

## 08-1983 [B-4541] Milton Bradley - Grandmaster

### A seller tells his story ... [revised version]

Well, I don't even know where to start with this one! I have collected board games of all sorts for a long time, but this is the first time I have ever come across this scarce example of Milton-Bradley's 1983 "Grand Master" self-moving tournament chess game. The machine actually moves the pieces all by itself! You can play the computer yourself, or the computer will play both sides against each other. After you place the pieces on the board and turn on the game, it takes a little time to "wiggle" the pieces one at a time in order to get them all centered in their squares. As the pieces are captured, they are whisked over to the side to a specified spot. Even when a pawn makes it over to be "kinged", the machine automatically goes over and chooses the highest ranking captured piece to replace it!

All of this is accomplished effortlessly with magnets and some sort of electro-mechanical device underneath the game board itself, and it truly does work very smoothly. It is simply mesmerizing! Anyway, I don't generally use the word "rare" to describe anything, but this one is truly close. After all, this game cost right at \$500 new back in 1983!

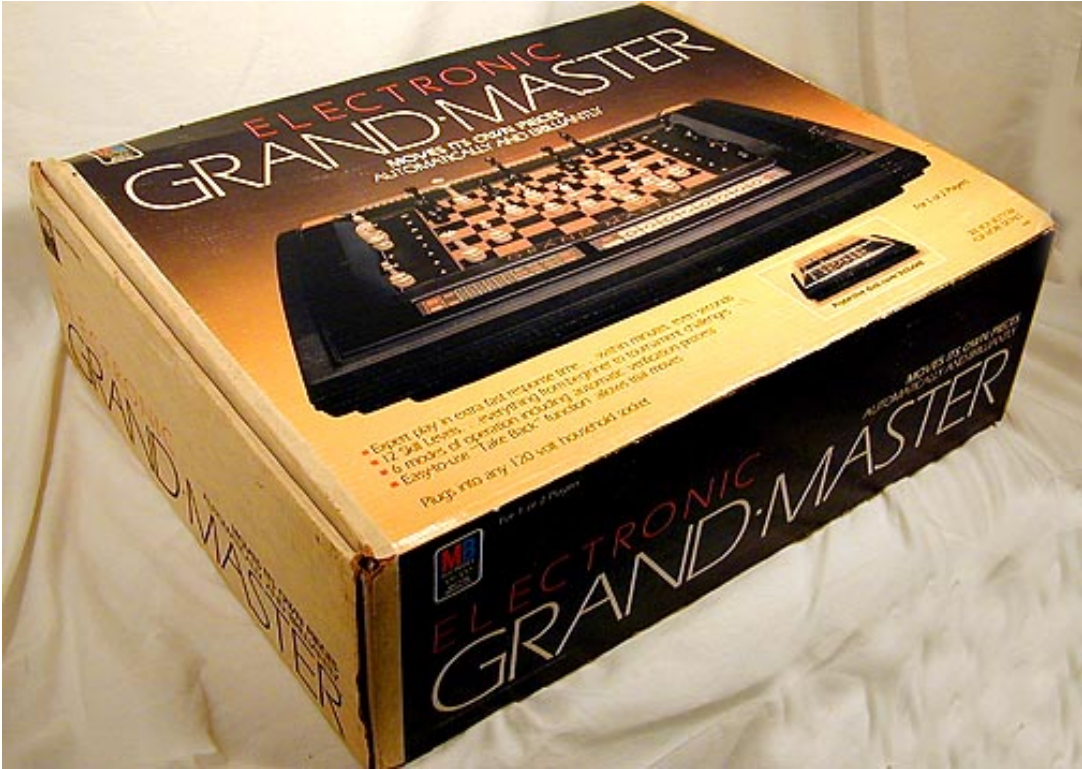
I suppose that would be the equivalent of \$750 or more in today's dollars, so it wasn't something just everyone had.

Level	Time per move
1	1 sec.
2	5 sec.
3	10 sec.
4	20 sec.
5	40 sec.
6	1 min.
7	1½ min.
8	2 min.
9	2½ min.
10	3 min.
11	3½ min.
12	unlimited (analyse)













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### **Programmierer / Programmierer**

- Mark Taylor (Intelligent Software)

### **Baujahr / Release**

- Erste Einführung: August 1983

### **Technische Daten / Technical specifications**

- Mikroprozessor: 6502A
- Taktfrequenz: 2 MHz (?)
- Programmspeicher: 16 KB ROM
- Arbeitsspeicher: 2 KB RAM

### **Spielstärke / Playing strenght**

- Spielstärke: ca. 1350

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### **Literaturhinweise / References / Literatuuroverzicht**

See Milton or other models from Milton Bradley ...