

Fobia St. Dinfna Hotel Winning Grandmaster Trophy

Here's another puzzle of the Fobia world which is quite interesting as an optional mission. This puzzle provides you with second gear out of the 3 gears. You need to traverse into different floors of the St. Dinfna Hotel to solve the chess game (checkmate opponent's king) and win the Grandmaster Trophy. Yet this puzzle is quite simple and easy. The Pulsatrix Studios just made this game like a puzzle when solved gives some useful elements and not a game at all. If you find this puzzle difficult to solve or you do not know where the White Queen is, then this guide will let you know. So, without any further ado, let's get started.

Location of White Queen:

The Queen is located in mezzanine room of the 9th floor. Get to the 7th floor first, and then using the stairs, climb up to the 9th floor. Deal with some rotten skeletons, read the note and get to the left end of the balcony. Get the mezzanine key 1 at the mezzanine door to open the gate on the left. You will find a table, on which an improvement and a box will be present. Inside, the queen will be present, get a hold of it and run to the 6th floor where the chess board will be present inside a locked room. To enter inside the room, use the camera.

Chess Game:

Put the White Queen on the board, which will slide out a S6 key and a pistol bullet. Now it is up to you whether you will proceed further to the optional quest and win the Grandmaster trophy or stop there and proceed for escape.

Grandmaster Trophy:

Now using the Queen piece, you can start the game. You just need only four moves to checkmate the king. The four moves are:

- Pawn to E4
- Bishop to C4
- Queen to F3
- Capture the pawn on F7 using Queen (that's why you need to fetch the Queen)

The shelf underneath the shelf will open. It will contain the second gear of the three gears and the top right corner pop up will highlight the Grandmaster Trophy has been achieved.

That's all!! You have become the Grandmaster in 4 steps.