KheloBridge player quick start

Edition: KheloBridge v6.0.0 | 7 October 2026 | Start here: https://khelobridge.in · tablet, laptop or desktop

Robots in KheloBridge are labelled **Benito** and use a 2/1-like bidding system.

1. Sign in and find your way

Choose **Create account**: Player ID (6-16 letters/numbers, starting with a letter), email and password. Verify the emailed code and complete your profile. Later use **Player ID + password**; **Forgot password?** recovers access. Phones are temporarily unavailable. Bookmark the address and reopen it after **Sign out**.

The top menu is **Play, Team Match, Tournament, History, Kibitz, Chat, People, Report Problem**. On smaller screens use **Menu**. The Notifications bell and Player-ID account button remain available; the Player button also shows Online, Offline or Reconnecting and opens Profile, **Preferences**, Security and Sign out.

Inside Table Play, the menu contains table actions and utilities. **Return to Lobby** keeps your seat and restores the main menu; **Return to table** resumes play. **Leave Table** releases a Casual seat. Event assignments follow their event rules.

2. Choose play, a match or kibitzing

- **Play:** select **Sit here**, **Take seat** or **Create New Table**. A creator may allow kibitzing before play begins; it is off by default.
- **Team Match:** accept your Room/seat invitation in **Notifications** and stay signed in. All humans must accept and be connected before **Start Team Match**. **Open** shows the unified Detail view; finished matches use **Results** and room **Board History**.
- **Kibitz:** choose an authorised Casual Table or Team Match room. Observation is read-only. Use perspective, replay, **Return to Live**, **Other Room** when offered, and **Leave kibitzing**. A release policy may hold Team Match boards until a room, both rooms or the match is complete.
- **Tournament:** open the event. Pairs use **Invite partner** or **Register with Benito** when offered; Individuals use **Register**. **Instant -> Join** starts a private table with three Benitos; **Exit to Lobby** keeps progress, **Resume** returns before expiry and **Withdraw permanently** prevents re-entry.

3. Bid, play and communicate

Play, History replay and Kibitzing share a controls/felt/information layout, but only Play accepts game actions. The bidding box appears only on your turn. Enter an optional explanation (maximum 280 characters) before selecting a call; explanations are visible only to opponents. Play a legal card at your turn; declarer plays dummy.

Preferences default to single-click bidding/play. To require confirmation, choose Player ID -> **Preferences -> Play preferences**. A selected bid shows **Confirm _call_**. A selected card enlarges; activate it again to play. Escape or clicking outside cancels.

Chat opens at **All Messages**. **View** filters the transcript; **Send to** independently chooses one recipient. In wide Table Play, Table is the default target and eligible seated players are listed. Partner direct messages are blocked during bidding/play; at protected event tables, messages outside that table are blocked. Narrow Table Play hides the communication rail; after **Return to Lobby**, top-level Chat continues permitted direct conversations. Outside a table, **New message** searches Online Player IDs from two typed characters. Message-arrival sound can be turned off in Preferences; visual unread counts remain.

Claim proposes remaining tricks; an eligible opponent accepts/rejects. **Concede -> Confirm** gives all remaining tricks away. **Undo**, when enabled, needs both opponents' agreement. Select the contract to see the auction, or a trick total for the last trick. Select **Click to Continue** on the result.

4. Review, personalise or get help

Player ID -> **Preferences** controls the shared table colours, KheloBridge or Warm Cream template, display/text size, control-panel side, replay speed and play confirmation. **Apply current session** is temporary; **Save account** follows you across devices. Kibitzing also offers automatic or **Manual · Next Trick** playback.

The Notifications badge counts unresolved invitations, explanation requests and outcomes; act or acknowledge to remove an item. A short arrival sound is best effort and may depend on browser permission.

History provides Team Match, Tournament and Casual Play replay with ½x/1x/2x speed. Team Match **Results** shows the comparison scoresheet, Room history and PDF after release. **People -> Copy ID** helps with invitations.

For a ruling, use **Call Director -> Send request**; play does not pause automatically. For technical trouble, use **Report Problem -> Send report** and keep the Diagnostic ID. Do not repeatedly click a pending action or share passwords/codes.