

## 9th Japanese Sake Tourney

Judges: Kenji Hoshino, Tadashi Wakashima

Theme: H#2 with Invisibles. Any other fairy conditions and/or pieces are not allowed.

Closing date: Wednesday night, October 14th, 9:00 PM.

The tourney is open to everybody, but only congress participants can receive bottles.

E-mail entries should be sent to Tadashi Wakashima ([tadashi@hcn.zaq.ne.jp](mailto:tadashi@hcn.zaq.ne.jp)) before October 3rd.

Definition:

A new fairy piece Invisible is a piece which stands somewhere on the board, but whose identity and whereabouts is not known.

The real identity of Invisible is any ordinary piece (including K if there is no K on the board).

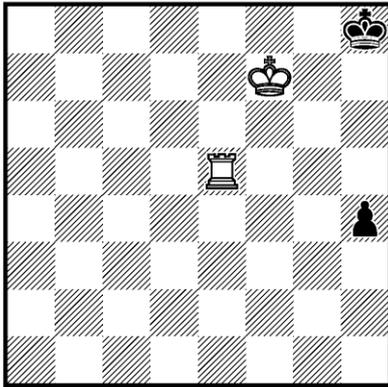
It is assumed that the initial position and the sequence of moves must be legal after the true identity of every Invisible is revealed.

After the true identity and whereabouts of Invisible is revealed, it becomes *visible* and turns into an ordinary piece.

We denote an Invisible move simply by 1.I-- (we don't know which Invisible moved to what square) and a capture by Invisible by 1.Ixd2 for example (in this case we know at least Invisible moved to what square). A capture of Invisible can be done only when the capture can be proved if the move is playable.

"Check" is ascertained only when the move is check in an ordinary sense in every possible configuration of Invisibles. Similarly, "checkmate" is ascertained only when the move is checkmate in an ordinary sense in every possible configuration of Invisibles.

We can easily grasp the notion of Invisible above by taking a look at the following diagram.



**Black Invisible**  
**(2+2+1bI)**

Black has Invisible somewhere on the board. Let's see what happens when White plays 1.Rh5.

1.Rh5 may not be check because there is a possibility that bI stands on h6 or h7.

Black has four choices here.

- (1) 1...h3 (i.e. bI stands on h6 or h7.)
- (2) 1...I-- (i.e. bI interferes on h6 or h7.)
- (3) 1...Ihx5 (i.e. bI captures wR.)
- (4) 1...Kh7 (i.e. bI stands on h6.)

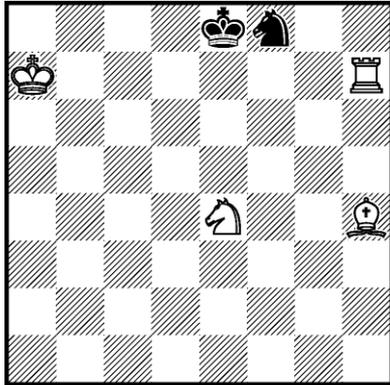
Let's assume Black replies 1...h3 and see how White continues.

If White plays 2.Rh6, then the move may not be a capture if bI stands on h7. White cannot claim checkmate by 2.Rxh6#.

If White plays 2.Rh7, the move must be a capture of bI (please remind that we assume the move is playable). Therefore, the move is actually 2.Rxh7+.

Examples:

## 1 Tadashi Wakashima Original



**H#1.5 (4+2+1bI)**

**Black Invisible**

**b) Ka7->a5**

1...Sd6#?? Black still has 2.Ixd6! or 2.Kd7! (bI stands on e7-g7) or 2.Kd8! (bI stands on e7-g5).

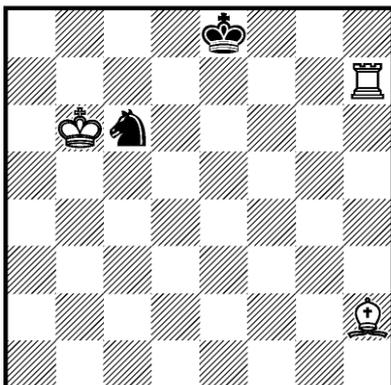
a) 1...Rd7! 2.Ixd7! Sd6#

2...Sd6 proves that bI is not Q or R, and so the move is actually a checkmate.

b) 1...Bd8! 2.Ixd8! Sf6#

In the similar vein, 2...Sf6 proves that bI is not Q or B.

## 2 Tadashi Wakashima Original



**H#2 (3+2+2bI)**

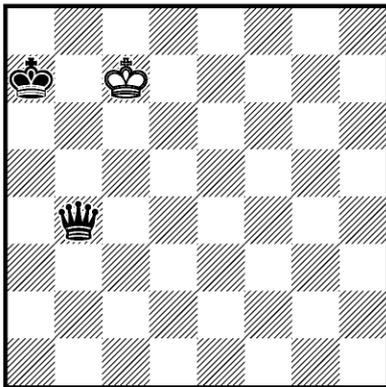
**2 Black Invisibles**

1.0-0-0! (one of bIs turns out to be Ra8) Bb8! 2.Ixb8! Rc7#

Black's second move 2.Ixb8 is made by the other bI. If it is B, then it must come from a7 and the initial position is illegal. The only possibility is I=S. Thus the final move 2...Rc7 is checkmate.

Please note that 2.Sxb8? Rc7#?? fails because of 3.Ixc7!

### 3 Kohey Yamada Original



**H#2 (1+2+1wI)**  
**White Invisible**

1. Qa5! I--!! 2.Ka8 Ixa5#

The amazing move 1...I--!! proves that it is actually 1...Ib6 (otherwise selfcheck). And it cannot be B (if it is so, B gives check to bK in the initial position and 1.Qa5 is illegal). White's second move 2.Ixa5 reveals the true identity of wI (I=Q) and it gives checkmate.