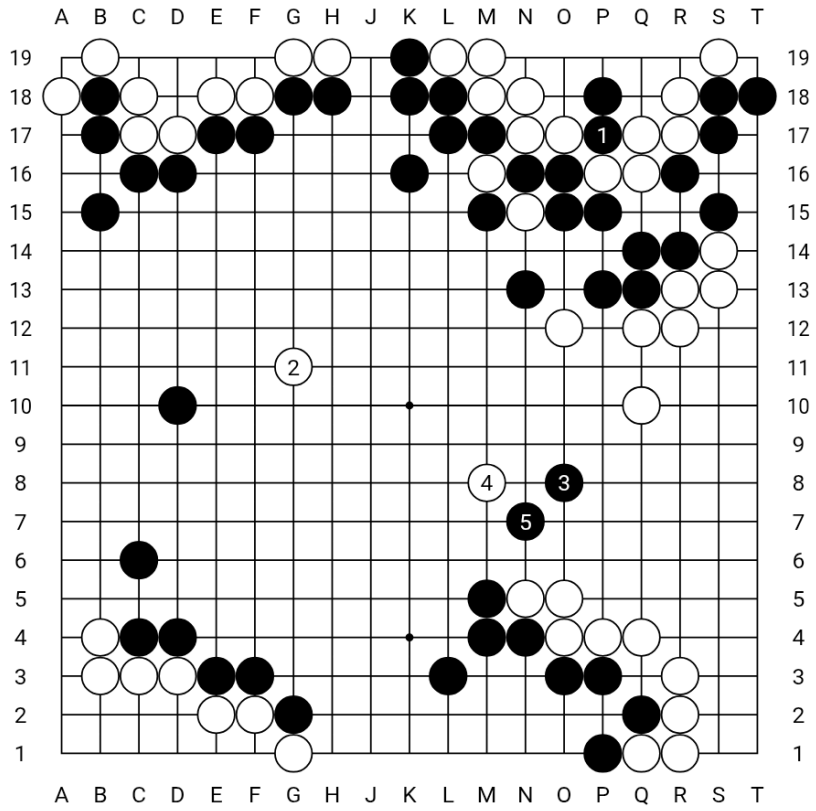
Blunder

Winrate loss: 0.01% Lead loss: 13.50

Actual position



Recommended variation

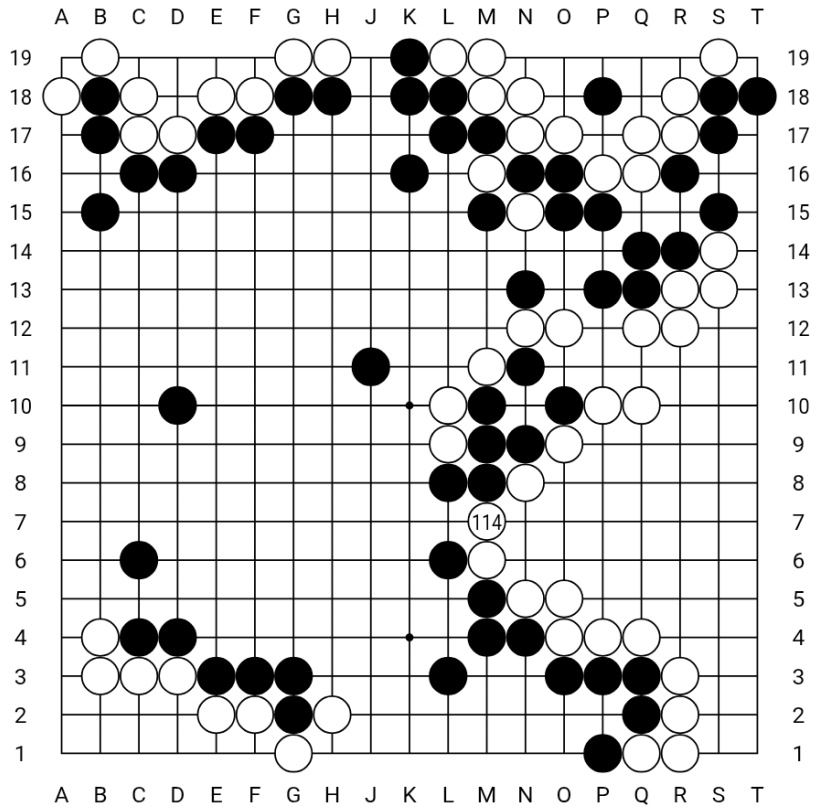


Move 114 W M7

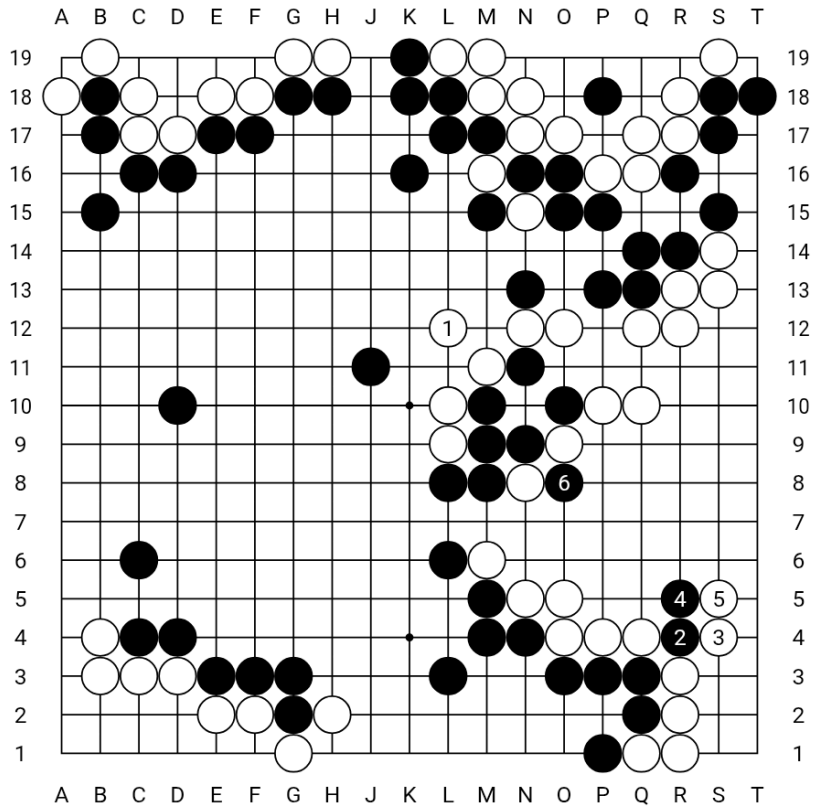
Blunder

Winrate loss: 0.00% Lead loss: 13.53

Actual position



Recommended variation

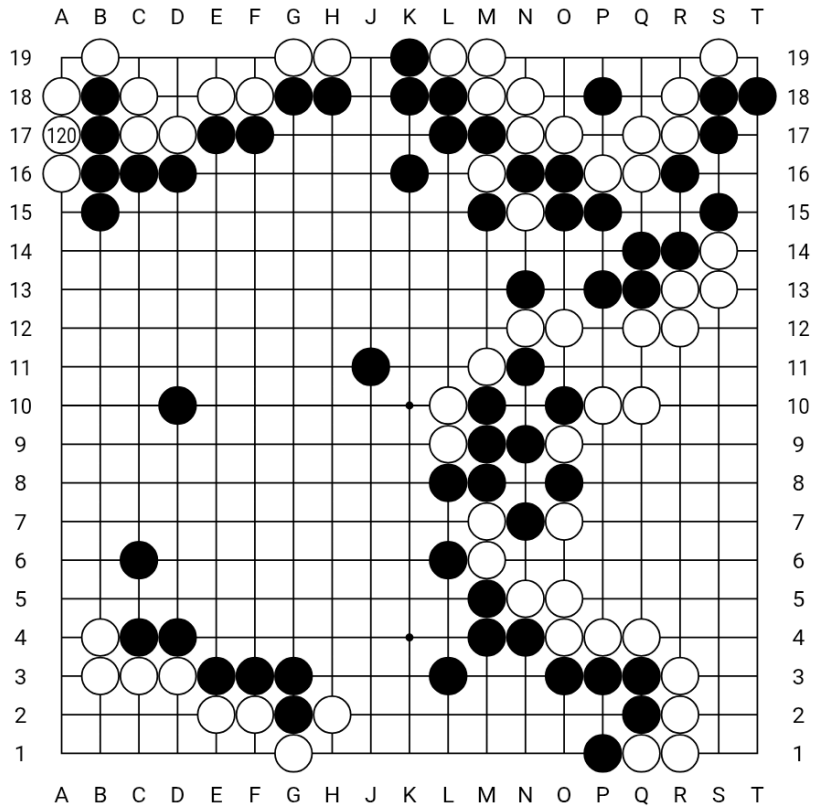


Move 120 W A17

Blunder

Winrate loss: 0.00% Lead loss: 17.00

Actual position



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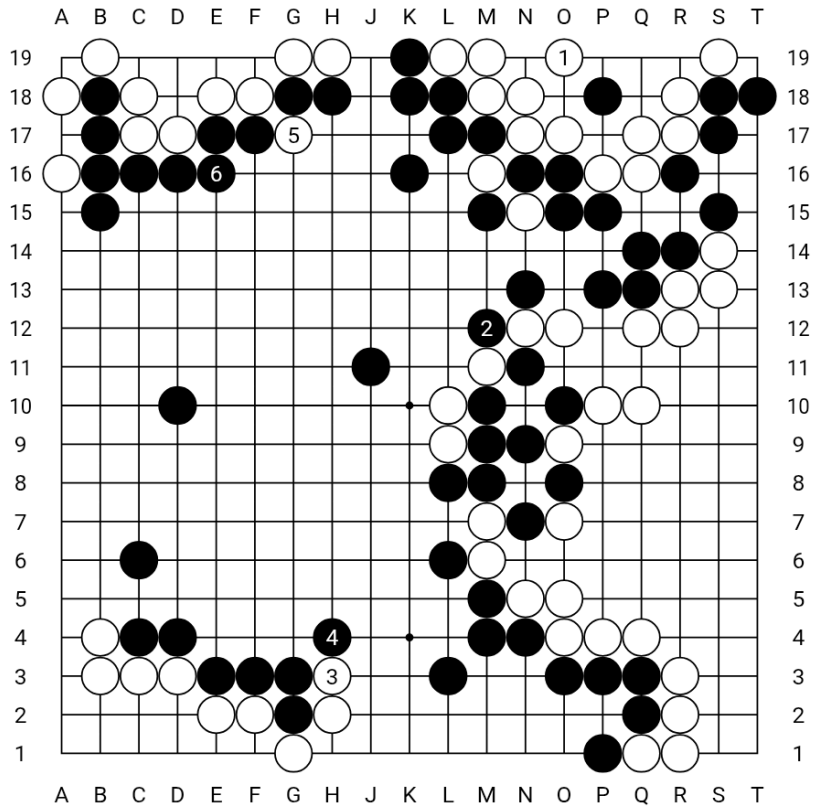


Move 120 W A17

Blunder

Winrate loss
0.00%

Lead loss
17.00

AI commentary

Overall Verdict: White's A17 Atari is a playable but slightly off choice: it is a concrete forcing move in the upper left, yet it gives up more than the preferred upper-right play and deepens an already large deficit.

- This Move:

- Near-best is too generous, but the move is not a clear blunder either; it is a reasonable forcing play that falls short of the most efficient direction.

- The intention is to strike at Black's upper-left shape immediately, creating an atari that demands a response and limits Black's freedom in that corner.

- What it gains is local pressure and a forcing exchange; what it gives up is the chance to handle the upper right, where the position is more urgent and more valuable.

- The move is a local solution to a problem that is not the main problem, so its timing and direction are the issue rather than its tactical validity.

- Situation Shift:

- Before the move: the winrate was already at 0.00% with a lead of -97.02, so White was carrying a very large disadvantage.

- After the move: the winrate remains 0.00% and the lead moves to -114.03, meaning the deficit grows by about 17 points of lead.

- Summary: the move does not change the winrate because the position was already effectively decided, but it does worsen the margin and narrows White's remaining practical chances.

- AI Preference:

Move 120 W A17

Blunder

AI commentary

- The preferred move before White played was O19, a diagonal in the upper right, with a lead of 0.00 and a winrate of 0.00.

- That line continues with Black M12 Atari, White H3 Stretch, Black H4 Hane, White G17 Cut, and Black E16 Connect, showing a broader, more balanced sequence across the board.

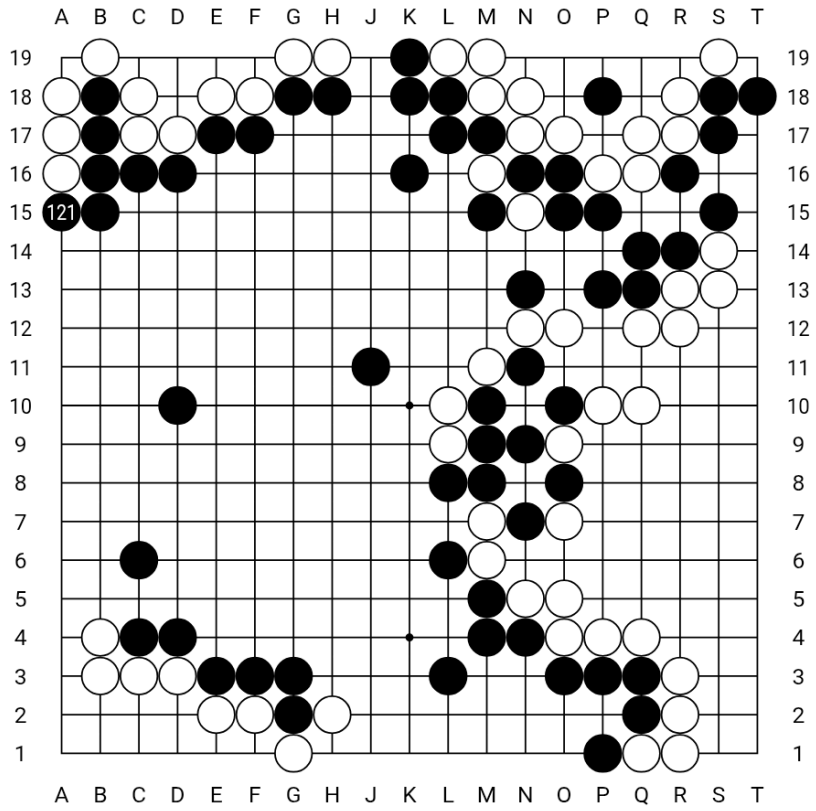
- The key difference is direction: O19 addresses the upper right and keeps White's options open across the whole position, while A17 commits to a smaller local gain in the upper left and lets the larger issues elsewhere go unanswered.

Move 121 B A15

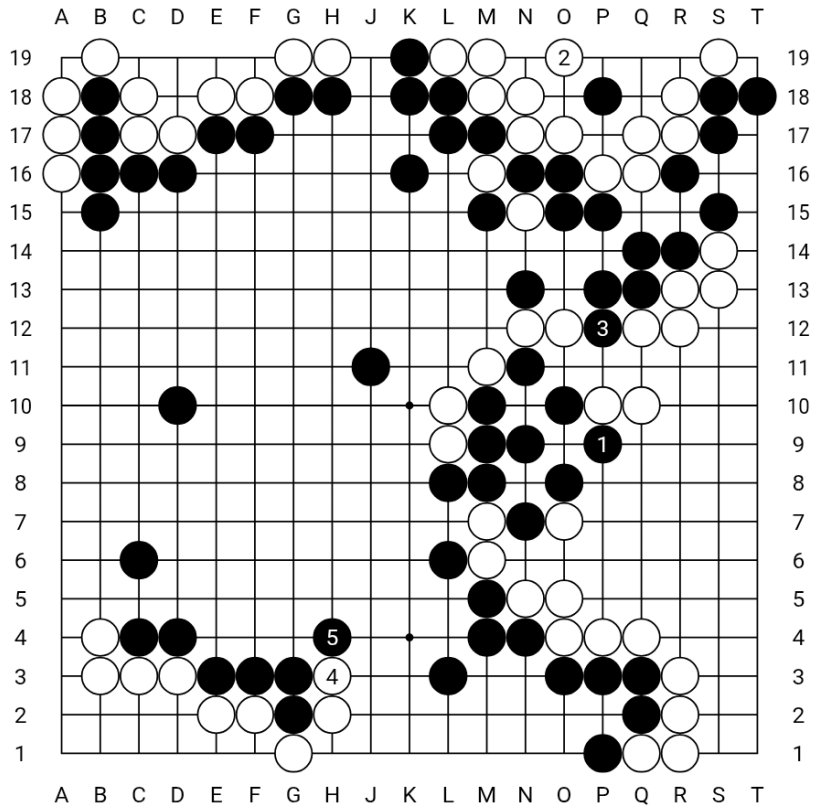
Blunder

Winrate loss: 0.00% Lead loss: 13.60

Actual position



Recommended variation



Move 121 B A15

Blunder

Winrate loss
0.00%

Lead loss
13.60

AI commentary

Overall Verdict: Black A15 is a playable but slightly off last move; it wins a stone in the upper left, yet gives up more than 13 points of lead compared with the AI's preferred alternative.

- This Move:

- Near-best in result, but not the most efficient choice.

- The move is an atari against the white stone at A16, forcing White to respond and securing a concrete gain in the upper left.

- It also removes White's counterplay in that corner and keeps Black's surrounding group safe.

- The cost is directional: the right side and center still contain larger unresolved points, so the timing of this local profit is questionable.

- Situation Shift:

- Before the move: Black's winrate was 100.00% with a lead of 114.03 points.

- After the move: Black's winrate remains 100.00%, but the lead drops to 100.42 points.

- Summary: The move does not change the decisive outcome, but it reduces the margin by more than 13 points, so the loss is meaningful even though the game remains completely won.

- AI Preference:

- The preferred move was Black P9 Take on the right side, followed by White O19 Diagonal, Black P12 De, White H3 Stretch, and Black H4 Hane.

Move 121 B A15

Blunder

AI commentary

- P9 captures a stone and stabilizes the right-side group while keeping the largest open area under control.

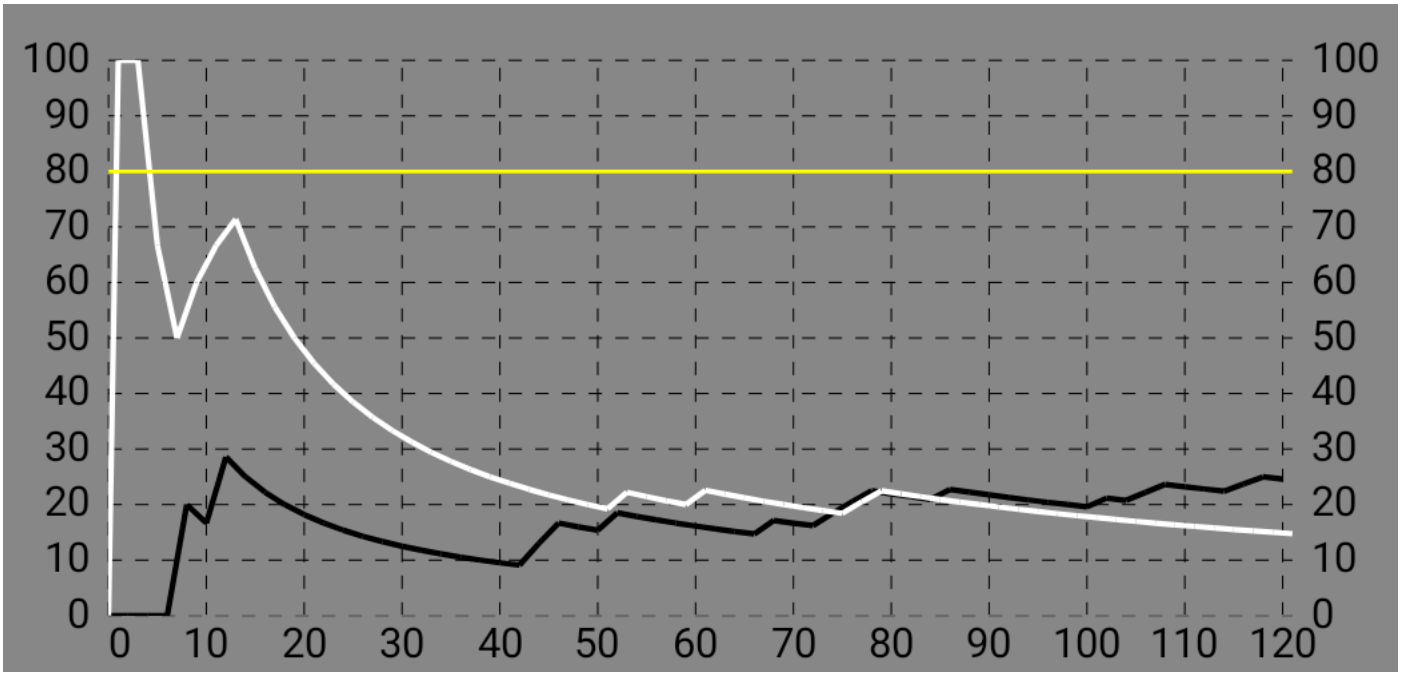
- Compared with A15, P9 preserves more potential in the center-right and avoids spending a move on a smaller local profit.

AI similar

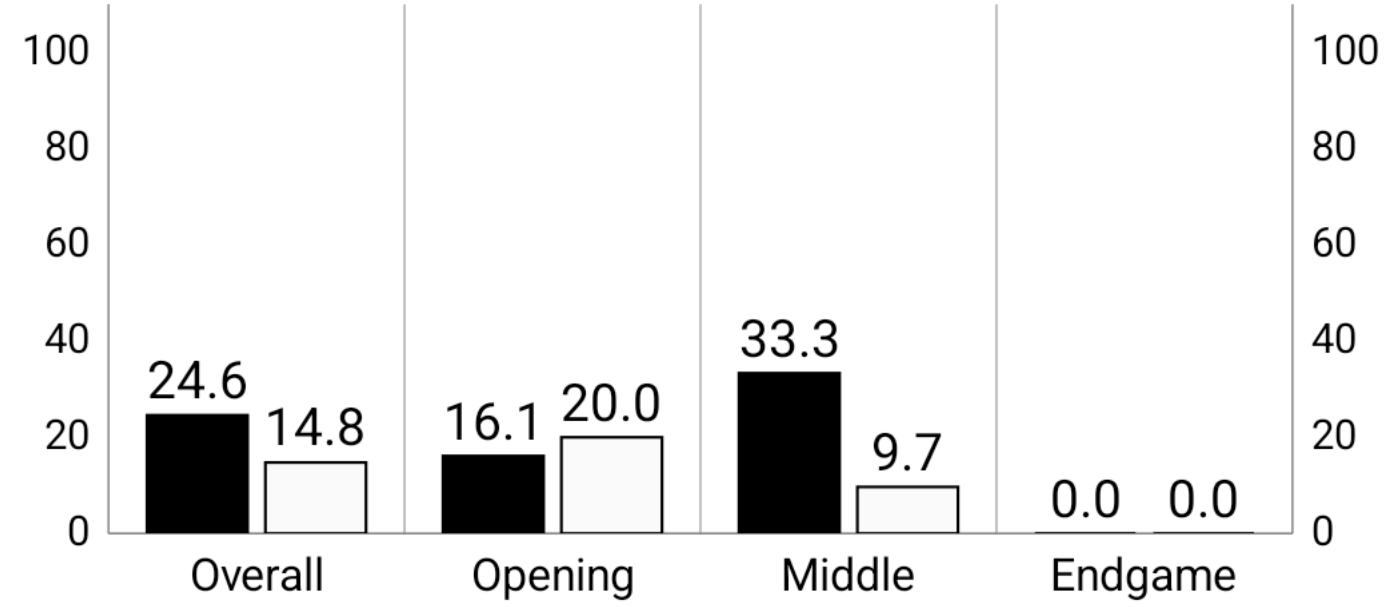
Black similarity is 24.6% White similarity is 14.8%

If exceeds the yellow line, maybe is using AI

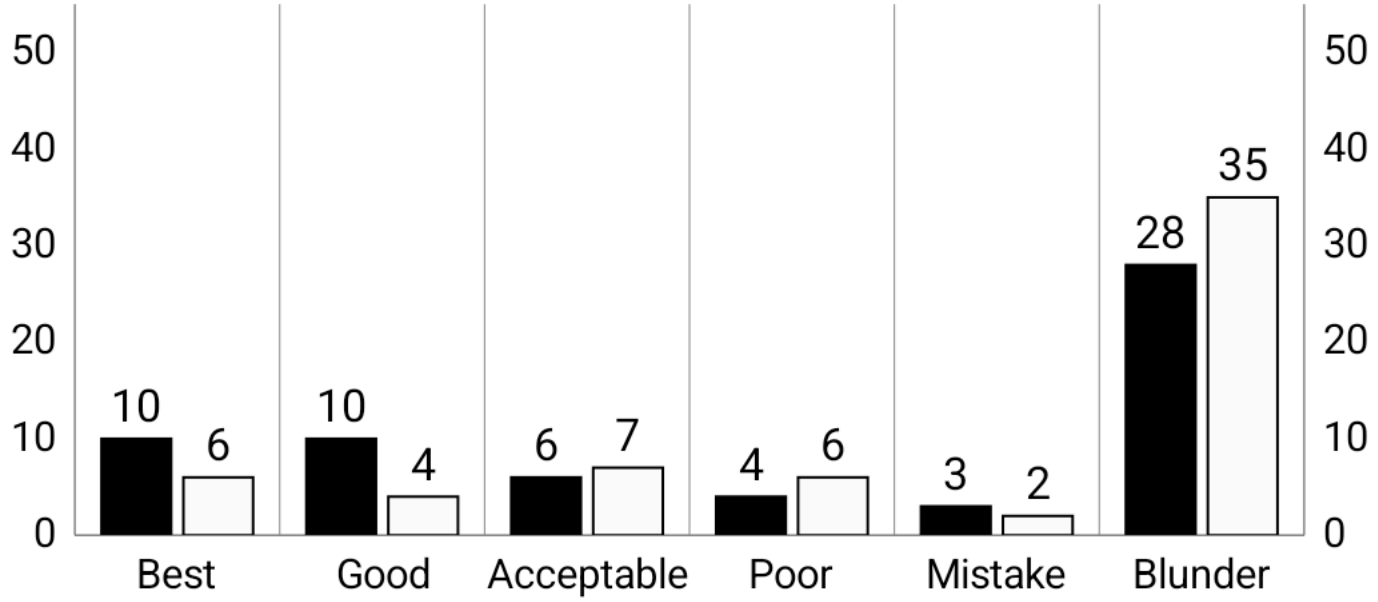
Overall similarity trend



Stage similarity



Perform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3
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28
35
Best
Good
Acceptable
Poor
Mistake
Blunder