

[https://en.wikipedia.org/wiki/Kasparov\\_Chessmate](https://en.wikipedia.org/wiki/Kasparov_Chessmate)

**Kasparov Chessmate** is a chess-playing computer program by The Learning Company for which Garry Kasparov is co-credited as game designer. Kasparov also makes an appearance as the last computer profile which has to be defeated in order to win the "Kasparov Chess Club" tournament.

The program has two basic single-player modes. The first allows a player to set up the board, time and difficulty level for a single game and allows for undoing mistakes. The second, the "Kasparov Chess Club", sets up a series of opponents of increasing skill, all of which have to be defeated in order to win. The game also allows for playing human opponents locally.

Unlike the Chessmaster series, it has no real training or tutorial section. It does however feature the option to synchronise the PC version with the Palm version, so the player's rating and progress in the tournament can be preserved across platforms.

[https://www.webcitation.org/5zW0mwh1P?url=http://uk.gamespot.com/mobile/puzzle/kasparovchessmate/review.html?om\\_act=convert&om\\_clk=gssummary&tag=summary;review](https://www.webcitation.org/5zW0mwh1P?url=http://uk.gamespot.com/mobile/puzzle/kasparovchessmate/review.html?om_act=convert&om_clk=gssummary&tag=summary;review)

### **Kasparov Chessmate Review**

Kasparov Chessmate has a sharp brain, but the lack of human competition keeps it from attaining true Grand Master status. Chess has relatively simple rules, but making a computer think like a human has kept many a programmer up late at night. Kasparov Chessmate has a sharp brain, but the lack of human competition keeps it from attaining true Grand Master status.



A lack of multiplayer features keeps Kasparov Chessmate from living up to its potential.

Jamdat keeps the setup simple, limiting options to desired color (black or white), difficulty level (very easy, easy, medium, or hard), and record keeping. New players begin with a score of 1,200 points, so when record keeping is activated, points are added or removed based on wins and losses.

The computer, using a game engine based on the original PC game, seems to be an excellent competitor. The easy level keeps things interesting, while the higher levels are tough as nails. The pauses between moves can last up to a minute, but that's just as likely with a human competitor.

Kasparov Chessmate does have one major deficiency: no networked play. Two players can compete on the same cell phone, but the hundreds of competitors available through similar games, like ChessEverywhere, are nowhere to be found. Even a simple chat room-based game setup--à la Cannons Tournament--with a few other players would have added much to the game.

Kasparov Chessmate packs much for solo gamers looking for a solid computer opponent. However, other chess games can provide the human interaction and variety that make chess interesting. If you're not interested in using airtime for multiplayer, Kasparov is a decent pick, but there are more compelling offerings out there.