

Diagram 1 (1–11)
A: 77.6 %, B: 75.8 %

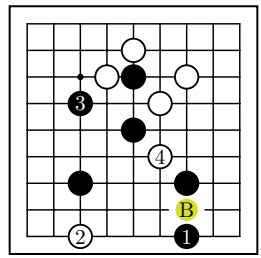


Diagram 1a (9, loses 7.0)
A: 63.6 %, B: 61.3 %

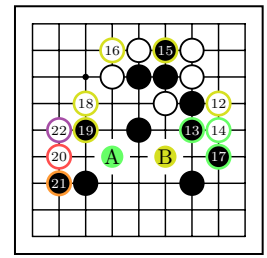


Diagram 2 (12–22)
A: 62.8 %, B: 60.5 %

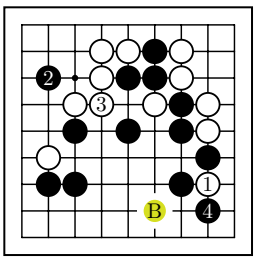
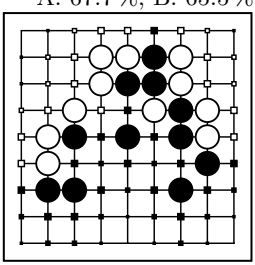


Diagram 2a (22, loses 7.0)
A: 67.7 %, B: 65.5 %



The worst moves: 9, 22. After the last move, Black's winrate is 61.7 %.

```
\documentclass[border=0.5cm, varwidth=12cm]{standalone}
\usepackage[kernel = lua]{../../latex/pgf-go}


\pgfgodefinesgf{game}{analyzed.sgf}
\pgfgoset{sgf analysis = {colored, mistakes = 2}}


\begin{document}
    % A game reviewed with an AI engine (the analysis KaTrain saved in the file):
    % the graph, the worst moves with the engine's line, and who owns each point at the end.

    \sgfgraph[height = 2.5cm]{game}

    \medskip
    \sgfdiagrams[step = 11, layout = {columns = 3}, goban = {scale = 0.8},
        mistake title = {\pgfgovariationmove, loses \pgfgoloss},
        analysis = {line = 5, candidates = 2}]{game}

    \begin{goban}[9, scale = 0.8]
        \sgf[numbers = false, analysis = {ownership}]{game}
    \end{goban}
    \quad The worst moves: \sgfinfo{game}{mistakes}. After the last move, Black's winrate is
    \sgfinfo[move = 22, analysis = {perspective = black}]{game}{winrate}\,\%.
\end{document}
```