

KheloBridge player quick start

Edition: KheloBridge v5.12.2 | 4 October 2026 | Start here: <https://kheლობridge.in> · tablet, laptop or desktop

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

1. Sign in and navigate

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, Chat, People, Report Problem**. The Notifications bell and Player-ID account button remain available on every screen. The Player button opens Profile, **Preferences**, Security and Sign out. While seated at an active table, leave it before using another primary destination.

2. Choose your game

- **Play**: select **Sit here**, **Take seat** or **Create New Table**.
- **Team Match**: accept your Room/seat invitation in **Notifications**, stay signed in, then open the match to see each room's current Board. All humans must accept and be connected before **Start the match**.
- **Tournament**: open the event. Pairs use **Invite partner** or **Register with Benito** when offered; Individuals use **Register**. Team captains register the roster; teammates choose partnerships at their **Team home table** between rounds.
- **Instant: Join** starts a private table with three Benitos. **Exit to Lobby** keeps progress; **Resume** returns before expiry. **Withdraw permanently** prevents re-entry.

3. Bid, play and communicate

The bidding box appears only on your turn. Enter an optional explanation (maximum 280 characters) before selecting the call; explanations are visible only to opponents. Choose a level and suit/NT, or **Pass / Double / Redouble**. 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 in place; activate the same card again to play it. Another legal card changes the selection and still needs a second activation; Escape or clicking outside the hand cancels.

On wide Table Play screens, **Chat** offers Table and eligible seated players; Table sends to everyone. Narrow active-table screens retain Table messages but hide direct Chat. The top-level Chat workspace continues permitted direct conversations. Partner direct messages are blocked during bidding/play; opponent messages remain permitted.

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

4. Return, review or get help

The Notifications badge counts unresolved match/partner invitations, explanation requests and action outcomes. Opening it clears the new-item emphasis; act or acknowledge to remove an item.

Use **Return to table** whenever it is offered. **Leave Table** releases a casual seat; event seating follows event rules. Reconnect promptly-seat holds are limited. A new player sign-in closes the old session.

Scores and board history shows both Team Match rooms; activate **Board** to change ascending/descending order. **History** provides Team Match, Tournament and Casual Play replay. **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.