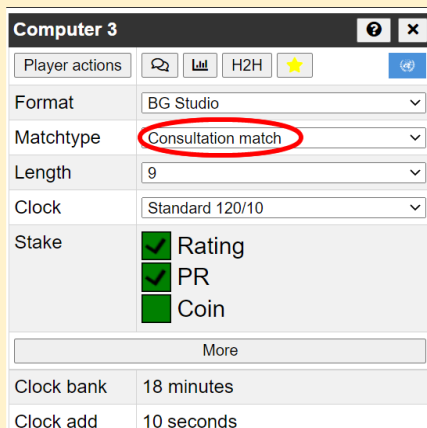


Heroes QuickStart FAQ

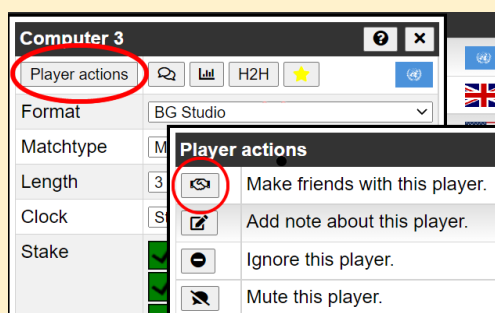
1 Start a Match	2 Friend Someone	3 Options During Play	4 Review During Match
5 Start Video	6 Sound Settings	7 Customise Your Board	8 No Undo Button?
9 Resign Game/Match	10 No Double Button?	11 Reverse Dice	12 Clocks in Detail
13 Match Types in Detail			

1 Start a Match



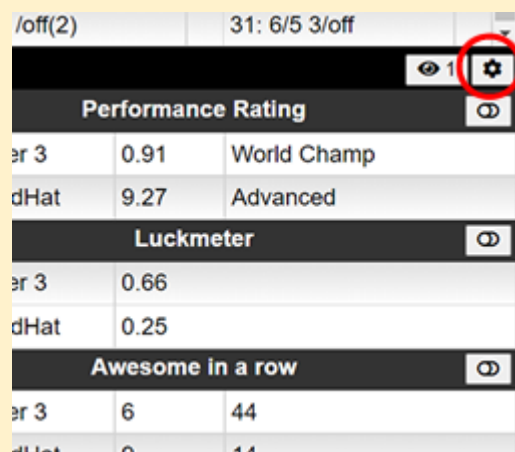
- Under **Menu/Main** or **Menu/Friends**, click your opponent's nickname to bring up the "start match" popup.
- Leave **Format** as BG Studio.
- Choose **Matchtype** - default **Match** is used in more serious tournament play. **Consultation Match** means that both players and observers can see evaluations as they are played. This means you will know immediately if you have made the correct move, or not. See #13 Match Types in Detail.
- **Clock**: See #12, Clocks in Detail.

2 Friend Someone



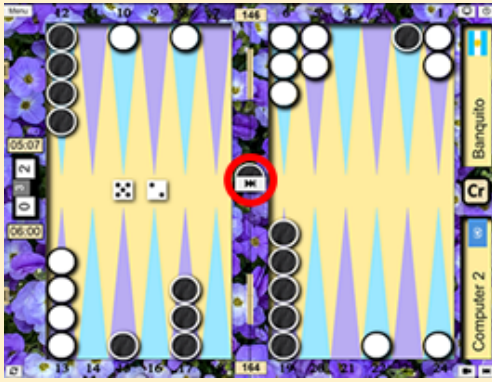
Click on the person's name, then make friends with this person. Wait for your request to be accepted.

3 Options During Play



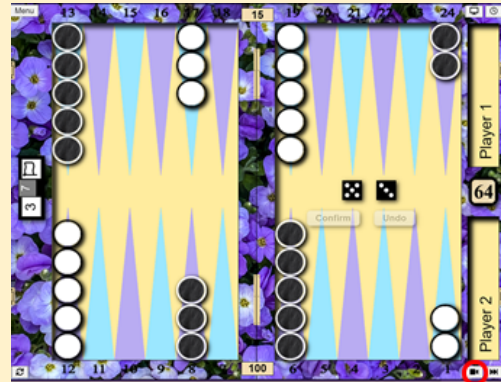
Click this little gear to turn on options: Performance Rating, Luckmeter, Awesome in a row, plus more.

4 Review During Match



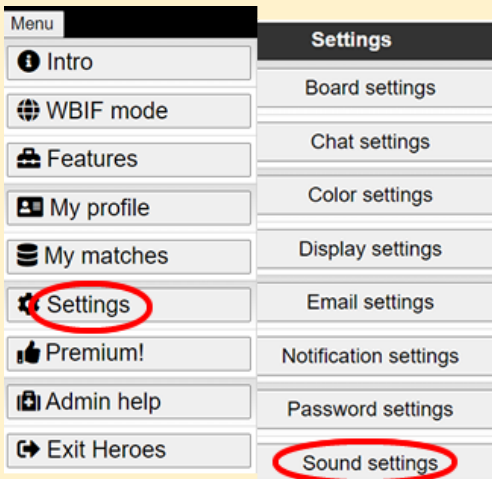
If you do click the consultation area to see your error during a consultation match... to return to the match, click the "play" icon in the middle of your board.

5 Start Video



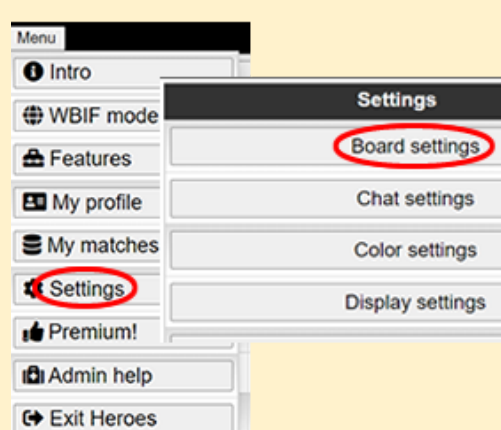
Click the camera icon (bottom, right) to "Start video".

6 Sound Settings



Don't like the voice sounds? There are a number of options. You can choose to turn ALL off, or just a few.

7 Customise Your Board



Change the frame texture. Change the colours of your checkers, points, dice, cube. Just about everything can be changed to your liking.

8 No Undo Button?

If the "undo" button is missing from the middle of the board, hit control+Z to undo. The first time you try Ctrl-Z may prompt a question to enable shortcuts, which you should answer with a Yes.

9 Resign Game/Match

You can resign a game or a match by clicking on your own score over at the side. It will give a popup on how you want to resign (single, gammon, backgammon, match). There's an "X" to change your mind before committing to the resignation. You can also choose Menu/Resign.

10 No Double Button?

If the cube is available there is normally a double button, but you can also double by clicking on the actual cube.

11 Reverse Dice

Click the dice to reverse them. For example, you roll a 6-1, but you want to play the 1 first.

12 Clocks in Detail

The clocks			
Clock	Bank	Add	Special property
Standard	120	10	
Standard2	120	10	Observers can't see computer feedback
Tournament	120	12	No computer feedback.
Tournament2	120	12	Nobody can see computer feedback.
ABT	120	12	
ABT2	180	12	Observers can't see computer feedback
Wbif	60	8	
Wbif2	60	8	Observers can't see computer feedback
Wbif3	120	15	Observers can't see computer feedback
Live1	60	12	No pipcount
Live2	120	8	No pipcount
Live3	60	10	Observers can't see computer feedback
Live4	90	10	No pipcount
Live5	70	12	Observers can't see computer feedback
Live6	180	15	
Live7	90	10	
Live8	60	10	
Live9	90	10	Observers can't see computer feedback.
Speed	24	6	
Speed2	24	6	Observers can't see computer feedback
Speed3	24	7	No pipcount
Blitz	12	4	
Blitz2	24	4	
SuperSpeed	12	6	
Fast1	30	10	
No add1	180	0	
Combinations of matchtypes and clocktypes can also have different effects:			
Tournament match+	Tournament clock =		No pipcount
Tournament match+	No clock =		No pipcount

Clock settings are stated in terms of a “delay” period for each roll and an allowance for each game in a match. Heroes states these in seconds.

So 180/15 would be a 15 second delay on each roll before the clock starts counting down, with 180 representing the number of seconds allowed per point-game – that is 3 minutes per game.

A 7-point match therefore allows 21 minutes per player. If you make your play inside the delay period then you do not lose clock time.

120/10 (default) is a 10 second delay, plus 2 minutes per point-game per player.

13 Match Types in Detail

Match types	
Match	A normal online match without the running PR or error highlighting.
Consultation match	Here you will see a running PR value and errors are highlighted with different colors.
PR Match	A special kind of online match where the player that plays on the lowest PR wins.
Blundergammon	A special type of match where first blunder loses!
Unlimited games	A match with unlimited number of games.
Unlimited consultation	As unlimited games and also with error highlighting and running PR.
DMP Match	A one point match.
Speedgammon	A fast online match with match clocks. Each player get 120 seconds in the bank and 6 seconds add for each more.
Blitzgammon	A very fast online match with match clocks. Each player get 12 seconds in the bank and 4 seconds add for each more.
DC Match	Two player teams play againts each other.
Unrated match	A normal online match without the running PR or error highlighting and no rating adjustment.
Tournament Match	This is also without running PR and error higlighting and also without pip count.
Nackgammon	The opening position is different with 4 checkers on the last two pegs.
Hypergammon	A special type of match starting with only 3 checkers for each player.
Hitgammon	A special type of match where first hit wins!
Nohitgammon	A special type of match where first hit loses!
Paskogammon	A special type of match with a backgame starting position for one of the players. More