The complete guide to

Grand Masters scenario

Made by celery#6305

Preface

This document is intended to serve as a detailed guide to finding the optimal strategy of playing the *Grand Masters scenario* in the game Uma Musume: Pretty Derby.

Disclaimer: The document is written from a perspective of training umas with the intention of performing well in *Champions Meeting*. In practice this means that the strategies presented here will aim towards making the strongest possible umas reasonably often, at possibly the cost of lower average training. The strategies are also mainly aimed towards players with reasonably strong support decks (at least MLB SR).

For the first days during which the document is being written, it may contain speculative information which will be updated live after better knowledge/strategies are obtained.

Other guides by me:
- Project L'Arc scenario master guide: Link
- Support card strength evaluation: Link
- Gacha reviews: Link

Recent updates to the document:

- The new 3 goddess group card was released and is a must include in all decks.

- Added an in-depth guide for planning out turns, see here.

- Added more in-depth strategy on using wisdoms, including an "ideal run" to aim for. Quick summary:
    - 3-4 Wisdoms in junior, 1 blue - 1 yellow - 1 red is pretty good
    - 4-5 Wisdoms classic, 2 yellows is ideal here, pop a red on Dec 2nd half
    - 4-5 Wisdoms senior, pop a red on Dec 2nd half
    - Build a red after SWBC and use it on GM finals

Scenario summary

The **Grand Masters scenario** is a training-focused scenario where you obtain tokens called *knowledge fragments* every turn that will end up increasing the amount of stats gained both temporarily and permanently. The scenario introduces the following mechanics:

Stat caps: GM has the following maximum caps for each stat: 1500/1400/1500/1300/1300

Skill Evolution

This is not a GM-specific mechanic, but you are able to **evolve** innate gold skills at the end of a run to grant them more powerful effects. The conditions for evolving a skill and the obtained effects depend on each **uma** separately (different umas can have different upgrades for the same skill). These can be viewed in-game during a run in the skill menu.

Fragments, crystals, and goddess' wisdom

During the scenario you are able to obtain **knowledge fragments** and **crystals**. These will provide different boosts and are ultimately used to unlock new knowledge to increase the goddess' knowledge level and gain access to even more powerful effects.
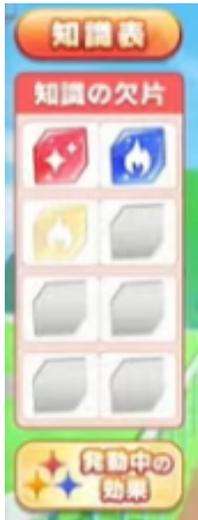
Knowledge fragments come in various forms, depending on their icon and color: Six different types of fragments (spd/sta/pow/guts/int/skillpt) and three different colors (red/blue/yellow) depending on what goddess they represent. You can get fragments from training, resting, dating, and racing.

Typically, each option awards one knowledge fragment. Sometimes it is possible to obtain two at once, displayed as a 2x icon on top of the button. This is guaranteed to occur on non-int rainbows and occurs randomly on rest/date/race/int rainbows. Your objective races always give 2x. The post-training event from the 3 goddess card gives a choice of one fragment of your desired color (red->blue->yellow from top to bottom).

The goal of gathering fragments is to unlock new knowledge from the goddesses to obtain permanent boosts for training. It takes 8 fragments to obtain a new buff, and the details of each buff will be determined by the types of fragments that are used.

Whenever you add two fragments to the knowledge table, they combine into a **knowledge crystal**. Crystals have the same 18 types as fragments do. The type of the crystal obtained is determined randomly by choosing one icon from the two fragments used and the color of the fragment on the left.

Two fragments combine to make one crystal on level 1, two crystals combine to make a crystal on level 2 (color is inherited from the left and type is randomly picked between the two again), and the table is fully filled up once 8 fragments are obtained in total.

Whenever you obtain a fragment or crystal, you obtain a temporary flat stat boost corresponding to the type of that item, which increases gains of that stat from all training categories that give it. This boost is +1 for fragments and +2/+3 for crystals depending on whether it was created by two same color items or two different color items. These boosts are reset once you refresh the table by activating the goddess' wisdom (see below).

Example (in image): Red SP + Yellow Int fragment gave a Red SP crystal, and all trainings give 4 = 1+3 more SP and 1 more Int until the table is refreshed.

When you collect 8 fragments, the table is filled and you will gain a **goddess' wisdom** from one of the three goddesses which can be activated to **upgrade their knowledge level** and give access to **goddess training** for one turn. The color of the goddess picked here is chosen as follows:

- If both crystals on the final level are the same color, choose that color
- If they are a different color, pick the color with more fragments (those on the bottom row)
- If the fragment amounts are equal, pick between the two at random

You may freely pick when to activate the wisdom but can not obtain more fragments until you have chosen to activate the currently available goddess' wisdom.

After activating the goddess' wisdom obtained from gathering all 8 fragments, the goddess training will provide the following boost for one turn based on the goddess that was upgraded:

- **Red (Darley Arabian):** +50 Energy, +Max Motivation, Lvl 5 all trainings for 1 turn, Racing gives 35% more stats (also works for other events that scale based on race bonus)
- **Yellow (Byerley Turk):** Every training turns into friendship training
- **Blue (Godolphin Barb):** After-training event and hint event effect up. Every support (except friend/group cards) will have a hint available and when you click on a training with multiple supports you will get a hint from each one rather than just one of them. Friend/group cards will get their post-training event guaranteed. You also get some stats along with the hints, and bonds of course.

Additionally to this, each time you increase a knowledge level you will gain a **permanent upgrade effect** (like songs in GL) that depends on the goddess and gets stronger the higher level that goddess becomes (although the effect per level is smaller on higher levels):

- **Red (Darley Arabian):** Training energy cost down, Training bonus up (%).

	Level 1	Level 2	Level 3	Level 4	Level 5
Energy discount	-10%	-5%	-5%	-3%	-3%
Training bonus	+5%	+3%	+3%	+2%	+2%

- **Yellow (Byerley Turk):** Support event effect up (%), Support chain rate up, Training bonus up (%).

	Level 1	Level 2	Level 3	Level 4	Level 5
Support event bonus	+10%	+5%	+5%	+3%	+2%

Chain event chance	+20	+20	+20	+20	+10
Training bonus	+5%	+3%	+3%	+2%	+2%

- **Blue (Godolphin Barb):** Hint & friend/group card post-training event chance up, Training bonus up (%)

	Level 1	Level 2	Level 3	Level 4	Level 5
Hint rate up	+20%	+5%	+5%	+3%	+2%
Post-training up	+20	+5	+5	+3	+2
Training bonus	+5%	+3%	+3%	+2%	+2%

After activating the obtained wisdom you get a new table to fill. Since you can get 1-2 fragments per turn, you will be able to fill a new table every 4-7 turns or so. During one run it is ideal to unlock **a total of 12-14 goddess' wisdoms** unless you have quite bad luck (in which case the run is not worth thinking about)**.**

Training level ups

Training categories level up much faster in the GM scenario compared to previous scenarios, allowing for more variety in deck choices.

Grand masters special races

At the end of each year, there is a special race to take part in:

Grow up race (Junior)
WBC (Classic)
Super WBC (Senior)

These give additional stats (based on race bonus and increased by red wisdom). You can get the gold skill "Heart and Soul" from SWBC. You also get benefits from these races based on goddess' levels. For every race and goddess, there is a required level of the goddess that needs to be attained to gain their specific bonus for that race (these also scale with race bonus):

	Required knowledge level	**Red** effect	**Yellow** effect	**Blue** effect
GUR	1	+20 SP	+10 random stat	+1 skill hint in your strategy
WBC	2	+30 SP	+10x2 random stat	+2 skill hints in your strategy
SWBC	3	+45 SP	+10x3 random stat	+3 skill hints in your strategy

Scenario specific skills

After completing the final grand masters race successfully, you can pick one of the goddesses to obtain a skill hint from. If you reached level 4 with the goddess, you get the hint for a gold skill instead. The choices are:

- Red: Midleg 1.8s speed skill. Nothing special but it is usable in a pinch
- Blue: Opening leg random accel. Very bad
- Yellow: Last leg 2.4s speed skill. Again nothing special but usable if there's nothing else

If you upgraded all three goddesses to level 3, you get a hint for the gold green skill "good track demon" (Narita Top Road SSR gold), which is a nice skill on CM tracks that have good ground.

Scenario gameplay strategy

Disclaimer: Some numbers here assume your deck has 35% race bonus

Basic gameplay and goals

1) Your initial goals are the same as usual: Try to bond your support cards, click on big rainbows.

2) The type of fragments you obtain each turn does not matter a whole lot, but the color does as this is what will determine the color of the goddess' wisdom obtained when the table is finished. The way this color is chosen was explained in the summary before, but here is what it really means:

   Let's order the fragments from left to right: 12345678
   Or like this in the side view during training: 12
                                                     34
                                                     56
                                                     78

   Fragment number 1 and fragment number 5 determine the color of the two crystals that affect the color of the goddess' wisdom in the end. Hence if, say, you want to guarantee a red goddess' wisdom at the end of the table, you can do it if you manage to pick a red fragment at spot 1 and 5. Even if you only manage to pick one of the fragments 1 and 5 to be red, you can guarantee a red wisdom if you pick your eight fragments so that the most common color among them is red.

   Regarding what colors you should pick, the goddess' knowledge level ups have diminishing returns which means that the later bonuses are smaller, so early on you don't mind to level every goddess to lvl 1 because the lvl 1 bonus is the biggest. The general ranking for which **goddess' wisdom** you want to obtain is:

   Red: Good all around. Her goddess' training is very effective at the start and her training energy discount upgrades are crucial for a smoother run. The +energy and +motivation is also good early but you can plan to take advantage of it later as well, for example to fix your motivation before summer or just to recover energy. The red buff can also be used to gain extra stats from the three special races (GUR, WBC, SWBC) while also getting the usual benefit from it, and may be used to get extra stats from the final Grand Masters race on the last turn of the run.

   Blue: Overall fairly weak, but her buff does increase the hint rate and post-training event rate of cards which helps your 3 goddess card to get rainbows and pump out fragments more reliably. The blue goddess' training offers the possibility of obtaining many hints from supports at once, so it can be used to increase your chances of obtaining the right skill hints from your cards and to bond cards up a little bit faster. Skills are quite scarce in this scenario so you may have to rely on this effect sometimes for CM/LoH builds.

   Yellow: Turning every training into friendship training is an incredibly powerful effect when multiple supports are stacked in one training category, and provides the most potential stats out of all the three options. Her goddess' training is most effective during the later parts of the run though when your training level/bonus is higher.

3) The **3 goddess group card** which is a must-include in every deck has further mechanics to accelerate your wisdom building. Every time you trigger its post-training event after training together with it, you are presented with an event which has three choices and awards you a fragment (red/blue/yellow from top to bottom) of your choice. This is very useful for letting you affect what color of wisdom is built in the end, but you should know the following:

- If the goddess card is not rainbowing, the post-training event triggers randomly after training with it. The chance is about 50% but gets increased by the level of the Blue goddess.
- If it is rainbowing or if you force it to activate with a special training from activating a blue wisdom, then training with the card guarantees that the post-training event activates. On rainbows this typically lets you get 3 fragments in one turn so it is very desirable to do so.
- The "passion zone" buff that makes the goddess card have rainbows typically lasts for 2 turns so you can plan around it. Once you finish the 5th date you automatically gain the buff, so this can be used to control when you want to gain a lot of fragments. For example, just before summer training is a decent spot for activating this, or just after SWBC before GM finals.

The following run is what you can aim for to get the absolute best possible stats. But ultimately the worth of a run is mainly decided by how lucky you get with rainbow stacks.

The ideal run:

Junior year
In junior, you want to try getting at least three wisdoms. Their color doesn't matter a whole lot, but the advantages are:

- Blue lets you bond a bit faster, it gets the best value early rather than later so it is advised to pick up at least one blue in junior year. It also makes post-training events happen more frequently, which helps with getting more fragments from the 3 goddess group card.
- Red gives you energy+motivation which is great early
- Yellow is harder to take advantage of early, but getting it here isn't terrible because the chain event increase is better early and you get around +18 stats if you reach level 1 before GUR

Getting three before the year ends is doable if you can bond a card early so it gives rainbows (for 2x fragments) or get 2x fragments from elsewhere. Group cards help out here a lot, and the 3 goddess group card is especially ideal for the bonus fragments it gives in post-training events (you get to pick the color from red->blue->yellow).

You should aim to proc the Goddess' group cards dates as early as possible since this will allow them to rainbow and therefore accelerate your wisdom building, but it is heavily RNG dependent. You can't proc this before training with them at least once, so aim to train once with the card at least once in turns 3-5 if reasonable. Getting them to green bond also helps your chances a bit.

If you happen to get a red wisdom just around December, you can use it on the final turn during which GUR happens to get around +20 bonus stats and +30 SP. Waiting for several turns to use the red here is not ideal. Instead, you should probably focus on getting as many wisdoms in junior year as possible without compromising your

bonding/stats gained. On a really good run you might get 4 wisdoms and even use a red here.

A basic starting order is blue -> yellow -> red to secure the level 1 bonus for each color early, but neither the order or the precise choice of colors matters a lot here.

Classic year
In classic, you aim for four to five wisdoms total. Ideally you want 2 yellows in classic since they are great for raising your total stats, especially one for summer. Reaching level 2 yellow by the end of the year also gives +10 in two stats, scaled further by race bonus.

If you missed some colors in junior year, you should also try to get them here since the level 1 bonuses are big.

Try to get red for December later half if you can, as using it on WBC actually has a fairly big effect, around +35 stats +40 SP total. You can hold red for 2-3 turns here no problem but should also always keep in mind that this is not absolutely necessary to do, just something that gives a bit of extra stats.

Senior year
Same as classic, aim for four-five wisdoms and big stacks of rainbows/yellow turns. Getting yellow to level 3 by the end of the year is desirable for stats, and getting all colors to level 3 at the end of the run is required for the "Good Track Demon" gold skill at the end if you are aiming for it.

Try to get red for the December later half turn for lots of stats. You can even hold red for a longer time here if you want since using it on SWBC gives around +48 more stats +55 SP, and you take advantage of the fragment stat boosts as well. It's fine (but risky) to pop a red at the end of summer to try to build another one, whether you want to do so or not just depends on your risk tolerance.

After SWBC:

Build up one red and use it for the final race for another +48 more stats +55 SP. For this you're going to need at least three 2x stacks since there's only 5 turns to build it up.

4) Goddess' wisdom activation timing:

It's not a good idea to hold on to an acquired goddess' wisdom for very long, as it will prevent you from acquiring more fragments until activated. It is also not completely bad to hold it for a bit, since you benefit more from the +stat bonuses from fragments and crystals while the table is full. Situations where you may not want to activate it immediately include the following examples:

> - Activating the red wisdom on either a december second half turn or the final turn of the run will grant a good amount of stats from the special races and final race. On December later half turns you get the race bonus benefit for the special races so it is quite worthwhile to try to get red wisdom for these turns. If you find yourself obtaining a red wisdom around October-November it is good to keep it for December second half.

- For the final turn of the run where you participate in the GM race, using the red buff gives an extra +12 to all stats and some skill points too, so it is worth around +48 stats +55 SP to save it for the final turn. It is very very rare to get a higher benefit from yellow, so building up a red wisdom on the last turns of the run after SWBC is the optimal strategy.

- You have an objective race on the turn and would not gain any benefits from it anyway, or you were planning to rest/date instead of taking advantage of the big training boost from training together with the goddess

- It's a yellow wisdom (rainbow on every training) and you are fishing for a big rainbow but did not find it on the first turn.

5) The scenario offers very little mechanics towards acquiring new skills not included in the hint/skill pool of your supports or inheritance. Hence it is very important to bring enough support cards that give appropriate skills to be able to fully spend your skill points at the end of the run when making an uma for your Champions Meeting team. This also affects deck building significantly.

Planning out turns:

A key component of a successful run is the correct timing of using wisdoms. As mentioned before, using red wisdom on every December later half turn is the key to maximizing stat/SP gain. But how should you time the use of other wisdoms and how long can you hold them?

Generally speaking, it takes 4-5 turns (with decent luck) or 6-7 turns (with bad luck) to build one wisdom. If you are very lucky with the goddess card, you can build one in 3-4 turns too. It also takes 1 turn to use the wisdom. But when planning ahead, you should mainly account for 5 turns or so used to build one wisdom, making it 6 turns overall per wisdom. One year has 24 turns, so this means that you can squeeze in 4 wisdoms if lucky (6x4 = 24) or 3 if you are not lucky. If you are not lucky and it takes around 7 turns per wisdom, you have a 24 - 3*7 = 3 turn leeway to hold wisdoms for. But of course, the actual leeway each turn will depend on how many turns there are left and how many turns it has taken to build each wisdom before.

Important: Understanding how many turns of leeway you have is how you figure out how long you can hold a rainbow for, and how much freedom you have in picking turns that give 1 fragment instead of 2.

Let's take the following example to illustrate how this works in practice. Suppose that there are 17 turns left before you need to use your red buff on Dec 2nd half, meaning that the counter at the top left (in red) has the number 17 (also meaning there are 18 turns left in the year including the current one). Supposing you have already built one wisdom and are debating whether to use it, you have two ways to think about it:

1) I will use it now and try to build 3 more wisdoms this year (including the final red one). This could be achieved, say, by spending 1 turn to use the current wisdom, building one wisdom in 4 turns, 1 turn to spend it, another in 5 turns, 1 turn to spend it, and the final red wisdom in 5 turns for a total of 17 turns.

In this case, thought process 1) requires you to get somewhat lucky, so you will probably disregard it. But if there were more turns left (say, 19), you might go for it instead. If you disregard option 1), you end up in the following case:

2) I will only build 2 more wisdoms this year (including the final red one). This means that I need 1 turn to spend the current wisdom and 1 turn to spend the next wisdom, leaving 15 turns for gathering fragments. It will only take maybe 10-11 turns to gather fragments realistically, so there is a 4-5 turn leeway that can be spent to fish for either

   a) Better ways to use the current wisdom (if it's yellow especially)
   b) A big stack for the next wisdom after the current one (since you are probably building a yellow wisdom next)
   c) Opportunities to make choices when building the right color wisdom. For example, taking a single yellow fragment int rainbow or a yellow fragment race over a 2x red fragment rainbow in order to guarantee that the next wisdom will be yellow

Understanding that there's a leeway of 4-5 turns will help plan out all future decisions in this case. You should always be aware of the leeway and judge how much value you can get by abusing it. The actual value of the leeway will always depend on your risk-tolerance as well.

In the end, how the run pans out will depend on how many 2x stacks you actually end up getting and if they are on fragments whose color you actually want. But knowing exactly how many turns of leeway you have each turn is a key component of planning out the optimal way to handle the current run, as even though there is a schedule for the "ideal run", the best strategy is found by remaining fluid and considering all the possible options on how to spend your turns. Even the "important rule" of saving a red wisdom for special race turns in December is something you will end up breaking fairly commonly if the run requires it.

Fragment stat buff considerations:

The small +stat buffs from holding fragments and crystals do add up, and if they are on desirable stats this may influence your decision making quite a bit. It is always wise to check how much total bonuses each training is actually giving, not just judging them by whether it is a rainbow or not et cetera. For example, if you are lacking speed and have a bunch of speed fragments saved up so that every training that raises speed is giving upwards to +25 speed from fragments alone, this may further incentivize you to hold a wisdom instead of spending it, and can decide how many more wisdoms you wish to build in the remainder of the year.

The type of the fragment obtained from each training option is likely one of the smallest considerations when thinking about whether to take the training or not, but it should still enter your consideration as it may end up being a difference of 10-30 stats in some cases (like picking a speed fragment over a stamina fragment in a deck that doesn't raise stamina). For example, a speed rainbow may be worse than a regular int training because of this factor and many others.

Uma-specific considerations:

Character specific events and schedule should factor into your gameplay. Always keep in mind that objective races will yield 2x of a random colored fragment to plan ahead, as this may yield fragments with undesired colors and in the worst case, a wrong color wisdom (silent prayer for those umas with 2 objectives back to back…).

Some characters have events that are affected by race bonus, and you can obtain extra benefit from these by abusing the red wisdom. For example, Taishins event on senior March later half gives many stats, and it is possible to build a red wisdom to abuse this after the previous Arima Kinen turn. Secret events and extra race-related bonuses should be remembered as well, since doing additional races in this scenario is often worth it on a great run.

Deck choices and inheritance

For card strength rating, the most important attributes for GM are fairly similar to Grand Live, roughly speaking:

friendship bonus/flat stat bonuses > training bonus/specialty > motivation > race bonus > initial stats

Hint rate/level up is dependent on the hints and situation, but is generally very valuable for support cards whose skills you want to obtain. For race bonus, having >33% is ideal.

The new **3 goddess group card** is essentially the Light Hello of this scenario and is practically required for all decks to get the best possible results due to the extra fragments (each post-training event gives a choice of one fragment from a color of your choice) and other good stuff like all the good skills it gives. It is an "all around stats" type of card and will increase both your floor and ceiling but requires some highrolling as usual.

The deck choice in GM is typically 3goddess + 2 speed + 2 int + 1 flex. The flex card can be guts/pow/stam depending on what you need at the moment and what distance you are running. 1 int + 1 throne in place of 2 int is also not terrible since using 2 group cards (throne + 3goddess) is not impossible to make work here. But 2 good int cards work just as good if even better.

Depending on your Uma's bonuses, you may drop a speed or int card for another flex if the situation demands it.

Short: (inherit mainly power for guts builds)

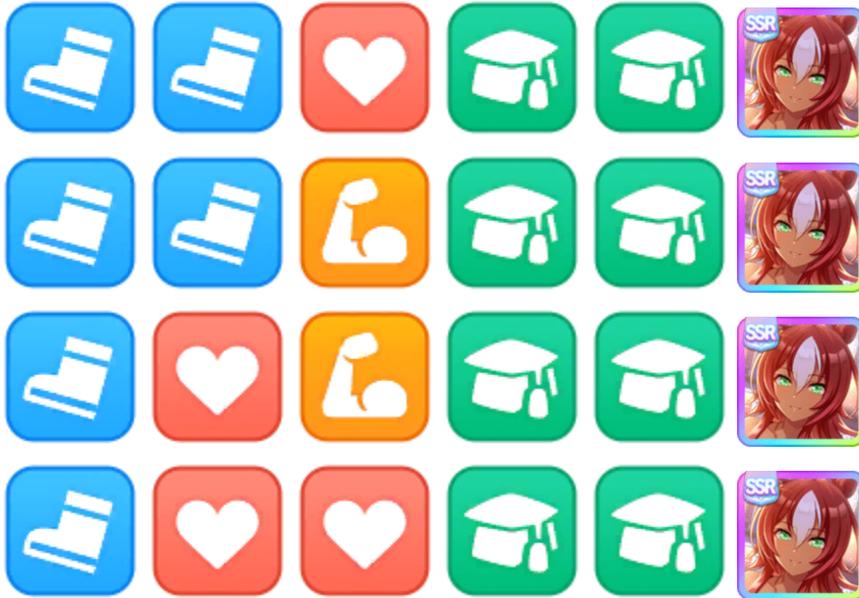Mile: (inherit some stam, and power if no power cards)

Mid: (inherit lots of stam and pray, or put a stamina card in. guts decks require very good cards)

Long: (inherit power/guts/stam)

Icons: