



Grandmaster 2



User Manual

Congratulations!

You are now the proud owner of Grandmaster 2, one of the best pinball machines in existence.

We have tried to make the fact that this existence is limited to a lot of ones and zeroes inside a computer as transparent as possible. Yes sir, this is a pinball machine that you will have to switch on to boot up, amongst other things. It also has a fully functional operator menu, thus giving you all the pleasures of being your very own arcade owner (and without any of the drawbacks – burnt-out light bulbs, broken relays, invalid tokens stuck in the coin slot, beer on the glass, etc...).

Features

- Two 3x16-character, white-on-black Dot Matrix Displays with text effects.
- 64-light chessboard for bonus scoring and game phase progression from "Opening" game via "Endgame" to "Mate".
- Chess clock decides which board features are available according to whether the clock is on the player's time or not. (Also functions as ball lock for multiball in "Endgame" phase.)
- Operator menu.
- Specially synthesized sound effects and computerized speech.
- 3 different music scores composed especially for Grandmaster. The desired music style (or "off") is set in the operator menu.
- Four play modes: Three or five balls in either "Blitz" or "Old" mode.
- Full statistics kept separately for each play mode.

Changes Since Original Grandmaster

Pinball Hardware Changes

- Stereo music playback system, playing a total of 9 tunes in 3 different styles.
- Tilt mechanism.
- Center guard pin is now droppable.
- 2-digit, 7-segment LED credit display added to apron.
- Some lights have different colours.

Pinball Software Changes

- Boot display with version info.
- Improved attract mode.
- New Operator Menu system, operated with standard pinball buttons.
- Music select (Music score type 1-3 or OFF).
- Support for 3/5 ball games with separate statistics and bonus score limits.
- Three adjustable "free game" score limits per ball configuration.
- Game mode selection (OLD or BLITZ).
- Statistics kept separately for each game mode.
- Light sequencing improvements.
- Sound sequencing improvements.
- Some end game and mate logic bug fixes for OLD mode.

Emulation Related

- Added collision sound to closed upper left gate.
- Statistics written using SaveValue instead of to txt file (i.e. this is no longer considered a 'malicious script' by Norton Antivirus etc.).
- Made all hard-coded keys MAME-compatible for ease of use with MAME-mapped arcade controllers and emulator frontends.

Copyright Notice

Grandmaster is freeware.

The original zip archive may be freely distributed, as long as no money is being charged. Distributing the “grandmaster2.vpt” file on its own is strictly prohibited.

If someone has tried to sell you this game, or even charged money for its distribution, please report that someone to the proper authorities for copyright violation. Thank you!

Installation

Grandmaster version 2.00 uses the Visual Pinball game engine by Randy Davis. You need Visual Pinball Tech Beta 6.1 or later for Grandmaster to work.

The current home page for Visual Pinball is:

<http://www.randydavis.com/vp/index.html>

Once Visual Pinball is installed, copy the Grandmaster 2 files to the proper locations:

- Put the "grandmaster2.vpt" file in Visual Pinball's "Tables" directory
- Put the MP3 files containing the music score in Visual Pinball's "Music" directory. (It may not exist; if so, create it yourself.) You may omit this – Grandmaster 2 will still work without the music.
- Install the "lcdgrid.ttf" font (using the fonts option in Windows control panel).
Note: Installing the font is essential for the look and feel of Grandmaster's Dot Matrix Displays!

Note that a number of options affecting gameplay is set using Visual Pinball options, and not from within Grandmaster 2. This includes the resolution of the video display, and the keyboard keys assigned to flippers and plungers.

There are a number of utilities designed to make selecting and launching Visual Pinball tables more convenient. One such utility is “VPlauncher”, which is highly recommended:

<http://vplauncher.rolandscholz.de/>

What's With The Misaligned Cow?

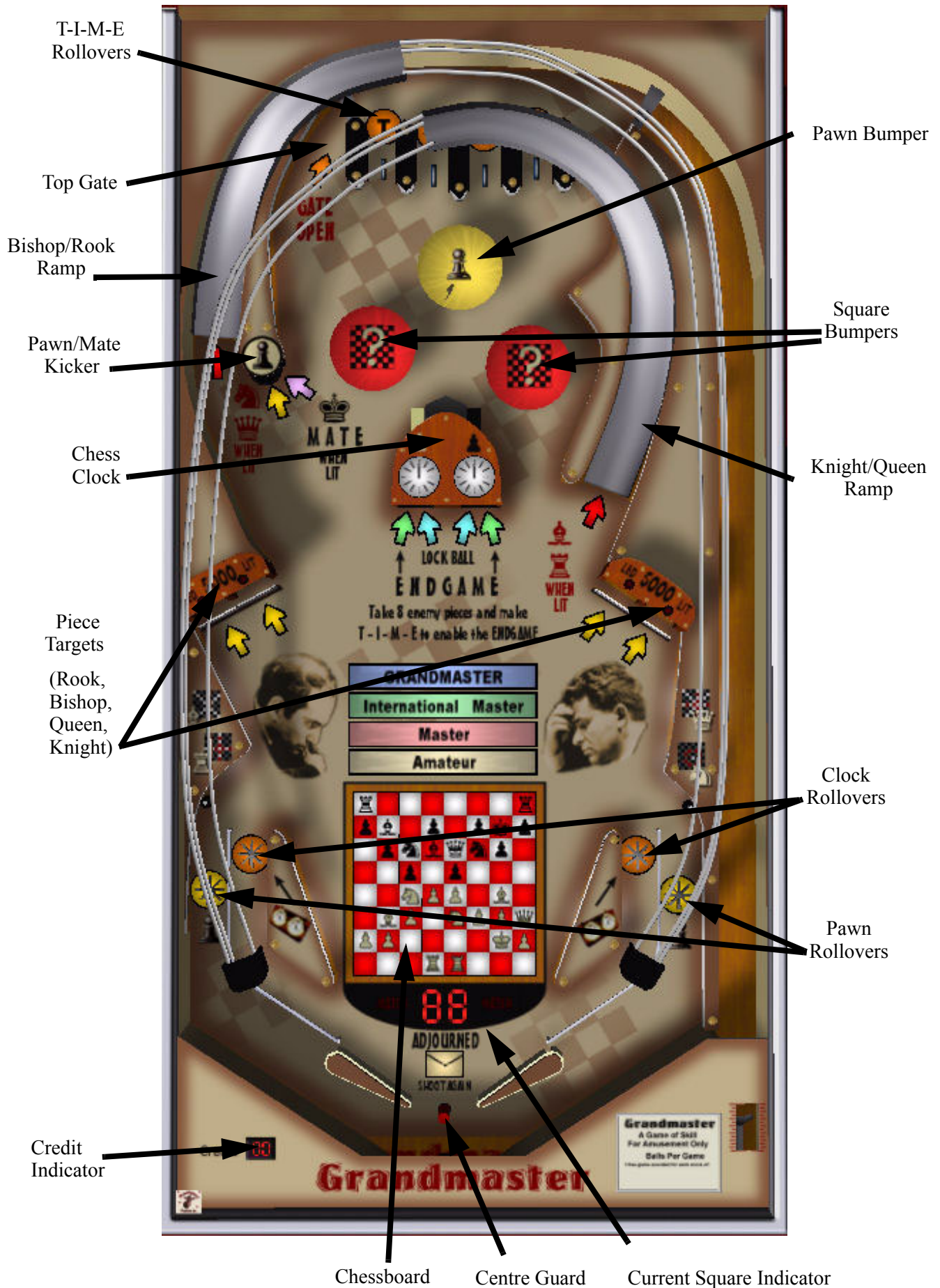


It is a more or less scientific fact that, in a field of cows, regardless of their current activity, most cows will pretty soon end up pointing in the same direction.

It is also a fact that, in most such fields of cows, there will be the odd cow pointing in a completely different direction for totally unknown reasons.

Those are the ones we sympathise with.

Table Layout



Rules

Game Objective

To achieve Grandmaster status, and thus get as many points as possible. (Which, of course, is the ultimate goal of all pinball games. Duh!)

Main Gameplay Elements

The Chessboard. The central part of the playfield consists of a chessboard with 64 lighted squares. Each lit square counts toward the bonus, which normally makes up a large part of the total points. Also, you will have to light certain combinations of squares to enable the MATE target, which is the only way you can move up through the ranks to become the Grandmaster.

The two-digit LED display beneath the board proper indicates the current “live” Chessboard square (which also flashes on and off on the Chessboard itself). This is the square which will light up if a Pawn Target is hit, or form the center of the pattern to be lighted if a Piece Target is hit.

Whenever the current square is lit, a new current square is selected at random. The current square also changes whenever a lit Square Bumper is hit.

The Chess Clock. When the ball goes into play, you will be randomly selected to play as WHITE or BLACK.

Certain shots will only be available on “your” time — that is, when the Chess Clock shows your designated colour. Other moves are only available on the “opponent’s” time.

The chess clock switches over on a number of different occasions:

- When you shoot the ball into the Chess Clock itself.
- When you roll over a Clock Rollover target.
- When a Piece Target or the lighted Pawn Kicker is hit.
- When you go through the Top Gate.

(Your designated colour will also affect gameplay and bonus scores, but more about that later.)

The Piece Targets. These targets are important because they can light up several Chessboard squares simultaneously. How many depend on the current “live” square, but the overall strength from lowest to highest is:

- Knight (3-9 squares)
- Bishop (8-14 squares)
- Rook (Always 15 squares)
- Queen (22-28 squares)

However, the Piece targets are protected by some very pesky steel gates. To get at them, you have to “enable them” by shooting the ramps. When the Chess Clock shows your colour, the steel gates in front of the enabled targets will drop. (When on the opponent’s time, the yellow arrows will flash to indicate which Piece Targets are enabled.)

"Old" and "Blitz" Modes

Some arcade owners complained about the longevity of Grandmaster games, which induced us to introduce an alternate playing mode in Grandmaster 2 - The "Blitz" mode. More on this in the instructions below, but the impact on gameplay is mainly the following:

- The centre guard pin drops down during some stages of the game, making it easier for the ball to escape the playfield.
- Scoring-wise, this is compensated for by the fact that it is easier to enable the Piece Targets.

Basic Play ("Opening")

Light squares on the chessboard by shooting Pawn Targets, the lighted Pawn Bumper, and Piece Targets.

Enable the Piece Targets by shooting the ramps (in "Old" mode, combos – shooting the same ramp twice in rapid succession – are required to enable the Rook and Queen). The targets can then be hit while the Chess Clock shows the player's colour. Conversely, the Top Gate is only open during the opponent's time.

Move on to the ENDGAME by making the T-I-M-E rollover targets, and lighting at least 8 squares with enemy pieces.

Endgame

Shoot all Piece Targets to light the MATE light. Combos are not required to enable the Piece Targets, and targets stay down when hit.

The MATE light can also be lit by lighting all board squares with enemy pieces, or lighting all squares surrounding the enemy King, including the King itself.

Shooting the Chess Clock locks balls. 3 locked balls enables Multiball.

Making the T-I-M-E rollover targets a second time enables Extra Ball. (The ADJOURNED light lights up, and player will shoot again.)

Mate

Shooting the Pawn/Mate Kicker when MATE is lit counts down all bonus and moves you to the next Master Level. Each level increases bonus multiplier. Any level you achieve is carried over to the next ball of the game.

Bonus Scores

Each lit chessboard square counts toward the bonus:

- Own square: 500 points x Master Level
- Neutral square: 1000 points x Master Level
- Opponent's square: 2000 points x Master Level

Game Over Number Match

When a player loses the last ball, the Current Square Indicator becomes an electronic wheel of fortune. If it stops showing the two last digits of the player's score, a free game is awarded.

Operator Functions

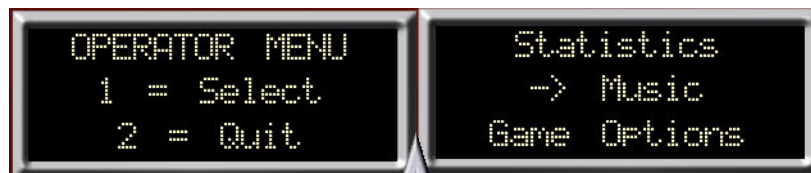
Operator Menu Interface

The operator menu has been radically changed in Grandmaster 2, and is now controlled by only four keys – "1", "2", and the flipper buttons. (This makes Grandmaster 2 eminently compatible with arcade controllers and frontends that use the MAME de facto standard for button assignments.)

Note that the operator menu can only be accessed in between games, in the "attract mode" – that is when the welcome texts and animated information displays are shown. Press the "2" key to enter the main operator menu.

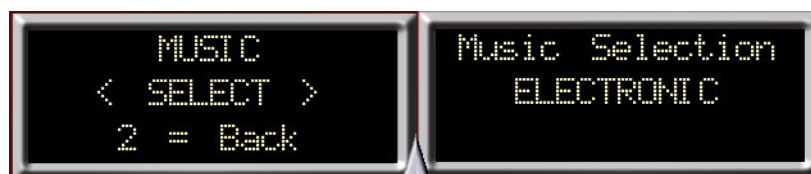
Each operator menu page either contains either a list of items to select, or allows you to change certain property.

Menus look like this:



- "1" always brings up the selected menu or property page (indicated by the -> arrow).
- "2" always backs out to the previous page (or quits the operator menu altogether).
- The flipper keys select the menu option to be selected (moves the -> arrow).

On a property change page, the flipper keys changes the property value:



- In this case, the flipper keys set the preferred music style (or music OFF).
- Note that property changes take effect immediately – "2" is NOT a "Cancel" button, it merely backs out to the previous menu.

Statistics – View or Reset

The "View Statistics" page shows the statistics for the current game mode only – see "Game Options" below for details.

Also, "Reset Statistics" resets the statistics for the current game mode only.

Music

This property page simply selects the desired music style. Each style contains three pieces of music, one used in opening play, one during the endgame, and one for the bonus countdown and end-of-game number matching.

Game Options – Balls, Play Mode and Bonus Scores

- The Balls property page selects between 3 and 5 balls per game.
- The Play Mode selects between "Old" and "Blitz" play mode.

Together, these options puts Grandmaster 2 in one of four different states. Only the statistics for the current state is shown and reset by the operator Statistics options discussed above.

The bonus scores are set on a balls-per-game basis – that is, the score limits are different only depending on the number of balls per game, not on whether the game is in "Old" or "Blitz" mode.

The scores are adjusted in increments of 50000 points.

- The "1st Free" must be minimum 50000 points and below the "2nd Free".
- The "2nd Free" must be above the "1st" Free and below the "3rd Free".
- The "3rd Free" must be above the "2nd Free" and maximum 2000000 points.

Grandmaster 2 checks that you keep within these limits and does not allow setting of any illegal scores.

For your convenience, Grandmaster 2 has been fitted with a small imp, which runs out onto the apron and changes the writing on the notice card after each adjustment you make. It's so fast you'll never catch it, but you will see that the card always contains the correct info - that's how you know it's there.



Grandmaster

The best shot any of us has at
becoming a chess genius!